# Sword & Sorcery

# Relics & Rituals™

## Core Rulebook

# Preface

by Gary Gygax

Magic and the marvelous are the heart of the fantasy genre, be it fiction or game. Interestingly, this book you hold has a touch of the former while it serves yeoman's duty in regard to the RPG. That you'll see immediately after delving a bit deeper into the volume. The publishers have included in this glorious mass of magical information a hint of the fictional story — that is, the connection of all of the extraordinary game material herein to a fantasy-world setting with an intriguing background and engaging environment. That said, consider what the work offers:

Not only do you have before you a key to opening a whole new fantasy world, one that is optional in regard to use, of course, in that you can embrace it as a whole, use some of it or ignore it for whatever campaign setting you prefer. In addition, you hold a compilation of exciting material to include in your game system and campaign that cannot fail to make them more diverse and challenging. It should go without saying that players will be eager to gain the new things described herein.

This work is compatible with the new D20 fantasy game system (whose trademarked name the publisher informs me we are unable to mention here due to the licenses under which this volume is published, so "D20 fantasy game" must suffice). It is also a means of entering the ***Scarred Lands*** world setting. So you have two direct options, plus whatever other use you choose to make of ***Relics & Rituals***. If you pause now and page through the book, you'll see what I mean. The D20 fantasy game-specific material aside, look at the sheer volume of magical material given. Not only is it a lot, but new approaches present themselves here. Armed with the broad applications possible for the work, follow along with this quick analysis of the major parts of this excellent addition to your library of RPG core rulebooks.

The seven new prestige classes can be added to the new D20 fantasy game, used in the ***Scarred Lands*** world setting as a part of that game or with some modified form of it based on the D20 system. With a bit of adjustment, these classes are also quite adaptable to some other RPGs. In all, these are most interesting approaches to the player-character role.

Next there is the host of new spells for all the D20 fantasy character classes. Because in the new ***PHB*** space considerations caused a diminishment of the spells available, the collection of new ones herein is most useful to the DM, and will certainly be appreciated by players with spellcaster characters. Take a moment to look at the material and you will see that these aren't "fillers," but interesting, useful and potent castings for NPCs and PCs alike. This work goes beyond mere supplementation of spells, though.

The addition of *ritual magic* is a great innovation, a glittering jewel. By means of this and the *true ritual*, a whole new facet of major spellcasting has been added. It can augment the new D20 fantasy game or be used otherwise, as stated previously. As a matter of balance, it seems that the true ritual is closed to the sorcerer character, thus validating the wizard class as a potent archetype beside the cleric and druid. With these additions to the system, there is unquestionably a whole new dimension brought into play. Hats off to the designers for this special feature!

What was said above regarding spells holds doubly true for the new magic items ***Relics & Rituals*** brings to the game. While only spellcaster characters are diminished by reducing the number of spells in the new D20 fantasy game, having fewer magic items available affects all characters. Again, space limitations required the ***DMG*** to offer fewer such things. Here you have a whole new selection of interesting, useful and diverse magic items so as to fill your game with marvelous objects. Of course, all players are eager to gain such things for their characters. Having a truly grand inventory from which to select means that your adventure encounters will not be repetitious in regard to special rewards possible.

Included in this list of "items" is another innovation, *tattoo magic*. The list of these special markings for a character isn't large, but the impact they can have on the game is. Although the magical tattoo is aimed mainly at play in the ***Scarred Lands***, there is every reason for a new D20 fantasy DM to add it to his or her campaign. As you examine this new aspect of magic, I suspect you will be rather gleeful in accepting it. As a matter of fact, I wish I had thought of the concept. It will certainly be brought into my own work and campaign. What fun! In a book filled with useful information of a magical sort, this is another jewel amongst the gemstones.

The magical additions also include even the most potent of dweomered things, the *relic*. Gentle Reader, if you don't mind, pause a moment from perusing this foreword to have a look at the aforesaid section: Chapter Six. It isn't large in size, but it is rich in content, adding both minor and major artifacts for inclusion in a campaign.

Allow me to add just a few more words here. The ***Scarred Lands***, of which I know insufficient details at this time, seems a most intriguing setting. Perhaps you will find it likewise. If so, consider how very adaptable its premise is, the war between gods and titans, and the resulting "world" thereafter. Does it not lend itself to adaptation into many different settings? From the mythological Greco-Roman and Norse (substitute "giant" for "titan" and there you are) to any authored world environment in which two or even several groups of deities contended and one triumphed.

To sum up, this work is one that you just can't pass up. It has material for creating a new campaign-world setting that is precious inlay on the coffer. What a magical treasure it holds, too! What you have is like a chest full of gems. Don't let it escape your possession.

Gary Gygax
Lake Geneva, WI
December 2000

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# Introduction

This volume of arcana aspires to two purposes. The primary one is to stuff you full of fodder for your fantasy campaign, no matter what fantasy world you use for your epic adventures. The five-course meal of prestige classes, spells, rituals, magic items and artifacts presented here will hopefully appease your appetite for new options for your campaign's heroes as well as fatten your gray mater with new inspirations for quests and heroic conflicts.

The second purpose is to provide more bits of fable and fact about the Scarred Lands world that we at Sword & Sorcery Studios use as our fantasy campaign setting. All of our core books such as this volume, ***Creature Collection*** and ***Creature Collection 2: Dark Menagerie*** are intended to be resources for any campaign world while showing careful readers some of the key struggles and personalities of the Scarred Lands. If you choose to pluck some of these Scarred Lands setting bits and drop them into your own personal world (or even — though may Chardun have your hand! — some other published game world), that's fine. If you choose to immerse yourself fully in the Scarred Lands setting, so much the better.

Finally, be sure to log onto swordsorcery.com. Not only do we post new information about the Scarred Lands and other products, but we also have plenty of opportunities for you to contribute to this world and *really* make it your own.

Enjoy!

The Producers, Writers and Editors @

Sword & Sorcery Studios

# The Scarred Lands

Whether you are a casual user of the Scarred Lands or you're becoming a real addict, you'll find the Scarred Lands setting bits strewn through this book even more entertaining (and comprehensible) if you'll treat yourself to the following overview. Even more information on the Scarred Lands is available on our website at **www.swordsorcery.com**. A full release schedule of Scarred Lands setting specific books is also available online.

## Scarred Lands History

The Scarred Lands were not always so. Less than two centuries ago, the world of Scarn was healthy. Its forests were green, its seas were pure, and its very heart pulsed with magic. The mortal races toiled the land and hunted the beasts, building entire civilizations, stone by stone. It was no paradise, but it was a prosperous world.

Of all of Scarn's beings, both magical and mundane, the most awesome were the titans. The titans were entities of monstrous power, and they derived their strength from Scarn itself. The elements of the world and the skies above nourished them, granting them near-limitless abilities. Given sufficient time and patience, a titan could sculpt islands and mountain ranges, cut rivers and breathe life into entirely new species of creatures. If they combined their powers, they could create entire continents. Even so, they were entities of raw fury, forces of nature that lacked the vital spark that would make them into something more.

Mighty though the titans were, they were not yet gods. But their *children*...

Although philosophers have difficulty explaining just why and how it could have happened, the children of the titans were not truly titans themselves. Like their progenitors, they drew some power from the world of Scarn, but the remainder of their potency derived from another source. They drew the greatest portion of their strength from the world's mortal races by feeding on the intensity of belief and on the vibrant mortal condition. The power that these children drew from the mortal races made them something new and better. It made them gods.

The gods' enviable connection to the mortals of Scarn was destined to set them against their parents. Although the titans were at one with the essential elements of heaven and earth, they cared little for the world in their charge. If a titan was disappointed with how a coastline developed, he thought nothing of reducing it to sand with a series of tidal waves in order to clean the slate. If a titan grew bored with the thriving mortal races in her domain, she might give birth to horrific monsters to make things more "interesting."

The gods, who felt the suffering of the mortal races to their very souls, decided that the titans' reign had to end. Even the cruelest of the gods realized that if the titans were to cleanse the world of mortals on a whim — which was a very real possibility — loss of the mortals' faith and vitality would cripple the gods. So these celestial lords met in secret and plotted rebellion. When Denev, the titan of the earth itself, spoke out against her brethren, the gods took it as a sign. As a result, the Titanswar erupted.

Eight gods and one titan went to war against a dozen other titans. The revolution shook the heavens' pillars, shattered the blazing iron streets of hell and raged across the face of the world. Under the force of combatants' blows, mountains split into rubble-strewn plains. Islands sank when warriors used them as stepping-stones. Gods and titans alike spawned races of monsters and humanoids as foot soldiers in their feud. Divine blood spilled across Scarn, warping the very land.

Terrible though the war was, it finally came to an end. With the help of Denev, the gods were victorious. They could not kill the titans once and for all, however, for not even they possessed such power. Each titan had to be restrained or imprisoned so that he could not regain his strength and seek revenge. The gods pulled the teeth from Gaurak the Glutton before burying the Ravenous One beneath the earth, ensuring that he could not chew his way out. They cut Mormo the Serpent Mother into pieces, scattering the parts far and wide so that the Queen of Witches could not re-form. The gods dealt thus with each titan in turn, stripping them of their power and sealing them away.

Now, Scarn is no longer the world it once was. The land bears horrible scars where gods felled titans. The Kelder Mountains are split with chasms left by a heavenly axe. The Hornsaw Forest has grown gnarled and twisted after feeding on the spilled blood of Mormo's heart. Great deserts and badlands linger where verdant fields once lay. An entire sea runs red with the blood of a titan who lies chained at its depths. The world has twisted and changed wherever the titans or their dismembered remains lie. Many of the monstrous races that were created by the titans and gods during the war still survive in the gouged reaches of the land. Those races that are favored by the gods prosper. The titans' chosen are less fortunate. They watch and wait from their wilderness exile, plotting to restore their fallen patrons.

Scarn is no longer. To many of its inhabitants, it is now simply the Scarred Lands — a wounded world that has yet to heal.

But there is hope. Cities begin to prosper once again under the watchful eye of their patron deities. Mortals sharpen their skills of war and magic, the better to hunt the monstrous beasts that prey upon the weak and injured. The followers of the gods are ever vigilant, careful that the titans' scattered minions do not succeed in restoring their heartless lords. The Scarred Lands are places of fierce barbarism and intense struggle — and yet, the mortal races aspire to something much greater. With good fortune, bravery, sorcery and skill — and no small amount of providence — perhaps the Scarred Lands can be rebuilt. Perhaps Scarn can be restored.

But first, the heroes of the Scarred Lands must survive.

## Scarred Lands Religion

### The Gods

Worship in the Scarred Lands has real and immediate consequences. It was only a century-and-a-half ago that the gods' avatars walked the land, contesting the titans for supremacy, while mortal races sided with the gods or titans and fought at their feet.

With such colossal events in recent history, religious practice is never a matter of rote ritual or prayers mumbled to an unresponsive heaven. Certainly the most audacious displays of divine might occur when the gods allow their divine power to flow through chosen saints and champions, granting these mortals the strength to perform miracles.

The gods respond regularly to any of their worshipers, however, whether favorably or not. The smith who fails to have his forge blessed to Corean finds that his ironwork shatters under the hammer. The doctor who fails to draw wards on her medicines, displaying the proper fear and respect for Vangal, invites plague upon herself and her patients. Madriel's voice resounds like a deafening wind through a temple full of farmers who fail to pray for a good harvest. The gods and goddesses of the Scarred Lands make their presence known daily across the world.

The intelligent races of the Scarred Lands openly worship the eight major deities and the sole remaining titan Denev, the Earth Mother. Although these deities have begotten many lesser demigods and goddesses who are also worshipped, these nine are venerated (or appeased) above all others.

### Corean

**(CORE-ay-ahn), the Avenger, the Champion (LG; Chivalry, Craftwork, Strength, Protection, Wisdom)**

**Domains:** Fire, Good, Law, Protection, War

**Holy Symbol:** Four longswords forming a compass rose

### Madriel

**(MA-dree-el), the Redeemer, the First Angel of Mercy (NG; Sun, Light, Sky, Redemption, Healing, Agriculture)**

**Domains:** Air, Good, Healing, Plants, Sun

**Holy Symbol:** Spear with a tassel of peacock feathers

### Tanil

**(TAH-nil), the Huntress (CG; Travel, Hunting, Forestry, Music, Archery, Freedom, Good Fortune)**

**Domains:** Animals, Chaos, Luck, Plants, Travel, Trickery

**Holy Symbol:** Three bronze arrows lying parallel

### Hedrada

**(heh-DRAH-dah), the Lawgiver, the Judge (LN; Law, Justice, Wealth, Order, Cities, Knowledge)**

**Domains:** Knowledge, Law, Protection

**Holy Symbol:** Two-handed hammer

### Denev

**(den-EV), the Earth Mother (N; Earth, Nature, Death — natural, the Seasons)**

**Domains:** Air, Animals, Earth, Fire, Plants, Water

**Holy Symbol:** Stone sickle with a flowering wooden hilt

### Enkili

**(en-KEE-lee), the Trickster, the Shapeshifter, the Unlucky (CN; Storms, Trickery, Chaos, Misfortune)**

**Domains:** Air, Chaos, Luck, Travel, Trickery

**Holy Symbol:** Mask decorated with lightning shooting from the eye slits

### Chardun

**(char-DOON), the Slaver, the Overlord, the Great General (LE; War, Domination, Conquest, Avarice, Pain)**

**Domains:** Evil, Law, Strength, War

**Holy Symbol:** Blood-soaked golden scepter, crowned with a thorny laurel wreath

### Belsameth

**(BEL-sa-meth), the Slayer, the Assassin (NE; Darkness, Death, Nightmares, Deception, Witchcraft, Madness)**

**Domains:** Death, Evil, Magic, Trickery

**Holy Symbol:** Thin silver circle on a black field (signifying the lunar eclipse)

### Vangal

**(VAN-gahl), the Reaver, the Ravager (CE; Destruction, Pestilence, Famine, Bloodshed, Thunder, Disaster)**

**Domains:** Chaos, Destruction, Evil, Strength, War

**Holy Symbol:** Cloven shield dripping blood

## The Titans

Although the gods were unable to kill their titan forefathers and mothers, they did succeed in hacking them to pieces, imprisoning them, sundering their forms or chaining their bleeding bodies in the deepest waters of the Scarred Lands. However, the virtual demise of the titans has done little to impair the titanspawned races from seeking control of the Scarred Lands.

**The 12 titans are as follows:**

1. Chern (CHURN), of the Scourge, of the Last Great Sickness and Suffering
2. Gaurak (GAH-rock), the Glutton, the Voracious One
3. Golthain (GALL-thane) the Faceless
4. Golthagga (gall-THAH-ga), of the Forge, the Shaper
5. Gormoth (GORE-moth), The Writhing Lord
6. Gulaben (goo-LAH-bin), Lady of the Winds
7. Hrinruuk (he-RIN-rook) the Hunter
8. Kadum (KAH-doom), the Mountainshaker, the Bleeding One
9. Lethene (lay-THEEN), Dame of Storms, the Untamed One
10. Mesos (MAY-zohz)), Sire of Sorcery, the Disrupted
11. Mormo (MORE-moh), Mother of Serpents, Queen of Witches
12. Thulkas (thool-KAHS), Father of Fire, the Iron God

# Chapter One: Prestige Classes

Like almost any fantasy world, the Scarred Lands have a remarkable diversity of cultures across its face. It should come as no surprise, then, that many of these cultures have developed unusual nuances of behavior — and, of course, unique takes on magical ability. In such a way have the singular prestige classes of Scarn evolved.

A few of the following prestige classes continue to gain effective spellcasting ability as if they were continuing to advance in their prior class; this is marked on their advancement charts as "+1 per level of existing class." Essentially, each time the character gains a level in such a prestige class, she gains additional spell slots and casting ability as if going up a level in her original class. A spellcaster of one of these classes with more than one prior spellcasting class must select one as a "priority" class for advancement.

For instance, an adept 6/sorcerer 3/blood witch 4 who has chosen "adept" as her priority class has the spellcasting ability of a 3rd-level sorcerer and a 10th-level adept. If she gains another level in blood witch, her spellcasting ability becomes that of a 3rd-level sorcerer and an 11th-level adept. The same would happen if she gained a level in adept. If she had gained a level in sorcerer, then she would have the spellcasting ability of a 4th-level sorcerer and a 10th-level adept.

# Blood Witch

Without a doubt, the connection between the gods and their followers was one of the key elements that secured victory for the deities in the Titanswar. The titans' inability to forge a divine connection with the races that worshipped them was a severe hindrance to their followers, and ultimately a damning one.

But those who still worship the titans have found other ways to draw power from their sundered masters. In particular, some adepts have found a way to harness the primal energies in the blood and flesh of titans. By learning to tap this power, these witches have derived methods of using life energies to augment their spellcasting, using blood as the medium of exchange. The result is a new and unusual sort of spellcaster, a kind of "high priest" to the titans — the blood witch.

Most blood witches were adepts before learning the ways of blood magic. Some sorcerers and wizards have managed to discover the path, though they often have to refit their way of thinking to gain any true power in the class. Black-hearted druids and rangers have also ventured down the path of the blood witch, sometimes learning the arts directly from hags.

Working with primal energies and taboo material has forced many blood witches to live outside of civilization. Hags, red witches and inhabitants of the Blood Bayou are common users of blood magic; it is rumored that Demoiselle Antunes, leader of the Krewe of Mangroves was the original practitioner of blood magic. Her string of lovers is just ample fuel for her arcane machinations.

The gods have forbidden their followers from pursuing the titans' power in this fashion. Multiclassing into the blood witch prestige class is considered a gross violation of the code of conduct that the Scarred Lands gods require. Hence, clerics of the gods who join this prestige class lose their spells and class features until they atone.

**Hit Die:** d4.

## Requirements

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

**Concentration:** 10 ranks.

**Knowledge (arcana):** 10 ranks.

**Feats:** Any two metamagic feats, Skill Focus: Concentration.

**Spellcasting:** A would-be blood witch must be able to cast 3rd-level spells.

**Special:** In order to become a blood witch, the spellcaster in question must establish some sort of link with the titans' power. The most common form of doing so is to ingest material that has been directly tainted by a titan's flesh or blood, though other means of establishing this connection are certainly possible.

## Class Skills

The blood witch's class skills are: Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Wilderness Lore (Wis). See Chapter 4: Skills in *core rulebook I* for skill descriptions.

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

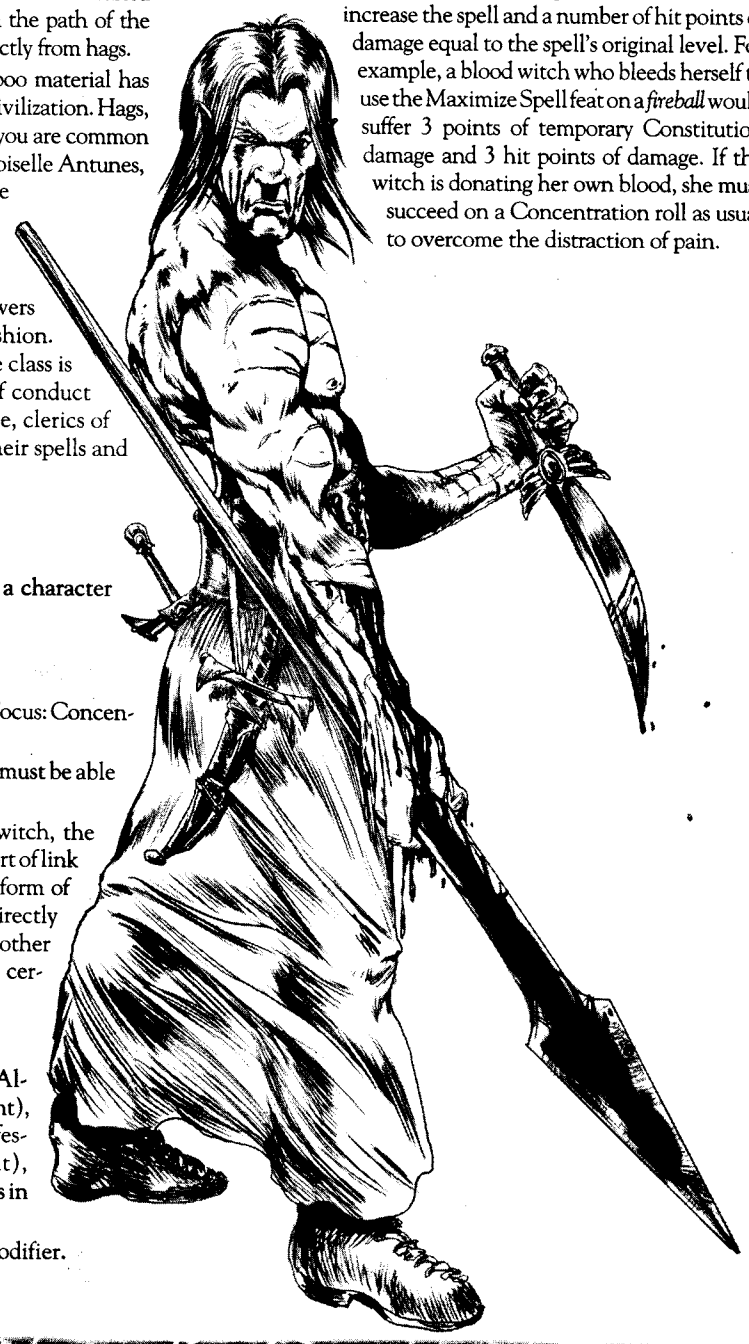
## Class Features

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

**Weapon and Armor Proficiency:** The blood witch gains no additional proficiencies over and above those of her original class.

**Spell Advancement:** Each time the character gains a level of blood witch, she gains additional spell slots and casting ability as if going up a level in her original class, as described at the beginning of this chapter.

**Blood Enhancement:** The blood witch is capable of using metamagic feats without actually increasing the spell level of the affected spell — at the price of a blood sacrifice. The donor of blood (most often the witch herself) takes temporary Constitution damage equal to the number of spell levels the chosen metamagic feat would normally increase the spell and a number of hit points of damage equal to the spell's original level. For example, a blood witch who bleeds herself to use the Maximize Spell feat on a *fireball* would suffer 3 points of temporary Constitution damage and 3 hit points of damage. If the witch is donating her own blood, she must succeed on a Concentration roll as usual to overcome the distraction of pain.



## Table 1-1: The Blood Witch

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Blood enhancement | +1 level of existing class. |
| 2nd | +1 | +0 | +0 | +3 | Nature magic | +1 level to existing class |
| 3rd | +1 | +1 | +1 | +3 | Blood enhancement | +1 level to existing class |
| 4th | +2 | +1 | +1 | +4 | Alter self | +1 level to existing class |
| 5th | +2 | +1 | +1 | +4 | Blood enhancement | +1 level to existing class |
| 6th | +3 | +2 | +2 | +5 | Minor sacrifice | +1 level to existing class |
| 7th | +3 | +2 | +2 | +5 | Blood enhancement | +1 level to existing class |
| 8th | +4 | +2 | +2 | +6 | *Wild shape* | +1 level to existing class |
| 9th | +4 | +3 | +3 | +6 | Blood enhancement | +1 level to existing class |
| 10th | +5 | +3 | +3 | +7 | Major sacrifice | +1 level to existing class |

The donation of blood must be voluntary (until the Minor or Major Sacrifice abilities are being used) and must be from a living creature (no oozes, constructs or undead). The donor must have enough Constitution points and hit points to absorb the damage. If the donor has insufficient points, the blood witch takes the remaining damage the donor could not absorb and must pass a Concentration check as above. If the blood witch dies or becomes disabled from the damage, the spell fails.

The augmentation takes place at the time of casting and need not be decided upon when the witch prepares her spells for the day. The blood witch may not enhance a spell to an effective spell level that she cannot normally cast. For example, a blood witch who is not high enough level to cast 6th-level spells may not blood enhance a 3rd level spell with the Maximize Spell feat, since this feat raises the spell by 3 levels and therefore takes the 3rd-level spell up to 6th level. Blood witches of 3rd level or higher (see below) may apply multiple metamagic feats to one spell, but no spell may be blood enhanced with metamagic feats that would make the spell higher than 9th level if it were prepared or cast normally using the same metamagic feats.

Like bards or sorcerers using spontaneous metamagic feats, blood enhanced spells take longer for the blood witch to cast. Spells that normally require one action to cast require one full-round action. Spells with longer casting times require an extra full-round action to cast.

At 1st level, the blood witch may use this ability in conjunction with one metamagic feat; she may use the ability with an additional metamagic feat at 3rd, 5th, 7th, and 9th level. The blood witch must know the metamagic feat being used.

*Example:* A 1st-level blood witch knows the metamagic feats Empower Spell, Enlarge Spell and Silent Spell; she has chosen Silent Spell as her 1st-level blood enhancement power. She may prepare a spell to be silent ahead of time as usual (making it one spell level higher), or she may use blood enhancement to cast a spell silently on the fly. If she chooses the latter, she casts the spell as normal, but the donor loses one temporary Constitution point and a number of hit points equal to the enhanced spell's level. She cannot use blood enhancement to empower other metamagic feats until she rises in level.

Blood enhancement can be used in conjunction with the Still Spell feat, but the blood witch must be able to come into contact with freely shed blood, which requires some freedom of movement except in unusual circumstances.

**Nature Magic:** At 2nd level, the blood witch's knowledge of the primal forces commanded by the titans has increased to allow an emulation of druidic magic. Even blood witches who weren't previously druids can learn any spell on the druid spell list as if the spell were one level higher (subject to the usual limitations). To cast a druidic spell, the witch must have a Wisdom score at least of 10 + the raised spell level. Casting such spells as arcane or adept magic requires a sacrifice of blood, draining the donor of one temporary Constitution point and inflicting damage equal to the raised spell level.

**Alter Self:** At 4th level, the blood witch gains the spell-like ability of *alter self*. She can transform into a typical member of any humanoid race of either small or medium size. This supernatural ability can only be used once per day. Unlike the spell, this shapeshifting does not change clothing, but remains until dispelled or the witch chooses to revert to her original form.

**Minor Sacrifice:** At 6th level, a blood witch is capable of stealing energy from an unwilling victim. While casting a spell augmented with blood enhancement, the witch needs to touch a wound upon the victim (this is usually a melee touch attack against a victim who has already suffered at least one hit point of damage). The victim must make a Fortitude save (DC 10 + the blood witch's caster level) or take damage as the donor for the blood enhancement. If the victim makes the saving throw, the witch takes the damage herself as usual, and must succeed on a Concentration skill check (DC 15 + damage + spell level) or lose the spell. Only one metamagic feat at a time can be applied to any spell cast in this way.

**Wild Shape:** At 8th level, the blood witch gains the spell-like ability of *polymorph self*. She can turn into any animal or beast (but not magical beast) of small to large size. This supernatural ability is limited to only one form selected at the activation of the spell-like ability; it lasts until dispelled or dismissed.

**Major Sacrifice:** Mastering the primal energies in blood, a 10th-level blood witch can use every drop of blood in the victim. The witch can stack multiple metamagic feats on any blood enhanced spell cast via an unwilling donor. The DC of the victim's saving throw rises to 13 + the blood witch's effective spellcasting level.

# Crypt Lord

Crypt lords have chosen to leave the world of the living behind to focus on the power granted by the netherworld. They are among the most notorious of necromancers, distrusted even by the council of death-mages that rules over Hollowfaust. The necromancers of Glivid Autel were outcast from Hollowfaust partly due to the crypt lords they counted among their ranks.

As a crypt lord increases in skill, his powers reinforce his body with traits found with the undead. As his ability to channel the negative energies of unlife increase, he develops powers of creating and rebuking undead. The crypt lord's knowledge of necromancy increases such that he is able to develop necromantic varieties of many spells that would ordinarily belong to other schools.

Crypt lords come almost exclusively from the ranks of arcane necromancers, specialist wizards in particular. Some priests of dark gods such as Belsameth venture down this road as well, finding themselves addicted to the touch of unlife and likening the negative energies to the touch of their deities.

NPC crypt lords are often found near locations infested by undead far from civilization. Their ability to appear as another undead creature allow them to walk among even the most vicious free-willed undead without trouble. However, most humanoid societies find crypt lords to be abhorrent mockeries of life and refuse to traffic with such corpse-brokers.

**Hit Die:** d4.

## Requirements

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

**Alignment:** Any evil.

**Spellcasting:** Ability to cast at least seven necromantic spells, at least one being a 3rd-level spell or higher.

**Knowledge (undead):** 7 ranks.

**Feats:** Spell Focus: Necromancy.

**Special:** An aspiring crypt lord must have suffered the life-draining attack of an undead creature, be it energy drain or ability score loss, before he is able to understand the forces of unlife well enough to enter this class.

Table 1-2: The Crypt Lord

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Extended necromancy, rebuke undead | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Undead appearance | +1 level to existing class |
| 3rd | +1 | +1 | +1 | +3 | Energy drain resistance | +1 level to existing class |
| 4th | +2 | +1 | +1 | +4 | Undead familiar | +1 level to existing class |
| 5th | +2 | +1 | +1 | +4 | Natural armor | +1 level to existing class |
| 6th | +3 | +2 | +2 | +5 | Raise the dead | +1 level to existing class |
| 7th | +3 | +2 | +2 | +5 | Natural armor | +1 level to existing class |
| 8th | +4 | +2 | +2 | +6 | Create undead | +1 level to existing class |
| 9th | +4 | +3 | +3 | +6 | Energy drain immunity | +1 level to existing class |
| 10th | +5 | +3 | +3 | +7 | Lichdom | +1 level to existing class |

## Class Skills

The crypt lord's skills are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcane) (Int), Knowledge (undead) (Int), Profession (Wis), Scry (Int) and Spellcraft (Int). See Chapter 4: Skills in *core rulebook I* for skill descriptions.

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

## Class Features

All of the following are features of the crypt lord prestige class.

**Spell Advancement:** Each time the character gains a level of crypt lord, she gains additional spell slots and casting ability as if going up a level in her original class, as described at the beginning of the chapter.

**Extended Necromancy:** The crypt lord is able to take any transmutation spell that relates to the modification of the body as an equivalent necromancy spell. These spells, however, show their taint. For instance, *cat's grace* and *bull's strength* often give the subject of the spell an appearance akin to a ghoul or a wight. Any shape taken via a *polymorph* spell appears to be an animated, shambling, decayed corpse of the variety of creature whose form is taken.

**Rebuke Undead:** The crypt lord has the supernatural ability to rebuke undead a number of times a day equal to one plus his Charisma modifier. This ability uses the crypt lord's level, though it can stack with any turning/rebuking gained from other classes such as cleric. For instance, a 5th-level cleric/6th-level crypt lord would rebuke undead as if he were 11th level. The crypt lord may also take the Extra Turning feat during his future level advancement if he so chooses.

**Undead Appearance:** At 2nd level, the crypt lord's synchronicity with negative energies has changed his appearance to that of an undead creature, shrouding any life energies that may be sensed by undead. Any undead approaching the crypt lord assume that he is an undead creature equivalent to a ghoul or wight. Nonsentient undead such as zombies and skeletons do not attack the crypt lord unless specifically commanded to do so, and sentient undead regard the crypt lord as though he were a ghoul or wight. Undead appearance does not change the crypt lord's flavor — any undead tasting the crypt lord's flesh or blood knows the truth immediately. Similarly, the crypt lord does not gain the immunities and special qualities inherent to the undead or their vulnerabilities to turning.

**Energy Drain Resistance:** At 3rd level, the crypt lord's attunement to negative energy allows some resistance against the stuff. The character gains a +5 resistance bonus to any Fortitude save related to energy level or ability damage caused by undead or necromantic spells.

**Undead Familiar:** By 4th level, the negative energies surrounding the crypt lord have tainted any familiar he may possess. The familiar becomes an undead creature type and gains the undead special quality (along with related bonuses). Its appearance transforms accordingly.

**Natural Armor:** The flesh of the crypt lord slowly takes on the aspect of undeath. His flesh hardens and becomes gray, growing as tough as leather. At 5th level the crypt lord gains +1 to his natural armor class; at 7th level, he gains another +1 to his natural armor class.

**Raise the Dead:** By infusing the energy of unlife into corpses, the 6th-level crypt lord is capable of animating cadavers as puppets. A successful rebuke check upon targeted corpses (treat the corpses as skeletons or zombies) raises a number of skeletons or zombies from the available corpses equivalent to the number the rebuke check would have affected, provided there are enough corpses to animate. This raising is only temporary and lasts one hour for each level of the crypt lord. Each use of this power counts as one use of the crypt lord's rebuke undead power.

**Create Undead:** At 8th level, the crypt lord is capable of infusing so much negative energy that he can create a full-fledged undead creature. This supernatural ability takes such a toll that the crypt lord loses the ability to rebuke or raise undead via direct manipulation of energy for a week. The resulting undead creature is of a type specified by the crypt lord, with a Challenge Rating no higher then the crypt lord's level. The resulting undead is free-willed, and normal methods must be used to control it.

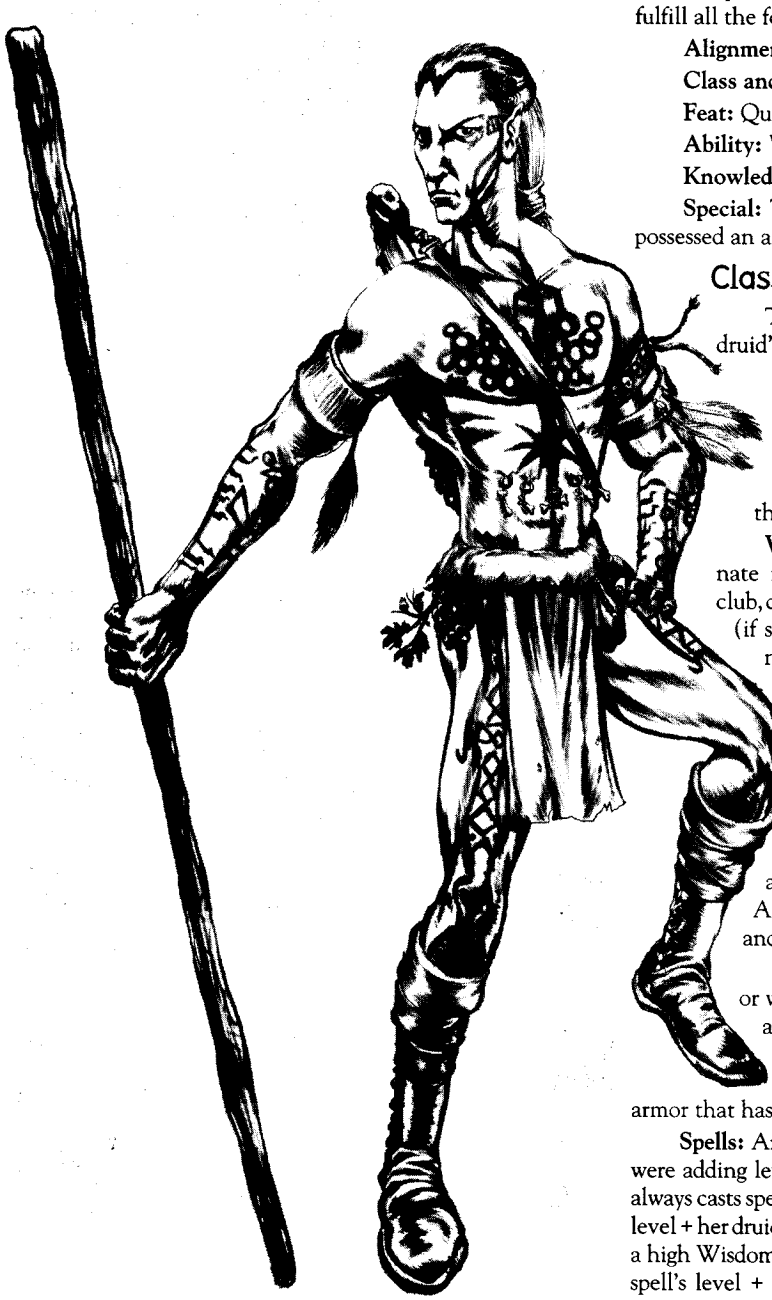
**Energy Drain Immunity:** By 9th level, the crypt lord's power over negative energy is such that he is now immune to its effects. The crypt lord is no longer subject to energy drain or ability damage from undead attacks or necromantic spells.

**Lichdom:** The mastery of the 10th-level crypt lord is such that his powers will raise him from the dead if his life ends. The crypt lord must create a phylactery (at half cost) but becomes a lich upon the phylactery's completion (apply the lich template to the crypt lord). See *core rulebook III*, p. 216, for more details.

# Incarnate

Incarnates are druids who have not only committed themselves to absolute neutrality, but in fact are the literal embodiment of the ideal. They are a very rare breed of being that has reincarnated many dozens (or even hundreds) of times during the history of the world. In every lifetime, the incarnate has remained true to the tenets of Denev and upheld the laws of nature above the laws any humanoid has dared to create.

Only druids may become incarnates, and only neutral ones at that. The ranks of the incarnates are quite small even given these stern requirements. In story terms, one does not so much choose to become an incarnate as they rediscover what it means to be one. In game terms, of course, a player is given the choice, though preparing to make this choice calls for early sacrifices on the player's part. For one, her druid must spend one of her few feats on Quicken Spell, which is not even of any use to the character until the druid gains a 5th-level spell slot (to quicken a 1st-level spell). Secondly, the character must advance to 4th level as a druid and no higher. Once an incarnate, the character can gain no more levels in druid, giving her less potential than a pure druid — but many advantages of her own.



Incarnates can be found working alongside those who are good or evil and those who are lawful or chaotic. However, they find themselves seldom trusted. As the sage Yugman explains, "Trusting an incarnate is like trusting a feral cat; one moment it will bring you a prize, and the next that prize will be your caged bird." Fortunately, despite their lack of connection to those they meet on the grounds of religion, philosophy or politics, most incarnates are charismatic individuals who inspire confidence and friendship.

**Hit Die:** d8.

## Requirements

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

**Alignment:** Neutral.

**Class and Level:** 4th-level druid.

**Feat:** Quicken Spell.

**Ability:** *Wild shape*.

**Knowledge (nature):** 7 ranks.

**Special:** The character must have never voluntarily possessed an alignment other than neutral.

## Class Skills

The incarnate class skills are the same as the druid's (see *core rulebook I*, p. 59).

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

## Class Features

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

**Weapon and Armor Proficiency:** An incarnate is proficient with the following weapons: club, dart, longspear, quarterstaff, shortspear, sickle (if stone) and sling. Their spiritual kinship to natural items prohibits their use of weapons with any metal whatsoever, so they cannot use darts or spears with metal tips. They are proficient with padded, leather and hide armor only, and may use wooden or leather shields (the same ban against metal applies). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

An incarnate who wears prohibited armor or wields a prohibited weapon is unable to use any of her magical powers while doing so and for 24 hours thereafter. Like druids, though, incarnates can wield weapons and wear armor that has been altered by the *ironwood* spell.

**Spells:** An incarnate continues to gain spells as if she were adding levels to her druid class, so that an incarnate always casts spells as a druid of a level equal to her incarnate level + her druid level. Bonus spells are still gained for having a high Wisdom, and the DC to resist spells is still 10 + the spell's level + the incarnate's Wisdom modifier. At least

## Table 1-3: The Incarnate

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | 1st pastlife form, fixed alignment, reincarnate | +1 level to existing class |
| 2nd | +1 | +3 | +0 | +3 | 2nd pastlife form | +1 level to existing class |
| 3rd | +2 | +3 | +1 | +3 | Domain, Spontaneous casting | +1 level to existing class |
| 4th | +3 | +4 | +1 | +4 | 3rd pastlife form | +1 level to existing class |
| 5th | +3 | +4 | +1 | +4 | Baseform, venom immunity | +1 level to existing class |
| 6th | +4 | +5 | +2 | +5 | 4th pastlife form | +1 level to existing class |
| 7th | +5 | +5 | +2 | +5 | Domain, spontaneous casting | +1 level to existing class |
| 8th | +6/+1 | +6 | +2 | +6 | 5th pastlife form | +1 level to existing class |
| 9th | +6/+1 | +6 | +3 | +6 | Timeless body | +1 level to existing class |
| 10th | +7/+2 | +7 | +3 | +7 | 6th pastlife form, designate life form | +1 level to existing class |

initially, an incarnate also prepares and casts spells as a druid does. This changes when the incarnate reaches 3rd level (see spontaneous casting below).

**Pastlife form:** At 1st level, at the same time a 5th-level druid would be gaining her *wild shape* ability, an incarnate instead learns that she can only assume one other form. In story terms, this is the defining moment when an incarnate has awakened to her past, or at least a part of it. Instead of being able to assume the form of virtually any animal, the incarnate is able to assume the form of one animal or true neutral being from a previous lifetime. This form of a previous life may be any neutrally aligned vermin or animal (including dire animals) creature types with hit dice equal to or less than twice the character's incarnate level (*not* character level) but always equal or less hit dice than the incarnate's character level. Alternately, the form may be of any beast, fey or humanoid type creature that is true neutral or could be of neutral alignment because they are listed as "usually lawful neutral" or "usually chaotic neutral." Chosen forms of these types are limited to hit dice of one-half the character's incarnate level or less.

Each of these pastlife forms is very specific in appearance, sex and other factors. That is, a female incarnate could well have been a male cheetah in a past life, so when she assumes that pastlife form, she always becomes a male cheetah, and one with set markings on its fur. A character may choose the sex and any defining features of her pastlife forms.

Finally, at least half of an incarnate's pastlife forms must be vermin or animal, which means the first one gained at 1st level must always be such.

The incarnate gains one new pastlife form at 2nd level and then another every other level after the second (at 4th, 6th, 8th, etc.).

For example, a 6th-level incarnate may assume three different pastlife forms, which might be a female hawk at 1st level (2 HD allowed, so this 1 HD animal is legal), a male Albadian battle dog at 2nd level (a 4 HD animal, see ***Creature Collection***, p. 7), a female nixie at 4th level (a neutral 2 HD fey), and a male dire lion at 6th (an 8 HD animal; a 12 HD dire bear is not allowed because it exceeds the incarnate's character level of 10).

The incarnate may assume each pastlife form once per day as a standard action supernatural ability. She may always change back to the form of her current life. In fact, an incarnate's ability to shift back to the form of her current life (elf, human, etc.) extends to any other shape-changing effect she makes or is forced to make (by being the subject of *polymorph other*, etc.) so long as the incarnate retains his intelligence in the new form.

Each transformation (whether into a pastlife form or back to his current form) allows the incarnate to recover hit points as if she rested for day. Therefore, a transformation into a pastlife form of a hawk and back again results in the recovery of hit points equal to twice the incarnate's normal daily recovery rate.

When in the form of these past lives, the incarnate retains her hit points, save bonuses and mental statistics (Intelligence, etc.), but she assumes the armor class, speed, special attacks and special qualities of the new form, as well as the instinctual knowledge of how to use the form's abilities (after all, this *was* the incarnate some number of lifetimes ago). Do not refigure hit points based upon the form's Constitution. Also, the incarnate may gain the new form's Charisma if it is higher than her own, at the Game Master's discretion. Therefore, in the example above, the incarnate could assume the form of a nixie and therefore gain the ability to breathe underwater, cast *water breathing* and *charm person*, and gain the following statistics: Strength 7, Dexterity 16, Constitution 11 and possibly Charisma 16.

Additionally, the incarnate loses the ability to cast her own spells when in any animal, vermin or beast form, but spellcasting ability is retained in all humanoid and fey forms.

There is no limit to the amount of time an incarnate may remain in any of her pastlife forms, but once she transforms out of one, she cannot return to that form until after the next sunrise.

Memories of the lifetimes of any of these pastlife forms inevitably return to the incarnate as well, but this takes time. The player and Game Master can agree upon the details. Such details can often figure into the story of the Game Master's campaign.

**Fixed Alignment:** An incarnate is always a true neutral and no spell or effect can alter her alignment no matter the

power of the attempt. Additionally, she receives an additional +2 bonus to any Will save against effects that attempt to coerce or trick her into acting in a manner inconsistent with her alignment. (For instance, if the incarnate falls under the influence of a *dominate person* spell, any instruction to plunder a village would be considered coercion against her alignment. In this case the +2 bonus would be on top of the +1 to +4 bonus already suggested by this spell's description). The incarnate also gains an a chance to break control when given such orders even if the spell or power controlling him does not normally allow such.

**Reincarnate:** Since the former druid has now reawakened to her incarnate nature, she automatically reincarnates upon her death, whether she dies of old age, violence, disease or any other cause. Unlike the *reincarnate* spell, though, the incarnate is born again into a newly conceived fetus and must be born and grow again to maturity. For a period of one week after the death of the incarnate, spells such as *raise dead* will bring her back to life in her current life form. But after that time, such spells (including *wish* and *true resurrection*) do not function, as the incarnate's soul has already passed on to a newly conceived body. The incarnate must begin again not only with another mortal birth but also at zero experience points. The incarnate retains no memories from her last life, except for what might be recalled if the terminated life should become a pastlife form for her next incarnation.

**Domain:** At 3rd level and then again at 7th level, an incarnate may choose any one of the domains of Air, Animal, Earth, Fire, Plant and Water and may prepare spells from that domain list in lieu of equivalent level druid spells. For example, a 3rd-level incarnate who chooses the Fire domain may prepare *burning hands* (a 1st-level Fire spell in the place of one 1st-level druid spell the incarnate could normally prepare).

**Spontaneous Casting:** At 3rd level, an incarnate gains the ability to spontaneously cast spells such as a cleric does when he replaces a prepared spell with a *cure* spell. Instead of spontaneously casting cure spells, the incarnate may spontaneously cast spells from whichever domain the incarnate chose at 3rd level. Spells cast must be in the place of an equivalent level prepared spell (just like the cleric's ability). All rules that govern a cleric's spontaneous casting of *cure* spells apply to this ability of incarnates, including using such spells with metamagic feats. Spells that are spontaneously cast have a save DC of 10 + the spell's level + the incarnate's Charisma modifier (instead of Wisdom). At 7th level, the incarnate can spontaneously cast spells from the additional domain chosen at that level.

**Baseform:** At 5th level, an incarnate may choose to change his "base" life form from that of his current existence to that of one of the pastlife forms he has recalled. Therefore, in our example above, the 6th-level incarnate might choose her nixie form as her baseform. Then, when she transformed into a hawk, she would become a nixie again upon changing back. The incarnate's present life form (such as half-elf) then becomes another form the incarnate may assume once per day.

**Venom Immunity:** At 5th level, an incarnate gains immunity to all organic poisons, including monster poisons but not mineral poisons or poison gases.

**Timeless Body:** At 9th level, an incarnate no longer suffers ability penalties for aging (see Table 6-5: Aging Effects, *core rulebook I*, p. 93) and cannot be magically aged. Any penalties the incarnate has already suffered are immediately reversed and the original values are reinstated as the incarnate has achieved the special notice of Denev. Bonuses for aging continue to accrue and the incarnate still dies of old age when his time is up.

**Designate Life Form:** At 10th level, an incarnate has earned the right to choose the form for his next lifetime. He may do this at any time prior to his death and the form chosen must follow all the rules of choosing a pastlife form, but once the decision has been made it cannot be changed. Therefore, a 10th-level incarnate that chooses to return as a satyr (legal as it has 5 HD) cannot later decide to choose the formerly illegal Amalthean Ram (an 8 HD magical beast, see **Creature Collection**, p. 9) when he reaches 16th level.

# Penumbral Lord

There are those who seek knowledge within darkness rather than candle-lit tomes. The greatest of these shadow magicians are the spellcasters known as penumbral lords. Where the shadowdancer uses borders between light and dark to enhance her fighting prowess, the penumbral lord draws magical power from transgressing this boundary. His is the face never seen for the shadows that hide its features. His is the figure seen only in outline by the light of the moon. And his are the powers understood by none who do not embrace the darkness.

Only those versed in the magic of shadows may become penumbral lords. As a result, the class draws its recruits almost exclusively from the ranks of wizards and sorcerers, though other classes might find such spells through other prestige classes. Legends suggest that the secrets of the penumbral lords were born with a few Slarecian priests who captured Drendari, the Mistress of Shadows, and later made their knowledge available to arcane spellcasters. If the tomes that communicated such lore could be recovered, then perhaps the ranks of penumbral lords would swell among divine casters as well.

NPC penumbral lords are, as would be expected, highly secretive people who keep their own counsel. Though they seem to be exclusively introverted, many maintain a social façade, all the better to further their plots and intrigues. They might be found in the dark recesses of forgotten caves or in the shadowy halls of criminal guilds, or even in the high courts of the land — they live, in essence, wherever shadows fall.

Hit Die: d4.

## Requirements

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

**Hide:** 10 ranks.

**Spellcasting:** Ability to cast three different illusion (shadow) spells, one of which must be *shadow conjuration*.

**Feats:** Silent Spell.

## Class Skills

The penumbral lord's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Decipher Script (Int), Hide (Dex), Knowledge (arcana) (Int), Move Silently (Dex), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in *core rulebook I* for skill descriptions.

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

## Class Features

All of the following are class features of the penumbral lord prestige class.

**Weapon and Armor Proficiency:** A penumbral lord is proficient with the dagger, club, quarterstaff and all simple ranged weapons. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

**Spells:** Beginning at 1st level, a penumbral lord gains the ability to cast a number of arcane spells. The list of available spells is nowhere near as exhaustive as the spell list available to sorcerers and wizards (who form the bulk of this prestige class), but the majority of these spells are available to penumbral lords prior to other arcane casters. A penumbral lord gains new spells with each level as reflected on Table 1-4. To cast a spell, the penumbral lord must have an Intelligence score of at least 10 + the spell's level, so a penumbral lord with an Intelligence of 10 or lower cannot cast these spells. Penumbral lords' bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the penumbral lord's Intelligence modifier. The penumbral lord's spell list appears below. A penumbral lord prepares and casts spells just as a wizard does.

**Darkvision:** At 1st level, a penumbral lord

## TABLE 1-4: The Penumbral Lord

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Darkvision, 3 shadow strength | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 2nd | +1 | +0 | +0 | +3 | Shadowcat form | 4 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 3rd | +1 | +1 | +1 | +3 | Shadowcast I | 4 | 2 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 4th | +2 | +1 | +1 | +4 | Improved darkvision | 4 | 3 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 5th | +2 | +1 | +1 | +4 | Shadowcast II | 4 | 3 | 2 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| 6th | +3 | +2 | +2 | +5 | Shadowraven form | 4 | 4 | 2 | 2 | 2 | 1 | 0 | 0 | 0 | 0 |
| 7th | +3 | +2 | +2 | +5 | Shadowcast III | 4 | 4 | 3 | 2 | 2 | 2 | 1 | 0 | 0 | 0 |
| 8th | +4 | +2 | +2 | +6 | Shadowstep | 5 | 5 | 3 | 3 | 2 | 2 | 2 | 1 | 0 | 0 |
| 9th | +4 | +3 | +3 | +6 | Shadowcast IV | 5 | 5 | 4 | 3 | 2 | 2 | 2 | 2 | 1 | 0 |
| 10th | +5 | +3 | +3 | +7 | Shadow home | 5 | 5 | 4 | 4 | 2 | 2 | 2 | 2 | 1 | 1 |

gains darkvision to 60ft. Additionally, natural light cannot blind or penalize a penumbral lord, regardless of the penumbral lord's racial penalties.

**Shadow Strength:** A penumbral lord's magic is often powered by tapping the energies of shadow itself. He slowly becomes adept at making such quasi-real illusions stronger. When casting spells from the shadow subschool of Illusion that call for the illusion to possess a certain percentage of actual effectiveness (such as *shadow conjuration* or *shadow evocation*), treat the creations of a penumbral lord as if they had a strength of 10% x the penumbral lord's level or as described in the spell description, whichever is greater. Therefore, at 5th level, when a penumbral lord gains his 4th level spells, the objects he creates with *shadow conjuration* are 50% as strong as the real thing to those who disbelieve them, as opposed to merely 20% as when the spell is cast by a wizard or sorcerer. Because of the nature of shadow, these spells can never reproduce reality, so the maximum percentage strength of these spells is 75%, reached at 8th level.

**Shadowcat form:** When a penumbral lord reaches 2nd level, he can transform himself into a shadowcat, a housecat formed entirely of shadows. The "cat" appears as a shadow flat upon the ground. In darkness, or within any shadowy area, a penumbral lord in shadowcat form adds +10 to any Hide checks. Additionally, the shadowcat is two-dimensional, so the penumbral lord can slip under doors or fit through any opening that is at ground level. Openings above the ground (like an open window) are inaccessible in this form. Also note that a penumbral lord in this form cannot go up steps or otherwise move upward. He can move *down* in this manner, and no damage is sustained no matter the extent of the fall. This power may be used twice per day and lasts for 1d6 + the character's class level in minutes. It requires a full action to make the transformation either to or from shadowcat form. This ability is treated as a spell-like power. However, transformation from shadowcat form when the duration has expired is a free action.

**Shadowcast:** Beginning at 3rd level, a penumbral lord begins to tap the Plane of Shadows for energy with which to power his magic. If the penumbral lord casts a spell within a shadowed area, he may choose not to lose the prepared spell when it is cast, but instead cast a nearly real version of the same spell with shadow magic. Penumbral lord spells up to 3rd level may be cast this way using Shadowcast I. Instead of losing the prepared spell (the penumbral lord could cast the same spell again the following round), he instead loses hit points equal to the level of the spell (minimum 1 hit point). Additionally, any saves allowed by a spell that has been shadowcast are made at +2. Spells cast in this way are not illusion (shadow) effects and cannot be disbelieved — they are simply being powered by the Plane of Shadow.

At 5th level, Shadowcast II allows a penumbral lord to use shadow energy to power any spell of cantrip (0 level) through 3rd level, regardless of whether the spell comes from the penumbral lord spell list or is a spell from another class. Therefore, a 5th level penumbral lord/14th level wizard could use Shadowcast II to not lose a prepared lightning bolt spell. Shadowcasting in place of a bard or sorcerer spell allows the penumbral lord to retain the spell slot as if unused. Like Shadowcast I, saves against such spells gain a +2 bonus, but now the penumbral lord loses twice the spell's level in hp (minimum 1 hit point for a cantrip).

When he reaches 7th level, a penumbral lord may use Shadowcast III to maintain any prepared penumbral lord spell up to 6th level. The same penalties and expenses that apply to Shadowcast I apply to Shadowcast III.

At 9th level, the penumbral can now retain any spell up to 6th level by replacing the casting with shadow energy. The same penalties and expenses that apply to Shadowcast II apply to Shadowcast IV.

**Improved darkvision:** At 4th level, a penumbral lord's 1st-level ability of darkvision is enhanced. Now, he may see even in magical darkness, and he cannot be blinded by magical light.

**Shadowraven form:** The penumbral lord can now become a shadowraven, a form similar to shadowcat. The caster can now reach heights above the ground level, including "flying" up steps or through an open window. The penumbral lord's raven-shaped shadow will always be on some nearby surface, such as the side of a building as he ascends toward an open window. This power may be used twice per day and lasts for 1d6 + the casters penumbral lord level in minutes. It requires a full action to make the transformation either to or from shadowraven form. This ability is treated as a spell-like power. Transformation from shadowraven form when the duration has expired is a free action.

**Shadowstep:** At 8th level, a penumbral lord gains the spell-like ability to step into the shadows and become one with them. This requires a full-round action. Once completed, the penumbral lord seems to fade away. He actually remains in the same location, but he cannot cast spells, move or speak (though he can use telepathy if it was in effect prior to the shadowstep). Likewise, he cannot be attacked, magically or physically. Nor can he detected by almost any means as he has essentially left the physical plane and entered the Plane of Shadow. Returning from the shadows requires a full-round action, and the penumbral lord is stunned for 1d6 - his Intelligence modifier in rounds. If the area where the penumbral lord stepped should ever fall out of the shadows (as the sun rises and banishes the darkness, for instance), the shadowstep is automatically ended and the caster is stunned for 1d10 - his Intelligence modifier in rounds. While within the shadows, a penumbral lord is only faintly aware of his surroundings. He knows how many creatures are nearby, but he cannot hear them speak, etc. Within the shadows, a penumbral lord requires no sleep, food or water. He cannot prepare spells, but the time spent in shadow counts toward the rest requirement for such preparation.

**Shadow Home:** When a penumbral lord reaches 10th level, he can make a home in the shadows. He enters the shadows as with his shadowstep ability and exists within the gloomy depths in that same fashion, but now he also has the ability to move as long as he remains in shadowed areas. Additionally, his senses are not diminished — he may see and hear (but not touch, taste or smell). Finally, rest and spell preparation are now possible within the shadows.

## Penumbral Lord Spell List

Penumbral lords choose their spells from the following list. New shadow spells might well be discovered, but these are the only ones currently documented or rumored to exit.

**0 level** — *arcane mark, dancing lights, detect magic, distort shadow, prestidigitation, read magic.*

**1st level** — *gloom, obscure shadow, penumbral trap, reshape shadow, shade's sight.*

**2nd level** — *animate shadow, banish shadow, Dar'Tan's shadow bolt, minor shadow conjuration, shadow images.*

**3rd level** — *control light, minor shadow evocation, shadow form of Lyrand, shadow strike, shadow touch.*

**4th level** — *imbue shadow, shadow conjuration, shadow shield.*

**5th level** — *curtain of darkness, shadow evocation, shadow weapon.*

**6th level** — *shades, shadow smash, transmute flesh to shadow.*

**7th level** — *shade evocation, shadow storm, shadow walk.*

**8th level** — *blackflame, shadow twin.*

**9th level** — *eclipse.*

## Penumbral Lord Spells

The new spells available to the penumbral lord are presented in alphabetical order in a later section of this book. Note that four of the penumbral lord's spells are described in *core rulebook I*, and that some of the spells (like *minor shadow conjuration*) are also new arcane spells for wizards and sorcerers.

# Sea Witch

Master of wind and wave, the sea witch is an invaluable crewmember for any ship that travels the blood-soaked seas of the Scarred Lands. These spellcasters have long been known for their dedication to protecting their ship and their crew at any cost. They are trained not only to command the elements of the sea, but also to summon and control its beasts.

While some small number of sea witches hail from the ranks of bards, rangers or wizards, most originate from either the druid or sorcerer class. Druidic sea witches worship the titans rather than the gods. Lethene, Dame of Storms, is the titan most often worshiped by sea witches, followed by Mormo, the Hag Mother and Kadum, Father of Monsters.

As a result of their training, sea witches access a number of spells at lower levels than spellcasters of other sorts, making this class attractive to those of a nautical bent.

Sea witches tend to rapidly rise to positions of power on any ship they find themselves on. In fact, a ship without a sea witch as part of its crew is at a severe disadvantage, especially on some of the Scarred Lands' more dangerous waterways. Fleets led by sea witches often control key trade routes. This control gives them a near monopoly on certain commodities, such as jade or rare spices. As a result, sea witches have a reputation as master merchants as well as effective spellcasters. Sea witches often find rivals and enemies among other seafarers, including the pirate princes and the Krewe of Waves.

Despite the name, many sea witches are male. Also, despite legend to the contrary, only a small number of sea witches in the Scarred Lands become hags. Those that do become hags were almost exclusively evil, female worshippers of Mormo even prior to their training. Sea witches can be of any alignment and religious background, if they can find a mentor willing to train them. Older sea witches might retire to isolated islands, which they guard fiercely, though it is far more common for them to go down with their ship, or less commonly, to die on their ship and to be buried at sea.

**Hit Die:** d6.

## Requirements

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

**Spellcasting:** Ability to cast 3rd-level spells.

**Concentration:** 8 ranks.

**Profession (sailor):** 8 ranks.

**Special:** A sea witch must accept the character as a student. Mentor sea witches typically arrange tests that try all of their pupils' attributes and abilities. Would-be sea witches rarely come away from their testing and training unchanged, and many have long unkempt hair that seems tormented by the wind even on still days.

## Class Skills

The sea witch class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (Int), Profession (Wis), Sense Motive (Wis), Speak Language, Swim (Str), and Use Rope (Dex). See Chapter 4: Skills in *core rulebook I* for skill descriptions.

**Skill Points at Each Level:** 4 + Int Modifier.

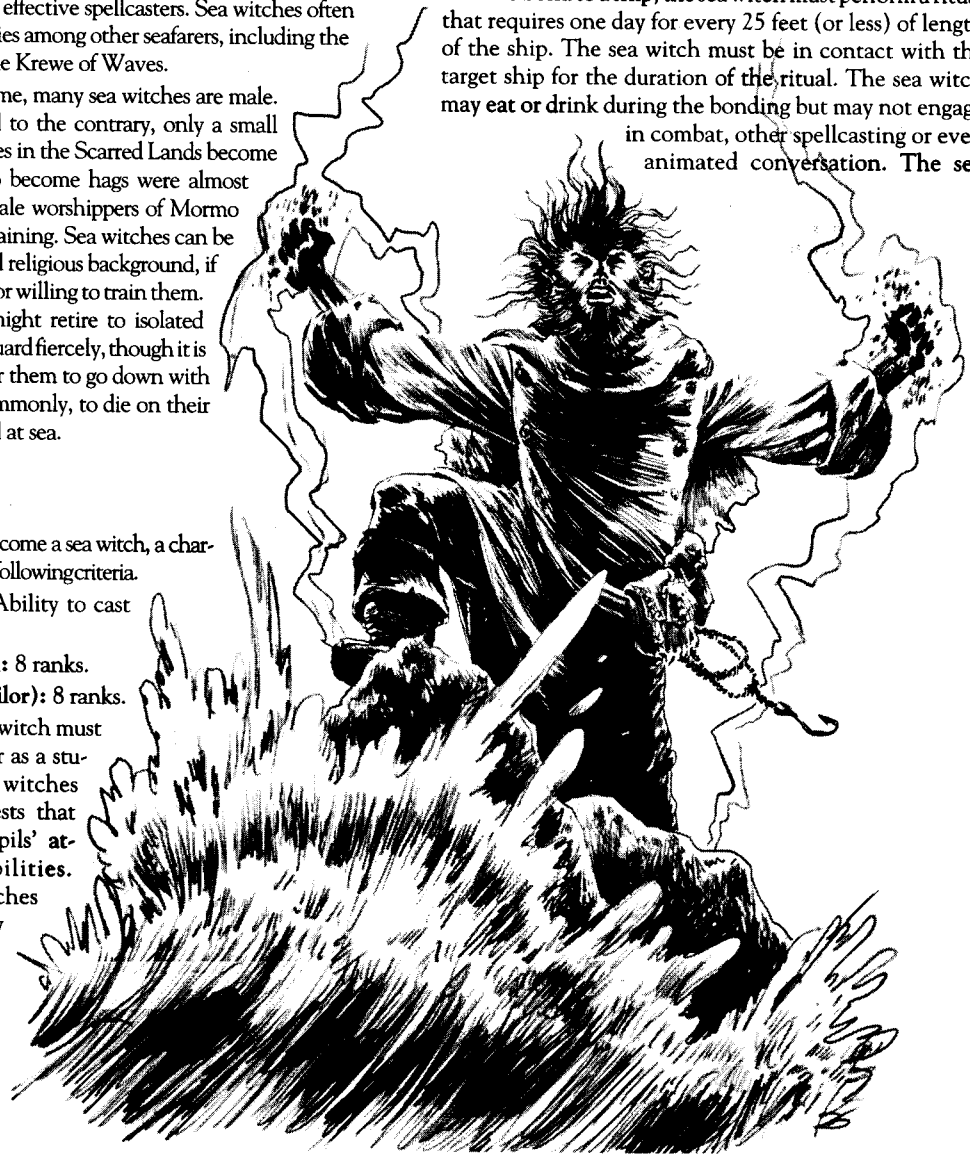
## Class Features

All of the following are class features of the sea witch prestige class.

**Weapon and Armor Proficiency:** A sea witch is proficient with all simple weapons, light armor and shields. Note that the standard armor check penalties apply when armor heavier than leather armor is worn.

**Bond with Boat/Ship:** When casting any spell with a personal range, a sea witch can target the vessel to which she is bound. This ability works for any spells cast by the sea witch, regardless of class that provides them.

To bond to a ship, the sea witch must perform a ritual that requires one day for every 25 feet (or less) of length of the ship. The sea witch must be in contact with the target ship for the duration of the ritual. The sea witch may eat or drink during the bonding but may not engage in combat, other spellcasting or even animated conversation. The sea



## Table 1-5: The Sea Witch

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th | 5th |
|---|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Bond with small boat | 1 | | | | |
| 2nd | +1 | +0 | +3 | +3 | Ignore metamagic penalty (1 level) | 2 | | | | |
| 3rd | +2 | +1 | +3 | +3 | Aquatic *wild shape* (medium-size only, 1/day) | 3 | 1 | | | |
| 4th | +3 | +1 | +4 | +4 | Bond with large boat | 4 | 2 | | | |
| 5th | +3 | +1 | +4 | +4 | Ignore metamagic penalty (2 levels) | 4 | 2 | 1 | | |
| 6th | +4 | +2 | +5 | +5 | Aquatic *wild shape* (small, large, 2/day) | 4 | 3 | 2 | | |
| 7th | +5 | +2 | +5 | +5 | Bond with small ship | 4 | 4 | 2 | 1 | |
| 8th | +6 | +2 | +6 | +6 | Ignore metamagic penalty (3 levels) | 4 | 4 | 3 | 2 | |
| 9th | +6 | +3 | +6 | +6 | Aquatic *wild shape* (tiny, huge, 3/day) | 4 | 4 | 4 | 2 | 1 |
| 10th | +7 | +3 | +7 | +7 | Bond with large ship | 4 | 4 | 4 | 3 | 2 |

witch may only be bonded to one vessel at a time, but may change the bond at will.

For the purposes of this ability, a small boat is one less than 25 feet long, a large boat is between 25 and 50 feet long, a small ship is 50 to 100 feet long and a large ship is any ship over 100 feet long.

**Spells:** Beginning at 1st level, the sea witch gains the ability to cast spells. This spellcasting ability supplements their existing spells. They cast their new sea witch spells as they did in their previous class. Clerics continue to pray for spells and base their bonus spells on Wisdom, sorcerers use Charisma and wizards use Intelligence. To cast a spell, the sea witch must have the applicable attribute of at least 10 + the spell level. Sea witches with multiple spellcasting character classes choose upon becoming a sea witch which class their sea witch spell casting will emulate. The sea witch spell list appears below.

**Ignore Metamagic Penalty:** Sea witches of sufficient level may reduce the cost of metamagic feats by one or more levels, so long as they are casting on the deck of a ship to which they are bonded. The reduction applies once per day, and the level of the spell cast may never be reduced below the original level of the spell. For example, Serena is a 3rd-level sea witch. She wishes to cast *create water* using the Empower Spell feat. Normally, this would require a 3rd-level spell slot, but for Serena, it is the equivalent of a 1st-level spell (0-level spell + 2 levels for Empower Spell - 1 level for sea witch ability.) Alexia, Serena's 8th-level sea witch mentor, wants to cast *expeditious retreat* on her vessel using the Extend Spell and Silent Spell feats. For most spellcasters, this would be the equivalent of a 3rd-level spell (1st-level spell + 1 level for Extend Spell + 1 level for Silent Spell), however, Alexia casts the combination as a 1st-level spell. Alexia can ignore three levels of metamagic penalty and thus ignores one level on Extend Spell and one on Silent Spell; the third level is wasted as there are no more levels of metamagic penalties involved in the casting.

When using this ability, sea witches who cast spells as sorcerers or bards simply expend the appropriate spell slot as they normally do when casting with metamagic feats. Sea witches whose spellcasting abilities require them to prepare spells may use this ability to ignore metamagic penalties and spontaneously add a metamagic feat to a prepared spell. They may add metamagic feats to their spells up to the limit of their sea witch ability to ignore added metamagic levels. For example, a 3rd-level sea witch who knows some wizard spells can ignore one added metamagic level, so she might spontaneously add the Still Spell feat to a prepared spell. But she could not spontaneously add Maximize Spell to a prepared spell. Spontaneously adding metamagic feats to spells extends the spell's casting time as described in *core rulebook I*, p.78.

**Aquatic Wild Shape:** At 3rd level, the sea witch gains the ability of *wild shape*, just as druids do, but is limited to medium-size aquatic animals. At 6th level, the sea witch may shift into the forms of small and large aquatic animals, and may change twice per day. At 9th level, the sea witch may shift into the forms of tiny and huge aquatic animals, and may transform three times per day.

## Sea Witch Spell List

**1st level** — *alarm, animal messenger, buoyancy net, call aquatic animal I, charm person or animal, comprehend languages, create water, expeditious retreat, obscuring mist, silent image, sleep, speak with animals, spider climb, swift water, unseen servant.*

**2nd level** — *animal trance, animate rope, augury, blur, call aquatic humanoid I, charm monster, cold snap, day light, detect thoughts, fog cloud, hold animal, identify, invisibility, wind wall.*

**3rd level** — *call aquatic animal II, call lightning, clairaudience, clairvoyance, create food and water, dispel magic, dominate animal, gaseous form, gust of wind, pressure sphere, shrink item, stinking cloud, touch of the eel, water breathing, water walk.*

**4th level** — *air walk, call aquatic monster, control water, control winds, detect scrying, diminish plants, freedom of movement, hold monster, improved invisibility, live wood, repel vermin, ship snare, solid fog, water's embrace.*

**5th level** — *animal growth, awaken, call aquatic humanoid II, call celestial/fiendish aquatic monster, cloudkill, control weather, dark water, dolomar's limited liquification, fabricate, find the path, greater familiar (water elemental, avian, or aquatic only), ice storm, iron wood, mislead, sending, veil.*

# Summoner

The summoner is a spellcaster who has a special connection to a powerful patron. He draws on that connection for her spells and other abilities. Unlike the bond between a priest and his deity, the summoner's pact is with an entirely different sort of entity — powerful elemental lords, demons, celestials and the like are all possibilities. This connection, called a pact, enhances the spellcaster's magical abilities so long as they draw on the patron's own. In return, the summoner advances her patron's interests in the physical world.

A character without spellcasting ability isn't capable of branching into the summoner prestige class. The character must be able to cast at least a few summoning spells to be able to open the proper channels to her patron. Clerics and druids might find it difficult to reconcile the summoning pact with the duties of faith, but this compromise is by no means impossible. Paladins, rangers and bards might gain some benefit, but overall it would be minor.

NPC summoners were typically arcane spellcasters before striking their pact, and they are greatly feared due to the immense, if narrow, powers at their command. Even good-aligned summoners are often viewed with suspicion, given the demanding nature of their pact.

**Hit Die:** d4.

## Requirements

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

**Spellcasting:** Ability to cast three different summoning spells, all of the same type (either arcane or divine).

**Skills:** 8 ranks in the Knowledge skill dealing with the summoner's potential patron. For example, a summoner seeking a pact with Crebus, an elder earth elemental, would need 8 ranks in Knowledge Inner Planes.

**Feats:** Skill Focus: Knowledge (as above).

**The Pact:** The formation of the pact must be roleplayed extensively. The summoner-to-be must seek out and gain an audience with her potential patron, and impress it with her knowledge and abilities. The meeting often involves tests of various sorts, or riddles and challenges to be overcome, depending on the nature of the individual patron. If the patron is pleased with the character's performance, it agrees to enter into a pact with the character (described below).

## Class Skills

The summoner's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (Patron lore)

Table 1-6: The Summoner

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Metamagic feat | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Summoning spell | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Metamagic feat | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Summoning spell | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Metamagic feat | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Summoning spell | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Metamagic feat | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Summoning spell | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Metamagic feat | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Summoning spell | +1 level of existing class |

(Int), Profession (Int), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in *core rulebook I* for skill descriptions.

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

## Class Features

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

**Weapon and Armor Proficiency:** Summoners gain no added proficiency in any weapon or armor.

**Spells:** A summoner continues training in magic as well as advancing her status as a summoner. When a new summoner level is gained, the character gains new spells per day as if she had also gained a level in a 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 gain (improved chance of controlling or rebuking undead, metamagic or item creation feats and so on). If she later returns to her previous class to gain a level, her overall casting ability is increased by a level. For instance, a 5th-level wizard/4th-level summoner has the overall spellcasting ability of a 9th-level wizard, but the feats and other skills of a 5th-level wizard/4th-level summoner.

Spells learned as a summoner must relate to the patron's abilities in some fashion. For example, a summoner with a firewrack dragon as a patron could learn arcane spells of law or fire subtypes, or divine spells from the Law, Evil, or Fire domains (depending on the starting class of the character). Alternately, she may learn spells relating to fear or disease, since these are similar to abilities possessed by the dragon.

**Metamagic Feats:** As the summoner increases in level, she gains particularly potent versions of summoning spells. Beginning at 1st level, and at every odd-numbered level thereafter, she gains a bonus metamagic feat that may only be used with summoning spells. These feats do not increase the spell level of the summoning spell they augment. These feats apply only to the bonus spells gained as a summoner (see below). The summoner cannot choose to stack multiple feats on any one casting (though she may stack these summoning metamagic feats with metamagic feats gained in the usual method, though these "ordinary" feats add spell levels as usual).

**Summoning Spells:** In addition to metamagic feats, the summoner also gains special access to additional summoning spells. Beginning at second level, and at every even-numbered level thereafter, the character gains a bonus spell, that must be used to prepare/cast a summoning spell of the highest level she may normally cast. This spell produces the effects of a normal summoning spell one level greater. For example, if a 5th-level wizard earns two levels of summoner, she gains a bonus spell that may be spent on *summon monster IV*. This spell produces the effects of *summon monster V* when cast and may only be used to summon beings of the patron's type. If few (or no) monsters of the patron's type are listed in the spell descriptions, the player should work with the Game Master to determine appropriate monster types.

When the character gains access to *summon monster IX*, she may cast it in one of two ways: first, she may summon 1d3 creatures of the same type from the 9th-level list, or 1d4+1 creatures of the same type from a lower-level list. Or she may summon her patron itself. This latter option should never be undertaken lightly, as her patron responds only if the need is great. If the patron deems the need trivial, it may sanction the character in some fashion, if it appears at all. If the cause for summoning is just and the patron fights for the character, it may actually perish: In this case, the character loses all benefits from being a summoner and becomes a spellcaster of his previous class.

# Vigilant

Part reconnaissance expert, part border guard, part spy and part diplomat, the vigilant is a highly trained warrior who can be confidently sent into any situation, no matter how grim the odds.

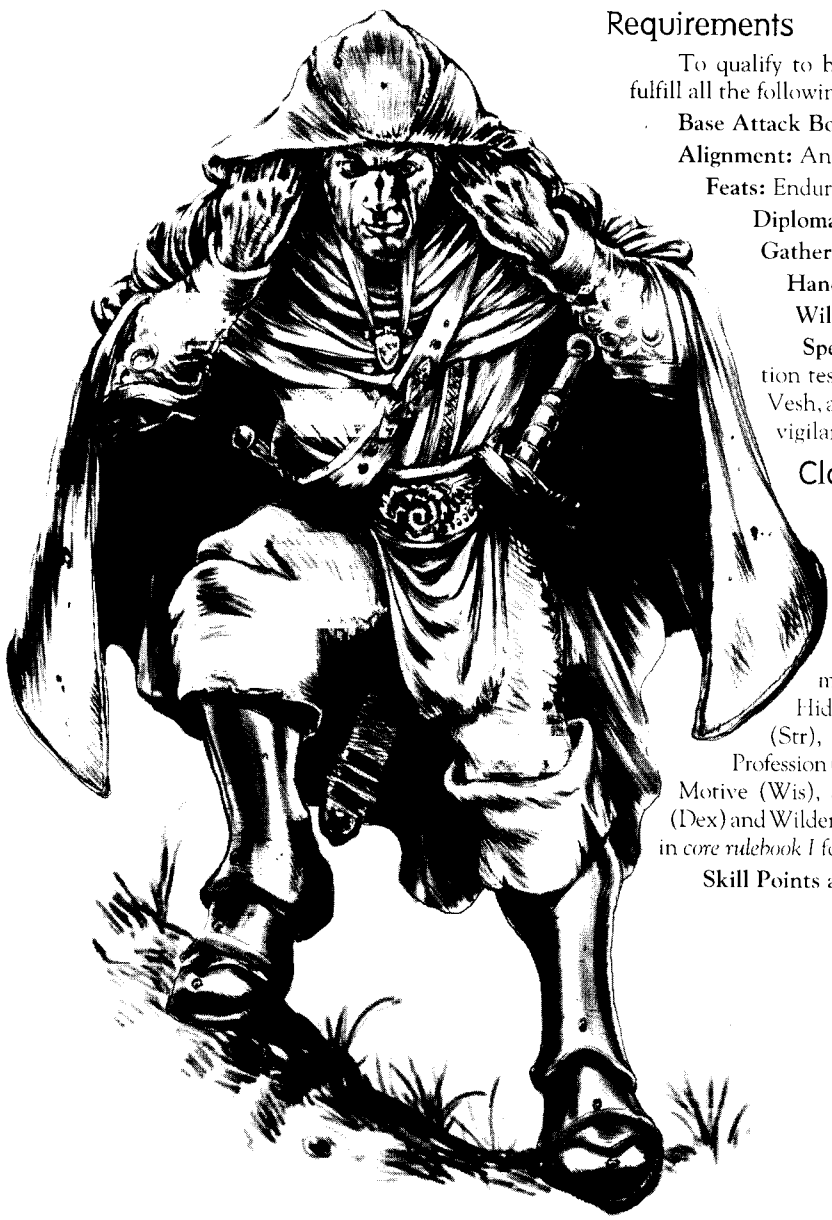
Vigilants form elite military units trained and put into service by the nation of Vesh. Recruits who survive the harsh training and deadly initiation tests required to become a vigilant are assigned to one of the elite corps of these warriors, called a Vigil. Named for the broad geographic area they patrol, Vigils not only protect their assigned domain from hostile raids and invasions, but they seek out their opponents where they live and pursue all manner of missions to thwart the enemies of Vesh.

Formed more than a hundred years prior to the Divine War, the ranks of the first Vigils were initially drawn from human rogues and rangers of Vesh, but now that it has become such a prestigious appointment to become a vigilant, many other races and professions pursue the honor. Even wizards or sorcerers are willing to attempt this hard life, for the rewards are plenty. Not only does a vigilant become hardier for the life he endures, but the danger draws many who are enticed by such adventurous notions. The influx of these races and professions has strengthened the Vigils by adding members with more diverse abilities.

While vigilants are organized into a military hierarchy, they have a fair degree of autonomy, especially once they are in the field (and often hundreds of leagues from their commanders). The rulers of Vesh can call upon them at any time, but vigilants regularly receive permission to pursue their own missions, especially when the objective benefits the Vigil and Vesh itself (such as delving into the Slitheren warrens).

Vigilants pursue many different tasks — they may serve as diplomats or spies to infiltrate enemy nations, as scouts to gather information on titanspawn forces or lead larger forces in military campaigns, as wardens to track down brigands, as guerilla warriors to lead rebel militias, or even as units loaned out to foreign allies.

**Hit Die:** d12.



## Requirements

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

**Base Attack Bonus:** +5

**Alignment:** Any non-evil.

**Feats:** Endurance, Track.

**Diplomacy:** 5 ranks.

**Gather Information:** 5 ranks.

**Handle Animal:** 5 ranks.

**Wilderness Lore:** 7 ranks.

**Special:** Vigilants must pass an initiation test and swear an oath of allegiance to Vesh, an oath that is enforced by their fellow vigilants.

## Class Skills

The vigilant class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex) and Wilderness Lore (Wis). See Chapter 4: Skills in *core rulebook I* for skill descriptions.

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

Table 1-7: The Vigilant

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Sprint | 0 | — | — | — |
| 2nd | +2 | +3 | +0 | +0 | Tireless, Favored enemy | 0 | — | — | — |
| 3rd | +3 | +3 | +1 | +1 | Toughness feat, ferocity | 1 | — | — | — |
| 4th | +4 | +4 | +1 | +1 | Great fortitude feat | 1 | 0 | — | — |
| 5th | +5 | +4 | +1 | +1 | Iron Will feat | 1 | 1 | — | — |
| 6th | +6/+1 | +5 | +2 | +2 | Lightning Reflexes feat | 1 | 1 | 0 | — |
| 7th | +7/+2 | +5 | +2 | +2 | Toughness feat | 1 | 1 | 1 | — |
| 8th | +8/+3 | +6 | +2 | +2 | Resist massive damage | 1 | 1 | 1 | 0 |
| 9th | +9/+4 | +6 | +3 | +3 | Natural armor | 2 | 1 | 1 | 1 |
| 10th | +10/+5 | +7 | +3 | +3 | Natural healing | 2 | 2 | 1 | 1 |

## Class Features

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

**Weapon and Armor Proficiency:** A vigilant is proficient with all simple and martial weapons, light armor, medium armor (except chainmail) and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor or equipment carried.

**Spells:** Beginning at 2nd level, a vigilant gains the ability to cast a small number of divine spells. The number of spells is indicated on Table 1-7. These spells are in addition to any others the character might be able to cast from another spellcasting class. Spell slots cannot be combined, so vigilant spell slots must be spent on spells from the spell list below. Bonus spells are gained for having a high Wisdom, and the DC to resist spells is still 10 + the spell's level + the vigilant's Wisdom modifier. A vigilant prepares and casts spells as a druid.

**Sprint:** At 1st level, a vigilant may take a charge action to move three times his normal speed. This ability can be used once per hour.

**Tireless:** At 2nd level, vigilants learn to endure the hardships and constant travel associated with their training and lifestyle. The DC for their Constitution checks doesn't suffer the normal cumulative penalty when vigilants run for a number of rounds greater than their Constitution score (see *core rulebook I*, p. 127).

**Favored Enemy:** At 2nd level, the vigilant has served in his assigned Vigil long enough to learn the ways of the Vigil's most predominant enemy. The vigilant may select one specific creature race as a favored enemy. This ability functions identically to the ranger special ability of the same name (see *core rulebook I*, p. 45), except the vigilant must choose a specific creature race, not a broader creature type or subtype. For example, the vigilant can choose spider-eye goblins (see **Creature Collection**, p. 186) as a favored enemy, but not all goblinoids. The vigilant's bonus against his favored enemy is +1 at 2nd level and becomes +2 at 6th level, +3 at 10th level. This bonus stacks with any similar bonus the vigilant might receive if he has ranger levels. In Scarred Lands campaigns, vigilants typically have a titanspawn race as their favored enemy.

**Ferocity:** A vigilant is so strong and healthy at 3rd level that he can continue to fight or take full actions even when disabled or dying (see *core rulebook I*, p. 129).

**Resist Massive Damage:** The rules for sustaining massive damage (50 hit point of damage or more in a single blow) do not apply to vigilants of 8th level and above.

**Natural Armor:** At 9th level, the preternatural resiliency of a vigilant gives him a natural Armor Class bonus of +2.

**Natural Healing:** A 10th-level vigilant has an exceptionally quick recovery time. He recovers twice his character level in hit points each night, and temporary ability damage is also recovered at twice the normal rate (4 points per day of complete bed rest). Also, one point of temporary ability damage is recovered per day even if the vigilant is active.

## Vigilant Spell List

Vigilants choose their spells from the following list.

**1st level** — *alarm, calm animals, chameleon skin, chill/warmth, clean, delay poison, detect animals or plants, detect snares and pits, dowsing, goodberry, pass without trace, rabbit feet, resist elements, shade's sight, speak with animals, steal sleep.*

**2nd level** — *animal messenger, circle of sounds, detect chaos/evil/good/law, hunter's stalk, protection from the elements, snare, speak with plants, warp wood, wolf's cry.*

**3rd level** — *animal spy, endurance, neutralize poison, remove disease, spike growth, water walk.*

**4th level** — *animal infusion, freedom of movement, repel vermin, spike stones, wind wall.*

# Chapter Two: Spells

This chapter presents over 200 new divine and arcane spells. It also presents revised class and domain spell lists that incorporate the spells found in *core rulebook I* and the new spells contained in ***Relics & Rituals*** so that you have one comprehensive spell list to reference. You'll also find a few miscellaneous bits such as a new domain and two new metamagic feats.

## Missionary Domain

Added to the domain spell lists, you'll find a new domain called Missionary. This domain is unique in that it is available from virtually every god. It does not so much describe some aspect of a deity's sphere of influence and control, but rather it represents the desire of every deity to have his mortal followers spread their faith. Clerics who take the Missionary domain quest into foreign lands to convert the unenlightened. Depending on the cleric's deity and alignment, such conversion may come through demonstrating the blessings and grace of his deity, tricking or bribing others into recognizing the benefits of the his religion or oppressing and torturing heathens until they convert. Missionary clerics are often the most ardent leaders of organized forces that stand against religions that conflict diametrically with their own. Converting new followers and purging heretics from among your already converted flock are the dual roles of those who take up their deity's missionary work.

## Magic in the Scarred Lands

In the Scarred Lands campaign world, there are a few nuances to magic worth mentioning here. First, the Scarred Lands are divided between divine races (devoted to the gods) and titan races (created by the titans). Only the divine races (such as humans, dwarves and high elves) have clerics who receive their power from the gods and goddesses. Conversely, druids receive their power from the imbued power of the titans which permeates the world that the titans created. Therefore, most druids come from titan races such as wood elves, goblins and hags. Druids who worship Denev, the only titan who was not sundered or imprisoned during the Divine War, may commune with their titan deity normally. A few individuals from the divine races have even become druids of Denev. Druids who worshipped other titans (such as Mormo or Lethene) still receive their spells normally, although they may face difficulties receiving their highest level spells. Due to the sharp difference between divine clerics and titan druids, little love is lost between the two. Even druids of Denev are subject to suspicion even though the Earth Mother sided with the gods in the Divine War. Druids of other titans often seek to kill clerics on sight and vice versa.

Rangers follow either gods or titans, and they receive their spells normally. Paladins serve the god Corean, and they receive great power and renown in the Scarred Lands for doing so.

Arcane magic stems from the raw force of magic, which was the domain of the titan Mesos. When Mesos was destroyed at the beginning of the Divine War, his essence scattered throughout the land, making plenty of raw magical potential accessible to those sorcerers and wizards who were talented and knowledgeable enough to tap it. Sorcerers are more common among the titan races and wizards among the divine races, although both types of casters do appear among both types of races. Since many clerics still know that the origin of arcane magic lies with the titan Mesos (and because the goddess Miridum, who was to gain control over this domain, was slain by Hinruulk), some amount of controversy surrounds the practice of arcane magic in divine race cultures. Some clerics even assert that the use of arcane magic threatens to reform Mesos' shattered spirit. Such concerns were not voiced so strongly during the Divine War when every evocation helped turn the tide of battle, but now the priests of some nations (typically those shielded from the continued war with the titan races) are bringing this controversy forward to the point of conflict.

To reinforce their arguments, clerics point to how the use of arcane magic creates a great deal of heat, whereas divine magic does not. This heat, they say, comes from the fact that arcane magic is a cruder kind of power, one born of the titans, whereas divine magic is the more sophisticated kind that only true gods can grant.

## Metamagic Feats

### CHAIN SPELL [Metamagic]

You can cast spells that arc to secondary targets.

**Benefit:** Even though the spell *chain lightning* has come into popular use as a spell in its own right, its origins lie in the use of this feat and the spell *lightning bolt*. This feat allows the caster's spells to arc from target to target. Only spells with an area of "ray" or "cone" are affected by this feat (GM's discretion to allow other spells to be used as well). Spells with an area of "cone" become rays when cast with the chain spell feat.

Provided that the caster succeeds at his ranged touch attack, the chained spell hits a primary target first. Once the spell hits the primary target, secondary rays then arc from the primary target to hit a number of secondary targets. The caster may generate a maximum number of secondary rays equal to his caster level. The caster makes a ranged touch attack as normal to strike each secondary target. The caster may choose which secondary targets he hits, but they must all be within 30 feet of the primary target. While more than one secondary bolt may be targeted at a secondary target, the target will only suffer the results of one secondary bolt no matter how many succeed in striking him. The caster may choose to affect fewer secondary targets than the feat allows.

The primary target is affected by the spell as normal, but secondary targets half damage (or effect) from the spell. If the spell causes an effect other than damage, the secondary target receives +4 to any applicable save. For example, a chained *disintegrate* spell's secondary targets would receive +4 to their saving throw, and the characters would suffer only half damage from a failed save.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

### HIDE SPELL [Metamagic]

You can cast evocation spells that are invisible and inaudible.

**Benefit:** This feat cloaks audible and visual manifestations of evocations. The senses of touch, taste and smell are unaffected. For instance, the bead that ignites a hidden *fireball* will be invisible, and the explosion it generates will not be seen or heard. The feat could also hide the sight and sound of a *wall of fire*, although anyone who approached it would feel the heat. Only the manifestation of the spell is hidden, not its casting components or its effects. A party of adventurers might feel the caravan they are guarding suddenly explode, and they would certainly hear people screaming as they burned, but the adventurers would not see or hear the hidden fireball that caused the carnage. Use of this feat eliminates any Reflex save bonus gained from Dexterity unless the victim possess *uncanny dodge* (see rogue special ability). This feat applies only to spells from the Evocation school of magic.

A hidden spell uses up a spell slot two levels higher than the spell's actual level.

## Heat and Arcane Spells

Sorcerers and wizards of the Scarred Lands both benefit and suffer because of a unique side-effect of casting their spells. The by-products of arcane casting is not just the spell itself but also heat energy. The heat is not great enough to actually inflict damage, but it is great enough to cause discomfort. On the plus side, this heat does protect the caster from the cold.

For this reason, arcane casters in the Scarred Lands tend to be extremely scantily clad. Some casters — especially those introverted, bookworm types — are embarrassed by this behavior, while others — such as the sorceresses of Albadia — have no cultural taboos on the amount of flesh that they reveal.

Therefore, arcane casters usually wear their "casting clothes" underneath a heavier, often elaborately decorated cloak or robe. The caster then quickly shucks this heavier outer garment once he begins to cast the spell. The casting clothes themselves often consist of little more than short pants or a loincloth with a tunic or brassiere. Each culture has adopted a certain style of casting clothes, such as the knee-pants and mantle male dwarf casters wear or the bikini shorts and pointed brassieres that dark elven women are fond of wearing.

This by-product of heat has two specific rules effects in Scarred Lands campaigns:

1 Wearing armor causes the heat to become intolerable very quickly, so arcane spell failure chances for wearing armor are twice the chance listed in *core rulebook I*. If the caster has some sort of protection against heat, then the chance of failure remains as listed in the rules. If the spell lacks a somatic component (and therefore normally does not require a spell failure roll), the arcane caster must still roll if he's not protected against heat. However, he rolls at the listed percentage, not twice that value.

2 The caster is considered to have the benefits of an *endure elements (cold)* spell every round she casts. The level of the protection is 1 hp per level of the spell that she cast, and that heat remains from the time she casts a spell until her first action in the next round. If a cold effect does not inflict damage, then the caster gains a +1 circumstance bonus to any save for every level of the spell cast. Therefore, an Albadian sorceress who casts a *lightning bolt* at an ice haunt (see ***Creature Collection***) gains a save bonus of +3 when the creature closes and grapples her with its numbing grip.

# Spell Lists

Spells whose names appear in *italics* are found in this book. All other spells are found in *core rulebook I*.

# BARD SPELLS

### 0-LEVEL BARD SPELLS (CANTRIPS)

**Dancing Lights.** Figment torches or other lights.
**Daze.** Creature loses next action.
**Detect Magic.** Detects spells and magic items within 60 ft.
***Dowsing.*** Locates nearby sources of potable water.
**Flare.** Dazzles one creature (–1 attack).
**Ghost Sound.** Figment sounds.
**Light.** Object shines like a torch.
**Mage Hand.** 5-pound telekinesis.
**Mending.** Makes minor repairs on an object.
**Open/Close.** Opens or closes small or light things.
**Prestidigitation.** Performs minor tricks.
**Read Magic.** Read scrolls and spellbooks.
**Resistance.** Subject gains +1 on saving throws.
***Sneeze.*** Causes target to sneeze.

### 1ST-LEVEL BARD SPELLS

**Alarm.** Wards an area for 2 hours/level.
**Cause Fear.** One creature flees for 1d4 rounds.
**Charm Person.** Makes one person your friend.
***Clean.*** Cleans grime and dirt from one object or person.
**Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
***Detect Gold.*** Detects gold or other metals.
**Detect Secret Doors.** Reveals hidden doors within 60 ft.
***Disappear.*** Caster becomes invisible for two rounds.
**Erase.** Mundane or magical writing vanishes.
**Expeditious Retreat.** Doubles your speed.
**Feather Fall.** Objects or creatures fall slowly.
***Flash.*** Causes a flash of light that blinds enemies.
**Grease.** Makes 10-ft. square or one object slippery.
**Hypnotism.** Fascinates 2d4 HD of creatures.
**Identify.** Determines single feature of magic item.
**Mage Armor.** Gives subject +4 armor bonus.
**Magic Weapon.** Weapon gains +1 bonus.
**Message.** Whispered conversation at distance.
**Protection from Chaos/Evil/Good/Law.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
***Quick Sober.*** Cures the target of alcoholic influences.
***Rabbit Feet.*** Gives +2 bonus/level to Move Silently.
***Salamar's Quiet Contemplation.*** Causes enemies to grow passive and philosophical.
***Shade's Sight.*** Creature touched may look from nearby shadows.
**Silent Image.** Creates minor illusion of your design.
**Sleep.** Put 2d4 HD of creatures into comatose slumber.
***Steal Sleep.*** Transfers need for sleep to target creature.
**Summon Monster I.** Calls outsider to fight for you.
**Unseen Servant.** Creates invisible force that obeys your commands.
**Ventriloquism.** Throws voice for 1 min./level.

### 2ND-LEVEL BARD SPELLS

***Alibi.*** Distorts memories of witnesses.
**Animal Trance.** Fascinates 2d6 HD of animals.
***Battlecry.*** Stuns opponents in a cone area.
**Blindness/Deafness.** Makes subject blind or deaf.
**Blur.** Attacks miss subject 20% of the time.
**Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.
**Cat's Grace.** Subject gains 1d4+1 Dex for 1 hr./level.
***Commanding Presence.*** Subject gains 1d4+1 Cha for 1 hr./level.
**Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).
**Darkness.** 20-ft. radius of supernatural darkness.
**Daylight.** 60-ft. radius of bright light.

***Dead Man's Eyes.*** View the last minutes of a corpse's life from its view.

**Delay Poison.** Stops poison from harming subject for 1 hour/level.

**Detect Thoughts.** Allows "listening" to surface thoughts.

***Dolomar's Force Wave.*** Pushes away surrounding objects and creatures.

***Enkili's Prank.*** Confuses the magic of a spellcaster, causing him to discharge the wrong spell.

**Enthrall.** Captivates all within 100 ft. + 10 ft./level.

***Ever Scent.*** Creates an illusory smell.

**Glitterdust.** Blinds creatures, outlines invisible creatures.

***Gloom.*** Creates an area of shadowy light around a touched object.

**Hold Person.** Holds one person helpless for 1 round/level.

**Hypnotic Pattern.** Fascinates 2d4+1 HD/level of creatures.

***Intoxicate.*** Causes intoxication ability penalties and possible unconsciousness.

**Invisibility.** Subject is invisible for 10 min./level or until it attacks.

**Levitate.** Subject moves up and down at your direction.

***Liliandel's Flurry.*** Transforms a single fired arrow into three.

**Locate Object.** Senses direction toward object (specific or type).

**Magic Mouth.** Speaks once when triggered.

**Minor Image.** As *silent image*, plus some sound.

**Mirror Image.** Creates decoy duplicates of you (1d4 +1/three levels, max 8).

**Misdirection.** Misleads divinations for one creature or object.

**Obscure Object.** Masks object against divination.

***Perfect Recollection.*** Subject gains 1d4+1 Int for 1 hr./level.

***Phantom's Howl.*** Cry that causes foes to be shaken, stunned or paralyzed.

**Pyrotechnics.** Turns fire into blinding light or choking smoke.

***Rend the Sovereign Soul.*** Weakens victim's Will to resist.

**Scare.** Panics creatures up to 5 HD (15-ft. radius).

**See Invisibility.** Reveals invisible creatures or objects.

**Shatter.** Sonic vibration damages objects or crystalline creatures.

**Silence.** Negates sound in 15-ft. radius.

***Song of Heroes.*** Bardic song gives allies +3 to attack, damage and saving throws.

**Sound Burst.** Deals 1d8 sonic damage to subjects; may stun them.

**Suggestion.** Compels subject to follow stated course of action.

**Summon Monster II.** Calls outsider to fight for you.

**Summon Swarm.** Summons swarm of small crawling or flying creatures.

**Tasha's Hideous Laughter.** Subject loses actions for 1d3 rounds.

**Tongues.** Speak any language.

**Undetectable Alignment.** Conceals alignment for 24 hours.

**Whispering Wind.** Sends a short message one mile/level.

## 3RD-LEVEL BARD SPELLS

***Assassin's Senses.*** Increases caster's critical threat range and multiplier by one.

**Bestow Curse.** –6 to an ability; –4 on attacks, saves and checks; or 50% chance of losing each action.

**Blink.** You randomly vanish and reappear for 1 round/level.

***Call Aquatic Humanoid I.*** Calls aquatic humanoids to fight for the spellcaster.

**Charm Monster.** Makes monster believe it is your ally.

**Clairaudience/Clairvoyance.** Hear or see at a distance for 1 min./level.

**Confusion.** Makes subject behave oddly for 1 round/level.

**Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).

***Curse of Terror.*** Make a person deathly afraid of something harmless.

***Dirge of Woe.*** Causes nearby creatures to lapse into despair.

**Dispel Magic.** Cancels magical spells and effects.

**Displacement.** Attacks miss subject 50%.

**Emotion.** Arouses strong emotion in subject.

**Fear.** Subjects within cone flee for 1 round/level.

**Gaseous Form.** Subject becomes insubstantial and can fly slowly.

**Greater Magic Weapon.** +1 bonus/three levels (max +5).

**Gust of Wind.** Blows away or knocks down smaller creatures.

**Haste.** Extra partial action and +4 AC.

**Illusory Script.** Only intended reader can decipher.

**Invisibility Sphere.** Makes everyone within 10 ft. invisible.

**Keen Edge.** Doubles normal weapon's threat range.

**Leomund's Tiny Hut.** Creates shelter for 10 creatures.

**Lesser Geas.** Commands subject of 7 HD or less.

**Magic Circle against Chaos/Evil/Good/Law.** As *protection* spells, but 10-ft. radius and 10 min./level.

**Major Image.** As *silent image*, plus sound, smell and thermal effects.

***Mind Raid.*** Allows reading of deep thoughts.

**Phantom Steed.** Magical horse appears for 1 hour/level.

**Remove Curse.** Frees object or person from curse.

**Remove Disease.** Cures all diseases affecting subject.

**Scrying.** Spies on subject from a distance.

**Sculpt Sound.** Creates new sounds or changes existing ones.

**Sepia Snake Sigil.** Creates text symbol that immobilizes reader.

**Slow.** One subject/level takes only partial actions, –2 AC, –2 melee rolls.

**Summon Monster III.** Calls outsider to fight for you.

***Terole's Translator.*** Gives complete understanding of one language.

***Unbuckle.*** Unfastens all buckles in area.

**Wind Wall.** Deflects arrows, smaller creatures and gases.

## 4TH-LEVEL BARD SPELLS

***Belsameth's Strife.*** Victim sees allies as deadly enemies.

**Break Enchantment.** Frees subjects from enchantments, alterations, curses and petrification.

**Cure Critical Wounds.** Cures 4d8 +1/level damage (max +20).

**Detect Scrying.** Alerts you of magical eavesdropping.

**Dimension Door.** Teleports you and up to 500 lb.

**Dismissal.** Forces a creature to return to native plane.

**Dominate Person.** Controls humanoid telepathically.

***Ghostdweomer.*** Creates a phantom dweomer around a spell or magic item to foil *dispel magic* attempts.

**Hallucinatory Terrain.** Makes one type of terrain appear like another (field into forest, etc.).

**Hold Monster.** As *hold person*, but any creature.

**Improved Invisibility.** As *invisibility*, but subject can attack and stay invisible.

**Legend Lore.** Learn tales about a person, place or thing.

**Leomund's Secure Shelter.** Creates sturdy cottage.

**Locate Creature.** Indicates direction to familiar creature.
***Mind Over Matter.*** Aids concentration to ignore distractions.
**Modify Memory.** Changes 5 minutes of subject's memories.
**Neutralize Poison.** Detoxifies venom in or on subject.
**Rainbow Pattern.** Lights prevent 24 HD of creatures from attacking or moving away.
**Shout.** Deafens all within cone and deals 2d6 damage.
***Song of the Gods.*** Bardic song aids divine spell recovery.
**Summon Monster IV.** Calls outsider to fight for you.

### 5TH-LEVEL BARD SPELLS

**Contact Other Plane.** Ask question of extraplanar entity.
**Control Water.** Raises, lowers or parts bodies of water.
***Doomwail.*** Victims must make Will saving throws or be deafened or paralyzed.
**Dream.** Sends message to anyone sleeping.
**False Vision.** Fools scrying with an illusion.
**Greater Dispelling.** As *dispel magic*, but +20 on check.
**Healing Circle.** Cures 1d8 +1/level damage in all directions.
***Inquisition.*** Target must answer three questions truthfully.
**Mind Fog.** Subjects in fog get –10 Wis, Will checks.
**Mirage Arcana.** As *hallucinatory terrain*, plus structures.
**Mislead.** Turns you invisible and creates illusory double.
**Nightmare.** Sends vision dealing 1d10 damage, fatigue.
**Persistent Image.** As *major image*, but no concentration required.
***Rie's Dance of Seduction.*** *Charms* all who view the dancer.
**Summon Monster V.** Calls outsider to fight for you.

### 6TH-LEVEL BARD SPELLS

***Call Aquatic Humanoid II.*** Calls aquatic humanoids to fight for the spellcaster.
**Control Weather.** Changes weather in local area.
***Declaration of Death.*** Convinces a single creature that it has died.
**Eyebite.** *Charm*, *fear*, *sicken* or *sleep* one subject.
**Geas/Quest.** As *lesser geas*, plus it affects any creature.
**Greater Scrying.** As *scrying*, but faster and longer.
**Mass Haste.** As *haste*, affects one/level subjects.
**Mass Suggestion.** As *suggestion*, plus one/level subjects.
**Permanent Image.** Includes sight, sound and smell.
**Plane Shift.** Up to eight subjects travel to another plane.
**Programmed Image.** As *major image*, plus triggered by event.
**Project Image.** Illusory double can talk and cast spells.
**Repulsion.** Creatures can't approach you.
***Reverse Illusion.*** A real object is cloaked by illusion.
***Song of Champions.*** Bardic song gives additional temporary feats.
**Summon Monster VI.** Calls outsider to fight for you.
**Veil.** Changes appearance of group of creatures.

## CLERIC SPELLS

### 0-LEVEL CLERIC SPELLS (ORISONS)

***Bleeding Disease.*** Initiates a contagious sickness in a random individual.
**Clean.** Cleans grime and dirt from one object or person.
**Create Water.** Creates 2 gallons/level of pure water.
**Cure Minor Wounds.** Cures 1 point of damage.
**Detect Magic.** Detects spells and magic items within 60 ft.
**Detect Poison.** Detects poison in one creature or small object.
**Guidance.** +1 on one roll, save or check.
**Inflict Minor Wounds.** Touch attack, 1 point of damage.
**Light.** Object shines like a torch.
**Mending.** Makes minor repairs on an object.
**Purify Food and Drink.** Purifies 1 cu. ft./level of food or water.
***Quick Sober.*** Cures the target of alcoholic influences.
**Read Magic.** Read scrolls and spellbooks.
**Resistance.** Subject gains +1 on saving throws.
***Shockwave.*** Knock a foe prone from a distance by punching the ground.
**Virtue.** Subject gains 1 temporary hp.

### 1ST-LEVEL CLERIC SPELLS

**Bane.** Enemies suffer –1 attack, –1 on saves against fear.
**Bless.** Allies gain +1 attack and +1 on saves against fear.
**Bless Water.** Makes holy water.
**Cause Fear.** One creature flees for 1d4 rounds.
**Command.** One subject obeys one-word command for 1 round.
**Comprehend Languages.** Understand all spoken and written languages.
**Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
**Curse Water.** Makes unholy water.
**Deathwatch.** Sees how wounded subjects within 30 ft. are.
**Detect Chaos/Evil/Good/Law.** Reveals creatures, spells or objects.
**Detect Undead.** Reveals undead within 60 ft.
**Divine Favor.** You gain attack, damage bonus, +1/three levels.
**Doom.** One subject suffers –2 on attacks, damage, saves and checks.
**Endure Elements.** Ignores 5 damage/round from one energy type.
**Entropic Shield.** Ranged attacks against you suffer 20% miss chance.
***Grim Feast.*** Regain lost hit points by draining fresh corpses.
**Inflict Light Wounds.** Touch, 1d8 +1/level damage (max +5).
**Invisibility to Undead.** Undead can't perceive one subject/level.
***Madriel's Empathic Resonance.*** The subject experiences the emotions of those whom he wrongs.
**Magic Stone.** Three stones gain +1 attack, deal 1d6+1 damage.
**Magic Weapon.** Weapon gains +1 bonus.
***Minor Symbol of Divinity.*** Creates minor magical protections within a small area.
**Obscuring Mist.** Fog surrounds you.
***Prevarication's Bounty.*** Causes the tongue of the victim to swell when the victim lies.
**Protection from Chaos/Evil/Good/Law.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
**Random Action.** One creature acts randomly for one round.
**Remove Fear.** +4 on saves against fear for one subject +1/four levels.
**Sanctuary.** Opponents can't attack you, and you can't attack.
**Shield of Faith.** Aura grants +2 or higher deflection bonus.

***Shockwave Strike.*** Transmit the force of a bludgeoning weapon through the ground to an opponent.

***Smite.*** Invokes the paladin's smite power.

**Summon Monster I.** Calls outsider to fight for you.

***Tanil's Touch.*** Allows the choice of two outcomes when rolling dice.

## 2ND-LEVEL CLERIC SPELLS

**Aid.** +1 attack, +1 on saves against fear, 1d8 temporary hit points.

**Animal Messenger.** Sends a Tiny animal to a specific place.

***Assassin's Senses.*** Increases caster's critical threat range and multiplier by one.

**Augury.** Learns whether an action will be good or bad.

**Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.

**Calm Emotions.** Calms 1d6 subjects/level, negating emotion effects.

***Commanding Presence.*** Subject gains 1d4+1 Cha for 1 hr./level.

**Consecrate.** Fills area with positive energy, making undead weaker.

**Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).

**Darkness.** 20-ft. radius of supernatural darkness.

***Dead Man's Eyes.*** View the last minutes of a corpse's life from its view.

**Death Knell.** Kills dying creature; you gain 1d8 temporary hp, +2 Str and +1 level.

**Delay Poison.** Stops poison from harming subject for 1 hour/level.

**Desecrate.** Fills area with negative energy, making undead stronger.

***Divine Wisdom.*** Subject gains 1d4+1 Wis for 1 hr./level.

**Endurance.** Gain 1d4+1 Con for 1 hr./level.

***Enkili's Luck.*** Bestows a brief bout of ill fortune upon the subject.

**Enthrall.** Captivates all within 100 ft. + 10 ft./level.

**Find Traps.** Notice traps as a rogue does.

**Gentle Repose.** Preserves one corpse.

***Gloom.*** Creates an area of shadowy light around a touched object.

***Hedrada's Balance.*** Protects willing recipient from emotional biases.

**Hold Person.** Holds one person helpless; 1 round/level.

**Inflict Moderate Wounds.** Touch attack, 2d8 +1/level damage (max +10).

**Lesser Restoration.** Dispels magic ability penalty or repairs 1d4 ability damage.

***Locate Corpse.*** The cleric is able to locate a corpse.

**Make Whole.** Repairs an object.

**Remove Paralysis.** Frees one or more creatures from paralysis, hold or slow.

***Rend the Sovereign Soul.*** Weakens victim's Will to resist.

**Resist Elements.** Ignores 12 damage/round from one energy type.

***Sethris' Potency.*** Increases a natural poison's DC.

**Shatter.** Sonic vibration damages objects or crystalline creatures.

**Shield Other.** You take half of subject's damage.

**Silence.** Negates sound in 15-ft. radius.

***Sleep of the Dead.*** Feign death.

**Sound Burst.** Deals 1d8 sonic damage to subjects; may stun them.

**Speak with Animals.** You can communicate with natural animals.

**Spiritual Weapon.** Magical weapon attacks on its own.

**Summon Monster II.** Calls outsider to fight for you.

**Undetectable Alignment.** Conceals alignment for 24 hours.

***Vangal's Touch.*** Target rages as a barbarian.

**Zone of Truth.** Subjects within range cannot lie.

## 3RD-LEVEL CLERIC SPELLS

***Animal Spy.*** Send a Tiny animal on a 3-step mission.

**Animate Dead.** Creates undead skeletons and zombies.

***Banish Shadow.*** Sends a shadow creature back to its home.

**Bestow Curse.** –6 to an ability; –4 on attacks, saves and checks; or 50% chance of losing each action.

**Blindness/Deafness.** Makes subject blind or deaf.

***Chardun's Torments.*** Victim takes subdual damage and suffers penalties from pain.

**Contagion.** Infects subject with chosen disease.

**Continual Flame.** Makes a permanent, heatless torch.

**Create Food and Water.** Feeds three humans (or one horse)/level.

**Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).

***Curse of Terror.*** Make a person deathly afraid of something harmless.

**Daylight.** 60-ft. radius of bright light.

**Deeper Darkness.** Object sheds absolute darkness in 60-ft. radius.

**Dispel Magic.** Cancels magical spells and effects.

***Divine Raiment.*** Opponents can't attack you, but you can attack.

**Glyph of Warding.** Inscription harms those who pass it.

**Helping Hand.** Ghostly hand leads subject to you.

**Inflict Serious Wounds.** Touch attack, 3d8 +1/level damage (max +15).

***Invigorate Dead.*** Restores some life to one dead creature.

**Invisibility Purge.** Dispels invisibility within 5 ft./level.

***Life Force Transfer.*** Heal others by harming yourself.

**Locate Object.** Senses direction toward object (specific or type).

**Magic Circle against Chaos/Evil/Good/Law.** As *protection* spells, but 10-ft. radius and 10 min./level.

**Magic Vestment.** Armor or shield gains +1 enhancement/three levels.

**Meld into Stone.** You and your gear merge with stone.

***Mind Raid.*** Allows reading of deep thoughts.

**Negative Energy Protection.** Subject resists level and ability drains.

**Obscure Object.** Masks object against divination.

**Prayer.** Allies gain +1 on most rolls, and enemies suffer –1.

**Protection from Elements.** Absorb 12 damage/level from one kind of energy.

**Remove Blindness/Deafness.** Cures normal or magical conditions.

**Remove Curse.** Frees object or person from curse.

**Remove Disease.** Cures all diseases affecting subject.

***Sacred Weapon.*** Summons weapon that inflicts 1d10 damage and causes deafness.

**Searing Light.** Ray deals 1d8/two levels, more against undead.

***Shadow Touch.*** Caster has Strength-draining touch.

**Speak with Dead.** Corpse answers one question/two levels.

**Speak with Plants.** You can talk to normal plants and plant creatures.

**Stone Shape.** Sculpts stone into any form.

**Summon Monster III.** Calls outsider to fight for you.

***Sunspear.*** Create a spear of light that heals or inflicts 2d4+2/level when thrown.

***Vangal's Wounding.*** Causes wounds to bleed for 1d6 points of damage per round for level/rounds.

**Water Breathing.** Subjects can breathe underwater.

**Water Walk.** Subject treads on water as if solid.

**Wind Wall.** Deflects arrows, smaller creatures and gases.

## 4TH-LEVEL CLERIC SPELLS

**Air Walk.** Subject treads on air as if solid (climb at 45-degree angle).

***Cloak of Righteousness.*** Creates shining raiment, blinding opponents and encouraging allies.

***Condemned.*** Target becomes unaffected by magical healing.

***Control Light.*** Allows control of the amount of light or dark in an area.

**Control Water.** Raises, lowers or parts bodies of water.

**Cure Critical Wounds.** Cures 4d8 +1/level damage (max +20).

**Death Ward.** Grants immunity to death spells and effects.

**Dimensional Anchor.** Bars extradimensional movement.

**Discern Lies.** Reveals deliberate falsehoods.

**Dismissal.** Forces a creature to return to native plane.

**Divination.** Provides useful advice for specific proposed actions.

**Divine Power.** You gain attack bonus, 18 Str and 1 hp/level.

**Freedom of Movement.** Subject moves normally despite impediments.

**Giant Vermin.** Turns insects into giant vermin.

**Greater Magic Weapon.** +1 bonus/three levels (max +5).

***Holy Channel.*** Allows healing spells to be cast at range.

**Imbue with Spell Ability.** Transfer spells to subject.

**Inflict Critical Wounds.** Touch attack, 4d8 +1/level damage (max +20).

***Ironheart.*** Grants recipient +5 bonus that can be distributed among future saving throws.

**Lesser Planar Ally.** Exchange services with an 8 HD outsider.

***Mind Over Matter.*** Aids concentration to ignore distractions.

**Neutralize Poison.** Detoxifies venom in or on subject.

**Poison.** Touch deals 1d10 Con damage, repeats in 1 min.

**Repel Vermin.** Insects stay 10 ft. away.

**Restoration.** Restores level and ability score drains.

***Seal of Hedrada.*** Seals one portal until a condition is met.

**Sending.** Delivers short message anywhere, instantly.

**Spell Immunity.** Subject is immune to one spell/four levels.

**Status.** Monitors condition, position of allies.

**Summon Monster IV.** Calls outsider to fight for you.

***Tanil's Purging.*** Painfully forces shapeshifters to resume their proper forms.

***Terole's Translator.*** Gives complete understanding of one language.

**Tongues.** Speak any language.

***Unholy Channel.*** Allows inflict spells to be cast upon target at range.

## 5TH-LEVEL CLERIC SPELLS

**Atonement.** Removes burden of misdeeds from subject.

***Belsameth's Blessing.*** Transforms one creature into a werebeast.

***Belsameth's Strife.*** Victim sees allies as deadly enemies.

**Break Enchantment.** Frees subjects from enchantments, alterations, curses and petrification.

***Brothers in Arms.*** Allies exchange hit points and Strength between themselves.

**Circle of Doom.** Deals 1d8 +1/level damage in all directions.

**Commune.** Deity answers one yes-or-no question/level.

**Dispel Chaos/Evil/Good/Law.** +4 bonus against attacks.

***Doomwail.*** Victims must make Will saving throws or be deafened or paralyzed.

**Ethereal Jaunt.** You become ethereal for 1 round/level.

**Flame Strike.** Smites foes with divine fire (1d6/level).

**Greater Command.** As *command*, but affects one subject/level.

**Hallow.** Designates location as holy.

**Healing Circle.** Cures 1d8 +1/level damage in all directions.

***Imbue Shadow.*** Turns an ordinary shadow into a shadow creature.

***Inquisition.*** Target must answer three questions truthfully.

**Insect Plague.** Insect horde limits vision, inflicts damage, and weak creatures flee.

**Mark of Justice.** Designates action that will trigger *curse* on subject.

**Plane Shift.** Up to eight subjects travel to another plane.

**Raise Dead.** Restores life to subject who died up to 1 day/level ago.

**Righteous Might.** Your size increases, and you gain +4 Str.

**Scrying.** Spies on subject from a distance.

**Slay Living.** Touch attack kills subject.

**Spell Resistance.** Subject gains +12 +1/level SR.

**Summon Monster V.** Calls outsider to fight for you.

**True Seeing.** See all things as they really are.

**Unhallow.** Designates location as unholy.

**Wall of Stone.** 20 hp/four levels; can be shaped.

## 6TH-LEVEL CLERIC SPELLS

**Animate Objects.** Objects attack your foes.

**Antilife Shell.** 10-ft. field hedges out living creatures.

**Banishment.** Banishes 2 HD/level extraplanar creatures.

**Blade Barrier.** Blades encircling you deal 1d6 damage/level.

**Create Undead.** Ghouls, shadows, ghasts, wights or wraiths.

***Dark Water.*** Imbues water with negative energy.

***Enkili's Lightning Storm.*** Causes an electrical storm that the caster can control.

**Etherealness.** Travel to Ethereal Plane with companions.

**Find the Path.** Shows most direct way to a location.

**Forbiddance.** Denies area to creatures of another alignment.

**Geas/Quest.** As *lesser geas*, plus it affects any creature.

**Greater Dispelling.** As *dispel magic*, but up to +20 on check.

**Greater Glyph of Warding.** As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

**Harm.** Subject loses all but 1d4 hp.

**Heal.** Cures all damage, diseases and mental conditions.

**Heroes' Feast.** Food for one creature/level cures and *blesses*.
***Pass the Years.*** Ages target by 1d10 years.
**Planar Ally.** As *lesser planar ally*, but up to 16 HD.
***Sacrificial Heart.*** Kills a target by delivering his heart into your hand.
**Summon Monster VI.** Calls outsider to fight for you.
**Wind Walk.** You and your allies turn vaporous and travel fast.
**Word of Recall.** Teleports you back to designated place.

### 7TH-LEVEL CLERIC SPELLS

**Blasphemy.** Kills, paralyzes, weakens or dazes nonevil subjects.
**Control Weather.** Changes weather in local area.
***Daggers of Vaul.*** Creates a cloud of tiny blades that inflict 1d4 points of damage per round.
**Destruction.** Kills subject and destroys remains.
**Dictum.** Kills, paralyzes, weakens or dazes nonlawful subjects.
***Greater Healing Circle.*** Heals 2d8+2/caster level damage in all directions.
**Greater Restoration.** As *restoration*, plus restores all levels and ability scores.
**Greater Scrying.** As *scrying*, but faster and longer.
**Holy Word.** Kills, paralyzes, weakens or dazes nongood subjects.
***Incite.*** Enlist a large group to achieve a specified goal.
**Refuge.** Alters item to transport its possessor to you.
**Regenerate.** Subject's severed limbs grow back.
**Repulsion.** Creatures can't approach you.
**Resurrection.** Fully restore dead subject.
**Summon Monster VII.** Calls outsider to fight for you.
**Word of Chaos.** Kills, confuses, stuns or deafens nonchaotic subjects.

### 8TH-LEVEL CLERIC SPELLS

**Antimagic Field.** Negates magic within 10 ft.
***Avatar.*** Allows cleric to take on aspects of the patron deity.
**Cloak of Chaos.** +4 AC, +4 resistance and SR 25 against lawful spells.
**Create Greater Undead.** Mummies, spectres, vampires or ghosts.
**Discern Location.** Exact location of creature or object.
**Earthquake.** Intense tremor shakes 5-ft./level radius.
**Fire Storm.** Deals 1d6 fire damage/level.
**Greater Planar Ally.** As *lesser planar ally*, but up to 24 HD.
**Holy Aura.** +4 AC, +4 resistance and SR 25 against evil spells.
**Mass Heal.** As *heal*, but with several subjects.
***Recall Champion.*** Call a dead hero to aid you.
**Shield of Law.** +4 AC, +4 resistance and SR 25 against chaotic spells.
***Strength of Kadum.*** Target receives a +1/caster level bonus to Strength.
**Summon Monster VIII.** Calls outsider to fight for you.
**Symbol.** Triggered runes have array of effects.
**Unholy Aura.** +4 AC, +4 resistance and SR 25 against good spells.

### 9TH-LEVEL CLERIC SPELLS

**Astral Projection.** Projects you and companions into Astral Plane.
***Convert.*** Subject gains belief in your god.
**Energy Drain.** Subject gains 2d4 negative levels.
**Gate.** Connects two planes for travel or summoning.
**Implosion.** Kills one creature/round.
***Incapacitate.*** Reduces all of target's ability scores to 3, and removes all but 1d4 hp.
**Miracle.** Requests a deity's intercession.
***Shatter Soul.*** Kills a target and fragments his soul.
**Soul Bind.** Traps newly dead soul to prevent resurrection.
**Storm of Vengeance.** Storm rains acid, lightning and hail.
**Summon Monster IX.** Calls outsider to fight for you.
**True Resurrection.** As *resurrection*, plus remains aren't needed.

## CLERIC DOMAINS

### Air Domain

**Deities:** Denev, Enkili, Madriel
**Granted Powers:** Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.
Air Domain Spells
1 **Obscuring Mist.** Fog surrounds you.
2 **Wind Wall.** Deflects arrows, smaller creatures and gases.
3 **Gaseous Form.** Subject becomes insubstantial and can fly slowly.
4 **Air Walk.** Subject treads on air as if solid (climb at 45-degree angle).
5 **Control Winds.** Change wind direction and speed.
6 **Chain Lightning.** 1d6 damage/level; secondary bolts.
***Enkili's Lightning Storm.*** Causes an electrical storm that the caster can control.
7 **Control Weather.** Changes weather in local area.
8 **Whirlwind.** Cyclone inflicts damage and can pick up creatures.
9 **Elemental Swarm.*** Summons 2d4 Large, 1d4 Huge elementals.
*Cast as an air spell only.

### Animal Domain

**Deities:** Denev, Tanil
**Granted Powers:** You cast *animal friendship* once per day. Knowledge (nature) is a class skill.
Animal Domain Spells
1 **Calm Animals.** Calms 2d4 +1/level HD of animals, beasts and magical beasts.
2 **Hold Animal.** Hold one animal helpless; 1 round/level.
***Animal Infusion.*** Gain the power of an animal.
3 ***Animal Spy.*** Send a Tiny animal on a 3-step mission.
**Dominate Animal.** Subject animal obeys silent mental commands.
4 **Repel Vermin.** Insects stay 10 ft. away.
5 **Commune with Nature.** Learn about terrain for one mile/level.
6 **Antilife Shell.** 10-ft. field hedges out living creatures.
7 **Animal Shapes.** One ally/level *polymorphs* into chosen animal.
8 **Creeping Doom.** Carpet of insects attacks at your command.
9 **Shapechange.** Transforms you into any creature, and change forms once per round.

## Chaos Domain

**Deities:** Enkili, Tanil, Vangal

**Granted Power:** You cast chaos spells at +1 caster level.

Chaos Domain Spells

1 **Protection from Law.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.

2 ***Enkili's Luck.*** Bestows a brief bout of ill fortune upon the subject.

**Shatter.** Sonic vibration damages objects or crystalline creatures.

3 **Magic Circle against Law.** As *protection* spells, but 10-ft. radius and 10 min./level.

4 **Chaos Hammer.** Damages and staggers lawful creatures.

5 **Dispel Law.** +4 bonus against attacks by lawful creatures.

6 **Animate Objects.** Objects attack your foes.

7 **Word of Chaos.** Kills, confuses, stuns or deafens nonchaotic subjects.

8 **Cloak of Chaos.** +4 AC, +4 resistance, SR 25 against lawful spells.

9 **Summon Monster IX.*** Calls outsider to fight for you.

*Cast as a chaos spell only.

## Death Domain

**Deity:** Belsameth

**Granted Power:** You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Death Domain Spells

1 **Cause Fear.** One creature flees for 1d4 rounds.

***Grim Feast.*** Regain lost hit points by draining fresh corpses.

2 **Death Knell.** Kill dying creature and gain 1d8 temp. hp, +2 Str and +1 caster level.

***Sleep of the Dead.*** Feign death.

3 **Animate Dead.** Creates undead skeletons and zombies.

***Armor of Undeath.*** Crafts protective armor from a corpse.

4 **Death Ward.** Grants immunity to death spells and effects.

5 ***Imbue Shadow.*** Turns an ordinary shadow into a shadow creature.

**Slay Living.** Touch attack kills subject.

6 **Create Undead.** Ghouls, shadows, ghasts, wights or wraiths.

***Sacrificial Heart.*** Kills a target by delivering his heart into your hand.

7 **Destruction.** Kills subject and destroys remains.

8 **Create Greater Undead.** Mummies, spectres, vampires or ghosts.

***Leech Field.*** Absorbs hit points from nearby foes.

9 **Wail of the Banshee.** Kills one creature/level.

## Destruction Domain

**Deity:** Vangal

**Granted Power:** You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells

1 **Inflict Light Wounds.** Touch attack, 1d8 +1/level damage (max +5).

2 **Shatter.** Sonic vibration damages objects or crystalline creatures.

***Vangal's Touch.*** Target rages as a barbarian.

3 **Contagion.** Infects subject with chosen disease.

4 **Inflict Critical Wounds.** Touch attack, 4d8 +1/level damage (max +20).

***Unholy Channel.*** Allows inflict spells to be cast upon target at range.

***Verminplague.*** Summons a horde of diseased rats, insects and other scavengers.

5 **Circle of Doom.** Deals 1d8 +1/level damage in all directions.

6 **Harm.** Subject loses all but 1d4 hp.

7 **Disintegrate.** Makes one creature or object vanish.

8 **Earthquake.** Intense tremor shakes 5-ft./level radius.

9 **Implosion.** Kills one creature/round.

***Incapacitate.*** Reduces all of target's ability scores to 3, and removes all but 1d4 hp.

## Earth Domain

**Deity:** Denev

**Granted Power:** Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Earth Domain Spells

1 **Magic Stone.** Three stones become +1 projectiles, 1d6+1 damage.

***Shockwave Strike.*** Transmit the force of a bludgeoning weapon through the ground to an opponent.

2 **Soften Earth and Stone.** Turns stone to clay or dirt to sand or mud.

3 **Stone Shape.** Sculpts stone into any form.

4 **Spike Stones.** Creatures in area take 1d8 damage, may be slowed.

5 **Wall of Stone.** 20 hp/four levels; can be shaped.

6 **Stoneskin.** Stops blows, cuts, stabs and slashes.

7 **Earthquake.** Intense tremor shakes 5-ft./level radius.

8 **Iron Body.** Your body becomes living iron.

9 **Elemental Swarm.*** Summons 2d4 Large, 1d4 Huge elementals.

*Cast as an earth spell only.

## Evil Domain

**Deities:** Belsameth, Chardun, Vangal

**Granted Power:** You cast evil spells at +1 caster level.

Evil Domain Spells

1 **Protection from Good.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.

2 **Desecrate.** Fills area with negative energy, making undead stronger.

3 ***Chardun's Torments.*** Victim takes subdual damage and suffers penalties from pain.

**Magic Circle against Good.** As *protection* spells, but 10-ft. radius and 10 min./level.

4 **Unholy Blight.** Damages and sickens good creatures.

***Unholy Channel.*** Allows inflict spells to be cast upon target at range.

5 **Dispel Good.** +4 bonus against attacks by good creatures.
***Imbue Shadow.*** Turns an ordinary shadow into a shadow creature.
6 **Create Undead.** Ghouls, shadows, ghasts, wights or wraiths.
7 **Blasphemy.** Kills, paralyzes, weakens or dazes nonevil subjects.
8 **Unholy Aura.** +4 AC, +4 resistance, SR 25 against good spells.
9 **Summon Monster IX.*** Calls outsider to fight for you.
*Cast as an evil spell only.

### Fire Domain

**Deity:** Denev

**Granted Power:** Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Fire Domain Spells

1 **Burning Hands.** 1d4 fire damage/level (max 5d4).
2 **Produce Flame.** 1d4 +1/two levels damage, touch or thrown.
3 ***Ganest's Farstrike.*** Creates a bolt of flame with exceptional range.
**Resist Elements.*** Ignore first 12 damage from one energy type each round.
4 **Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
5 **Fire Shield.** Creatures attacking you take fire damage; you're protected from heat or cold.
6 **Fire Seeds.** Acorns and berries become grenades and bombs.
7 **Fire Storm.** Deals 1d6 fire damage/level.
8 **Incendiary Cloud.** Cloud deals 4d6 fire damage/round.
9 **Elemental Swarm.**** Summons 2d4 Large, 1d4 Huge elementals.
*Resist cold or fire only.
**Cast as a fire spell only.

### Good Domain

**Deities:** Corean, Madriel

**Granted Power:** You cast good spells at +1 caster level.

Good Domain Spells

1 **Protection from Evil.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2 **Aid.** +1 attack, +1 on saves against fear, 1d6 temporary hit points.
3 **Magic Circle against Evil.** As *protection* spells, but 10-ft. radius and 10 min./level.
4 ***Cloak of Righteousness.*** Creates shining raiment, blinding opponents and encouraging allies.
**Holy Smite.** Damages and blinds evil creatures.
5 **Dispel Evil.** +4 bonus against attacks by evil creatures.
6 **Blade Barrier.** Blades encircling you deal 1d6 damage/level.
7 **Holy Word.** Kills, paralyzes, weakens or dazes nongood subjects.
8 **Holy Aura.** +4 AC, +4 resistance and SR 25 against evil spells.
9 **Summon Monster IX.*** Calls outsider to fight for you.
*Cast as a good spell only.

### Healing Domain

**Deity:** Madriel

**Granted Power:** You cast healing spells at +1 caster level.

Healing Domain Spells

1 **Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
2 **Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).
3 **Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).
4 **Cure Critical Wounds.** Cures 4d8 +1/level damage (max +20).
***Holy Channel.*** Allows healing spells to be cast at range.
5 **Healing Circle.** Cures 1d8 +1/level damage in all directions.
6 **Heal.** Cures all damage, diseases and mental conditions.
7 ***Greater Healing Circle.*** Heals 2d8+2/caster level damage in all directions.
**Regenerate.** Subject's severed limbs grow back.
8 **Mass Heal.** As *heal*, but with several subjects.
9 **True Resurrection.** As *resurrection*, plus remains aren't needed.

### Knowledge Domain

**Deity:** Hedrada

**Granted Power:** All Knowledge skills are class skills. You cast divinations at +1 caster level.

Knowledge Domain Spells

1 ***Detect Gold.*** Detects gold or other metals.
**Detect Secret Doors.** Reveals hidden doors within 60 ft.
2 **Detect Thoughts.** Allows "listening" to surface thoughts.
***Locate Corpse.*** The cleric is able to locate a corpse.
3 **Clairaudience/Clairvoyance.** Hear or see at a distance for 1 min./level.
4 **Divination.** Provides useful advice for specific proposed actions.
***Terole's Translator.*** Gives complete understanding of one language.
5 **True Seeing.** See all things as they really are.
6 **Find the Path.** Shows most direct way to a location.
7 **Legend Lore.** Learn tales about a person, place or thing.
8 **Discern Location.** Exact location of creature or object.
9 **Foresight.** "Sixth sense" warns of impending danger.

### Law Domain

**Deities:** Chardun, Corean, Hedrada

**Granted Power:** You cast law spells at +1 caster level.

Law Domain Spells

1 **Protection from Chaos.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2 **Calm Emotions.** Calms 1d6 creatures/level, negating emotion effects.
***Hedrada's Balance.*** Protects willing recipient from emotional biases.
3 **Magic Circle against Chaos.** As *protection* spells, but 10-ft. radius and 10 min./level.
4 **Order's Wrath.** Damages and dazes chaotic creatures.
5 **Dispel Chaos.** +4 bonus against attacks by chaotic creatures.
6 **Hold Monster.** As *hold person*, but any creature.
7 **Dictum.** Kills, paralyzes, weakens or dazes nonlawful subjects.

8 **Shield of Law.** +4 AC, +4 resistance and SR 25 against chaotic spells.

9 **Summon Monster IX.*** Calls outsider to fight for you.
*Cast as a law spell only.

### Luck Domain

**Deity:** Enkili

**Granted Power:** You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

1 **Entropic Shield.** Ranged attacks against you suffer 20% miss chance.
***Tanil's Touch.*** Allows the choice of two outcomes when rolling dice.

2 **Aid.** +1 attack, +1 against fear, 1d8 temporary hit points.

3 **Protection from Elements.** Absorb 12 damage/level from one kind of energy.

4 **Freedom of Movement.** Subject moves normally despite impediments.

5 **Break Enchantment.** Frees subjects from enchantments, alterations, curses and petrification.

6 **Mislead.** Turns you invisible and creates illusory double.

7 **Spell Turning.** Reflect 1d4+6 spell levels back at caster.

8 **Holy Aura.** +4 AC, +4 resistance and SR 25 against evil spells.

9 **Miracle.** Requests a deity's intercession.

### Magic Domain

**Deity:** Belsameth

**Granted Power:** Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

1 **Nystul's Undetectable Aura.** Masks magic item's aura.

2 **Identify.** Determines single feature of magic item.

3 **Dispel Magic.** Cancels magical spells and effects.

4 **Imbue with Spell Ability.** Transfer spells to subject.
**Manaspear.** Creates a magical spear that inflicts damage and drains spells from its target.

5 **Spell Resistance.** Subject gains +12 +1/level SR.

6 **Antimagic Field.** Negates magic within 10 ft.

7 **Spell Turning.** Reflect 1d4+6 spell levels back at caster.

8 **Protection from Spells.** Confers +8 resistance bonus.

9 **Mord's Disjunction.** Dispels magic, disenchants magic items.

### Missionary Domain

**Deity:** Any

**Granted Power:** You can invoke the ability to *comprehend languages* once per day as a free action. This is a spell-like ability, however, there are no components required, so the power can be activated without anyone else's knowledge. This effect lasts twice as long as the spell itself (i.e., 20 minutes per level).

Missionary Domain Spells

1 ***Madriel's Empathic Resonance.*** The subject experiences the emotions of those whom he wrongs.
**Mount.** Summons riding horse for 2 hr./level.

2 **Charm Person.** Makes one person your friend.
***Rend the Sovereign Soul.*** Weakens victim's Will to resist.

3 ***Divine Raiment.*** Opponents can't attack you, but you can attack.

4 **Suggestion.** Compels subject to follow stated course of action.

5 **Prying Eyes.** 1d4 floating eyes + 1/level scout for you.

6 ***Inquisition.*** Target must answer three questions truthfully.

7 ***Incite.*** Enlist a large group to achieve a specified goal.

8 **Sympathy.** Object or location attracts certain creatures.

9 ***Convert.*** Subject gains belief in your god.

### Plant Domain

**Deities:** Denev, Madriel, Tanil

**Granted Powers:** Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Knowledge (nature) is a class skill.

Plant Domain Spells

1 ***Adhere to wood.*** Caster's skin sticks to wooden surfaces.
**Entangle.** Plants entangle everyone in 40-ft.-radius circle.

2 **Barkskin.** Grants +3 natural armor bonus (or higher).
***Sethtel's Stick Servant.*** Create a servant out of sticks.

3 **Plant Growth.** Grows vegetation, improves crops.
***Thorn Throw.*** A cone of thorns causes 1d6 hit points/level minus AC.

4 **Control Plants.** Talk to and control plants and fungi.
***Live Wood.*** Regenerates damage done to wooden items or creatures.

5 ***Gutroot.*** Causes plant matter in the stomachs of enemies to sprout and grow.
**Wall of Thorns.** Thorns damage anyone who tries to pass.

6 **Repel Wood.** Pushes away wooden objects.

7 **Changestaff.** Your staff becomes a treant on command.

8 **Command Plants.** Plants animate and vegetation entangles.

9 **Shambler.** Summons 1d4+2 shambling mounds to fight for you.

### Protection Domain

**Deities:** Corean, Hedrada

**Granted Power:** You can generate a *protective ward*, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw, equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

1 ***Minor Symbol of Divinity.*** Creates minor magical protections within a small area.
**Sanctuary.** Opponents can't attack you, and you can't attack.

2 **Shield Other.** You take half of subject's damage.

3 ***Divine Raiment.*** Opponents can't attack you, but you can attack.

**Protection from Elements.** Absorb 12 damage/level from one kind of energy.

4 ***Ironheart.*** Grants recipient +5 bonus that can be distributed among future saving throws.

**Spell Immunity.** Subject is immune to one spell/four levels.

5 **Spell Resistance.** Subject gains +12 +1/level SR.

6 **Antimagic Field.** Negates magic within 10 ft.

***Taldock's Spell Inhibitor.*** Weakens spells cast within 100 ft.

7 **Repulsion.** Creatures can't approach you.

8 **Mind Blank.** Subject is immune to mental/emotional magic and scrying.

9 **Prismatic Sphere.** As *prismatic wall*, but surrounds on all sides.

## Strength Domain

**Deities:** Chardun, Vangal

**Granted Power:** You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day.

Strength Domain Spells

1 **Endure Elements.** Ignores 5 damage/round from one energy type.

***Shockwave Strike.*** Transmit the force of a bludgeoning weapon through the ground to an opponent.

2 **Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.

3 **Magic Vestment.** Armor or shield gains +1 enhancement/three level.

4 **Spell Immunity.** Subject is immune to one spell/four levels.

5 ***Brothers in Arms.*** Allies exchange hit points and Strength between themselves.

**Righteous Might.** Your size increases, and you gain +4 Str.

6 **Stoneskin.** Stops blows, cuts, stabs and slashes.

7 **Bigby's Grasping Hand.** Hand provides cover, pushes or grapples.

8 **Bigby's Clenched Fist.** Large hand attacks your foes.

***Strength of Kadum.*** Target receives a +1/caster level bonus to Strength.

9 **Bigby's Crushing Hand.** As *Bigby's grasping hand*, but stronger.

## Sun Domain

**Deity:** Madriel

**Granted Power:** Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt, except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

Sun Domain Spells

1 **Endure Elements.*** Ignores 5 damage/round from one energy type.

2 **Heat Metal.** Make metal so hot it damages those that touch it.

3 **Searing Light.** Ray deals 1d8/two levels, more against undead.

***Sunspear.*** Create a spear of light that heals or inflicts 2d4+2/level when thrown.

4 **Fire Shield.** Creatures attacking you take fire damage; you're protected from heat or cold.

***Purifying Flames.*** Burns a foe every round until extinguished.

5 **Flame Strike.** Smite foes with divine fire (1d8/level).

6 **Fire Seeds.** Acorns and berries become grenades and bombs.

7 **Sunbeam.** Beam blinds and deals 3d6 damage.

8 **Sunburst.** Blinds all within 10 ft., deals 3d6 damage.

9 **Prismatic Sphere.** As *prismatic wall*, but surrounds on all sides.

*Endure cold or fire only.

## Travel Domain

**Deities:** Enkili, Tanil

**Granted Powers:** For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell *freedom of movement*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability.

Wilderness Lore is a class skill.

Travel Domain Spells

1 **Expeditious Retreat.** Doubles your speed.

2 **Locate Object.** Senses direction toward object (specific or type).

3 **Fly.** Subject flies at speed of 90.

4 **Dimension Door.** Teleports you and up to 500 lb.

5 **Teleport.** Instantly transports you anywhere.

6 **Find the Path.** Shows most direct way to a location.

7 **Teleport without Error.** As *teleport*, but no off-target arrival.

8 **Phase Door.** Invisible passage through wood or stone.

**Rapid journey.** Allows multiple teleportations.

9 **Astral Projection.** Projects you and companions into Astral Plane.

## Trickery Domain

**Deities:** Belsameth, Enkili, Tanil

**Granted Power:** Bluff, Disguise and Hide are class skills.

Trickery Domain Spells

1 **Change Self.** Change own appearance.

***Reshape Shadow.*** Changes the shape of a natural shadow.

2 ***Enkili's Prank.*** Confuses the magic of a spellcaster, causing him to discharge the wrong spell.

**Invisibility.** Subject invisible 10 min./level or until it attacks.

3 **Nondetection.** Hides subject from divination, scrying.

4 **Confusion.** Makes subjects behave oddly for 1 round/level.

***Ghostdweomer.*** Creates a phantom dweomer around a spell or magic item to foil *dispel magic* attempts.

5 **False Vision.** Fools scrying with an illusion.

6 **Mislead.** Turns you invisible and creates illusory double.

***Reverse Illusion.*** A real object is cloaked by illusion.

7 **Screen.** Illusion hides area from vision, scrying.

8 **Polymorph Any Object.** Changes any subject into anything else.

9 **Convert.** Subject gains belief in your god.

**Time Stop.** You act freely for 1d4+1 rounds.

### War Domain

**Deities:** Chardun, Corean, Vangal

**Granted Power:** Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

| War Deity | Favored Weapon |
|---|---|
| Chardun | Mace/scepter |
| Corean | Longsword |
| Vangal | Battleaxe |

War Domain Spells

1 **Magic Weapon.** Weapon gains +1 bonus.
***Battlecry.*** Cone area effect that stuns opponents.
2 **Spiritual Weapon.** Magical weapon attacks on its own.
3 **Magic Vestment.** Armor or shield gains +1 enhancement/three levels.
***Sacred Weapon.*** Summons weapon that inflicts 1d10 damage and causes deafness.
4 **Divine Power.** You gain attack bonus, 18 Str and 1 hp/level.
5 **Flame Strike.** Smite foes with divine fire (1d6 damage/level).
6 **Blade Barrier.** Blades encircling you deal 1d6 damage/level.
7 **Power Word, Stun.** Stuns creature with up to 150 hp.
8 **Power Word, Blind.** Blinds 200 hp worth of creatures.
***Recall Champion.*** Call a dead hero to aid you.
9 **Power Word, Kill.** Kills one tough subject or many weak ones.

### Water Domain

**Deity:** Denev

**Granted Power:** Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Water Domain Spells

1 **Obscuring Mist.** Fog surrounds you.
***Buoyancy Net.*** Target is forced to the water's surface.
2 **Fog Cloud.** Fog obscures vision.
3 ***Pressure Sphere.*** Increases water pressure to damage targets.
**Water Breathing.** Subjects can breathe underwater.
4 **Control Water.** Raise, lower or part bodies of water.
5 **Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.
6 **Cone of Cold.** 1d6 cold damage/level.
7 **Acid Fog.** Fog deals acid damage.
8 **Horrid Wilting.** Deals 1d8 damage/level within 30 ft.
9 **Elemental Swarm.*** Summons 2d4 Large, 1d4 Huge elementals.
*Cast as a water spell only.

## DRUID SPELLS

### 0-LEVEL DRUID SPELLS (ORISONS)

***Adhere to wood.*** Caster's skin sticks to wooden surfaces.
***Chill/Warmth.*** Slowly raises or lowers temperature.
**Create Water.** Creates 2 gallons/level of pure water.
**Cure Minor Wounds.** Cures 1 point of damage.
**Detect Magic.** Detects spells and magic items within 60 ft.
**Detect Poison.** Detects poison in one creature or small object.
**Flare.** Dazzles one creature (–1 attack).
**Guidance.** +1 on one roll, throw or check.
**Know Direction.** You discern north.
**Light.** Object shines like a torch.
**Mending.** Makes minor repairs on an object.
**Purify Food and Drink.** Purifies 1 cu. ft./level of food or water.
**Read Magic.** Read scrolls and spellbooks.
**Resistance.** Subject gains +1 on saving throws.
***Shockwave.*** Knock a foe prone from a distance by punching the ground.
***Sneeze.*** Causes target to sneeze.
***Spark.*** Creates a tiny spark.
**Virtue.** Subject gains 1 temporary hp.

### 1ST-LEVEL DRUID SPELLS

**Animal Friendship.** Gains permanent animal companions.
***Buoyancy Net.*** Target is forced to the water's surface.
**Calm Animals.** Calms 2d4 +1/level HD of animals, beasts and magical beasts.
***Chameleon Skin.*** Gives +1 bonus per level to Hide (max +10).
**Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
**Detect Animals or Plants.** Detects species of animals or plants.
**Detect Snares and Pits.** Reveals natural or primitive traps.
**Endure Elements.** Ignores 5 damage/round from one energy type.
**Entangle.** Plants entangle everyone in 40-ft.-radius circle.
**Faerie Fire.** Outlines subjects with light, canceling ***blur,*** concealment, etc.
**Goodberry.** 2d4 berries each cure 1 hp (max 8 hp/24 hours).
**Invisibility to Animals.** Animals can't perceive one subject/level.
**Magic Fang.** One natural weapon of subject creature gets +1 bonus to attack and damage.
***Minor Symbol of Divinity.*** Creates minor magical protections within a small area.
**Obscuring Mist.** Fog surrounds you.
**Pass without Trace.** One subject/level leaves no tracks.
***Rabbit Feet.*** Gives +2 bonus/level to Move Silently.
***Salamar's Quiet Contemplation.*** Causes enemies to grow passive and philosophical.
***Sethris' Potency.*** Increases a natural poison's DC.
**Shillelagh.** Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level.
***Shockwave Strike.*** Transmit the force of a bludgeoning weapon through the ground to an opponent.
**Summon Nature's Ally I.** Calls creature to fight.

### 2ND-LEVEL DRUID SPELLS

***Animal Infusion.*** Gain the power of an animal.
**Animal Messenger.** Sends a Tiny animal to a specific place.
**Animal Trance.** Fascinates 2d6 HD of animals.
**Barkskin.** Grants +3 natural armor bonus (or higher).
***Call Aquatic Animal I.*** Calls aquatic animals to fight for the spellcaster.
**Charm Person or Animal.** Makes one person or animal your friend.
**Chill Metal.** Cold metal damages those who touch it.
***Circle of Sounds.*** Allows those touched to speak via bird and animal sounds.

***Cold Snap.*** Numbs and injures an opponent with bone-chilling cold.

***Commanding Presence.*** Subject gains 1d4+1 Cha for 1 hr./level.

**Delay Poison.** Stops poison from harming subject for 1 hour/level.

***Divine Wisdom.*** Subject gains 1d4+1 Wis for 1 hr./level.

**Fire Trap.** Opened object deals 1d4 +1/level damage.

**Flame Blade.** Touch attack deals 1d8 +1/two levels damage.

***Flame/Frost Weapon.*** Sheaths a weapon in fire or ice.

**Flaming Sphere.** Rolling ball of fire, 2d6 damage, lasts 1 round/level.

***Frog Tongue.*** Transforms tongues into those of giant frogs, which may be used to attack enemies.

**Heat Metal.** Hot metal damages those who touch it.

**Hold Animal.** Holds one animal helpless; 1 round/level.

***Hunter's Stalk.*** Provides concealment in rustic surroundings.

**Lesser Restoration.** Dispels magic ability penalty or repairs 1d4 ability damage.

**Produce Flame.** 1d4 +1/two levels damage, touch or thrown.

**Resist Elements.** Ignores first 12 damage from one energy type each round.

***Sethtel's Stick Servant.*** Create a servant out of sticks.

**Soften Earth and Stone.** Turns stone to clay or dirt to sand or mud.

**Speak with Animals.** You can communicate with natural animals.

**Summon Nature's Ally II.** Calls creature to fight.

**Summon Swarm.** Summons swarm of small crawling or flying creatures.

***Swift Water.*** Enhances the speed of boats and ships.

**Tree Shape.** You look exactly like a tree for 1 hour/level.

**Warp Wood.** Bends wood (shaft, handle, door, plank).

***Wolf's Cry.*** Causes animal attackers to flee, imposes -1 attack penalty on intelligent foes.

**Wood Shape.** Rearranges wooden objects to suit you.

## 3RD-LEVEL DRUID SPELLS

***Animal Spy.*** Send a Tiny animal on a 3-step mission.

***Beast Soul.*** Borrow the abilities of a willing animal.

**Call Lightning.** Directs lightning bolts (1d10/level) during storms.

**Contagion.** Infects subject with chosen disease.

**Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).

***Denev's Exile from Nature.*** Subject is cursed so that wilderness activities are more difficult.

**Diminish Plants.** Reduces size or blights growth of normal plants.

**Dominate Animal.** Subject animal obeys silent mental commands.

***Ganest's Farstrike.*** Creates a bolt of flame with exceptional range.

**Greater Magic Fang.** One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).

***Listening Ringworm.*** Creates a worm parasite in the target that transmits sound to the caster.

**Meld into Stone.** You and your gear merge with stone.

**Neutralize Poison.** Detoxifies venom in or on subject.

**Plant Growth.** Grows vegetation, improves crops.

**Poison.** Touch deals 1d10 Con damage, repeats in 1 min.

***Pressure Sphere.*** Increases water pressure to damage targets.

**Protection from Elements.** Absorb 12 damage/level from one kind of energy.

**Remove Disease.** Cures all diseases affecting subject.

**Snare.** Creates a magical booby trap.

**Speak with Plants.** You can talk to normal plants and plant creatures.

**Spike Growth.** Creatures in area take 1d4 damage, may be *slowed.*

**Stone Shape.** Sculpts stone into any form.

**Summon Nature's Ally III.** Calls creature to fight.

***Thorn Throw.*** A cone of thorns causes 1d6 hit points/level minus AC.

***Wall of Hornets.*** You summon a wall of stinging, poisonous hornets.

**Water Breathing.** Subjects can breathe underwater.

***Yaral's Totemic Transformation.*** Grants caster powers of totem animal.

## 4TH-LEVEL DRUID SPELLS

**Antiplant Shell.** Keeps animated plants at bay.

***Call Aquatic Animal II.*** Calls aquatic animals to fight for the spellcaster.

**Control Plants.** Talk to and control plants and fungi.

**Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).

**Dispel Magic.** Cancels magical spells and effects.

**Flame Strike.** Smites foes with divine fire (1d6/level).

**Freedom of Movement.** Subject moves normally despite impediments.

**Giant Vermin.** Turns insects into giant vermin.

***Gluttony.*** Fills targets with ravenous hunger for 1 minute/level.

***Live Wood.*** Regenerates damage done to wooden items or creatures.

***Mind Over Matter.*** Aids concentration to ignore distractions.

**Quench.** Extinguishes nonmagical fires or one magic item.

**Reincarnate.** Brings dead subject back in a random body.

**Repel Vermin.** Insects stay 10 ft. away.

**Rusting Grasp.** Your touch corrodes iron and alloys.

**Scrying.** Spies on subject from a distance.

**Sleet Storm.** Hampers vision and movement.

**Spike Stones.** Creatures in area take 1d8 damage, may be *slowed.*

**Summon Nature's Ally IV.** Calls creature to fight.

***Tattoo Item.*** Changes one item into a tattoo on the subject's body.

***Touch of the Eel.*** Electrifies target's body, doing damage to anyone who touches him.

## 5TH-LEVEL DRUID SPELLS

**Animal Growth.** One animal/two levels doubles in size, HD.

**Atonement.** Removes burden of misdeeds from subject.

**Awaken.** Animal or tree gains human intellect.

**Commune with Nature.** Learn about terrain for one mile/level.

**Control Winds.** Change wind direction and speed.

**Cure Critical Wounds.** Cures 4d8 +1/level damage (max +20).

**Death Ward.** Grants immunity to all death spells and effects.

***Gutroot.*** Causes plant matter in the stomachs of enemies to sprout and grow.

**Hallow.** Designates location as holy.

**Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.

**Insect Plague.** Insect horde limits vision, inflicts damage, and weak creatures flee.

***Ship Snare.*** Creates a magic trap to slow sea vessels.

**Summon Nature's Ally V.** Calls creature to fight.

**Transmute Mud to Rock.** Transforms two 10-ft. cubes/level.

**Transmute Rock to Mud.** Transforms two 10-ft. cubes/level.

**Tree Stride.** Step from one tree to another far away.

**Unhallow.** Designates location as unholy.

**Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

**Wall of Thorns.** Thorns damage anyone who tries to pass.

***Water's Embrace.*** Animates a body of water in order to drown a creature.

### 6TH-LEVEL DRUID SPELLS

**Antilife Shell.** 10-ft. field hedges out living creatures.

***Dark Water.*** Imbues water with negative energy.

**Find the Path.** Shows most direct way to a location.

**Fire Seeds.** Acorns and berries become grenades and bombs.

**Greater Dispelling.** As *dispel magic*, but +20 on check.

**Healing Circle.** Cures 1d8 +1/level damage in all directions.

**Ironwood.** Magical wood is strong as steel.

**Liveoak.** Oak becomes treant guardian.

***Mormo's Serpent Hands.*** Turns caster's fingers into venomous snakes.

***Power Word, Thunder.*** Causes a clap of deafening thunder.

**Repel Wood.** Pushes away wooden objects.

**Spellstaff.** Stores one spell in wooden quarterstaff.

**Stone Tell.** Talk to natural or worked stone.

**Summon Nature's Ally VI.** Calls creature to fight.

**Transport via Plants.** Move instantly from one plant to another of the same species.

**Wall of Stone.** 20 hp/four levels; can be shaped.

### 7TH-LEVEL DRUID SPELLS

**Changestaff.** Your staff becomes a treant on command.

**Control Weather.** Changes weather in local area.

**Creeping Doom.** Carpet of insects attacks at your command.

**Fire Storm.** Deals 1d6 fire damage/level.

***Freezing Curse.*** Target is frozen solid.

**Greater Scrying.** As *scrying*, but faster and longer.

**Harm.** Subject loses all but 1d4 hp.

**Heal.** Cures all damage, diseases and mental conditions.

***Sever.*** Severs the connection of a divine caster and his deity.

**Summon Nature's Ally VII.** Calls creature to fight.

**Sunbeam.** Beam blinds and deals 3d6 damage.

**Transmute Metal to Wood.** Metal within 40 ft. becomes wood.

**True Seeing.** See all things as they really are.

**Wind Walk.** You and your allies turn vaporous and travel fast.

### 8TH-LEVEL DRUID SPELLS

**Animal Shapes.** One ally/level *polymorphs* into chosen animal.

**Command Plants.** Plants animate and vegetation entangles.

**Finger of Death.** Kills one subject.

***Greater Healing Circle.*** Heals 2d8+2/caster level damage in all directions.

***Grove of Serenity.*** Creates a small grove of trees that provides rest and healing.

**Repel Metal or Stone.** Pushes away metal and stone.

**Reverse Gravity.** Objects and creatures fall upward.

**Summon Nature's Ally VIII.** Calls creature to fight.

**Sunburst.** Blinds all within 10 ft., deals 3d6 damage.

**Whirlwind.** Cyclone inflicts damage and can pick up creatures.

**Word of Recall.** Teleports you back to designated place.

### 9TH-LEVEL DRUID SPELLS

**Antipathy.** Object or location affected by spell repels certain creatures.

***Denev's Fury.*** 1d6 damage per five levels over a very large area.

**Earthquake.** Intense tremor shakes 5-ft./level radius.

**Elemental Swarm.** Summons 2d4 Large, 1d4 Huge elementals.

**Foresight.** "Sixth sense" warns of impending danger.

**Mass Heal.** As *heal*, but with several subjects.

**Shambler.** Summons 1d4+2 shambling mounds to fight for you.

**Shapechange.** Transforms you into any creature, and change forms once per round.

**Summon Nature's Ally IX.** Calls creature to fight.

**Sympathy.** Object or location attracts certain creatures.

## PALADIN SPELLS

### 1ST-LEVEL PALADIN SPELLS

**Bless.** Allies gain +1 attack and +1 on saves against fear.

**Bless Water.** Makes holy water.

**Bless Weapon.** Weapon gains +1 bonus.

**Create Water.** Creates 2 gallons/level of pure water.

**Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).

**Detect Poison.** Detects poison in one creature or small object.

**Detect Undead.** Reveals undead within 60 ft.

**Divine Favor.** You gain attack, damage bonus, +1/three levels.

**Endure Elements.** Ignores 5 damage/round from one energy type.

***Ephod of Melee.*** Creates a magical vest that protects against missile attacks and ranged spells.

***Gaze of Truth.*** Detects mind-controlling enchantments and illusions.

***Holy Beacon.*** Signals paladins that another paladin is in danger.

**Magic Weapon.** Weapon gains +1 bonus.

***Minor Symbol of Divinity.*** Creates minor magical protections within a small area.

**Protection from Evil.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.

**Read Magic.** Read scrolls and spellbooks.

**Resistance.** Subject gains +1 on saving throws.

***Smite.*** Invokes the paladin's smite power.

**Virtue.** Subject gains 1 temporary hp.

### 2ND-LEVEL PALADIN SPELLS

***Commanding Presence.*** Subject gains 1d4+1 Cha for 1 hr./level.

**Delay Poison.** Stops poison from harming subject for 1 hour/level.

***Divine Wisdom.*** Subject gains 1d4+1 Wis for 1 hr./level.

***Limbs of Endurance.*** Cures fatigue, improves Fortitude save by +1, reduces the need to rest.

**Remove Paralysis.** Frees one or more creatures from paralysis, *hold* or *slow*.

**Resist Elements.** Ignores 12 damage/round from one energy type.

**Shield Other.** You take half of subject's damage.

**Undetectable Alignment.** Conceals alignment for 24 hours.

### 3RD-LEVEL PALADIN SPELLS

**Cure Moderate Wounds.** Cures 2d8 +1/level (max +10).

**Discern Lies.** Reveals deliberate falsehoods.

**Dispel Magic.** Cancels magical spells and effects.

***Divine Wisdom.*** Subject gains 1d4+1 Wis for 1 hr./level.

**Greater Magic Weapon.** +1 bonus/three levels (max +5).

**Heal Mount.** As *heal* on warhorse or other mount.

***Heart of Valor.*** Augments aura of courage, grants attack bonuses, causes fear in opponents.

**Magic Circle against Evil.** As *protection* spells, but 10-ft. radius and 10 min./level.

**Prayer.** Allies gain +1 on most rolls, enemies suffer –1.

**Remove Blindness/Deafness.** Cures normal or magical conditions.

### 4TH-LEVEL PALADIN SPELLS

***Brothers in Arms.*** Allies exchange hit points and Strength between themselves.

***Cloak of Righteousness.*** Creates shining raiment, blinding opponents and encouraging allies.

**Cure Serious Wounds.** Cures 3d8 +1/level (max +15*).

**Death Ward.** Grants immunity to death spells and effects.

**Dispel Evil.** +4 bonus against attacks by evil creatures.

**Freedom of Movement.** Subject moves normally despite impediments.

***Hand of Justice.*** Enables the paladin to mete out tremendous damage in combat.

***Holy Beacon's Answer.*** Allows paladins to answer the call of a *holy beacon*.

**Holy Sword.** Weapon becomes +5, does double damage against evil.

***Ironheart.*** Grants recipient +5 bonus that can be distributed among future saving throws.

***Life Force Transfer.*** Heal others by harming yourself.

**Neutralize Poison.** Detoxifies venom in or on subject.

***Sacred Journey.*** Enhances a paladin's innate abilities.

***Soul of Mercy.*** Enhances the paladin's combat ability when attacking to subdue.

*Paladin's maximum effective caster level is 10.

## RANGER SPELLS

### 1ST-LEVEL RANGER SPELLS

***Adhere to wood.*** Caster's skin sticks to wooden surfaces.

**Alarm.** Wards an area for 2 hours/level.

**Animal Friendship.** Gains permanent animal companions.

***Chameleon Skin.*** Gives +1 bonus per level to Hide (max +10).

***Chill/Warmth.*** Slowly raises or lowers temperature.

***Clean.*** Cleans grime and dirt from one object or person.

**Delay Poison.** Stops poison from harming subject for 1 hour/level.

**Detect Animals or Plants.** Detects species of animals or plants.

**Detect Snares and Pits.** Reveals natural or primitive traps.

***Dowsing.*** Locates nearby sources of potable water.

**Entangle.** Plants entangle everyone in 40-ft.-radius circle.

**Magic Fang.** One natural weapon of subject creature gets +1 bonus to attack and damage.

***Minor Symbol of Divinity.*** Creates minor magical protections within a small area.

**Pass without Trace.** One subject/level leaves no tracks.

***Rabbit Feet.*** Gives +2 bonus/level to Move Silently.

**Read Magic.** Read scrolls and spellbooks.

**Resist Elements.** Ignores first 12 damage from one energy type each round.

***Sethris' Potency.*** Increases a natural poison's DC.

***Shade's Sight.*** Creature touched may look from nearby shadows.

***Spark.*** Creates a tiny spark.

**Speak with Animals.** You can communicate with natural animals.

***Steal Sleep.*** Transfers need for sleep to target creature.

**Summon Nature's Ally I.** Calls animal to fight for you.

### 2ND-LEVEL RANGER SPELLS

**Animal Messenger.** Sends a Tiny animal to a specific place.

***Call Aquatic Animal I.*** Calls aquatic animals to fight for the spellcaster.

***Circle of Sounds.*** Allows those touched to speak via bird and animal sounds.

**Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).

**Detect Chaos/Evil/Good/Law.** Reveals creatures, spells or objects.

***Divine Wisdom.*** Subject gains 1d4+1 Wis for 1 hr./level.

**Hold Animal.** Holds one animal helpless; 1 round/level.

***Hunter's Stalk.*** Provides concealment in rustic surroundings.

***Liliandel's Flurry.*** Transforms a single fired arrow into three.

**Protection from Elements.** Absorb 12 damage/level from one kind of energy.

**Sleep.** Put 2d4 HD of creatures into comatose slumber.

**Snare.** Creates a magical booby trap.

**Speak with Plants.** You can talk to normal plants and plant creatures.

**Summon Nature's Ally II.** Calls animal to fight for you.

***Tanil's Touch.*** Allows the choice of two outcomes when rolling dice.

***Wolf's Cry.*** Causes animal attackers to flee, imposes -1 attack penalty on intelligent foes.

### 3RD-LEVEL RANGER SPELLS

***Animal Infusion.*** Gain the power of an animal.

***Animal Spy.*** Send a Tiny animal on a 3-step mission.

***Beast Soul.*** Borrow the abilities of a willing animal.

**Control Plants.** Talk to and control plants and fungi.
**Diminish Plants.** Reduces size or blights growth of normal plants.
**Greater Magic Fang.** One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).
**Neutralize Poison.** Detoxifies venom in or on subject.
**Plant Growth.** Grows vegetation, improves crops.
**Remove Disease.** Cures all diseases affecting subject.
***Sethtel's Stick Servant.*** Create a servant out of sticks.
**Summon Nature's Ally III.** Calls animal to fight for you.
**Tree Shape.** You look exactly like a tree for 1 hour/level.
**Water Walk.** Subject treads on water as if solid.

### 4TH-LEVEL RANGER SPELLS

***Call Aquatic Animal II.*** Calls aquatic animals to fight for the spellcaster.
**Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).
**Freedom of Movement .** Subject moves normally despite impediments.
**Nondetection.** Hides subject from divination, scrying.
**Polymorph Self.** You assume a new form.
**Summon Nature's Ally IV.** Calls animal to fight for you.
***Tanil's Purging.*** Painfully forces shapeshifters to resume their proper forms.
***Tattoo Item.*** Changes one item into a tattoo on the subject's body.
**Tree Stride.** Step from one tree to another far away.
**Wind Wall.** Deflects arrows, smaller creatures and gases.
***Yaral's Totemic Transformation.*** Grants caster powers of totem animal.

## SORCERER AND WIZARD SPELLS

### 0-LEVEL SORCERER AND WIZARD SPELLS (CANTRIPS)

Abjur **Resistance.** Subject gains +1 on saving throws.
Conj **Ray of Frost.** Ray deals 1d3 cold damage.
Div **Detect Poison.** Detects poison in one creature or small object.
***Dowsing.*** Locates nearby sources of potable water.
***Enumerate.*** Allows caster to quickly count a number of creatures or objects.
Ench **Daze.** Creature loses next action.
***Sneeze.*** Causes target to sneeze.
***Steal Sleep.*** Transfers need for sleep to target creature.
Evoc **Flare.** Dazzles one creature (–1 attack).
**Light.** Object shines like a torch.
***Spark.*** Creates a tiny spark.
Illus **Dancing Lights.** Figment torches or other lights.
**Ghost Sound.** Figment sounds.
Necro **Disrupt Undead.** Deals 1d6 damage to one undead.
Trans ***Chill/Warmth.*** Slowly raises or lowers temperature.
***Clean.*** Cleans grime and dirt from one object or person.
***Distort Shadow.*** Change the shape of any ordinary shadow.
**Mage Hand.** 5-pound telekinesis.
**Mending.** Makes minor repairs on an object.
**Open/Close.** Opens or closes small or light things.
***Quick Sober.*** Cures the target of alcoholic influences.
Univ **Arcane Mark.** Inscribes a personal rune (visible or invisible).
**Detect Magic.** Detects spells and magic items within 60 ft.
**Prestidigitation.** Performs minor tricks.
**Read Magic.** Read scrolls and spellbooks.

### 1ST-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Alarm.** Wards an area for 2 hours/level.
***Buoyancy Net.*** Target is forced to the water's surface.
**Endure Elements.** Ignores 5 damage/round from one energy type.
**Hold Portal.** Holds door shut.
**Protection from Chaos/Evil/Good/Law.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
**Shield.** Invisible disc gives cover and blocks *magic missiles*.
Conj ***Glue.*** Makes a 10-ft. square surface sticky.
**Grease.** Makes 10-ft. square or one object slippery.
**Mage Armor.** Gives subject +4 armor bonus.
**Mount.** Summons riding horse for 2 hr./level.
**Obscuring Mist.** Fog surrounds you.
**Summon Monster I.** Calls outsider to fight for you.
**Unseen Servant.** Creates invisible force that obeys your commands.
Div ***Arrow Charm.*** Creates a magical pointer that leads the way to a prespecified object or person.
**Comprehend Languages.** Understands all spoken and written languages.
***Detect Gold.*** Detects gold or other metals.
**Detect Secret Doors.** Reveals hidden doors within 60 ft.
**Detect Undead.** Reveals undead within 60 ft.
**Identify.** Determines single feature of magic item.
***Shade's Sight.*** Creature touched may look from nearby shadows.
**True Strike.** Adds +20 bonus to your next attack roll.
Ench **Charm Person.** Makes one person your friend.
**Hypnotism.** Fascinates 2d4 HD of creatures.
***Salamar's Quiet Contemplation.*** Causes enemies to grow passive and philosophical.
**Sleep.** Put 2d4 HD of creatures into comatose slumber.
Evoc ***Flame Bolt.*** Shoots flaming missiles.
***Flash.*** Causes a flash of light that blinds enemies.
**Magic Missile.** 1d4+1 damage; +1 missile/two levels above 1st (max +5).
**Tenser's Floating Disk.** 3-ft.-diameter horizontal disk that holds 100 lb./level.
Illus ***Chameleon Skin.*** Gives +1 bonus per level to Hide (max +10).
**Change Self.** Changes your appearance.
**Color Spray.** Knocks unconscious, blinds or stuns 1d6 weak creatures.
***Disappear.*** Caster becomes invisible for 2 rounds.

**Nystul's Magical Aura.** Grants object false magic aura.

**Nystul's Undetectable Aura.** Masks magic item's aura.

**Silent Image.** Creates minor illusion of your design.

**Ventriloquism.** Throws voice for 1 min./level.

Necro **Cause Fear.** One creature flees for 1d4 rounds.

**Chill Touch.** 1 touch/level deals 1d6 damage and possibly 1 Str damage.

**Ray of Enfeeblement.** Ray reduces Str by 1d6 points +1 point/two levels.

Trans ***Acid Spittle.*** Expectorate a viscous glob of acid at an opponent.

**Animate Rope.** Makes a rope move at your command.

**Burning Hands.** 1d4 fire damage/level (max: 5d4).

**Enlarge.** Object or creature grows +10%/level (max +50%).

**Erase.** Mundane or magical writing vanishes.

**Expeditious Retreat.** Doubles your speed.

**Feather Fall.** Objects or creatures fall slowly.

**Jump.** Subject gets +30 on Jump checks.

**Magic Weapon.** Weapon gains +1 bonus.

**Message.** Whispered conversation at distance.

***Obscure Shadow.*** Makes an ordinary shadow disappear.

***Rabbit Feet.*** Gives +2 bonus/level to Move Silently.

**Reduce.** Object or creature shrinks 10%/level (max 50%).

***Reshape Shadow.*** Changes the shape of a natural shadow.

**Shocking Grasp.** Touch delivers 1d8 +1/level electricity.

**Spider Climb.** Grants ability to walk on walls and ceilings.

***Trigger Rune.*** Triggers a previously placed, magical rune from a distance.

## 2ND-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Arcane Lock.** Magically locks a portal or chest.

***Blazing Shield.*** Protects the caster against melee and missile attacks.

**Obscure Object.** Masks object against divination.

**Protection from Arrows.** Subject immune to most ranged attacks.

**Resist Elements.** Ignores 12 damage/round from one energy type.

***Rune of Darkness.*** Rune causes impenetrable darkness.

Conj ***Dolomar's Mapping.*** A spirit creates a map of the caster's movements.

**Fog Cloud.** Fog obscures vision.

**Glitterdust.** Blinds creatures, outlines invisible creatures.

***Life Shield.*** Creates a shield that draws power from the caster's life energy.

***Liliandel's Flurry.*** Transforms a single fired arrow into three.

**Melf's Acid Arrow.** Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.

**Summon Monster II.** Calls outsider to fight for you.

**Summon Swarm.** Summons swarm of small crawling or flying creatures.

**Web.** Fills 10-ft. cube/level with sticky spider webs.

Div ***Assassin's Senses.*** Increases caster's critical threat range and multiplier by one.

***Dead Man's Eyes.*** View the last minutes of a corpse's life from its view.

**Detect Thoughts.** Allows "listening" to surface thoughts.

**Locate Object.** Senses direction toward object (specific or type).

**See Invisibility.** Reveals invisible creatures or objects.

Ench ***Alibi.*** Distorts memories of witnesses.

***Commanding Presence.*** Subject gains 1d4+1 Cha for 1 hr./level.

***Enkili's Prank.*** Confuses the magic of a spellcaster, causing him to discharge the wrong spell.

***Rend the Sovereign Soul.*** Weakens victim's Will to resist.

**Tasha's Hideous Laughter.** Subject loses actions for 1d3 rounds.

Evoc ***Battlecry.*** Cone area effect that stuns opponents.

***Cold Snap.*** Numbs and injures an opponent with bone-chilling cold.

***Dark Flames.*** Creates a flame of darkness that grants darkvision.

**Darkness.** 20-ft. radius of supernatural darkness.

**Daylight.** 60-ft. radius of bright light.

***Dolomar's Force Wave.*** Pushes away surrounding objects and creatures.

***Ethereal Bolt.*** Bolt that damages ethereal and incorporeal targets.

***Flame/Frost Weapon.*** Sheaths a weapon in fire or ice.

**Flaming Sphere.** Rolling ball of fire, 2d6 damage, lasts 1 round/level.

***Ganest's Farstrike.*** Creates a bolt of flame with exceptional range.

***Gloom.*** Creates an area of shadowy light around a touched object.

**Shatter.** Sonic vibration damages objects or crystalline creatures.

***Smother.*** Creates magical cloak that smothers a target.

Illus **Blur.** Attacks miss subject 20% of the time.

**Continual Flame.** Makes a permanent, heatless torch.

***Ever Scent.*** Creates an illusory smell.

**Hypnotic Pattern.** Fascinates 2d4+1 HD/level of creatures.

**Invisibility.** Subject is invisible for 10 min./level or until it attacks.

**Leomund's Trap.** Makes item seem trapped.

**Magic Mouth.** Speaks once when triggered.

**Minor Image.** As *silent image*, plus some sound.

***Minor Shadow Conjuration.*** Replicate 1st-level conjuration spells.

**Mirror Image.** Creates decoy duplicates of you (1d4 +1/three levels, max 8).

**Misdirection.** Misleads divinations for one creature or object.

***Shadow Images.*** Creates quasi-real mirror images of the caster.

Necro **Ghoul Touch.** Paralyzes one subject, who exudes stench (–2 penalty) nearby.

***Phantom's Howl.*** Cry that causes foes to be shaken, stunned or paralyzed.

**Scare.** Panics creatures up to 5 HD (15-ft. radius).

***Sleep of the Dead.*** Feign death.

**Spectral Hand.** Creates disembodied glowing hand to deliver touch attacks.

Trans **Alter Self.** As *change self*, plus more drastic changes.

**Blindness/Deafness.** Makes subject blind or deaf.

**Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.

**Cat's Grace.** Subject gains 1d4+1 Dex for 1 hr./level.

**Darkvision.** See 60 ft. in total darkness.

**Endurance.** Gain 1d4+1 Con for 1 hr./level.

***Intoxicate.*** Causes intoxication ability penalties and possible unconsciousness.

**Knock.** Opens locked or magically sealed door.

**Levitate.** Subject moves up and down at your direction.

***Perfect Recollection.*** Subject gains 1d4+1 Int for 1 hr./level.

**Pyrotechnics.** Turns fire into blinding light or choking smoke.

***Renewed Focus.*** Refocuses caster's initiative.

**Rope Trick.** Up to eight creatures hide in extradimensional space.

***Swift Water.*** Enhances the speed of boats and ships.

**Whispering Wind.** Sends a short message one mile/level.

## 3RD-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dispel Magic.** Cancels magical spells and effects.

**Explosive Runes.** Deals 6d6 damage when read.

**Magic Circle against Chaos/Evil/Good/Law.** As *protection* spells, but 10-ft. radius and 10 min./level.

**Nondetection.** Hides subject from divination, scrying.

**Protection from Elements.** Absorb 12 damage/level from one kind of energy.

***Rune of Fire.*** Rune causes 1d6 fire damage per caster level.

***Rune of Sleep.*** Rune causes 1d6 Hit Dice of creatures per caster level to fall asleep.

Conj ***Call Aquatic Humanoid I.*** Calls aquatic humanoids to fight for the spellcaster.

**Flame Arrow.** Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).

***Gas Cloud.*** Creates invisible gas that can explode for 1d6 damage/level.

**Phantom Steed.** Magical horse appears for 1 hour/level.

**Sepia Snake Sigil.** Creates text symbol that immobilizes reader.

**Sleet Storm.** Hampers vision and movement.

**Stinking Cloud.** Nauseating vapors, 1 round/level.

**Summon Monster III.** Calls outsider to fight for you.

Div **Clairaudience/Clairvoyance.** Hear or see at a distance for 1 min./level.

***Mind Raid.*** Allows reading of deep thoughts.

***Rune of Seeing.*** Rune allows scrying.

**Tongues.** Speak any language.

Ench **Hold Person.** Holds one person helpless; 1 round/level.

**Suggestion.** Compels subject to follow stated course of action.

Evoc ***Bloodstorm.*** Summons whirlwind of blood that obscures vision, damages foes and causes fear.

***Dar'Tan's Shadow Bolt.*** Thrown shadow energy that causes 1d6 damage/level.

***Dragon's Breath.*** Caster breathes damaging effect, 1d6 per level.

**Fireball.** 1d6 damage per level, 20-ft. radius.

**Gust of Wind.** Blows away or knocks down smaller creatures.

***Iron Storm.*** Creates cloud of magnetic iron filings.

**Leomund's Tiny Hut.** Creates shelter for 10 creatures.

**Lightning Bolt.** Electricity deals 1d6 damage/level.

***Manaspear.*** Creates a magical spear that inflicts damage and drains spells from its target.

**Wind Wall.** Deflects arrows, smaller creatures and gases.

Illus **Displacement.** Attacks miss subject 50%.

**Illusory Script.** Only intended reader can decipher.

**Invisibility Sphere.** Makes everyone within 10 ft. invisible.

**Major Image.** As *silent image*, plus sound, smell and thermal effects.

***Minor Shadow Evocation.*** Replicates 1st- and 2nd-level evocations.

Necro ***Armor of Undeath.*** Crafts protective armor from a corpse.

**Gentle Repose.** Preserves one corpse.

**Halt Undead.** Immobilizes undead for 1 round/level.

***Shadow Strike.*** Damage inflicted on a shadow is transferred to its owner.

***Shadow Touch.*** Caster has Strength-draining touch.

**Vampiric Touch.** Touch deals 1d6/two caster levels; caster gains damage as hp.

Trans ***Animal Infusion.*** Gain the power of an animal.

***Animate Shadow.*** Shadows become ropes that entangle.

**Blink.** You randomly vanish and reappear for 1 round/level.

**Fly.** Subject flies at speed of 90.

**Gaseous Form.** Subject becomes insubstantial and can fly slowly.

***Great Knock.*** Destroys any one barred portal.

**Greater Magic Weapon.** +1/three levels (max +5).

**Haste.** Extra partial action and +4 AC.

**Keen Edge.** Doubles normal weapon's threat range.

***Pressure Sphere.*** Increases water pressure to damage targets.

**Secret Page.** Changes one page to hide its real content.

**Shrink Item.** Object shrinks to one-twelfth size.

**Slow.** One subject/level takes only partial actions, –2 AC, –2 melee rolls.

***Touch of the Eel.*** Electrifies target's body, doing damage to anyone who touches him.

***Unbuckle.*** Unfastens all buckles in area.

**Water Breathing.** Subjects can breathe underwater.

## 4TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dimensional Anchor.** Bars extradimensional movement.

**Fire Trap.** Opened object deals 1d4 +1/level damage.

**Minor Globe of Invulnerability.** Stops 1st- through 3rd-level spell effects.

**Remove Curse.** Frees object or person from curse.

***Rune of Poison.*** Rune causes deadly poison.

**Stoneskin.** Stops blows, cuts, stabs and slashes.

Conj ***Bottomless Pit.*** Creates an infinitely deep hole.

**Evard's Black Tentacles.** 1d4 +1/level tentacles grapple randomly within 15 ft.

**Leomund's Secure Shelter.** Creates sturdy cottage.

**Minor Creation.** Creates one cloth or wood object.

**Solid Fog.** Blocks vision and slows movement.

**Summon Monster IV.** Calls outsider to fight for you.

***Tevikk's Creeping Eye.*** Creates a small eye-like object that the caster can see through.

***Verminplague.*** Summons a horde of diseased rats, insects and other scavengers.

Div **Arcane Eye.** Invisible floating eye moves 30 ft./round.

**Detect Scrying.** Alerts you of magical eavesdropping.

**Locate Creature.** Indicates direction to familiar creature.

***Minor Circle of Seeing.*** Creates a magical circle to view locations where *runes of seeing* have been placed.

**Scrying.** Spies on subject from a distance.

***Terole's Translator.*** Gives complete understanding of one language.

Ench ***Belsameth's Strife.*** Victim sees allies as deadly enemies.

**Charm Monster.** Makes monster believe it is your ally.

**Confusion.** Makes subject behave oddly for 1 round/level.

***Gluttony.*** Fills targets with ravenous hunger for 1 minute/level.

**Emotion.** Arouses strong emotion in subject.

**Lesser Geas.** Commands subject of 7 HD or less.

Evoc **Fire Shield.** Creatures attacking you take fire damage; you're protected from heat or cold.

**Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.

**Otiluke's Resilient Sphere.** Force globe protects but traps one subject.

***Purifying Flames.*** Burns a foe every round until extinguished.

***Sacrifice Spell.*** Cannibalize other spells for a 1d8 damage/spell level bolt.

***Shadow Shield.*** Protects the caster from sight and scrying.

**Shout.** Deafens all within cone and deals 2d6 damage.

**Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

**Wall of Ice.** *Ice plane* creates wall with 15 hp +1/level or *hemisphere* that can trap creatures inside.

Illus ***Ghostdweomer.*** Creates a phantom dweomer around a spell or magic item to foil *dispel magic* attempts.

**Hallucinatory Terrain.** Makes one type of terrain appear like another (field into forest, etc.).

**Illusory Wall.** Wall, floor or ceiling looks real, but anything can pass through.

**Improved Invisibility.** As *invisibility*, but subject can attack and stay invisible.

**Phantasmal Killer.** Fearsome illusion kills subject or deals 3d6 damage.

**Rainbow Pattern.** Lights prevent 24 HD of creatures from attacking or moving away.

**Shadow Conjuration.** Mimics conjuring below 4th level.

Necro **Contagion.** Infects subject with chosen disease.

**Enervation.** Subject gains 1d4 negative levels.

**Fear.** Subjects within cone flee for 1 round/level.

***Zombie Form.*** Take the form of a zombie.

Trans **Bestow Curse.** –6 to an ability; –4 on attacks, saves and checks; or 50% chance of losing each action.

**Dimension Door.** Teleports you and up to 500 lb.

***Mind Over Matter.*** Aids concentration to ignore distractions.

***Mirror Safe.*** Creates an extradimensional space to store items.

**Polymorph Other.** Gives one subject a new form.

**Polymorph Self.** You assume a new form.

**Rary's Mnemonic Enhancer.** Prepares extra spells or retains one just cast. *Wizard only.*

***Remove Resistance.*** Decreases target's spell resistance.

***Seal of Hedrada.*** Seals one portal until a condition is met.

***Shadow Form of Lyrand.*** Caster turns himself into a natural shadow.

***Tattoo Item.*** Changes one item into a tattoo on the subject's body.

***Water's Embrace.*** Animates a body of water in order to drown a creature.

***Yaral's Totemic Transformation.*** Grants caster powers of totem animal.

## 5TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dismissal.** Forces a creature to return to native plane.

Conj ***Call Aquatic Monster.*** Calls an aquatic monster to fight for the spellcaster.

**Cloudkill.** Kills 3 HD or less; 4–6 HD save or die.

***Greater Familiar.*** Summons a powerful familiar.

**Leomund's Secret Chest.** Hides expensive chest on Ethereal Plane; you retrieve it at will.

**Lesser Planar Binding.** Traps outsider until it performs a task.

**Major Creation.** As *minor creation*, plus stone and metal.

**Mord's Faithful Hound.** Phantom dog can guard, attack.

***Pillar of Attraction/Repulsion.*** Creates magnetic pillar that attracts/repels metal armor and weapons.
**Summon Monster V.** Calls outsider to fight for you.
**Wall of Iron.** 30 hp/four levels; can topple onto foes.
**Wall of Stone.** 20 hp/four levels; can be shaped.

Div **Contact Other Plane.** Ask question of extraplanar entity.
**Prying Eyes.** 1d4 floating eyes +1/level scout for you.
**Rary's Telepathic Bond.** Link lets allies communicate.

Ench **Dominate Person.** Controls humanoid telepathically.
**Feeblemind.** Subject's Int drops to 1.
**Hold Monster.** As *hold person*, but any creature.
**Mind Fog.** Subjects in fog get –10 Wis, Will checks.

Evoc **Bigby's Interposing Hand.** Hand provides 90% cover against one opponent.
**Cone of Cold.** 1d6 cold damage/level.
***Curtain of Darkness.*** Creates a black wall that blocks sight and scrying.
**Sending.** Delivers short message anywhere, instantly.
**Wall of Force.** Wall is immune to damage.

Illus **Dream.** Sends message to anyone sleeping.
**False Vision.** Fools scrying with an illusion.
**Greater Shadow Conjuration.** As *shadow conjuration*, but up to 4th level and 40% real.
**Mirage Arcana.** As *hallucinatory terrain*, plus structures.
**Nightmare.** Sends vision dealing 1d10 damage, fatigue.
**Persistent Image.** As *major image*, but no concentration required.
**Seeming.** Changes appearance of one person/two levels.
**Shadow Evocation.** Mimics evocation less than 5th level.
***Shadow Weapon.*** Creates a Strength-draining weapon.

Necro **Animate Dead.** Creates undead skeletons and zombies.
***Dark Water.*** Imbues water with negative energy.
***Doomwail.*** Victims must make Will saving throws or be deafened or paralyzed.
**Magic Jar.** Enables possession of another creature.
***Nethergaze.*** Caster's gaze damages and impairs undead.

Trans **Animal Growth.** One animal/two levels doubles in size, HD.
***Dolomar's Limited Liquification.*** Caster assumes a liquid state.
**Fabricate.** Transforms raw materials into finished items.
***Live Wood.*** Regenerates damage done to wooden items or creatures.
***Meld Object.*** Merges one object into the body of a creature.
***Multiplicity.*** Allows casting of prepared spell instead of others. *Wizard only.*
**Passwall.** Breaches walls 1 ft. thick/level.
***Ship Snare.*** Creates a magic trap to slow sea vessels.
**Stone Shape.** Sculpts stone into any form.
**Telekinesis.** Lifts or moves 25 lb./level at long range.
**Teleport.** Instantly transports you anywhere.
**Transmute Mud to Rock.** Transforms two 10-ft. cubes/level.
**Transmute Rock to Mud.** Transforms two 10-ft. cubes/level.

Univ **Permanency.** Makes certain spells permanent; costs XP.

## 6TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Antimagic Field.** Negates magic within 10 ft.
**Globe of Invulnerability.** As *minor globe*, plus 4th level.
**Greater Dispelling.** As *dispel magic*, but +20 on check.
**Guards and Wards.** Array of magic effects protect area.
**Repulsion.** Creatures can't approach you.
***Taldock's Spell Inhibitor.*** Weakens spells cast within 100 ft.

Conj **Acid Fog.** Fog deals acid damage.
***Awaken Lesser Titan Avatar.*** Conjure a powerful outsider.
***Call Aquatic Humanoid II.*** Calls aquatic humanoids to fight for the spellcaster.
**Planar Binding.** As *lesser planar binding*, but up to 16 HD.
***Power Word, Thunder.*** Causes a clap of deafening thunder.
**Summon Monster VI.** Calls outsider to fight for you.

Div **Analyze Dweomer.** Reveals magical aspects of subject.
**Legend Lore.** Learn tales about a person, place or thing.
**True Seeing.** See all things as they really are.

Ench ***Declaration of Death.*** Convinces a single creature that it has died.
**Geas/Quest.** As *lesser geas*, plus it affects any creature.
**Mass Suggestion.** As *suggestion*, plus one/level subjects.
***Rie's Dance of Seduction.*** *Charms* all who view the dancer.

Evoc **Bigby's Forceful Hand.** Hand pushes creatures away.
**Chain Lightning.** 1d6 damage/level; secondary bolts.
**Contingency.** Sets trigger condition for another spell.
***Enkili's Lightning Storm.*** Causes an electrical storm that the caster can control.
**Otiluke's Freezing Sphere.** Freezes water or deals cold damage.

Illus **Greater Shadow Evocation.** As *shadow evocation*, but up to 5th level.
**Mislead.** Turns you invisible and creates illusory double.
**Permanent Image.** Includes sight, sound and smell.
**Programmed Image.** As *major image*, plus triggered by event.
**Project Image.** Illusory double can talk and cast spells.
***Reverse Illusion.*** A real object is cloaked by illusion.
**Shades.** As *shadow conjuration*, but up to 5th level and 60% real.
**Veil.** Changes appearance of group of creatures.

Necro **Circle of Death.** Kills 1d4 HD/level.

Trans ***Belsameth's Blessing.*** Transforms one creature into a werebeast.

**Control Water.** Raises, lowers or parts bodies of water.

**Control Weather.** Changes weather in local area.

***Death Blade.*** Ghostly blade deals 1d6 damage per round until victim saves.

**Disintegrate.** Makes one creature or object vanish.

**Eyebite.** *Charm, fear, sicken* or *sleep* one subject.

**Flesh to Stone.** Turns subject creature into statue.

**Mass Haste.** As *haste*, affects one/level subjects.

**Mord's Lucubration.** Recalls spell of 5th level or less. *Wizard only.*

**Move Earth.** Digs trenches and build hills.

***Pass the Years.*** Ages target by 1d10 years.

***Shadow Smash.*** Permanently turns any object into a shadow version of itself.

**Stone to Flesh.** Restores petrified creature.

**Tenser's Transformation.** You gain combat bonuses.

## 7TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Banishment.** Banishes 2 HD/level extraplanar creatures.

**Sequester.** Subject is invisible to sight and scrying.

***Sever.*** Severs the connection of a divine caster and his deity.

**Spell Turning.** Reflect 1d4+6 spell levels back at caster.

Conj ***Daggers of Vaul.*** Creates a cloud of tiny blades that inflict 1d4 points of damage per round.

**Drawmij's Instant Summons.** Prepared object appears in your hand.

**Mord's Magnificent Mansion.** Door leads to extradimensional mansion.

**Phase Door.** Invisible passage through wood or stone.

**Power Word, Stun.** Stuns creature with up to 150 hp.

**Summon Monster VII.** Calls outsider to fight for you.

Div **Greater Scrying.** As *scrying*, but faster and longer.

**Vision.** As *legend lore*, but quicker and strenuous.

Ench **Insanity.** Subject suffers continuous *confusion.*

Evoc **Bigby's Grasping Hand.** Hand provides cover, pushes or grapples.

**Delayed Blast Fireball.** 1d8 fire damage/level; you can delay blast for 5 rounds.

**Forcecage.** Cube of force imprisons all inside.

***Ilajam Fire.*** Creates a burst of persistent flame.

**Mord's Sword.** Floating magic blade strikes opponents.

**Prismatic Spray.** Rays hit subjects with variety of effects.

Illus **Mass Invisibility.** As *invisibility*, but affects all in range.

***Shade Evocation.*** Replicates evocation spells up to 6th-level.

**Shadow Walk.** Step into shadow to travel rapidly.

**Simulacrum.** Creates partially real double of a creature.

Necro **Control Undead.** Undead don't attack you while under your command.

**Finger of Death.** Kills one subject.

***Soulstrike.*** Tortured spirits drain Constitution from a chosen target.

***Transmute Flesh to Shadow.*** Transforms one creature into shadows.

Trans **Ethereal Jaunt.** You become ethereal for 1 round/level.

***Freezing Curse.*** Target is frozen solid.

***Mormo's Serpent Hands.*** Turns caster's fingers into venomous snakes.

**Plane Shift.** Up to eight subjects travel to another plane.

**Reverse Gravity.** Objects and creatures fall upward.

**Statue.** Subject can become a statue at will.

**Teleport without Error.** As *teleport*, but no off-target arrival.

**Vanish.** As *teleport*, but affects a touched object.

Univ **Limited Wish.** Alters reality—within spell limits.

## 8TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Mind Blank.** Subject is immune to mental/emotional magic and scrying.

**Prismatic Wall.** Wall's colors have array of effects.

**Protection from Spells.** Confers +8 resistance bonus.

Conj **Greater Planar Binding.** As *lesser planar binding*, but up to 24 HD.

**Incendiary Cloud.** Cloud deals 4d6 fire damage/round.

**Maze.** Traps subject in extradimensional maze.

**Power Word, Blind.** Blinds 200 hp worth of creatures.

**Summon Monster VIII.** Calls outsider to fight for you.

**Trap the Soul.** Imprisons subject within gem.

Div **Discern Location.** Exact location of creature or object.

***Greater Circle of Seeing.*** View and affect locations where *runes of seeing* exist.

Ench **Antipathy.** Object or location affected by spell repels certain creatures.

**Binding.** Array of techniques to imprison a creature.

**Demand.** As *sending*, plus you can send *suggestion.*

**Mass Charm.** As *charm monster*, but all within 30 ft.

**Otto's Irresistible Dance.** Forces subject to dance.

**Sympathy.** Object or location attracts certain creatures.

Evoc ***Blackflame.*** Surrounds the subject in an inferno of black fire.

**Bigby's Clenched Fist.** Large hand attacks your foes.

**Otiluke's Telekinetic Sphere.** As *Otiluke's resilient sphere*, but you move sphere telekinetically.

**Sunburst.** Blinds all within 10 ft., deals 3d6 damage.

Illus **Screen.** Illusion hides area from vision, scrying.

***Shadow Twin.*** Turns a creature's shadow into a hostile twin.

Necro **Clone.** Duplicate awakens when original dies.

***Darkstaff.*** Creates staff of negative energy that drains hit points and levels from foes.

**Horrid Wilting.** Deals 1d8 damage/level within 30 ft.

***Leech Field.*** Absorbs hit points from nearby foes.

***Shadow Storm.*** Causes damage, and Str and Con loss.

Trans **Etherealness.** Travel to Ethereal Plane with companions.

**Iron Body.** Your body becomes living iron.

**Polymorph Any Object.** Changes any subject into anything else.

***Rapid Journey.*** Allows multiple teleportations.

***Strength of Kadum.*** Target receives a +1/caster level bonus to Strength.

***Time Skip.*** Become nonexistent for a time.

***Widdershins.*** Caster jumps back in time.

Univ **Symbol.** Triggered runes have array of effects.

## 9TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Freedom.** Releases creature suffering *imprisonment.*

**Imprisonment.** Entombs subject beneath the earth.

**Mord's Disjunction.** Dispels magic, disenchants magic items.

**Prismatic Sphere.** As *prismatic wall,* but surrounds on all sides.

Conj **Gate.** Connects two planes for travel or summoning.

**Power Word, Kill.** Kills one tough subject or many weak ones.

**Summon Monster IX.** Calls outsider to fight for you.

Div **Foresight.** "Sixth sense" warns of impending danger.

Ench **Dominate Monster.** As *dominate person,* but any creature.

Evoc **Bigby's Crushing Hand.** As *Bigby's interposing hand,* but stronger.

**Meteor Swarm.** Deals 24d6 fire damage, plus bursts.

Illus **Weird.** As *phantasmal killer,* but affects all within 30 ft.

Necro **Astral Projection.** Projects you and companions into Astral Plane.

**Energy Drain.** Subject gains 2d4 negative levels.

**Soul Bind.** Traps newly dead soul to prevent *resurrection.*

**Wail of the Banshee.** Kills one creature/level.

Trans **Refuge.** Alters item to transport its possessor to you.

**Shapechange.** Transforms you into any creature, and change forms once per round.

**Teleportation Circle.** Circle teleports any creature inside to designated spot.

**Temporal Stasis.** Puts subject into suspended animation.

**Time Stop.** You act freely for 1d4+1 rounds.

***Two Minds.*** Doubles the caster's mental actions.

Univ **Wish.** As *limited wish,* but with fewer limits.

# SPELLS

*The spells herein are presented in alphabetical order.*

## Acid Spittle

*Expectorate a viscous glob of acid at an opponent.*

Transmutation [Acid]
**Level:** Sor/Wiz 1
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** 10 ft.
**Target:** One creature
**Duration:** 1 hour/level
**Saving Throw:** Reflex half
**Spell Resistance:** No

### Description

The decadent asaatthi wizards are responsible for this magic, which they use as much to insult their foes as to damage them. Their fondness for swamp-melon wine means the asaatthi are rarely without the material component.

### Spell Effect

The caster is able to belch forth a small, viscous glob of potent acid at a nearby opponent. After pronouncing the verbal component, the caster drinks the wine, which completes the casting of the spell. The wine is concentrated and transformed into acid by the spell as it goes down the caster's throat. The caster is protected from it for 1 hour per level, but if the caster has not spit it out by then, it will do maximum damage internally (no saving throw) unless the caster is otherwise protected from acids. The caster may spit the acid at an opponent within 10 ft. at any time, as a grenadelike weapon, ranged touch attack. A target struck by the acid takes 1d6 points of acid damage +1 point per caster level (maximum +20); Reflex save for half damage applies. Anyone within 5 ft. of where the acid glob strikes takes 1 point of acid damage + 1 per two caster levels (maximum +10); Reflex save for half damage.

*Material Component:* 6 oz. of any sort of wine, consumed (by the caster) upon casting.

## Adhere to Wood

*Caster's skin sticks to wooden surfaces.*

Transmutation
**Level:** Drd 0, Plant 1, Rgr 1
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Target, Effect or Area:** Personal
**Duration:** Concentration
**Saving Throw:** Fortitude (harmless)
**Spell Resistance:** Yes (harmless)

### Description

Even rangers and druids sometimes need a little assistance climbing. This simple spell eases difficult climbs on wooden surfaces, such as trees, towers or vines, even those that normally grant no purchase.

### Spell Effect

For as long as the caster concentrates, any desired portion of her skin sticks to wooden surfaces as though glued in place. The caster can change the locations so affected, for example to free one hand after the other for purposes of climbing. The spell makes climbing easier but slower because of the extra concentration required. Add +8 to the character's Climb check. If the character moves at a leisurely pace (1/2 the normal climbing speed), no Concentration check is necessary. If the character is moving faster than that, make a Concentration check with every Climb check. Note that a single hand or foot does not have enough surface area to support a character's entire weight by itself. If a character is foolish enough to try hanging from a ceiling or wall by one hand, their weight will tear the skin off their hand for 1d4 damage (plus any falling damage that might result).

*Material Component:* Lichen or bracken.

## Alibi

*Distorts memories of witnesses.*

Enchantment (Charm) [Mind-Affecting]
**Level:** Brd 2, Sor/Wiz 2
**Components:** S, M
**Casting Time:** 1 action
**Duration:** 1 day/ level
**Range:** Close (25 ft. + 5 ft./2 levels)
**Targets:** A number of creatures equal to your level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

### Description

When Meerlah feels she is at some risk of getting caught after a performance, when she sneaks deeper into the heart of a castle to find the secrets of lords and ladies, she will use *alibi* to create an illusory alibi. Everyone affected by the spell will swear that the lovely bard spent the entire evening with them. Sure the memories are a little vague, and they don't all match exactly, but who can argue with a room full of feasting nobles, even if they are a bit drunk? In the meantime, the bard has digested a number of juicy tidbits for future songs and resumed her real place in the throne room. Or was she there the whole time?

### Spell Effect

Upon casting this spell, those affected by it will believe that you were in their company for a period of time equal to your level in hours (or less, if you so desire at the time of casting). These vague memories will last for a period of days equal to your level. After this time passes, the false memories will fade, as minor details often do. Those individuals unaffected by the spell will have no idea that the spell was cast, but their memories of your presence will conflict with those you've enchanted.

*Material Component:* A small mirror left with one of the spell's targets or in the location of your alibi's presence.

## Animal Infusion

*Gain a power of an animal.*

Transmutation
**Level:** Animal 2, Drd 2, Rgr 3, Sor/Wiz 3
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Target, Effect or Area:** You
**Duration:** 1 minute/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

Those who study the wilderness have always respected and admired the abilities of animals — none more so than the Great Druid Tamasis, who devised this spell to gain the powers of his favorite creatures. Now, all those who worship Denev or who go to the great Virgin Woods and study with the druids there can learn to infuse their bodies with the power of the animal spirits.

### Spell Effect

Animal Infusion allows the caster to take on one extraordinary power or to duplicate the ranks in one

skill from any animal for the duration of the spell. The type of animal and the chosen ability or skill can change each time the spell is cast.

Specific animal powers can be found in *core rulebook III*, Appendix 1 (pp. 193-204).

For example, Andelais decides to infuse the spirit of the cheetah. This allows him to choose from the cheetah's *trip* or *sprint* (to move 10 times Andelais' normal speed) extraordinary abilities or to take any one of the cheetah's skills at the cheetah's ranks in that skill, such as Move Silently +8 (which replaces any ranks Andelais has in Move Silently for the duration of the spell).

*Material Component*: A piece of the animal whose power you are going to gain. This can be fur, a feather, a claw or whatever is appropriate.

## Animal Spy

*Send a Tiny animal on a 3-step mission.*

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Animal 3, Clr 3, Drd 3, Rgr 3
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels)
**Target:** One Tiny animal
**Duration:** 1 day/level
**Saving Throw:** None
**Spell Resistance:** Yes

### Description

While dwarves insist that the birds are intelligent in their own right, some scholars believe that the so-called sentry crows that warned of King Virduk's approach to Iron Tooth Pass were under the influence of this spell, which compelled the birds to stand watch and take news of any threat back to the dwarves.

### Spell Effect

Similar to the spell *animal messenger*, this spell allows for more complicated instructions to be given to any Tiny animal. Whereas in *animal messenger* the animal can be instructed only to go to a certain location, this spell allows for up to three steps of instructions to be mentally impressed upon the animal. The normal use is for the animal to: 1) go to a place, 2) wait for something to happen, then 3) return to some place (most likely where the caster is or expects to be).

All the other details of *animal messenger* apply to this spell.

*Animal spy* works only on animals with an Intelligence of 1 or 2.

*Material Component*: A morsel of food the animal likes.

## Animate Shadow

*Shadows become ropes that entangle.*

Transmutation [Darkness]
**Level:** Sor/Wiz 3
**Components:** S
**Casting Time:** 1 action
**Range:** Medium (100 Ft. + 10 Ft./level)
**Target:** One shadow
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

### Description

The caster can use this spell to animate any nearby shadow into a rope-like tentacle under her control.

The bard Meerlah brings tears to the eyes of listeners when she sings a dirge that honors the Veshian Vigil that was captured by such shadows while attempting to ascertain whether

the penumbral lord Dar'Tan still lived within his Shadow Fortress. The answers remain unknown, for none survived and none have dared try again.

## Spell Effect

When cast upon a shadow, this spell transforms the shadow into a long, thick tentacle. The tentacle stays rooted where the transmuted shadow fell upon the wall or floor, but the shadow tendril can extend 5 ft. per level away to attack an opponent.

In most respects, this spell operates as the spell *animate rope*, with some important differences. Most notably, the shadowy rope is intangible. Attempts to physically sever or break it simply pass right through it, while the shadow instantly reforms itself or flows around interposing objects to regain its continuity.

When the spell is cast, the caster indicates a target, and the shadow attacks it. A touch attack means the shadow has entangled a victim (the shadowy rope will seem quite solid to the victim). Entangled victims suffer –2 to attack rolls and a –4 penalty to effective Dexterity. Entangled spellcasters must make a Concentration check (DC 15) to cast a spell. Since the animated shadow is considered to be anchored, it can hold a victim motionless, if the caster so desires. Otherwise, the victim can move at half speed up to the length of the animated shadow away from the shadow's anchor point.

A standard action allows the caster to indicate a new target, whereupon the animated shadow will release its current victim, coil and spring upon its new target.

Strength checks (DC23) and Escape Artist checks (DC20) are allowed to escape entanglement, but the Strength checks are further modified by the caster's level (e.g., DC 30 against the *animate shadow* of a 7th-level penumbral lord).

# Armor of Undeath

*Crafts protective armor from a corpse.*

Necromancy
**Level:** Death 3, Sor/Wiz 3
**Components:** V, S, M, DF
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level or special
**Saving Throw:** None
**Spell Resistance:** No

## Description

This spell is a favorite among the necromantic warriors who stand guard over Hollowfaust. Some Unfailing prefer to use the corpses of fallen comrades or relatives to fashion their *armor of undeath*, while others prefer the bodies of their fallen enemies so that adventurers can see the fate that is in store for them should they assault the Unfailing's ward.

## Spell Effect

This spell allows the caster to create magical armor from the remains of a humanoid. The caster must touch a corpse (the corpse can be fresh, rotting or even skeletal, so long as enough of it remains that it could be animated via an *animate dead* spell) and invoke the spell. The corpse will then stand erect, embrace the caster and begin to bend and twist, wrapping itself around the caster to form a gruesome armor of bones and dead flesh. The armor grants a +2 enhancement bonus to the caster's AC, 25 temporary hit points, a –1 armor check penalty and a 5% arcane spell failure penalty. Damage dealt to the caster is first removed from these temporary hit points. The spell ends either when the duration expires or 25 points of damage are dealt to the armor. Should the spell end normally, all remaining temporary hit points are lost.

*Material Component:* A humanoid corpse.

# Arrow Charm

*Creates a magical pointer that leads the way to a prespecified object or person.*

Divination
**Level:** Sor/Wiz 1
**Components:** V, S, M
**Casting Time:** See text
**Range:** Long (400ft. + 40ft./level)
**Effect:** One object or individual
**Duration:** See text
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

As a result of this spell, important objects and persons are less likely to become lost. Very popular with adventurers, caravan masters, bodyguards and those with a vested interest in keeping individuals or items safe, *arrow charm* creates a magical "pointer" that leads the way to a previously marked target. The spell has a wide range of uses, from rescuing adventurers lost in ruins or labyrinths to tracking criminals or stolen valuables.

## Spell Effect

*Arrow charm* must be cast twice for full effect. In the first stage, the caster inscribes or attaches a rune in the shape of a small arrow to the target. The rune may be any size and can be hidden anywhere on the target, but it must be large enough to be seen with the naked eye. The rune can be painted on a particularly valuable object, permanently inscribed, tattooed or otherwise added. It can also be drawn on a piece of parchment, applied in the form of a brooch or other piece of jewelry or embroidered on a piece of clothing. In such cases, however, *arrow charm* will lead the way to the object, not the individual wearing it, so if the rune and its bearer are separated in some way, the spell may be rendered useless. The caster may inscribe a number of runes equal to his level at any one time.

The initial casting typically takes place well before the spell's full effects are needed. The day before an expedition into the wilderness, for example, all members of an adventuring party can have *arrow charm* runes inscribed on them or be given objects bearing the appropriate rune, so that any who are later separated from the group can be easily relocated.

After the initial inscription of the rune, the spell is considered cast. Wizards must prepare the spell again or have a second *arrow charm* spell prepared in order to find the target.

The inscribed rune retains its magical effects until the target is located using the second casting. After that, the spell effects vanish. The arrow rune need not be reinscribed unless it was somehow erased, but the spell must be recast in order to renew the magical effects.

Should the caster wish to locate an individual bearing an *arrow charm* rune, he must cast the spell a second time and name the target. At that point, a shimmering, arrow-shaped pointer appears in the air and moves with the caster, unerringly pointing the direction (though not necessarily the way) to the target. The magical pointer vanishes when the caster touches the target, and the spell effects vanish.

*Arrow charm* is not without its limitations. The spell will fail and all effects vanish should the target be taken

beyond the spell's range. A successful *dispel magic* on the target will eliminate the rune's effectiveness and destroy the spell. And as mentioned above, should a target be separated from the object that bears the *arrow charm* rune, the caster will be able to locate the object, but not its former bearer.

*Material Components*: The inscribed *arrow charm* rune and a small piece of magnetized metal.

## Assassin's Senses

*Increases caster's critical threat range and multiplier by one.*

Divination
**Level:** Brd 3, Clr 2, Sor/Wiz 2
**Components:** V, S, DF/M
**Casting Time:** 1 action
**Range:** Personal
**Target, Effect or Area:** You
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

### Description

When the caster uses this spell, his eyes change color to a deep crimson, and he acquires the senses of a professional killer. Any of his attacks, from the heaviest blow to the softest strike, can be deadly.

Ragnar the Perverted, a powerful Albadian spellcaster, cunning assassin and fanatical follower of Belsameth, created this incantation to help him fulfill his assassination contracts. Since then, all good souls in the Scarred Lands have come to fear the minions of Belsameth capable of invoking this power, either through their own knowledge and capabilities or as a gift from the Slayer.

### Spell Effect

*Assassin's senses* increases the caster's weapon critical threat range and multiplier by one.

*Arcane Focus*: The severed finger of a professional assassin.

## Avatar

*Allows cleric to take on aspects of the patron deity.*

Transmutation [Fear]
**Level:** Clr 8
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** Personal
**Effect:** You
**Duration:** 1 minute/level

### Description

The closeness of the gods of the Scarred Lands has many effects on the daily life of the world's inhabitants. Nowhere is this more evident than in clerics and their divine spells. Using *avatar*, a priest may take on some of the physical and magical aspects of his deity. To do so is considered a truly divine experience, generally reserved only for the most powerful and devout of a god's clerics. Due to its alignment-oriented nature, this spell is not available to worshipers of true neutral deities.

### Spell Effect

A cleric must concentrate and commune with his god intensely for one full round before this spell takes effect. Once in effect, the cleric experiences several changes in his appearance, behavior and abilities. After the spell has run its course, the cleric is considered fatigued (see page 84 in *core rulebook II*) and must rest in order to recover.

The exact nature of the changes that the cleric undergoes depends upon his patron deity. All effects are in addition to the cleric's normal abilities and limitations. All Will saves required in the descriptions below are made at a difficulty class per this spell.

**Corean (or lawful good deities)**

The cleric is infused with the god's powers of nobility and justice. He grows taller, straighter, and the fire of righteousness burns in his eyes. The cleric gains a +2 AC bonus and a +2 bonus to all attack and damage rolls, as well as +1 hit points per level (see page 129 in *core rulebook I*), for the duration of the spell. The cleric can automatically *detect evil* for the duration of the spell and is considered to have just cast *dispel evil* once a successful casting of *avatar* is completed, receiving that spell's benefits and powers. The cleric gains a +5 bonus to all undead turning checks (see page 139 in *core rulebook I*). Chaotic evil enemies and servants of Vangal who can see the cleric must make Will saving throws or be affected as by a *fear* spell.

**Madriel (or neutral good deities)**

The cleric's mien softens, and his eyes reflect infinite mercy and kindness. A pale radiance surrounds him, telling all that he bears the blessings of the Redeemer. As a free action, up to 3 times during the duration of *avatar*, the cleric may radiate healing energy to his allies, the effects of which duplicate *healing circle*. In addition, enemies who wish to attack the cleric directly or even use hit point damaging area effect spells that would include the cleric in their radius, must make a Will saving throw each round or be unable to do so. Such enemies can still choose another target or attack method that round. Neutral evil enemies and servants of Belsameth who can see the cleric must make Will saving throws or be affected as by a *fear* spell.

**Tanil (or chaotic good deities)**

The cleric is bathed in a green radiance, and his features grow more earthy. His skin begins to resemble tree bark, and his hair transforms into leaves. The cleric gains a +4 moral bonus to attacks with bows, and he may cast *dominate animal* and *control plants* twice each during the duration of *avatar*. Any animals or plants that attempt to attack the cleric must make a Will saving throw or lose interest and wander away. Lawful evil enemies and servants of Chardun who can see the cleric must make Will saving throws or be affected as by a *fear* spell.

**Hedrada (or lawful neutral deities)**

The cleric's face grows stern and impassive. His overall demeanor is severe, and his raiment becomes muted, almost gray. The cleric gains a +3 AC bonus and may inherently *detect chaos*. The cleric may cast *protection from chaos*, *dispel chaos* and *order's wrath* once each during the duration of *avatar*. Chaotic neutral enemies and servants of Enkili who can see the cleric must make Will saving throws or be affected as by a *fear* spell.

**Enkili (or chaotic neutral deities)**

The cleric's form grows indistinct, and the colors of his garments swirl and change. He becomes a living embodiment of disorder and chaos. The distortion grants the cleric a +2 luck bonus to all rolls. The cleric may inherently *detect law* and may cast *protection from law*, *dispel law* and *chaos hammer* once each, while *avatar* is in effect. Lawful neutral enemies and servants of Hedrada who can see the cleric must make Will saving throws or be affected as by a *fear* spell.

**Chardun (or lawful evil deities)**

The light of burning villages flickers in the cleric's eyes, and an expression of unrelenting bloodlust spreads across his face. The cleric gains a +2 AC bonus and a +2 morale

bonus to all attack and damage rolls. Further, the cleric receives the benefits of *divine power* for the duration of *avatar*, and if the cleric wields a mace or scepter, it is affected as though by *magic weapon* for the duration of *avatar*. All lawful evil creatures and characters in sight of the cleric and the cleric himself gain a +2 bonus to all Will saving throws due to the cleric's fearless, inspirational demeanor. Chaotic good enemies and servants of Tanil who can see the cleric must make Will saving throws or be affected as by a *fear* spell.

**Belsameth (or neutral evil deities)**

The cleric's face grows haggard and shadowy. He grows hunched and mad-eyed. The cleric gains a +2 bonus to all saving throws and to AC. For the duration of *avatar*, the cleric can make touch attacks as if he had cast *chill touch*. In addition, the touch attack may also deliver *insanity* on one successful touch attack of the cleric's choice and *confusion* on any two successful touch attacks. The cleric cannot deliver both *confusion* and *insanity* on the same touch attack.

Additionally, each round, good-aligned creatures or characters who wish to attack the cleric must make Will saving throws or be too overcome with revulsion to do so. Such enemies can still choose another target or attack method that round.

Neutral good enemies and servants of Madriel who can see the cleric must make Will saving throws or be affected as by a *fear* spell.

**Vangal (or chaotic evil deities)**

The cleric's skin grows red, and his eyes glow like lava. His body seems to grow squatter but more powerful. The cleric gains a +2 AC bonus and a +4 bonus to damage. He is surrounded by a *fire shield* (warm version), as though he had cast it when he cast *avatar*. As a free action, up to three times during the duration of *avatar*, the cleric may radiate pain to his enemies, the effects of which duplicate *circle of doom*. Lawful good enemies and servants of Corean who can see the cleric must make Will saving throws or be affected as by a *fear* spell.

## Awaken Lesser Titan Avatar

*Conjure a powerful outsider.*

Conjuration (Summoning)
**Level:** Sor/Wiz 6
**Components:** V, S, M, F
**Casting Time:** 1 minute
**Range:** Touch
**Effect:** One summoned avatar
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

When it became apparent that the gods were going to win the Divine War, followers of the titans began looking for ways to return their masters to power. While this spell is a long way from the ultimate goal, it does allow the titans some brief manifestation on the physical plane.

Those who know this spell carefully guard it for fear that followers of the gods will attempt to destroy both the spell and the caster. Research continues on more powerful versions of the spell, with the hope of ultimately restoring the titans to their bodies and then to power. Even now, rumors exist of a ritual that will summon avatars equivalent in power to those of the gods.

### Spell Effect

This spell temporarily gives a disembodied outsider physical form. In the Scarred Lands, it works specifically on the fallen titans, but it can affect any similarly tormented outsider.

## Awaken Lesser Titan Avatar

| Titan | Avatar Form | Sacrifice | Focus Totem |
|---|---|---|---|
| Chern | Spirit of the Plague | Any sick living thing | Any active epidemic |
| Gaurak | Fatling | Melons | A set of teeth from any Huge or larger creature |
| Kadum | Blood Kraken (Carnival Krewe) | 1,000 gp in raw gemstones | The corpse of any aquatic aberration |
| Lethene | Storm Kin | Debris from a building destroyed by storm or natural disaster | An active storm or natural disaster |
| Mormo | High Gorgon | Any humanoid | Mormo's blood |

The summoned avatars have free will to pursue their personal agendas but tend to be favorably inclined toward the summoner for the period of freedom the spell has provided.

The form of the summoned avatar depends upon the material components and focus used in the casting. See the table below for more details. The Game Master is welcome to add to or modify the table according the details of her campaign. Lesser avatars tend to manifest as the creature types shown below, being specimens of maximum size, hit dice and hit points for the advancement range of that creature type.

*Material Components*: A sacrifice per the table below.

*Focus*: The spell must be cast during an event or with the use of a physical totemic object per the table below.

## Banish Shadow

*Sends a shadow creature back to its home.*

Abjuration
**Level:** Clr 3
**Components:** S
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One shadow creature
**Duration:** Instantaneous
**Saving Throw:** Will partial (see text)
**Spell Resistance:** Yes

### Description

This spell was originally in the hands of penumbral lords only, as a means to control their minions, but then the paladin Barconius found an old tome (inexplicably written in an old elvish dialect) in an ancient Slarecian burial vault that contained details of the spell. Clerics have since been able to request this power from their gods.

### Spell Effect

This spell is used to banish a creature of the Plane of Shadow (shadow, shadow mastiff, etc.) back to that plane. The target receives a Will save. A successful save means the subject is not banished, but it still sustains 3d4+ 1/level (maximum +10) damage.

## Battlecry

*Stuns opponents in a cone area.*

Evocation [Sonic]
**Level:** Brd 2, Sor/Wiz 2, War 2
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels)
**Target, Effect or Area:** Cone
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

A warrior's battlecry strikes fear into the hearts of his enemies. The servants of Corean, Chardun and Vangal have been granted the power to stun enemies with the force of their shouts, destroying their foes' ability to resist.

### Spell Effect

When the caster screams his *battlecry*, all creatures (of 6 or fewer HD) in a cone area in front of the caster must make a Fortitude saving throw or be stunned for one round. A stunned creature cannot act and loses any Dexterity modifiers to AC. Attackers gain a +2 bonus to attack it.

## Beast Soul

*Borrow the abilities of a willing animal.*

Transmutation
**Level:** Drd 2, Rgr 3
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** Touch
**Target, Effect or Area:** One willing animal touched
**Duration:** 1 hour/level (maximum 12 hours)
**Saving Throw:** None
**Spell Resistance:** No

### Description

By the means of this spell, the caster may borrow a piece of an animal's soul, thereby gaining part of its power. The caster sees the world as the animal does, gaining access to its superior senses and skills.

### Spell Effect

The exact nature of the powers gained is dependent on the level of the caster. A caster of level 5 or lower receives any or all skills the animal may possess. The caster has ranks in these skills equal to the animal's ranks or his own, whichever are higher. At caster level 8 or higher, the caster also gains all feats the creature possesses. And at caster level 11 or higher, the caster may use any of the creature's extraordinary abilities. Whatever skills, feats and abilities the caster borrows from the animal, the animal in question does not possess for the duration of *beast soul*. Borrowed skills are considered to be rank zero for the animal, and it loses use of the borrowed feats and extraordinary abilities.

The spell must be cast on a willing animal, so the caster must have some way of communicating with the creature in order to gain its agreement. Usually, the animal will expect some service from the caster in exchange for the boon.

## Belsameth's Blessing

*Transforms one creature into a werebeast.*

Transmutation
**Level:** Clr 5, Sor/Wiz 6
**Components:** V, S, M, F/DF
**Casting Time:** 1 full round
**Range:** Personal/Touch
**Target, Effect or Area:** Self or one living creature
**Duration:** 1 day/level
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

This evil spell is said to be a gift from Belsameth herself to her loyal sorcerers and clerics. It has been used to wreak havoc in enemy villages, transform the caster into a potent

fighting machine or empower a loyal servant. Rangers and clerics of Tanil know that when Belsameth's priests begin cutting themselves or their servants with their silver daggers trouble is about to unfold.

*Belsameth's blessing* allows a caster to transform herself or another into her choice of lycanthrope. The type of werebeast is chosen at the time of casting.

## Spell Effect

If cast upon herself, the caster may choose what form of lycanthropy she contracts, and for the duration of the *Belsameth's blessing*, she will possess all the powers of that type of lycanthrope. She will also possess the Improved Control Shape feat for the blessing's duration, allowing her to voluntarily control her shape.

If the caster targets another creature with the spell, the recipient receives a Fortitude save to resist the affliction, but may forgo the save as normal if he actually considers the spell a blessing. The recipient is afflicted with the chosen form of lycanthropy and immediately assumes whichever form the caster desires. Thereafter, the recipient possesses the Control Shape skill at one rank per three levels of the caster of *Belsameth's blessing*.

Statistics for lycanthropes can be found in Appendix 3 of *core rulebook III*. Note that the lycanthropes created by this spell are contagious, capable of spreading the uncontrolled form of this magical disease to others in the usual fashion.

*Arcane Focus*: A silver dagger

*Material Components*: A tuft of hair from the desired animal type and a drop of blood from the spell's intended recipient.

# Belsameth's Strife

*Victim sees allies as deadly enemies.*

Enchantment (Compulsion) [Fear, Mind-Affecting]
**Level:** Brd 4, Clr 5, Sor/Wiz 4
**Components:** V, S, M/DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One humanoid
**Duration:** Concentration + 1 round/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

## Description

Belsameth's clerics use trickery and deception to sow discord among their enemies. Belsameth grants her followers the ability to warp a person's ability to discern friend from foe and convince him to attack his closest allies without provocation. While the spell is active, the caster's and the target's eyes turn dead black.

## Spell Effect

A creature under the spell's effects will immediately realize that his allies are actually deadly enemies and try to fight his way out as if his life depended on it. He will use the best attacks, weapons or spells available to him until he has a clear escape route and then move directly away from both his erstwhile allies and the caster until the duration ends.

*Arcane Material Component*: A drop of nightshade.

# Blackflame

*Surrounds the subject in an inferno of black fire.*

Evocation [Fear, Fire]
**Level:** Sor/Wiz 8
**Components:** S
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One subject
**Duration:** 1 round/level (D) (maximum 25 rounds)
**Saving Throw:** Fortitude negates (see text)
**Spell Resistance:** Yes (harmless, see text)

## Description

This spell causes shadowy flames to burst to life on one subject and was known to be a signature spell developed by the penumbral lord, Dar'Tan. Its use is unknown since his time, though many suspect its secrets might be found within his great fortress.

## Spell Effect

Each round, the subject must make a Fortitude saving throw against this spell or sustain 1d10 points of damage. Likewise, victims with spell resistance roll every round to prevent the spell effects for that round. A single success on a saving throw or spell resistance does not negate the *blackflame*; that can only be accomplished at the will of the caster or by a successful *dispel magic*.

In addition to the damage, the spell causes a mind-affecting, fear effect in its victim. On any round during which the spell's victim sustains damage, she must also succeed at a Will saving throw versus this spell's DC. Victims who fail their Will saving throws are considered to be *cowering* (no Dexterity adjustment to AC, opponents have +2 to attack rolls on victim, victim does not move). Such a subject will not be able to take any action (melee, spellcasting, etc.) except to fruitlessly attempt to douse the flames by rolling on the ground and swatting at them.

Once targeted, the *blackflame* will stay on its victim for the spell's duration. Only a *dimension door*, *teleport* or the like will separate the victim from the *blackflame*. Additionally, the spell does not function underwater, but will burst back into effect for any amount of its remaining duration when the victim is not completely submerged.

# Blazing Shield

*Protects the caster against melee and missile attacks.*

Abjuration [Fire, Force]
**Level:** Sor/Wiz 2
**Components:** V, S
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 1 minute/level (D)
**Saving Throw:** (see text)
**Spell Resistance:** (see text)

## Description

*Blazing shield* is another testament to the racial predilection of dwarves to a warrior nature. When their spells are exhausted, the dwarven mages of Burok Torn throw up their *blazing shields* and wade into combat.

## Spell Effect

You cause a large shield composed of brilliant flames and invisible magical force to come into existence on your arm. The shield acts in all ways like a large shield, except that it is weightless and causes no armor check penalties. The shield gives a base +1 bonus to AC against melee attacks and a +2 bonus to AC against missile attacks. For every two levels of the caster, the shield grants an additional +1 AC, to a maximum of +7 and +8 against melee and missile attacks, respectively. The armor bonus of *blazing shield* will stack with the armor bonus granted by *mage armor*.

Since the blazing shield is partially made of force, incorporeal creatures cannot bypass it as they can normal armor. Additionally, any creature that strikes a

holder of a *blazing shield* with a natural weaponry melee attack (claws, fangs, etc.) suffers 1d6 flame damage per strike. A successful Reflex saving throw negates the damage.

The somatic component of *blazing shield* requires only one hand, enabling the caster to perform it while brandishing a weapon in his other hand.

## Bleeding Disease

*Initiates a contagious sickness in a random individual.*

Necromancy
**Level:** Clr 0
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** 100 ft.
**Target, Effect or Area:** One random creature + one creature/level
**Duration:** Variable (see spell effect)
**Saving Throw:** Fortitude negates (symptoms only, see text)
**Spell Resistance:** Yes (see text)

### Description

Historically viewed as a precursor to real plagues (and rightly so), *bleeding disease* is used by the Ravager's priests to scare local residents into giving Vangal his due. When an apocalyptic Horseman of Vangal rides into a village, the people of the Scarred Lands know it is time to pay homage to the god of destruction.

The sickness associated with this spell causes its victims to lightly bleed from many small sores that develop on the their skin. The overall loss of blood is minimal but sufficiently spread out so as to create the appearance that a victim is bleeding from every pore in her skin. While not generally fatal, nor particularly disabling, the spell's effects are quite disconcerting to look upon.

### Spell Effect

Upon casting, *bleeding disease* randomly selects a victim from those individuals within 100 ft. who have not prayed at a shrine or temple dedicated to the god of pestilence in over a week. If there are no such targets within range, then the spell fails.

If the target fails her saving throw, she develops the disease's symptoms after one hour. The symptoms will disappear 24 hours later and will result in 1 point of damage at the 18-hour mark if they have not been arrested by then. Symptoms can be arrested by praying to Vangal at one of his shrines or temples or by appropriate curative magic (which will also stop the contagious nature of the disease in the victim cured).

A victim becomes a carrier of the *bleeding disease*, whether her saving throw or spell resistance succeeds or fails. The next physical contact that the victim has with another individual who has not prayed at a shrine or temple dedicated to Vangal in over a week will pass the disease to that individual. This new target individual must make his own saving throw to resist the spell's effects and also becomes a carrier.

*Bleeding disease* continues passing from person to person in this fashion until a number of people have been subjected to it equal to the caster's level plus one.

Any given individual cannot be victimized by this spell more frequently than once per month and, in any case, cannot fall prey to the same casting more than once. If a carrier dies before passing the sickness on to another victim, the victim's corpse is still considered contagious.

## Bloodstorm

*Summons whirlwind of blood that obscures vision, damages foes, causes fear.*

Evocation [Fear]
**Level:** Sor/Wiz 3
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** Column 25 ft. wide, 40 ft. high
**Duration:** 1 round/level
**Saving Throw:** See text
**Spell Resistance:** Yes

### Description

The bloodmage Dar'Gartal is said to be the crafter of this dangerous and horrifying spell. An associate of vampires, lycanthropes and other creatures of the night, Dar'Gartal sought to emulate the ways and abilities of his companions through spellcraft and, in many cases, succeeded. *Bloodstorm* is probably his best known spell, and today, it is usually associated with evil or demented spellcasters.

### Spell Effect

*Bloodstorm* summons a whirlwind of blood that envelops the entire area of effect and has several effects on those caught within it. First, those in the area of effect must make Reflex saving throws or be blinded by the swirling blood (see page 83 of *core rulebook II*) while they remain within the whirlwind and for 2d6 rounds after leaving it. Second, all combatants within the *bloodstorm* fight at -4 to their attack rolls, and ranged attacks that pass through the whirlwind also suffer this attack penalty. Third, the blood is slightly acidic and causes 1d4 points of damage per round. Finally, victims must make a Will saving throw or become frightened if 8HD or above or panicked if less than 8HD (see *core rulebook II*, pp. 84-85).

*Material Component:* A small vial of blood.

## Bottomless Pit

*Creates an infinitely deep hole.*

Conjuration (Creation)
**Level:** Sor/Wiz 4
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels)
**Target, Effect or Area:** A piece of ground or floor, no more than 10-ft. square in size
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

This spell opens up a seemingly bottomless chasm in the ground or floor. In reality, the hole opens up into an infinitely large extradimensional space. Objects or creatures falling into the pit will literally continue falling forever. Despite its practical applications in combat, this spell was actually created as a means of waste disposal by the dwarven wizards of **Burok Torn.**

### Spell Effect

The pit created by this spell can be no more than 10-foot square and must be placed on solid ground. A dungeon floor works fine. A piece of floor occupied by a creature or object cannot be used. Thus, it is impossible to open a *bottomless pit* under the feet of another person.

Creatures or objects can fall into the pit after it has been created however, and doing so will cause them to enter the extradimensional space. A person who has fallen into the pit will never hit the ground and can conceivably be rescued if the rescuers can get to him before he starves or thirsts to death.

When the spell's duration ends, the pit opening disappears. Another

*bottomless pit* cast on the same area of ground will reopen to the same pit however, so rescuing "trapped" comrades is still conceivable.

Even though the pit is bottomless, it has no actual effect on anything (floors of a dungeon, etc.) that is beneath the location where it's created.

*Material Component*: A small stone with a hole through it.

## Brothers in Arms

*Allies exchange hit points and Strength between themselves.*

Transmutation
**Level:** Clr 5, Pal 4, Strength 5
**Components:** V, S, M, DF
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5ft./2 levels)
**Targets:** One creature per 3 caster levels
**Duration:** 1 round/level (D)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

This power, used almost exclusively by the clergy of Corean the Champion, can easily change the tide of any battle by invoking a divine conduit that allows a small group of allies to freely exchange their combined might and lifeforce between themselves.

Valerius of the Just Hand was the first priest of Corean to manifest this power. He did so against the followers of Chardun the Overlord, at the Second Battle of Serpentine Pass. The paladins under Valerius's command held the narrow pass, but their numbers were small, and the first to fall in battle would destroy their tight formation across the pass. Using *brothers in arms*, Valerius united the small band of tired and outnumbered champions into a chain whose weakest link would not break unless they all fell. The knights held the pass through a day and night of battle until reinforcements from Mithril arrived.

### Spell Effect

Any targets affected by *brothers in arms* may donate a number of hit points per round equal to the caster's level to other targets of the spell that are in the donator's line of sight. The donator takes those hit points as damage, while the recipient receives the hit points first as healing and then as additional temporary hit points, up a maximum of the caster's level. One point of Strength may be similarly donated, with the donator taking a temporary loss of Strength and the recipient gaining a +1 Strength enhancement. Strength enhancements are cumulative, up to a maximum bonus of half the caster's level. Hit points are not returned to the donor when the spell expires, but Strength returns to the donor. Temporary hit points are lost when the spell ends.

*Material Component*: A drop of blood of a hero of the caster's faith that died honorably. The hero must be dead, so using the blood of one who has been resurrected doesn't work.

## Buoyancy Net

*Target is forced to the water's surface.*

Conjuration (Creation)
**Level:** Drd 1, Sor/Wiz 1, Water 1
**Components:** S, M/DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One target creature or object
**Duration:** 1 round/level (D)
**Saving Throw:** Reflex negates (harmless, object)
**Spell Resistance:** Yes (harmless, object)

### Description

Sea witches make use of this conjuration for a variety of purposes, such as sending sunken treasures to the surface or escaping from the aberrations that lurk within the depths of the Scarred Lands.

### Spell Effect

*Buoyancy net* causes a targeted underwater creature or object to be wrapped in a magical net of air bubbles that rises to the water's surface. When successfully cast, *buoyancy net* immediately lifts the target toward the surface of the water. The rate of ascent is quick, at 120 ft. per round. The *buoyancy net* equalizes pressure during the ascent so that creatures decompress without getting the bends. Once the target reaches the surface, the *buoyancy net* matches pressure with the surrounding water and will no longer propel the target upward but will maintain the target at the surface for the spell's remaining duration.

The *buoyancy net* is not restrictive in any way, so the target is able to swim about as normal, but any attempt at descent only serves to counter some or all of the 120 ft. per round ascent, depending on the target's swimming speed. The spell does not interfere with attacks or other actions taken by a target creature.

The target of this spell cannot weigh more than 100 pounds per level of the caster. Finally, the spell functions the same in liquid mediums other than water.

*Arcane Material Component*: A palm-sized net.

## Call Aquatic Animal I

*Calls aquatic animals to fight for the spellcaster.*

Conjuration (Summoning)
**Level:** Drd 2, Rgr 2
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5ft./2 levels)
**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

### Description

A long time ago, before the rise of the gods and before the fall of the titans, a Wizard-King spoke to his three daughters. "I sail soon to a foreign land. Find for me some allies that I might make the journey in safety."

The King's wisest daughter sought out the Parliament of Fishes and made an impassioned plea on behalf of her father. Moved by the insight shown by the young woman, the Parliament agreed to make a pact to defend those who called upon them.

Due to the nature of the animals called by this spell, it is used most often by or against swimmers or those in small boats. Note that called porpoises will instinctively attempt to save the spellcaster if he appears to be in danger of drowning.

### Call Aquatic Animal I

| Animal Type | Number Conjured |
|---|---|
| Crocodile | 1 |
| Drowned Lady* | 1d3+1 per 3 levels of the caster |
| Ebon Eel* | 1 |
| Octopus | 1 + 1 per 5 levels of the caster |
| Porpoise | 1 + 1 per 4 levels of the caster |
| Shark, Medium-Size | 1 |
| Squid | 1 |

* from *Creature Collection*

## Spell Effect

This spell calls one aquatic animal, or more, to attack your enemies. It appears where you designate and acts immediately on your turn. The called animal must be summoned in a body of water large enough to hold it. If the animal is summoned into a situation that will not support it, the summoning fails, and the spell is wasted. The animal attacks your opponents to the best of its ability. If you can communicate with the animal, you can direct it not to attack, to attack particular enemies or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

Choose an animal from the Call Aquatic Animal I table, and roll the indicated die (if applicable) to determine how many appear.

# Call Aquatic Animal II

*Calls aquatic animals to fight for the spellcaster.*

Conjuration (Summoning)
**Level:** Drd 4, Rgr 4
**Components:** V, S, F/DF
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5ft./2 levels)
**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

### Call Aquatic Animal II

| Animal Type | Number Conjured |
|---|---|
| Crocodile | 1+1 per 5 levels of the caster |
| Crocodile, Giant | 1 |
| Drowned Lady* | 1d10+1per2levels of the caster |
| Ebon Eel* | 1d4+1per5levels of the caster |
| Octopus | 1d4+1per5levels of the caster |
| Porpoise | 1d4+1per3levels of caster |
| Shark, Medium-Size | 1d4+1per5levels of the caster |
| Shark, Large | 1+1 per 5 levels of the caster |
| Squid | 1d4+1per5levels of the caster |
| Whale, Orca | 0+1per10levels of the caster |

* from *Creature Collection*

## Spell Effect

As *call aquatic animal I*, except the caster may choose from the Call Aquatic Animal II table below.

*Arcane Focus:* Small Lantern.

# Call Aquatic Humanoid I

*Calls aquatic humanoids to fight for the spell-caster.*

Conjuration (Summoning)
**Level:** Brd 3, Sor/Wiz 3
**Components:** V, S, F
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5ft./2 levels)
**Effect:** One or more summoned humanoids, no two of which can be more than 30 ft. apart
**Duration:** 1 round/level (D)
**Saving Throw:** See text
**Spell Resistance:** No

## Description

A long time ago, before the rise of the gods and before the fall of the titans, a Wizard-King spoke to his three daughters. "I sail soon to a foreign land. Find for me some allies that I might make the journey in safety."

The King's most beautiful daughter went before the leaders of the undersea races. Charmed by her beauty and her eloquence, the sea kings agreed to lend some of their followers to those who called upon them respectfully.

## Spell Effect

This spell calls one or more aquatic humanoids to attack your enemies. The summoned humanoids appear where you designate and act immediately on your turn. The humanoids must be summoned in a body of water large enough to hold them. If they are summoned into a situation that will not support them, the summoning fails, and the spell is wasted. The humanoids attack your opponents to the best of their ability. If you can communicate with the humanoids, you can direct them not to attack, to attack particular enemies or to perform other actions. Summoned humanoids act normally on the last round of the spell and disappear at the end of their turn.

The summoned humanoids get a Will saving throw against the spell. If they succeed, they may act as they choose, which may include obeying or at least cooperating with the spellcaster, attacking the spellcaster, doing nothing or merely leaving the area.

### Call Aquatic Humanoid I

| Humanoid Type | Number Conjured |
|---|---|
| Hag, Sea | 1 |
| Kuo-Toa | 1d3 |
| Lizardfolk | 1d3 |
| Locathah | 1d3 + 1 per 3 levels of the caster |
| Merfolk | 1d4 + 1 per 3 levels of the caster |
| Sahuagin | 1d3 |
| Triton | 1 |

Choose a humanoid type from the Call Aquatic Humanoid I table, and roll the indicated die (if applicable) to determine how many appear.

*Focus:* Small Conch Shell, blown when the spell is cast.

# Call Aquatic Humanoid II

*Calls aquatic humanoids to fight for the spellcaster.*

Conjuration (Summoning)
**Level:** Brd 6, Sor/Wiz 6
**Components:** V, S, F
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5ft./2 levels)
**Effect:** One or more summoned humanoids, no two of which can be more than 30 ft. apart
**Duration:** 1 round/level (D)

### Call Aquatic Humanoid II

| Humanoid Type | Number Conjured |
|---|---|
| Alligator Warrior (Carnival Krewe) * | 1d2 |
| Hag, Brine* | 1 |
| Hag, Sea | 1+1 per 3 levels of the caster |
| Kuo-Toa | 1d4+1per2levels of the caster |
| Lizardfolk | 1d4+1per2levels of the caster |
| Locathah | 1d6+1per2levels of the caster |
| Merfolk | 1d12+1per2levels of the caster |
| Piscean, Green** | 1 |
| Sahuagin | 1d4+1per2levels of the caster |
| Triton | 1+1 per 3 levels of the caster |

* from *Creature Collection*
** from *Creature Collection 2*

**Saving Throw:** See Text
**Spell Resistance:** No

## Spell Effect

As *call aquatic humanoid I*, except the caster may choose from the Call Aquatic Humanoid II table.

# Call Aquatic Monster

*Calls an aquatic monster to fight for the spellcaster.*

Conjuration (Summoning)
**Level:** Sor/Wiz 5
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5ft./2 levels)
**Effect:** One summoned creature
**Duration:** 1 round/level (D)
**Saving Throw:** See text
**Spell Resistance:** No

## Description

A long time ago, before the rise of the gods and before the fall of the titans, a Wizard-King spoke to his three daughters. "I sail soon to a foreign land. Find for me some allies that I might make the journey in safety."

The King's smartest daughter logically sought out Kadum, Father of Monsters. The young woman outwitted the monstrous titan and tricked him into putting his aquatic children at the disposal of those who summoned them.

While favorable inclined toward the spellcaster who summons them, the beasts and aberrations called by this spell try to cause as much chaos as possible in the course of following the summoner's orders.

## Spell Effect

This spell calls an aquatic monster to attack your enemies. The monster appears where you designate and acts immediately on your turn. The monster must be summoned in a body of water large enough to hold it. If the monster is summoned into a situation that will not support it, the summoning fails, and the spell is wasted. The monster attacks your opponents to the best of its ability. If you can communicate with the monster, you can direct it not to attack, to attack particular enemies or to perform other actions. The summoned creature acts normally on the last round of the spell and disappears at the end of its turn.

The summoned monster gets a Will saving throw against the spell. If it succeeds, it may act as it chooses, which may include obeying or cooperating with the spell caster, attacking the spell caster, doing nothing or merely leaving the area.

Choose any monster from the Call Aquatic Monster table. One specimen of that type answers the conjuration.

*Material Component*: A bit of dried meat, thrown into the water when the spell is cast.

### Call Aquatic Monster

**Monster Type**
Aquantis*
Blood Kraken (Carnival Krewe) *
Elasmosaurus (Dinosaur)
Sea Lion
Scrag (Troll)
Water Elemental, Large (Elemental)
* from ***Creature Collection***

# Chameleon Skin

*Gives +1 bonus per level to Hide (max +10).*

Illusion (Glamer)
**Level:** Drd 1, Rgr 1, Sor/ Wiz 1
**Components:** S, F
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/ level (D)

## Description

Would-be poachers amidst the trees of the newly renamed Geleeda's Grove are especially wary these days given that a large number of them were executed after this spell aided King Virduk's foresters in their apprehension.

## Spell Effect

The spell adds +1 per level of the caster (max +10) to any Hide roll for the duration. The spell alters the

caster's appearance, including her equipment, such that she blends into whatever background sits behind her.

*Material Component:* A lizard tail that is swallowed.

## Chardun's Torments

*Victim takes subdual damage and suffers penalties from pain.*

Evocation [Evil]
**Level:** Clr 3, Evil 3
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels)
**Target:** One creature
**Duration:** 1 round/level (D)
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

Clerics of the god Chardun enjoy inflicting pain on helpless victims to demonstrate their superior strength and power. This spell is usually saved for torture or simple sadism but can be used in combat in desperate situations.

### Spell Effect

Unless the victim succeeds in a Fortitude saving throw, *Chardun's torments* inflict 1d6 points of subdual damage per round for the spell's full duration (maximum duration 10 rounds) and adds a –2 morale penalty to the target's attack rolls, saving throws and skill checks for the duration of the spell. Additionally, the caster and his allies receive a +4 circumstance bonus to any skill checks used to interrogate or coerce victims afflicted by this spell.

## Chill/ Warmth

*Slowly raises or lowers temperature.*

Transmutation
**Level:** Drd 0, Rgr 1, Sor/ Wiz 0
**Components:** V
**Casting Time:** 1 action
**Range:** Touch
**Target:** One object or creature touched
**Duration:** Special (see text) (D)
**Saving Throw:** Will negates (harmless, object)
**Spell Resistance:** Yes (harmless, object)

### Description

A staple among cantrips, this simple manipulation of temperature may not seem spectacular but, like other basic magics, can provide minor boons or comforts. Common folklore holds that the *chill/ warmth* effect stems from useful survival magics passed down by druids for generations. Certainly, a stranded traveler without shelter would find a little mystic warmth helpful in surviving a sudden snowstorm! Conversely, arcane scholars maintain that they've known the trick of altering temperature since the beginnings of magic (and who knows when *that* happened) but are more likely to put the effect to baser uses, such as chilling a tankard of beer.

### Spell Effect

The caster simply touches one object (or creature) while intoning *chill/ warmth*. The object's temperature slowly rises or falls, at the caster's discretion, by a maximum of one degree per minute. The caster must determine upon casting whether to cool or warm an object; once decided, the temperature change remains constant, stopping when the caster arrives at a desired temperature or after 10 minutes. This temperature change is noticeable but not harmful; paper won't burst into flame, nor will toes freeze.

Once an object's temperature is changed by *chill/ warmth*, it retains that temperature for a full hour, unless subjected to an extreme change (like being thrown into a fire), the spell is removed or the caster decides to end the effect.

A character with access to *chill/ warmth* gains a +4 circumstance bonus to Wilderness Lore checks relating to survival in hostile climes (desert or arctic tundra) by using the spell.

## Circle of Sounds

*Allows those touched to speak via bird and animal sounds*

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

### Description

Originally developed by the Veshian Vigils to allow better communication in the field, this spell has found a large constituency among druids and rangers as well.

### Spell Effect

All the creatures touched during the casting of this spell may henceforth communicate with one another in the languages of the fauna native to the area. Their shouts will be heard as bird cries. Their conversation will sound like the chattering of squirrels. No one but those touched during the casting will be able to decipher what's being said without the use of *speak with animals* or *tongues*. The voices of those affected will not carry any farther than their normal voices, but they can shout to one another even when in a forest of enemies and stand little chance of raising the suspicions of others nearby. Perhaps if they talk and a shout a lot, the sheer volume of natural sounds will cause suspicion, but even then, it might be overlooked.

The spell lasts until the duration expires. Anyone affected by the spell may choose to speak in her normal voice and language instead of the animal sounds.

*Material Component:* Something from a local bird or animal, such as a feather or bone. Even animal droppings will suffice.

## Clean

*Cleans grime and dirt from one object or person.*

Transmutation
**Level:** Brd 1, Clr 0, Rgr 1, Sor/Wiz 0
**Components:** V, S
**Casting Time:** 1 action
**Range:** Touch.
**Target:** Person or object touched.
**Duration:** Instantaneous
**Saving Throw:** Reflex negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

While this spell was surely concocted by a meticulous wizard or granted by a god in need of a pristine chapel, the vigilants of Vesh have put *clean* to practical use in the field, with one anecdote of its use going so far as to claim success in a small-scale campaign because of the spell. Apparently, a spider-eye goblin attempted to assassinate the leader of the Behjurian Vigil, and though he failed, his spilled blood rendered a

map of troop positions useless just as battle calls rang. A quick application of *clean* and precision orders were again possible.

## Spell Effect

The effect of this spell is to remove dirt and grit from an object.

# Cloak of Righteousness

*Creates shining raiment, blinding opponents and encouraging allies.*

Abjuration [Good]
**Level:** Clr 4, Good 4, Pal 4
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates (see text)
**Spell Resistance:** Yes (see text)

## Description

Armed with the unstoppable might of their god, paladins use this spell to vex their enemies and encourage their allies.

## Spell Effect

When cast, this spell appears as a shining silver-white cloak and aura surrounding the paladin. All of the paladin's foes who can see the cloak must make Fortitude saves or be *blinded* for the duration of the spell. Allies of the paladin or those she is defending are automatically affected as if by a *bless* spell.

This *cloak of righteousness* is primarily used by paladins, but clerics who serve good deities are sometimes granted this spell as well.

# Cold Snap

*Numbs and injures an opponent with bone-chilling cold.*

Evocation [Cold]
**Level:** Drd 2, Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One item or creature
**Duration:** See text
**Saving Throw:** Fortitude negates (object)
**Spell Resistance:** Yes (object)

## Description

A wave of cold sinks into the very bones of a victim, freezing him through. A targeted creature suffers from the numbing effects of the attack as well as the collateral damage of flesh freezing, while an object may be rendered brittle and susceptible to sharp blows.

This spell is most commonly seen among the sorceresses of frozen Albadia, who (bawdy tavern tales would have one believe) will either accept suitors into their warm embraces or rebuke them with the coldest of stares.

## Spell Effect

A creature affected by a *cold snap* suffers 1d4 damage per level of the caster (10d4 maximum). In addition, the subject can only take a partial action on the following round and suffers a -2 slowed penalty to AC, melee attack rolls, melee damage rolls and Reflex saves during that time, as well as halved jumping distance.

Alternatively, a single object may be hit with a *cold snap*. The object's effective hardness is halved until the end of the following round, making it easier to break or shatter.

*Material Components*: A sprinkling of mercury, silver dust and pure water.

# Commanding Presence

*Subject gains 1d4+1 Cha for 1 hr./level.*

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Brd 2, Clr 2, Drd 2, Pal 2, Sor/Wiz 2
**Components:** V, S, M/DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

## Description

A paladin of Corean called upon his god's divine grace to join with the paladin's own humble spirit to imbue him with greater presence; thus, was this prayer created. The prayer allowed the paladin to command his men better, resist the attacks of his many enemies and turn undead of greater potency.

The prayer spread until it was commonly heard falling from the lips of the faithful, and now, not only Corean's followers are granted such blessings. Almost all of the gods grant similar prayers, following the path opened by Corean's paladins, though his holy warriors tend to benefit most from the blessing.

Not to be outdone, a bard with a degree of arcane training began working on his own spell. He created a spell that amplified his already ample charm, allowing him to achieve greater levels of fame as a performer and to imbue his spells with greater potency. While popular among bards, it is less common among sorcerers and very rarely studied by wizards, though most successful enchanters have it penned into their books somewhere. Bards and sorcerers more commonly refer to the spell as *charming presence*.

## Spell Effect

The subject is better able to exert his will and personality. The spell grants an enhancement bonus of 1d4+1 points to Charisma, adding the usual benefits to ability and skill checks, as well as turning attempts, DCs of spells (where applicable), etc.

An increased Charisma score may allow the subject to prepare more spells. When *commanding presence*'s duration ends, one random spell of the same spell level is lost from preparation, as if it had been cast, for each additional spell prepared by virtue of the recipient having a higher Charisma than normal,.

A creature cannot benefit from another casting of *commanding presence* for one week after receiving the spell.

*Arcane Material Components*: A small wooden token carved in the likeness of the sun or a lock of hair from a being with a Charisma score of 18 or higher.

# Condemned

*Target becomes unaffected by magical healing.*

Necromancy
**Level:** Clr 4
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Touch
**Target:** One living creature
**Duration:** Permanent

**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

## Description

The Second Battle of Serpentine Pass is a legendary stalemate (that nevertheless bought the troops of Mithril the time they required to send reinforcements), for while the paladins fought joined by the magic of *brothers in arms*, some of the Chardun-slain they faced were enhanced by this spell, which meant every last one had to be felled without the benefit of Corean's blessings. Of course, upon later learning more of the nature of the spell, the paladins were grateful that the priests of Chardun who enchanted the slain were not themselves in the thick of the battle, or else, the paladins' magical might would have failed to keep them standing when opposed by this vile trickery.

## Spell Effect

Victim's struck by this touch attack spell must make a Fortitude save or become immune to the effects of magical healing for the duration they are *condemned*. This affliction will persist until a *remove curse* or the like is cast upon the target. However, binding wounds and natural healing are still effective, if not as fast.

*Material Components*: Powdered bone from a dead man's skull, mold from a graveyard and a drop of a dead man's blood.

# Control Light

*Allows control of the amount of light or dark in an area.*

Transmutation [Darkness, Light]
**Level:** Clr 4
**Components:** S, F, DF
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area:** 5 ft./level emanation centered on a creature, object or point in space
**Duration:** 2 rounds/level (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

With this spell, a caster can control the amount of light in the affected area. This spell is often used by penumbral lords to guarantee themselves a shadowy area from which to use their other incantations.

## Spell Effect

Within the area of effect, the caster may vary the light from full daylight to complete darkness. Each round, beginning with the round *control light* is cast, the caster may take one free action to adjust the level of light by 25%. So, it would require four rounds and four free actions to adjust the level of light from full daylight to darkness.

Other spells that affect light within the area of the spell do not completely function. These include *light*, *darkness* and *daylight*. Each such spell will affect the quality of the light in the affected area and cause a shift of 50%. For example, a 50% shadowy area can be turned completely dark by a *darkness* spell, although the caster of *control light* could begin to readjust the lighting level with his next action.

*Control light* can counterspell *light*, *darkness* and *daylight*.

*Focus*: A ring of white gold and black adamantine fashioned into a spiraled double helix. The total cost of the item is at least 5000 gp.

# Convert

*Subject gains belief in your god.*

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Clr 9, Missionary 9, Trickery 9
**Components:** V, DF
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5ft./2 levels)
**Target:** One creature
**Duration:** Permanent
**Saving Throw:** Will negates (see text)
**Spell Resistance:** Yes

## Description

In a world where the divine landscape has dramatically altered in the last two centuries, the conversion of heathens to a priest's own god is an important goal, especially when it's thought that belief in the gods is what gave them the power to overcome the titans. Several of the clerical hierarchies have come to place more and more emphasis on the conversion of others to their ranks, though none are as forthright in their attempts as the priests of Enkili and Chardun.

## Spell Effect

Given a full round to extol the virtue of her god above all others while in close proximity to a subject, a cleric may attempt to forcibly convert that person to the cleric's own religion. A Will save negates this attempt, but the subject will be a little less resistant to such attempts in the future and will gain a cumulative -1 penalty to Will for each successful save against this spell when cast by the same caster (maximum -8). Given time and opportunity, the most powerful priests of a god can cause anyone to change their viewpoint.

Some bonuses may be applied to a creature's Will check. A subject gains +4 if he must convert from good to evil or vice versa, while subjects of neutral alignment gain a +2 on saves to either good or evil. Good or evil to neutral grants no save bonus. These same bonuses are applied for changes from law to chaos or vice versa, or from neutral to law or chaos. Additionally, casters of divine spells may add their caster level to the Will save (so a 5th-level cleric/3rd-level fighter would gain a +5 Will bonus). All of these bonuses are cumulative.

If the caster of *convert* has the opportunity to sit down with a non-hostile subject and discuss religion for at least 10 minutes, then the cleric may cast this spell in the course of conversation without drawing any additional notice. In this case, the subject's Will save is made at a penalty of -4.

A successful casting of *convert* does not actually change the alignment of the spell's subject, but belief in a new god will cause the subject's alignment to begin to shift in naturally that direction. The subject's alignment shifts by one step each week toward that of his new deity (e.g., two weeks from lawful good to lawful evil, four weeks from chaotic evil to lawful good).

A successful conversion means the subject of the spell is likely to be well-disposed toward the caster for "showing him the light" (or "the darkness"). A converted subject who could cast divine spells may continue to receive spells from her new god. Clerics may choose new domains if their new god does not have their former domains. Some classes, such as paladin, may loose their divine spells as a result of their alignment change (although paladins may become blackguards, depending on the nature of their new god and alignment).

*Atonement* may reverse the effects of *convert*, however *atonement* requires a truly repentant subject and

those affected by *convert* are normally sincerely disposed toward their new god. It usually requires a *convert* spell cast by a cleric of the subject's former god to truly change the subject back to his original worship. Targets of such reconversion attempts do not receive the alignment bonuses or divine caster level bonus to their Will saving throw as discussed above. Reconverted subjects will still likely have to *atone* for their fall from grace.

## Curse of Terror

*Make a person deathly afraid of something harmless.*

Enchantment (Compulsion) [Fear, Language-Dependent, Mind-Affecting]
**Level:** Brd 3, Clr 3
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Hearing range
**Target:** One creature
**Duration:** See text
**Saving Throw:** Will negates
**Spell Resistance:** Yes

### Description

Followers of the goddess Belsameth take credit for creating this spell. Despite this unsavory origin, clerics who revere other gods use this spell to chastise and restrain their enemies. The *curse of terror* imparts an unreasoning dread of one particular class of objects, beings or conditions. For instance, a spellcaster could render her victim deathly afraid of heights, confined spaces, spiders, anything connected to a particular deity, darkness or just about anything else.

### Spell Effect

The victim must hear the caster's voice as she pronounces the curse and defines the object of the victim's fear. The victim receives an immediate Will saving throw against the curse. If the saving throw fails, the victim must henceforth make a Will saving throw or become panicked (see *core rulebook II*, p. 85) whenever he encounters the object of his phobia. For instance, a person cursed to fear wide-open spaces would have to succeed at a Will saving throw to go outside for more than a few seconds. The phobia lasts until the victim rolls a natural 20 on the saving throw or until other magic removes the curse.

Multiple castings of *curse of terror* do stack, although any casting that would set up a contradictory phobia automatically fails. For example, a victim already afraid of wide-open spaces cannot also be made claustrophobic.

*Curse of terror* automatically fails if the victim could not possibly avoid the subject of his fear. Thus, a victim cannot be cursed to fear himself or breathing or anything else whose avoidance would be suicidal. On the other hand, a dark elf could be cursed to fear darkness: Near-blindness from living in constant bright light would greatly inconvenience a dark elf, but not physically threaten her life.

## Curtain of Darkness

*Creates a black wall that blocks sight and scrying.*

Evocation [Darkness, Trickery]
**Level:** Sor/Wiz 5
**Components:** S
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Wall up to 10 ft. long/level or a sphere or hemisphere with a radius of up to 5 ft. plus 1ft./level
**Duration:** Concentration + 1 round/level (D)
**Saving Throw:** Reflex negates or none plus Fortitude negates (see text)
**Spell Resistance:** Yes

### Description

This spell brings into existence a throbbing, pulsating wall or sphere of darkness that completely absorbs light, including all light-based spells. It is thought that so little could be learned of the Slarecians centuries ago because they maintained protections of this sort around their underground cities.

### Spell Effect

A *curtain of darkness* cannot be seen through with any sort of vision, just as described in the spell *shadow shield*. While *dimension door* and similar spells will bypass the curtain normally, anyone who attempts to physically pass through it immediately sustains 3d6 + 1 hp/level (maximum +20) of damage (no saving throw) and must also make a Fortitude check or gain one negative level. The negative level fades in one day, and there is no chance of it becoming permanent (see *core rulebook II* page 75). If the spherical or hemispherical construction of the wall is used to entrap a subject, then a Reflex save means the subject was able to avoid imprisonment.

## Daggers of Vaul

*Creates a cloud of tiny blades that inflict 1d4 points of damage per round.*

Conjuration (Summoning)
**Level:** Clr 7, Sor/Wiz 7
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One or more creatures
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

### Description

Vaul was a battle mage of Calastia renowned for putting this spell, of his own invention, to prodigious use during the Titanswar. Swarms of Vaul's daggers would harry Mormo's witches, while Calastia's soldiers closed in on the hags.

More recently, Anteas, King Virduk's chief vizier, rediscovered the spell in Calastia's arcane library, and Calastia's battle mages now assault Virduk's enemies with the *daggers of Vaul* during their king's battles for conquest.

### Spell Effect

This spell conjures a dancing cloud of tiny dagger-like objects, one for each of the caster's levels (20 maximum). The caster immediately assigns the *daggers* to any opponents within range, dividing them up as she pleases. The *daggers* immediately attack the round summoned and continue to attack on the caster's action for the duration of the spell. Each dagger attacks using the caster's base attack bonus, with no Strength modifier (the *daggers* are considered to be wielded with Str 10) and a +4 size modifier to its attack roll. Upon a hit, each *dagger* inflicts 1d4 points of damage. The *daggers* are not considered magical weapons.

Once assigned to an opponent, the *daggers of Vaul* will not stop attacking that opponent, even if he is slain. *Daggers* will move 30 ft. per round to pursue their assigned prey. Any *daggers* assigned to opponents who move beyond range from the caster will float at the edge of the

spell's range like dogs at the end of their leashes. As a standard action, the caster may reassign any and all *daggers* to new opponents.

*Material Component*: An ordinary dagger.

## Dar'Tan's Shadow Bolt

*Thrown shadow energy that causes 1d6 damage/level.*

Evocation
**Level:** Sor/Wiz 3
**Components:** S
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Ray
**Duration:** 1 round/level or instantaneous (see text)
**Saving Throw:** Fortitude halves
**Spell Resistance:** Yes

### Description

The penumbral lord Dar'Tan responded to allegations that shadow magic was all trickery and had little to offer offensively by designing this spell and putting it to use in the hands of his apprentices.

### Spell Effect

This spell creates a black, pulsating bolt of shadowstuff, which, if not used immediately, will remain in existence for one round/level of the caster as long as she holds the bolt. When used, the caster hurls the bolt toward an opponent against whom she must make a ranged touch attack. If hit, the target sustains 1d6 damage/level (maximum 12d6) unless of a Fortitude save is successful, in which case, only half damage is sustained.

## Dark Flames

*Creates a flame of darkness that grants darkvision.*

Evocation
**Level:** Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Target:** Object touched
**Duration:** 10 minutes/level (D)
**Saving Throw:** None
**Spell Resistance:** No

### Description

Too many goblin attacks on the human miners in the Moanscar Mountains prompted the wealthy merchants who controlled the mines to commission a Darakeene wizard to create this spell to provide the mines' mercenary guards vision equal to the goblin raiders' own. The spell has allowed more of the mines' precious ore to be spared from raids, and more miners, too.

### Spell Effect

This spell causes the object touched to produce flames of darkness that encircle the object in a 20 ft. radius. These flames do not produce heat nor use oxygen. Anyone standing within the 20 ft. radius gains darkvision within the area of effect only.

*Material Component*: An agate of at least 10 gp value.

## Dark Water

*Imbues water with negative energy.*

Necromancy

**Level:** Clr 6, Drd 6, Sor/Wiz 5
**Components:** V, S, F/DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** 8 cubic ft. of water/level
**Duration:** 1 round/level
**Saving Throw:** Fortitude half (see text)
**Spell Resistance:** Yes

## Description

This insidious spell owes its origin to a coven of evil druids that has set itself up on the Liars' Sound. Having ready access to an inhabited body of water, it was only a matter of time before the druids turned their dark intellects to the question of how to warp it to serve their evil ends.

## Spell Effect

The caster imbues a patch of water with negative energy for a limited time. Each action the caster spends concentrating on the *dark water* allows him to move the fetid liquid 10 ft. through any greater body of water. The caster may take other actions and come back to concentrate on moving the *dark water* as he pleases for the duration of the spell. On each of the caster's turns, the *dark water* will also be moved based on any current that exists within the larger body of water of which it is part.

Any other living creature that comes into contact with the *dark water* suffers 1d6 damage for every two levels of the caster (maximum 8d6) per round it is in contact with the stuff. A successful Fortitude save halves the damage taken. In addition, any living creature in contact with *dark water* for more than 10 rounds or that drinks any of the vile liquid must make a Fortitude saving throw or suffer one level of energy drain.

If cast upon a creature from the Elemental Plane of Water, the creature gets a Fortitude save to avoid instant destruction.

*Arcane Foci:* The bone of an undead creature and two pieces of smoked glass.

# Darkstaff

*Creates staff of negative energy that drains hit points and levels from foes.*

Necromancy
**Level:** Sor/Wiz 8
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Effect:** One staff
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

## Description

First seen in use among the necromancers of Glivid Autel, *darkstaff* has become popular among the more powerful necromancers and sorcerers of the Scarred Lands. Wise opponents know to fear the necromancer's ebon staff, which drains life force at a touch.

## Spell Effect

This spell creates a writhing, black, staff-shaped object in its caster's hands. Those touched by the staff with a successful touch attack are subject to its effects.

If the victim fails a Fortitude saving throw, roll 1d100, consult the following table and apply the effects.

Hit points drained are added to the caster as temporary hit points and may be healed as normal by the victim. The caster may never gain more hit points from a victim than he has to offer (the victim's normal total plus 10 more before he dies). The caster's temporary hit points fade one hour after being drained.

Energy drain effects and recovery are fully described on page 75 of *core rulebook II*. The *darkstaff's* caster may gain extra temporary levels through the use of the spell, but these vanish when the spell's duration expires. The caster cannot gain more effective levels than he had to begin with — i.e., a level 16 caster cannot gain more than 16 effective levels, giving him a total of 32 levels for the spell's duration. Each level gained provides 5 temporary hit points (similar to hit points gained above) and +1 to all skill and ability checks, attacks and saving throws. No new spells, feats or skills are gained based on the new levels, though for purposes of determining caster level, the temporary levels are added.

| Roll | Effect |
|---|---|
| 0-25 | 1d6 hit points drained from the victim and added to the caster. |
| 26-50 | 3d6 hit points drained from the victim and added to the caster. |
| 51-75 | 3d6 hit points drained from the victim and added to the caster. 1 negative level is applied to the victim and added to the caster. |
| 76-90 | 4d6 hit points drained from the victim and added to the caster. 1d4 negative levels are applied to the victim and added to the caster. |
| 91-99 | 6d6 hit points drained from the victim and added to the caster. 1d6 negative levels are applied to the victim and added to the caster. |
| 00 | All the victim's levels and hp drained and absorbed by the caster. Victim is comatose and reduced to 0 level, 0 hp. |

*Material Component:* A small piece of dark-colored wood.

# Dead Man's Eyes

*View the last minutes of a corpse's life from its view.*

Divination

**Level:** Brd 2, Clr 2, Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Effect:** See text
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

The best method to gain information is to go straight to the source; when someone dies, though, trying to get information out of him becomes tricky. Wizards are an industrious bunch, however, and when one wants to know how someone died, this spell often allows the spellcaster to figure out what happened.

## Spell Effect

By peering into a dead person's eyes, the caster may see 1 minute/level preceding the corpse's death. The caster views the events in a compressed amount of time, 1 round for every minute of the corpse's past he envisions. A successful Concentration check against a DC of 15 will give near-perfect recall of the events; failure indicates fuzzy recall and partial details. Rolling a natural 1 gives the caster a mangled, inaccurate version of the events leading up to the corpse's demise.

The caster may dismiss the divination at any point. However, if he witnesses the victim's final moment and the victim died violently, the caster immediately suffers 2d6 points of subdual damage from the empathic resonance of the victim's death.

*Material Components*: A 50 gp gem placed over each eye of the corpse.

# Death Blade

*Ghostly blade deals 1d6 damage per round until victim saves.*

Transmutation [Force]
**Level:** Sor/Wiz 6
**Components:** V, S, M
**Casting Time:** 1 hour
**Range:** Touch
**Target:** One dagger
**Duration:** Discharge, maximum 1 hour/level and 1 round/level (D)
**Saving Throw:** Will negates (harmless, object) and Fortitude negates (see text)
**Spell Resistance:** Yes (harmless, object) and Yes

## Description

This spell turns any masterwork dagger into a *death blade*. Devid the Empty, a necromancer of Hollowfaust, is credited with the spell's invention. When the necromancers were first making their claim to the unhallowed ground that became Hollowfaust, Devid equipped his undead minions and allied Shade-touched and Unfailing with fell blades created through this spell.

## Spell Effect

When a creature is struck by a dagger enchanted to be a *death blade*, the blade strikes as normal but then breaks off from the hilt and stays within the victim. Opponents with damage reduction or who are incorporeal will not be injured by the blade's initial stroke. However, once the blade breaks loose it transmutes into magical force and houses itself in the victim. The blade will continue to damage virtually any foe and cannot be removed by physical means. Victims with spell resistance have one chance to resist the blade entering their body, and if the spell resistance fails, they will take damage as described below.

Each round the blade is within the victim, he is allowed a Fortitude save against the DC of this spell to expel the blade and, thereby, end the spell. If the save fails, the blade delivers 1d6 damage that round. On the first round of magical damage (the round after the dagger first hit), the victim's save is penalized by –1 for every 2 levels of the spellcaster. On each successive round, the penalty is decreased by 1. Therefore, if a *death blade* created by a 16th-level wizard is plunged into a fighter, the fighter is allowed a Fortitude save, but with a –8 penalty; on the next round, it is with a –7 penalty. The spell ends when the blade is expelled, when the duration (1 round/level) expires or when the victim dies.

Once created, the dagger can be wielded by anyone.

*Material Component*: A masterwork dagger.

# Declaration of Death

*Convinces a single creature that it has died.*

Enchantment (Compulsion) [Death, Mind-Affecting — see text]
**Level:** Brd 6, Sor/Wiz 6
**Components:** V, S
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One living creature
**Duration:** 1 round/level (D)
**Saving Throw:** Will negates
**Spell Resistance:** Yes

## Description

The subject of this spell experiences a mental image of her own death so intense she actually believes herself to be dead. Unless she snaps out of the delusion, the victim risks dying for real.

The enchantment was originally developed by the Grey Judges as a punishment for murderers. By experiencing their own deaths, criminals were meant to learn intimately the harm they had caused. The enchantment's use as a disciplinary measure was discontinued when the spell's uses in combat were discovered.

## Spell Effect

The spell's target falls to the ground unconscious, unless she succeeds in a Will save. This portion of *declaration of death* is mind-affecting magic but is not death magic.

Each round thereafter, until the spell ends, the victim is allowed an additional Will save with a cumulative +1 to the saving throw's DC to realize that she is still alive. Any successful saving throw immediately breaks the spell. Anyone who spends a full round action trying to awaken the victim lends her a +4 bonus to her next Will save. The victim gets a similar bonus if she is attacked or injured.

If the victim is still under the spell's influence by round 10, then she must begin making Fortitude saves each turn as well, this time against DC 12 and escalating by +1 DC each round thereafter. If one of these saves is failed, the victim is so convinced she has died that her body shuts down and she actually expires. This portion of *declaration of death* is considered death magic.

# Denev's Exile from Nature

*Subject is cursed so that wilderness activities are more difficult.*

Transmutation
**Level:** Drd 3
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** Creature touched
**Duration:** Permanent
**Saving Throw:** Will negates
**Spell Resistance:** Yes

## Description

Denev's never forgiven the other titans for the damage they inflicted upon the Scarred Lands, and those who lash out at nature remind her of those actions. Denev grants this spell to her druids so they can properly punish those who would harm the world further.

## Spell Effect

You curse the creature touched such that it carries an aura detectable by any creature in tune with nature — animals, druids, rangers,

Arborians, elementals, etc. The victim of the curse has a –6 circumstance penalty to Charisma when interacting with such creatures. Additionally, the victim will encounter hostile creatures twice as often as would be normal when he travels outside civilized areas (cities, towns, farms, keeps, etc.).

Further, the victim faces a +5 DC circumstance penalty to all skill checks while outside civilized areas. The penalty doesn't simply manifest as if skill use is harder — the penalty is imposed due to active resistance from the forces of nature. Attempts to start a campfire are hindered because the firewood refuses to burn. If the subject is tracking, the traces he's following fade away.

*Denev's exile from nature* may be removed through *remove curse* by a caster whose casting level is equal to or higher than the casting level of the druid who bestowed the curse. The curse can also be lifted if the victim atones for the crimes that called such a punishment upon him. This requires a druid to cast *atonement* upon the subject.

## Denev's Fury

*1d6 damage per five levels over a very large area.*

Evocation
**Level:** Drd 9
**Components:** V, S, XP
**Casting Time:** 1 full round
**Range:** See text
**Area:** See text
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

### Description

Some remain puzzled as to why Denev would allow a spell such as this one, but such individuals are the same ones who cannot comprehend the place of both predator and prey or cannot see that sometimes fire does not destroy, but instead, renews. Nevertheless, there is little that's redemptive about the awesome power this spell unleashes. Druids say that Denev understood that Scarn would be ravaged by the Divine War and that victory might be achieved only if her servants were willing to unleash powerful energies to cause some of that damage. Fighting fire with fire.

**And** so it was that the druid Celeress instructed the Army of the Gods to press onward against the titanspawn in the great and decisive Ukrudan March, despite the Goblinoid Host that was flanking the Army. The Host was comprised of all those goblinoids that responded to the call of Thulkas, and it numbered some unknown thousands — enough to break the March and maybe lose the Army of the Gods the advantage that might end the war. Celeress alone met the Host, and though it meant ravaging the very terrain she loved and protected, she annihilated all but a handful of the enemy. However, those few survivors were enough to slay the great druid as she lay stunned by the power that had flown through her.

### Spell Effect

This spell causes cataclysmic forces of nature to unleash over a vast area. The area affected is an entire geographic region within sight of the caster, such as a valley, the caverns beneath a mountain or a lake, from shore to shore. If the geographical area is especially large (a great plain, an ocean, etc.), then even this spell cannot affect it entirely. Assume a maximum one-mile-radius area of effect centered on a point chosen by the druid. However, in order to properly channel the massive energies this spell requires, the druid *must* be within the area of effect, if only at its periphery.

The entire chosen region becomes a nightmare of natural disasters. Scalding geysers erupt. Caverns collapse. Crevasses widen. All structures and living beings within the area of effect sustain 1d6 damage for every five levels of the druid (maximum 5d6). A Reflex save halves this damage. The druid must save too, for the chaos unleashed spares none. Additionally, the caster must make a Will save against her own DC for this spell (DC 19 + the druid's WIS modifier) or be stunned and prone (see *core rulebook II*, p. 85) for 2d6 rounds. A successful Will save reduces this time to 1d6 rounds.

This spell is extremely taxing to cast even once, but future castings take a continually greater toll on the druid (as reflected in the XP cost below).

*XP Cost:* 6,000 XP (+6,000 XP each additional casting, so 18,000 XP the third time the same druid casts the spell).

## Detect Gold

*Detects gold or other metals.*

Divination
**Level:** Brd 1, Knowledge 1, Sor/ Wiz 1
**Components:** S, M/DF
**Casting Time:** 1 action
**Range:** 60 Ft.
**Area:** Quarter circle emanating from the caster out to range of the spell.
**Duration:** Concentration, up to 1 round/ level
**Saving Throw:** None
**Spell Resistance:** No

### Description

A favored spell among the rogue-wizards of the Scaled, *detect gold* is used, quite obviously, to find hidden treasure. In actuality, the spell can be used to detect any sort of metal precious to the caster. For obvious reasons, members of the guild prefer to stick with gold, but martial members have found *detect iron* useful in avoiding ambushes.

### Spell Effect

The caster can detect the presence of any one type of metal (chosen at casting). Metal of the type chosen will glow with a faint aura only visible to the caster. The aura is strong enough to be seen through cloth or even loose earth but not through a solid object, such as a wooden door or a stone wall. However, the caster does receive a mental impression if the chosen metal is present within the spell's area — unless the metal is blocked by 1 ft. or more of stone, a thin sheet of lead or 1 inch of another metal (unless of course the lead or metal is what is being detected). The caster does not, however, have a focused sense of direction to the metal and must canvass the spell's area in order to home in on the precise location. The more of the metal present, the stronger the aura or impression.

*Arcane Material Component:* A small sample of the metal being detected.

## Dirge of Woe

*Causes nearby creatures to lapse into despair.*

Enchantment (Compulsion) [Mind-Affecting, Sonic]
**Level:** Brd 3
**Components:** V
**Casting Time:** 1 action
**Range:** Personal

**Targets:** All creatures within a 30-ft.-radius centered on the caster.
**Duration:** Concentration, maximum 1 minute/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

## Description

The *dirge of woe* is a haunting and melancholic melody composed by the Mourners of Hollowfaust. The dirge brings out feelings of despair and hopelessness in those who hear it, causing them to cease their current activities, as they realize the pointlessness of it all.

## Spell Effect

All creatures within 30 feet of the caster that fail their saving throws will lapse into a deep depression. Despairing creatures will stop what they are doing and are 50% likely to drop whatever they are holding. All affected creatures will take no action other than to lament their misfortune for as long as the bard is playing.

The spell is immediately broken if any of the victim's are attacked. Additionally, any action to which a depressed creature would normally react violently allows it another Will save to break the spell. For example, someone trying to steal the treasure guarded by a despairing sentinel.

# Disappear

*Caster becomes invisible for 2 rounds.*

Illusion (Glamer)
**Level:** Brd 1, Sor/Wiz 1
**Components:** V
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 2 rounds (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

Disappear was originally devised by a Purist Mage who tired of losing promising students to coal goblin ambushes. The Purist Mages are an extremist faction of spellcasters from Darakeene who believe that real power and knowledge can only be obtained through the "pure" study of magic. They only allow wizards and the occasional loremaster into their ranks, and they never multiclass or even associate with non-arcane focused individuals if at all possible. The Purist Mages are one of the leading voices for arcane study that foments rivalry between arcane spellcasters and those divine priests who claim such magic is titan-tainted. Nerrith, the present mistress of the Phylacteric Vault, is thought to have long-considered membership in this group.

## Spell Effect

With a single spoken syllable, the caster disappears from sight with a brief puff of blue smoke. For the round of casting and the round directly thereafter, the caster remains invisible, as by the spell *invisibility*, with normal restrictions on attacking and the like. The caster will reappear at the start of the third round if not already visible by then.

This spell has the additional advantage that it was specifically designed to escape from combat, and therefore, its power is easy to unleash, even under duress. The caster receives a +4 bonus to his Concentration check if he must make such a check in order to complete the casting of this spell (this bonus stacks with any other bonus, such as from the Combat Casting Feat).

# Distort Shadow

*Change the shape of any ordinary shadow.*

Transmutation
**Level:** Sor/Wiz 0
**Components:** S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One shadow
**Duration:** 10 minutes/level (D)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

Thought by most to be little more than a learning tool for penumbral lords, this spell has nevertheless proved a useful means of trickery or surprise when used in conjunction with *reshape shadow*.

## Spell Effect

This simple spell changes the size of an existing shadow. A shadow can be distorted to appear as small as 1/10 its normal size or as large as 10 times its normal size. The shape of the shadow is always the same as it was before; only the size is altered.

The Game Master may grant up to +3 or –3 modifiers to Hide checks based on smaller or larger shadows, depending on the situation.

# Divine Raiment

*Opponents can't attack you, but you can attack.*

Abjuration
**Level:** Clr 3, Missionary 3, Protection 3
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** Self or one creature of the same religion
**Duration:** 2 rounds/level
**Saving Throw:** Will negates
**Spell Resistance:** No

## Description

This spell is a favorite of the priests of Corean, who send their paladins into battle protected by its magic. This tactic was battle-tested during the Divine War when Corean's followers lead a charge to save their allies in Hedrad. Cloaked in *divine raiments*, the paladins of Corean were able to fight their way through the great prides of the proud (see **Creature Collection**) and rescue their ailing foes. Of course, the appearance of Corean himself had something to do with the victory, but even a god's attention is drawn when so many are covered with his blessings.

## Spell Effect

This spell operates similarly to the spell *sanctuary*, but with the distinction that a *divine raiment* does not break if the creature it protects directly attacks another. Whether the protected creature attacks or not, anyone who wishes to do direct harm to the creature protected by *divine raiment* (including melee or ranged attacks or targeted spells but not area of effect spells such as *fireball*) must make a Will save. Success means the attacker may act normally and need not save again in order to continue attacking the protected creature. Failure means the attacker loses the action(s) committed to the attack and may not attack the protected creature at all that round. However, the attacker may attempt another save the next round.

# Divine Wisdom

*Subject gains 1d4+1 Wis for 1 hr./level.*

Transmutation
**Level:** Clr 2, Drd 2, Pal 2, Rgr 2
**Components:** V, S, DF

**Casting Time:** 1 action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

## Description

A common prayer among priests is a call for guidance in times of hardship. This spell is just that, a gift from the faithful's god to his follower granting him greater spiritual strength, clarity of purpose and the focus to be more aware of his surroundings.

While under the effects of *divine wisdom*, clerics find their god's blessings even easier to embrace, paladins become ever more resistant to temptations and the influences of the dark forces they face, and rangers gain the insight to track the most elusive of prey.

## Spell Effect

The subject gains a greater sense of inner balance and mental strength as well as a tangible connection to her god. *Divine wisdom* grants an enhancement bonus to Wisdom of 1d4+1 points, adding the usual benefits to ability and skill checks, as well as Will saves.

An increased Wisdom score may allow the subject to prepare more spells. For each additional spell prepared by virtue of the recipient of this spell having a higher Wisdom than normal, one random spell of the same spell level is lost from preparation as if it had been cast when *divine wisdom* 's duration ends.

A creature cannot benefit from another casting of *divine wisdom* for one week after receiving the spell.

# Dolomar's Limited Liquification

*Caster assumes a liquid state.*

Transmutation
**Level:** Sor/Wiz 5
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

When Dolomar was set upon by the Obsidian Hound on the streets of Hedrad, the wizard narrowly escaped a quick death from the hound's jaws by turning himself into a puddle and draining down into Hedrad's sewers. By the time the hound tore up the street to get to Dolomar, the wizard had pulled himself together and teleported to safety.

## Spell Effect

*Dolomar's limited liquification* allows the caster to alter his body and carried accoutrements into a malleable, mostly liquid magical state. While the caster retains some semblance of his normal form, he is completely liquid — rippling and undulating like a puddle as he moves. In addition, the caster is able to split and rejoin as if he was living mercury.

While liquefied, the caster may act normally, including casting spells, so long as the spells have no material or verbal components. Any physical attacks made by the caster are ineffectual, although touch based spells operate normally. The caster gains damage reduction 20/+1, can breathe water and may Hide at a +15 bonus when completely submerged in liquid. Solid objects cannot be manipulated. The caster may slip out of or through solid constraints such as nets, ropes or the arms of a grappler automatically and may pass through openings of any size as quickly as a body of water of similar volume could pour through the same opening. Sealed barriers such as *walls of force*, *stone* or *iron* cannot be bypassed through the use of this spell.

*Material Components:* Several drops of water.

# Dolomar's Force Wave

*Pushes away surrounding objects and creatures.*

Evocation [Force]
**Level:** Brd 2, Sor/Wiz 2
**Components:** V, S
**Casting Time:** 1 action
**Range:** Personal
**Area:** 10 feet +1 foot/level radius burst outward from caster
**Duration:** Instantaneous
**Saving Throw:** None (see text)
**Spell Resistance:** Yes

## Description

"Yes, 'tis true," Andrometus said, "It was after that nasty run-in with the pack of rat goblins that Dolomar invented this one. Once he got himself patched up and cured of all that disease, he went back to the Brown Gorger den where the goblins and ratmen were holed up. They came scampering out of their hole, but any time they got close to Dolomar, he just tossed the whole horde of them around like leaves in the wind.

"Fortunately for me, Dolomar showed me the secret of the magic before he died, so now, I can keep all the adoring mobs of ladies under control after my performances...."

## Spell Effect

*Dolomar's force wave* radiates hemispheric waves of invisible force in every direction except down. The waves of force push objects and creatures directly away from the caster, similar to the effects of a bull rush attack. Since this is a force effect, *Dolomar's force wave* will even affect incorporeal and ethereal targets.

Though no saving throw is allowed in the conventional sense, each creature in the area of effect makes an opposed Strength check per the rules for bull rush attacks (see *core rulebook I*, p. 136). The force wave is considered to be of Medium-size, not charging and has a Strength of 12 + 1 per 2 caster levels. Creatures affected by the *force wave* will automatically be pushed the maximum distance based on the result of the opposed Strength check (5 ft. + 1ft. for each point the *force wave* exceeded the victim in the opposed Strength check) out to the limit of the *force wave's* area of effect.

Note that the caster does not move and no attacks of opportunity can be made against the caster (except the normal ones for casting spells in combat) as a result of the *force wave's* bull rush. Attacks of opportunity may be made against those pushed back by the *force wave* per the normal bull rush rules.

The results of *Dolomar's force wave* on unattended objects within the spell's area of effect should be adjudicated by the GM. Most small items will be turned over and pushed to the edge of the spell's radius. Large, heavy objects, and braced objects may not be affected. For breaking down doors and such, assume the force wave has a Strength of 12 + 1 per 2 caster levels.

## Dolomar's Mapping

*A spirit creates a map of the caster's movements.*

Conjuration (Summoning) [Law]
**Level:** Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5ft./2 levels)
**Effect:** One summoned creature
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

This spell summons an invisible spirit that will hover near the caster scrawling on parchment with the quill pen supplied with the material components of the spell. The summoned spirit is actually a spirit of law, so it's ideally suited to accurately record the caster's surroundings. The effect of the spell is to create a fully accurate map of all regions that the caster moves through. At the end of the spell's duration, the spirit vanishes, leaving the parchment map behind.

The spell is credited to the wizard Dolomar, one of few humans ever to be accepted by the dwarven wizards of Burok Torn. His development of this spell and his sharing of it with the dwarven wizards no doubt had some part in forming that friendship. More importantly, Dolomar personally adventured with some of Burok Torn's dwarven defenders as they utilized this spell to map out portions of the labyrinthine tunnels built by the dark elves of Dier Drendal to protect their underworld domain and for use as a staging ground for assaults against the dwarves.

Dolomar's spell eventually made it to the arcane libraries of Darakeene and, from there, has seen broad usage by explorers to create accurate maps of wilderness and ruins.

### Spell Effect

The spirit will accurately map any area the caster traverses that the spirit can see (it possesses darkvision 30 ft. plus normal human sight). The spirit conforms to the statistics of a small air elemental (see *core rulebook III*, p. 81), although it is considered a spirit of law, not an elemental. The spirit also possesses a Search skill of +5 and, similar to elves, has a chance to notice a secret door if it passes within 5 ft. of one. The spirit will record any secret doors it detects but will not actively search for them. The spirit will additionally record any special notes as instructed by the caster (e.g., to indicate traps the caster's rogue friend discovers). The spirit will not fight or perform any other action except to follow the caster and map. If attacked, it will simply endure the punishment until destroyed without counterattacking (killing the spirit therefore earns no XP, of course).

*Material Components:* A quill pen and a piece of parchment.

## Doomwail

*Victims must make Will saving throws or be deafened or paralyzed.*

Necromancy [Fear, Sonic]
**Level:** Brd 5, Clr 5, Sor/Wiz 5
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels)
**Area:** Cone
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

### Description

A far more powerful version of the *phantom's howl*, the *doomwail* is a dread spell used by the Mourners of the Chorus of the Banshee in Hollowfaust. Only a few necromancers outside of Hollowfaust purportedly have use of the spell, as do some of Belsameth's priests.

### Spell Effect

All those caught within the *doomwail* must make Fortitude saving throws. Those who succeed avoid the worst of the spell's effects but are still shaken (see page 85 of *core rulebook II*) for 3d8 rounds. Those who fail are also shaken, as above, and must additionally roll 1d100 on the following table.

| Roll | Effect |
|---|---|
| 1-50 | Victim is deafened (see page 84 in *core rulebook II*) |
| 51-75 | Victim is paralyzed (see page 85 in *core rulebook II*) |
| 76-00 | Victim is deafened and paralyzed. |

*These effects of this spell remain until magically cured.*

## Dowsing

*Locates nearby sources of potable water.*

Divination
**Level:** Brd 0, Rgr 1, Sor/Wiz 0
**Components:** S, M
**Casting Time:** 1 full round
**Range:** Personal
**Effect:** See text
**Duration:** Concentration
**Saving Throw:** None
**Spell Resistance:** No

### Description

This simple cantrip is one of the most common divinations in the world. Nearly everyone in the Scarred Lands has seen the apprentice magician with his forked stick, searching for water. Many a wandering bard or ranger owes her life to this simple spell.

### Spell Effect

The cantrip has two forms. First, it can detect the nearest potable water on the surface, if it lies within Long range (400ft. + 40ft./level). The caster can also search for subterranean water within Close range (25 ft. + 5ft./2 levels). The caster holds the fork of the stick in his two hands. The stick twists to point at the nearest water within the spell's range (assuming there *is* any water). The cantrip lasts as long as the caster concentrates upon maintaining the spell.

*Material Component:* A forked stick.

***Dragon's Breath.***

## Dragon's Breath

*Caster breathes damaging effect, 1d6 per level.*

Evocation [Acid/Cold/Electricity/Fire]
**Level:** Sor/Wiz 3
**Components:** V, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels) for cone or Medium (100 ft. + 10 ft./level) for ray
**Area:** Cone or Ray
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

### Description

It is said that Vangal himself breathed life into this fearsome spell, a claim supported by the destructive qualities of the magic and its side effects on the caster. Though not as widely used as such staples as *fireball* or *lightning bolt*, *dragon's breath* is none-

theless a fairly popular spell due to its great versatility and ease of casting.

## Spell Effect

*Dragon's breath* allows the caster to spew forth a breath attack similar in nature to that of a dragon's breath weapon. There are five different forms of the spell, though the wizard need prepare the spell only once and choose the variety of breath attack at the time of casting. Each form requires different material components to successfully cast, while none of the versions require somatic components of any sort.

A character under the effect of a *dragon's breath* spell may breathe a cone of fire, cold or corrosive gas or a stream of acid or lightning. The attack inflicts 1d6 points of damage per level of the caster (to a maximum of 10d6) to all creatures within the attack's area of effect. Note that the attacker need not expel the entire attack at once; a 10th-level character could, for example, breathe two 5d6 cones of fire or one 10d6 cone or five 2d6 cones. If a round passes with no attack, however, the remainder of the spell's effect is lost.

*Material Components*: The material component of the spell is a small amount of dragon's blood corresponding to the breath type being used. The blood is mixed with another component appropriate to the breath type: oil for fire, acid for acid, a frozen liquid for cold, liquid chlorine for corrosive gas and melted copper for electricity. This mixture is drunk on casting, causing the caster to lose one hit point (no save) for every die of damage inflicted by the spell.

# Eclipse

*Causes the sun(s) in the sky to be eclipsed.*

Transmutation
**Level:** Penumbral Lord 9
**Components:** S, M, XP
**Casting Time:** An entire night
**Range:** The sun (or suns)
**Effect:** The entire world
**Duration:** 10 minutes/penumbral lord level
**Saving Throw:** None
**Spell Resistance:** No

## Description

While, as far as it is known, this spell has never been cast in the Scarred Lands, there are some spellcasters who have claimed to possess one of the two famed tomes that are supposed to contain the spell (the aptly named Penumbral Portfolio and Argesy's Black Hide Tome, a scrapbook collection of great magic thought to be within the walls of Hollowfaust). However, only one ever claimed to have mastered the spell, the diabolical Dar'Tan. Some legends suggest that this spell was a (if not "the") centerpiece of a Slarecian invasion plan, while others feel a Slarecian penumbral lord must have used the spell during the Titanswar and, thus, propelled his race to a near stalemate with the gods themselves. Whatever the truth of all those legends, the powers of the spell live up to the stories, for it indeed causes the sun to be slowly blotted out, as if by an eclipse.

## Spell Effect

The tremendous power required to control the conjunction between the Plane of Shadow and the Prime Material Plane that this spell creates requires the caster to spend the entire night before the day of the *eclipse* in preparation. At dawn, the casting is complete and the penumbral lord may choose any moment of the next day, from sunrise to sunset, for the effects of the spell to begin. There is a period of several moments prior to the actual duration of the spell when the sun is slowly blocked and then more time

after the spell's duration when it is slowly revealed, but there are no special effects during this time except those the GM decides to impose for low light.

The effects of this spell cover the entire geographical area of the world that is illuminated by sunlight at the moment the caster decides to initiate the effects. When the duration of the spell begins, the entire sunlit surface of the world is blanketed by very dim light. Normal vision allows sight up to 20 feet, while low-light vision doubles this to 40 feet. Darkvision affords no benefits, as this is considered magical darkness. Likewise, no light, whether mundane or magical (including *all* effects not created directly by a god, even if that effect says that *it* overrides all other variations of light or dark), will push back this darkness; in fact, such effects do not operate at all. Mundane light sources are extinguished, magical lights are dampened until the end of the spell, and magic that creates light, darkness or related effects simply does not function.

While bathed in this environment of magical shadow and with the proximity of the Plane of Shadow, a penumbral lord is able to use his shadowcast ability without the need to expend hit points in the place of prepared spells. That is, a penumbral lord may cast all of his prepared spells of whatever variety up to 6th level without limit until the eclipse passes. 7th- and 8th-level spells may be shadowcast as per the normal means (i.e., at the expense of 7 hp to unleash *shadow storm* or 16 hp to cast *horrid wilting*, assuming the penumbral lord in question had these spells prepared).

Any penumbral lord gains this benefit during an *eclipse*, not solely the one who cast the *eclipse*.

*Material Components*: A large diamond worth at least 25,000 gp and a black velvet or silk cloth with which to cover it. The diamond is consumed in the casting.

*XP Cost*: 5,000 XP.

## Enkili's Luck

*Bestows a brief bout of ill fortune upon the subject.*

Transmutation [Chaotic]
**Level:** Clr 2, Chaos 2
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels)
**Target:** One creature
**Duration:** One action (see text)
**Saving Throw:** Will negates
**Spell Resistance:** Yes

### Description

*Enkili's luck* is a phrase often used in the Scarred Lands to describe particularly bad fortune. Targets of this spell suffer immediate and occasionally disastrous setbacks that resemble maliciously random chance.

### Spell Effect

The first important action the subject attempts after the spell affects him is treated as if the player or GM rolled a natural 1. It won't affect an attempt to juggle balls out of boredom, but it will affect an attempt to juggle balls when the subject must impress the king or be executed. It always affects attack rolls if the subject is in real combat (not practice sessions). Note that the spell's effect only applies to actions the victim of the spell initiates, so die rolls for saving throws, initiative rolls or other reactionary or passive rolls are not affected, nor do they "use up" the spell's effect.

*Material Components*: A shard from a broken mirror and a tuft of fur from a black cat.

## Enkili's Lightning Storm

*Causes an electrical storm that the caster can control.*

Evocation [Electricity]
**Level:** Air 6, Clr 6, Sor/Wiz 6
**Components:** V, S, M/DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level).
**Area:** Cylinder (20 ft. radius, 60 ft. high)
**Duration:** 1 round/6 levels
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

### Description

*Enkili's lightning storm* taps into the power of the flail of the god Enkili, causing thunderbolts and lighting to spew into the target area. This spell was first used by Eldreth the Archmage at the beginning of the Titanswar, when he destroyed entire units of enemy forces by sweeping the lightning storm across the battlefield. His career as a servant of Enkili was cut short while battling forces of the titan Mormo, where his magical prowess proved no match for the might of the Mormo's hero Transia.

Since the Titanswar, this spell has been available to priests of Enkili and other servants of the Trickster. It is a closely guarded secret and not given to outsiders without significant recompense — usually in the form of a quest.

### Spell Effect

The *lightning storm* strikes from the heavens, creating a column of raging electrical energy. The spell does 1d6 points of damage per caster level (maximum 15d6) to all caught within the area of effect. The caster can move the *lightning storm* by up to 20 feet per combat round (concentration required). Every round of the *storm*, targets within its area of effect may make a Reflex save to halve the damage caused by the *storm* that round.

Objects within *Enkili's lightning storm* are subject to the same damaging effects caused by a *lightning bolt*. All creatures within the *storm* are considered to have one-quarter concealment because of reduced visibility. This spell is only usable outdoors.

*Arcane Material Components*: A piece of fur, a glass rod and a lump of clay.

## Enkili's Prank

*Confuses the magic of a spellcaster, causing him to discharge the wrong spell.*

Enchantment (Compulsion) [Chaotic, Mind-Affecting]
**Level:** Brd 2, Sor/Wiz 2, Trickery 2
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels)
**Target, Effect or Area:** One spell caster
**Duration:** Discharge (D), 1 hour maximum
**Saving Throw:** Will negates
**Spell Resistance:** Yes

### Description

*Enkili's prank* is an unpredictable, dangerous spell that subtly rearranges spell triggers in a spellcaster's mind. When a caster releases his next spell while under the influence of *Enkili's prank*, he casts the wrong one, with random results.

The most common use of this spell is to humiliate or ruin another spellcaster. Some believe that it was by means of this spell that Queen Geleeda of Calastia finally usurped King Virduk's primary confidence away from

the king's long time advisor Anteas. The wizard planned to put on a display of *pyrotechnics* at a royal celebration of Calastia's newly formed diplomatic unity with Ankila, but Anteas's display of fireworks suddenly turned to political disaster when he *disintegrated* the princess of Ankila and Calastia was forced to conquer the land (after Anteas managed to *teleport* himself and King Virduk back to Vashon). Some scoff at this story, but Yugman the Sage swears it to be true.

## Spell Effect

This spell has no effect when cast on a non-spellcaster (including those who have spell-like abilities as opposed to prepared spells). Spellcasting targets must make a Will save to resist the effects. The Game Master should roll this save secretly if the spell is affecting a player character, as the target of this spell cannot be certain if he resisted it or not.

If the saving throw fails, the next spell the caster invokes is chosen randomly by the Game Master from the caster's remaining prepared spells (or simply chosen by the Game Master for more interesting roleplaying — leaning toward the absurd or disastrous given that the spell stems from the god of trickery and the unlucky). If the caster has only one spell prepared when afflicted by the *prank*, the *prank* has no effect.

The *prank* must take place within an hour of casting or its power is lost.

# Enumerate

*Allows caster to quickly count a number of creatures or objects.*

Divination
**Level:** Sor/Wiz 0
**Components:** S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels)
**Area:** 10 ft. radius
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

## Description

Sages say this calculating spell was a gift from Tamul, the inventor of mathematics.

## Spell Effect

The spell allows the caster to instantly know the quantity of any items of similar nature within the spell's area of effect. The spell only counts what would be obvious to the caster. For example, a caster could use this spell to quickly determine the number of bottles of wine laying in a wine rack but not which bottles are of different varieties of wine, since this would require the caster to open the bottles and smell/taste the contents. The caster might, however, calculate the amount of copper coins in a pile even if he cannot see every coin.

# Ephod of Melee

*Creates a magical vest that protects against missile attacks and distance spells.*

Abjuration
**Level:** Pal 1
**Components:** V, S, M, DF
**Casting Time:** 1 round
**Range:** Personal
**Target:** You
**Duration:** 2 rounds/level
**Saving Throw:** None
**Spell Resistance:** No

## Description

Melee is a much more honorable form of combat for paladins than shooting missiles from a safer distance. Yet, while paladins prefer to do battle hand-to-hand, their enemies often do not. Therefore, this spell creates special protection against distance attacks and allows the paladin to close with missile-firing enemies or to endure their attacks if she is unable to engage in melee with them. When the paladin casts this spell, she causes a magical vest to appear over her torso and midriff, although her entire body enjoys the benefits of this spell.

## Spell Effect

The *ephod of melee* decreases chances to hit the paladin with missile attacks, including spells that require ranged attack rolls (such as *ray of enfeeblement*). The paladin gains a +1 deflection bonus to his AC for every three caster levels. Additionally, the paladin gains a +1 competence bonus to Reflex saving throws for every three caster levels versus spell, spell-like or supernatural ranged attacks.

*Material Component:* A small, cloth gorget or mantle worn about the neck, shoulders and/or upper chest of the paladin. This object must be inscribed with the holy symbol of Corean.

# Ethereal Bolt

*Bolt damages ethereal and incorporeal targets.*

Evocation [Force]
**Level:** Sor/Wiz 2
**Components:** V, S, F
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level) or (50 ft. + 5 ft./level)
**Area:** 5 ft. wide to Medium range (100 ft. + 10 ft./level) or 10 ft. wide to 50 ft. + 5 ft./level
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

## Description

Plagued by the legions of wraiths Belsameth would raise from the dead souls sent to her domain after the battles of the Divine War, the moon hags crafted the *ethereal bolt* to wreak havoc upon Belsameth's ghostly legions and send the souls back to the domain of the goddess of nightmare a final time.

It is believed that a human Albadian witch later learned the spell from an ice hag, and the Albadian people have since relied on the spell's power to protect them from the spirits that haunt the northern wastelands.

## Spell Effect

A bolt of translucent, blue-white energy shoots from the caster's fingertips, much as a *lightning bolt* would, but the *ethereal bolt* only damages incorporeal creatures or creatures that exist in the ethereal plane. The *ethereal bolt* does 1d10 points of force damage per level (maximum 5d10) or half damage if a victim makes a Reflex save.

The energy released by this spell exists primarily in the ethereal plane. As such, it has no effect whatsoever upon creatures or objects in the physical plane. The bolt will ignore corporeal walls, doors, armor, items and normal creatures.

It should be noted that this spell does not empower the caster to see into the ethereal plane or through solid objects.

*Focus:* The eye of a creature with a gaze attack.

# Ever Scent

*Creates an illusory smell.*

Illusion (Glamer)

**Level:** Brd 2, Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Touch
**Target:** One creature or object
**Duration:** 1 hour/level (D)
**Saving Throw:** Will disbelief
**Spell Resistance:** Yes

## Description

The bard Meerlah always smells of fresh lavender or red lotus when playing at the courts of Scarred Land nobility, while Charduni generals often have their war scepters wrapped in the smell of decaying flesh.

## Spell Effect

The target radiates a particular scent chosen at casting. The effects of the scent depend on how strong the caster makes the odor and how sensitive the noses of those near the target are. Anyone who has reason to and, therefore, attempts to disbelieve the effects of *ever scent* may do so normally with a Will save.

Potential uses of *ever scent* include:

1. Providing an appropriate fragrance to give a target creature a +3 circumstance modifier to Charisma checks and skill checks involving Charisma.
2. Masking the odor of foul-smelling creatures like troglodytes or masking the target's odor to make him more difficult to track (+2 DC to Wilderness Lore rolls for tracking) and to prevent creatures with the scent extraordinary ability from detecting or tracking him.
3. Granting the target a foul-smelling odor that affects foes as the troglodyte stench extraordinary ability. Victims who have no reason to disbelieve the illusion or who fail to disbelieve it and are within 30 ft. of the target must make a Fortitude save versus the DC for ever scent or be nauseated (see core rulebook II, p. 85). The nausea lasts 10 rounds and deals 1d6 points of temporary Strength damage. The caster will not be affected, as he will have disbelieved the illusion automatically. The caster's allies may get a +4 bonus on their Will save to disbelieve, provided they know of the spell and the tactic, but if they fail, they must make a Fortitude check as above.

*Material Component:* A sample of something that has the same scent as the spell is intended to produce.

# Flame Bolt

*Shoots flaming missiles*

Evocation [Fire]
**Level:** Sor/Wiz 1
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One or more creatures, no two of which can be more than 15 ft. apart.
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** Yes

## Description

Many forget that Corean is the god of fire, as well as the god of chivalry. However, the hermit-mage Abdi of the World's End Mountains never forgot. Meditating on Corean's teachings, he hit upon the formula for this spell, one used to good effect during many battles of the Divine War. Abdi survived the destruction of the World's End Mountains and spread word of his discovery to other wizards devoted to the Avenger.

## Spell Effect

You create two flaming missiles, plus one for every two levels of experience past 1st. Thus, you have two bolts at 1st level, three bolts at 3rd, four bolts at 5th, etc.

This spell differs from the more common *magic missile* in that it provides more missiles, does fire damage, requires a ranged touch attack roll for each bolt and has no upper limit on the number of bolts created. Each *flame bolt* that hits its target does 1d4+1 points of damage.

*Material Component:* A pinch of sulfur.

# Flame/Frost Weapon

*Sheaths a weapon in fire or ice.*

Evocation [Fire/Cold]
**Level:** Drd 2, Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Target:** One weapon or creature
**Duration:** 1 round/level (D)
**Saving Throw:** Reflex negates (harmless, object)
**Spell Resistance:** Yes (harmless, object)

## Description

Flaming swords and frost-rimmed arrows are popular staples in the heroic tales the bard Andrometus spins throughout the taverns of the Scarred Lands. No doubt Andrometus' adventures with the late wizard Dolomar, who is credited with inventing this spell, played some part in forming the material for the bard's tales.

Since few adventurers have the means to acquire truly enchanted weapons of flame and ice in the Scarred Lands, they count themselves fortunate to have a sorcerer about who can use this evocation to duplicate such weapons powers, if only for a short time.

## Spell Effect

One weapon touched by the caster is wreathed in fire or frost for the duration of the spell. A weapon so treated causes no injury to its wielder and remains undamaged by the effect, but it inflicts an additional 1d6 of magical fire or frost damage on a successful strike. The caster must choose upon casting whether to imbue a weapon with fire or frost and cannot change this effect later.

A missile weapon enchanted with this spell causes a fire or frost effect on all missiles that it fires.

An individual may be enchanted with this spell, causing the subject to be covered with a thin sheen of fire or frost that adds the appropriate damage to the subject's natural attacks. An unarmed creature affected by this spell is treated as having the Improved Unarmed Strike feat — that is, it can fight unarmed without provoking attacks of opportunity and can make such attacks against other unarmed creatures that come within striking range.

A *flame/frost weapon* effect cannot be stacked and cannot be placed upon a weapon that already has a permanent elemental enchantment. For instance, you cannot cast this spell upon a *flame tongue* or an *ice sickle*.

*Material Components:* A mixture of alchemist's fire and pitch (for flame) or a solution of water from melted snow mixed with sawdust (for frost).

# Flash

*Causes a flash of light that blinds enemies.*

Evocation
**Level:** Brd 1, Sor/Wiz 1
**Components:** V, S, M

**Casting Time:** 1 action
**Range:** 5 ft.
**Area:** 15-ft.-radius burst
**Duration:** 1 round/level
**Saving Throw:** Reflex negates
**Spell Resistance:** Yes

## Description

A spell popular among the Scaled in Hedrad. When these wizard-rogues are confronted with a city patrol that would seek to impair their freedom or, even worse, cause the rogues to part with their plunder, a quick *flash* and fleet feet are often enough to make good an escape.

## Spell Effect

*Flash* causes a small object, no larger than a coin or pebble, to explode and emit a brief, but dazzling, burst of light when thrown to the ground. Any creature witnessing the flash must make a Reflex save or be temporarily blinded (see *core rulebook II*, p. 83) for 1d3 rounds. The caster is assumed to shield his eyes before invoking the *flash* and is not affected. Light-sensitive creatures add +5 to the DC of their saves and suffer 1 additional round of blindness.

*Material Component*: Any item smaller than a coin.

# Freezing Curse

*Target is frozen solid.*

Transmutation
**Level:** Drd 7, Sor/Wiz 7
**Components:** V, S, M/DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

## Description

This potent spell literally freezes a target and turns its bones to ice. Albadian campfire stories tell of powerful ice hags who keep trophy collections of frozen Albadian warriors and sorceresses in the hags' great ice caverns. Nomads on the Plains of Lede have similar stories of the ancient Slarecians, who, so the legend goes, cast this spell upon themselves, entombing themselves in ice to escape the wrath of the gods and to forever to remain frozen, until someone discovers their frigid prison deep inside the Canyon of Souls. Whether they still remain, lying in an endless sleep, is pure speculation.

## Spell Effect

Upon finishing the spell, the caster's hands are coated with a glacial rime. The caster need then but touch the target to bring the full effect of the spell to bear. The target must then make a Fortitude save to avoid being frozen alive and encased completely in ice. If the save is successful, the victim is still chilled to the bone and takes 5d8 points of cold damage.

If the save is failed, the character freezes; every portion of his body turns to solid ice. The character so frozen is still alive and enters a state of suspended animation (see *temporal stasis* spell in *core rulebook I*) until the ice melts and she is restored to normal. Should the frozen victim be hit for more than 5 hit points of damage, her form shatters, slaying her instantly.

*Arcane Material Component*: A sliver of mirror which is consumed in the casting.

# Frog Tongue

*Transforms tongues into those of giant frogs, which may be used to attack enemies.*

Transmutation
**Level:** Drd 2
**Components:** V, S, M, DF
**Casting Time:** 1 round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature per three levels of the caster
**Duration:** 1 round/level
**Saving Throw:** None
**Spell Resistance:** No

## Description

By casting this spell, the druid transforms the tongues of herself and allies into the tongues of giant frogs. When this occurs, the skulls of the target creatures enlarge and become flat and frog-shaped, their faces become rough with warts and their mouths and jaws widen to accommodate the magical *frog tongues* that their own tongues have become.

## Spell Effect

The *frog tongues* are 12 ft. in length, thick and sticky. Those possessing these magical tongues gain one extra attack each round with their tongues at a +4 enhancement bonus to hit. If the tongue successfully hits an opponent, it will automatically wrap itself around the opponent and entangle them if they are Medium-size or smaller.

Entangled victims are -2 on attacks and have a –4 penalty to effective Dexterity. They cannot move except toward the tongue attacker. Entangled spellcasters must make a Concentration check (DC15) to cast a spell. A Strength check (DC 23) or Escape Artist check (DC 20) will allow a victim to free himself.

An enemy opposing a creature with *frog tongue* may choose to hit the tongue specifically, if it is extended and entangling an opponent. The tongue is AC 11 and has 10 hit points. If an enemy successfully destroys the *frog tongue*, then it can no longer be used, but the creature with the *frog tongue* takes no damage.

Once the spell's duration ends, the creature possessing the *frog tongue* returns to normal. Characters suffer a –3 circumstance penalty to their Charisma when possessing the *frog tongue*, unless they are dealing with amphibious creatures.

*Material Component:* A frog.

# Ganest's Farstrike

*Creates a bolt of flame with exceptional range.*

Evocation [Fire]
**Level:** Drd 3, Fire 3, Sor/Wiz 2
**Components:** V, S
**Casting Time:** 1 action
**Range:** Visual range
**Target:** One creature or object
**Duration:** Instantaneous
**Saving Throw:** Reflex negates (object)
**Spell Resistance:** Yes (object)

## Description

The summoner Ganest's legacy of magic contains innumerable conjurations and constructions he left behind to those brave enough to dare his former workshop and citadel in the Kelder Mountains. However, one evocation that made the summoner infamous to the nomads of Lede was his fiery *farstrike*, which would arc out from the balcony of Ganest's mountaintop citadel and strike opponents far across the plains.

## Spell Effect

*Ganest's farstrike* creates a bolt of flame that flies from the caster's finger to strike any single target within the caster's sight. The caster's sight may be augmented with *eyes of the eagle* or other effects to improve his natural vision, but visions based on *scrying* or similar effects do not aid in targeting this spell. *Ganest's farstrike* does 1d4 points of damage per level of caster (max 10d4) and has a chance of setting anything flammable it hits on fire. The bolt flies in a parabolic arc and, thus, can be seen coming from a distance, allowing the target time to get out of the way, hence a Reflex save negates all damage.

# Gas Cloud

*Creates invisible gas that can explode for 1d6 damage/level.*

Conjuration (Creation)
**Level:** Sor/Wiz 3
**Components:** V, S
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Fog spreads 30-ft. wide, 20 ft. high
**Duration:** 10 minutes/level or until discharged
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

## Description

This spell is a silent and invisible killer, especially of adventurers who bring their torches and lanterns underground, and is a popular spell with creatures with darkvision. It is said that there is a large *gas cloud* covering several miles within Hornsaw Forest.

## Spell Effect

*Gas cloud* creates invisible vapors whose most dramatic property is to explode whenever any type of flame is brought into its area. Whenever a flame, whether magical or normal, is brought into its area of effect, the *gas cloud* will explode, doing 1d6 damage per level of the caster (maximum 10d6), with a Reflex save for half damage. If a fire-based spell, such as *fireball*, is cast into *gas cloud*'s area, resolve both damage effects separately.

Creatures entering a *gas cloud* or coming within 5 ft. of one may make a Wisdom check (DC 18) to notice the faint odor of the *gas cloud*'s vapors. Creatures with *scent* will automatically detect the *gas cloud*, though they won't necessarily know what it is.

Like *cloudkill*, *gas cloud*'s vapors are heavier than air and will settle into the lowest point within the area of effect, seeping down into grates or chimneys, for example.

# Gaze of Truth

*Detects mind-controlling enchantments and illusions.*

Divination
**Level:** Pal 1
**Components:** S, DF
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

## Description

The *gaze of truth* is the first in a set of five virtuous spells that paladins call the Body of Corean (for details on all five of these spells see the description of *hand of justice*). The first virtue of a paladin is truth; a paladin's word is his bond, and those who would question the veracity of a paladin's words may as well question the knight's faith itself.

The *gaze of truth* enables a paladin to momentarily empower her eyes with the light of truth, so that she may see through manipulative magic that enslaves the minds of innocent creatures and see the true nature of things shrouded by illusion.

## Spell Effect

A paladin casts the *gaze of truth* upon her own eyes, which takes one action. The paladin may then gaze upon any one creature or object within Close range (25 ft.), including herself, to determine whether the creature or object is currently under the sway of a mind-controlling dweomer or shrouded by illusion magic. Once the paladin has cast the spell upon herself, she must immediately gaze upon the creature or object in question, or the spell is lost. Therefore, it is a good idea to have the subject of the spell already chosen and within the spell's range before casting it.

The power of this spell is enhanced as the paladin gains experience. When the paladin first obtains the ability to cast this spell at 4th level, she is only able to determine whether or not the subject is currently under the effect of a magical enchantment (such as *charm person*). At 7th level, the paladin is able to detect both enchantment and illusion dweomers. At 10th level, the paladin may see through any illusion magic to reveal the true nature of the subject viewed and can identify the exact nature of magic at work (the spell or spells on the subject). At 13th level, the paladin learns of any special requests or requirements placed upon the targeted creature by a mind-affecting dweomer. For example, the paladin would know the instructions of a *geas* laid upon a creature or would know what a creature has been asked to do while under the sway of a *suggestion*.

As with all of the Body of Corean spells, the holy symbol must be present at the casting of the spell as the divine focus. The symbol need not be wielded by the paladin, but must be displayed somewhere on the person of the paladin — perhaps engraved in the paladin's armor or painted on her shield.

# Ghostdweomer

*Creates a phantom dweomer around a spell or magic item to foil dispel magic attempts.*

Illusion (Glamer)
**Level:** Brd 4, Sor/Wiz 4, Trickery 4
**Components:** V, S, DF/F
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One spell or one magical item weighing up to 5 lb./level
**Duration:** Special
**Saving Throw:** None (see text)
**Spell Resistance:** No

## Description

*Ghostdwoemer* is a plague to the wizards of Burok Torn. In the dwarves', many battles with the dark elves of Dier Drendal, the dark elves rely on their magic to give their own warriors equal footing with the heavily armored dwarven guardians. The dwarven wizards' attempts to dispel the magic augmenting the dark elven warriors is often foiled by the dark elves' prolific use of *ghostdweomer*.

## Spell Effect

Intended to protect enchantments from being dispelled, this spell surrounds another spell or magical object with an illusory dweomer that foils *dispel magic*, *remove curse*, *break enchantment*, *greater dispelling* and similar attempts to strip or unravel enchantments from objects or creatures.

You must invoke the *ghostdweomer* upon the desired enchantment or object after it has been cast or created. Thereafter, any *dispel magic* (or similar spell) cast upon the enchantment protected by the *ghostdweomer* must first attempt to dispel the *ghostdweomer*. If the dispel attempt is successful, then *ghostdweomer* vanishes, but the original enchantment remains intact. After the *ghostdweomer* is removed, the object or enchantment can be dispelled normally. When used in this fashion, the *ghostdweomer* feeds upon and lasts for as long as the magics of the original enchantment it overlays. A *detect magic* or similar spell will reveal only the original enchantment.

This spell may also be used to produce a magical aura around a nonmagical item, as if it was affected by *Nystul's magic aura*. If used in this way, the spell lasts for up to 1 day/level.

Only one *ghostdweomer* may exist upon an object or enchantment at one time. Extremely powerful abjuration magics, such as *Mord's disjunction*, will function against both the *ghostdweomer* and the original enchantment.

*Focus:* A small square of silk with *Nystul's magic aura* cast upon it, which must be passed over the object that receives the aura.

# Gloom

*Creates an area of shadowylight around a touched object.*

Evocation [Darkness, Light]
**Level:** Brd 2, Clr 2, Sor/Wiz 2
**Components:** S, M/DF
**Casting Time:** 1 action
**Range:** Touch
**Area:** 20 ft. radius emanating from object touched
**Duration:** 10 minutes/level (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

This spell causes an object to radiate dense shadows to a radius of 20 feet.

## Spell Effect

The light created by this spell is in bands of light and darkness that somewhat impair vision, so that penalties for fighting, etc. in the affected area are as for one-quarter concealment (see Table 8-10 on page 133 of *core rulebook I*). Beings with low-light vision are not affected, but those with *darkvision* only are affected by this magical gloom. For the purposes of other magic or effects, the area of this spell is considered to be in shadows (e.g., for penumbral lord shadowcasting).

*Arcane Material Component:* A drop of pitch and a piece of phosphorescent moss.

# Glue

*Makes a 10-ft. square surface sticky.*

Conjuration (Creation)
**Level:** Sor/Wiz 1
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5ft./2 levels)
**Target, Effect or Area:** A 10-ft. x 10-ft. square
**Duration:** 1 round/level
**Saving Throw:** See text
**Spell Resistance:** Yes

## Description

Immobile opponents are much easier to hit — it's just a fact of combat. Thus, this conjuration sees prolific use by Scarred Lands wizards and sorcerers. Dwarven wizards have used it to stop those trying to scale their fortress walls, while the dark elves of Dier Drendal have, in turn, used it against the dwarves in their tunnel warfare to stop the dwarven warriors

from closing to melee with the dark elves' sorcerers.

## Spell Effect

This spell covers a surface with a layer of viscous, sticky fluid that restricts movement and adheres to most objects, preventing them from moving or being separated. Any creature that enters the area of effect must make a successful Reflex save or become temporarily stuck in place.

A character that becomes stuck suffers a -2 penalty to attack rolls and loses her Dexterity modifier to AC until she frees herself. To become unstuck requires a successful Strength or Escape Artist check (DC 20). Note that the fluid is extremely adhesive and that any brittle objects or fragile materials being forcefully removed from it may be damaged or broken during their removal.

Additionally, the fluid is flammable and, if lit, inflicts damage similar to that of alchemist's fire. The fire burns for 1d3 rounds and deals 1d6 points of damage each round to any creature that is confined within the area or attempts to pass through it.

Finally, the spell's adhesive properties may be neutralized with the application of alcohol.

*Material Component:* A piece of pinesap.

# Gluttony

*Fills targets with ravenous hunger for 1 minute/level.*

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Drd 4, Sor/Wiz 4
**Components:** V, S, M/DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** 30 ft.-radius burst
**Duration:** 1 round/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

## Description

This spell flows from the power of the titan Gaurak. *Gluttony* is especially favored by fatlings, as it allows them to pursue fast-moving creatures as they stop to dig into rations. Followers of the Ravenous One guard this spell zealously and have been known to hunt down others who have been seen casting it.

## Spell Effect

*Gluttony* causes all creatures, except the caster, in the area of effect to be overcome with ravenous hunger. Affected individuals may undertake no action except to seek out and devour the closest food. If attacked, they will defend themselves until immediate physical threats are gone, at which time they will resume their ravenous search for food. Creatures so affected will do anything to consume edible substances, though they may make an additional Will save to resist any act that is self-destructive (eating food they know to be poisoned) or that violates their alignments (eating a disabled companion). Creatures under the effects of this spell can generally consume a daily ration of food every 5 rounds.

*Arcane Material Components:* A drop of honey and a piece of moldy bread.

# Great Knock

*Destroys any one barred portal*

Transmutation
**Level:** Sor/Wiz 3
**Components:** V
**Casting Time:** 1 action
**Range:** Medium
**Area:** One door, box or chest with an area of up 25 square ft./level
**Duration:** Instantaneous
**Saving Throw:** None (Reflex half for burst effect)
**Spell Resistance:** No

## Description

More than a few wizards revel in the destructive capability of their spells. One such mage was Sumedeo,

who, in her day, was feared not so much for her malice as for the chaos she caused. In the course of her long magical career, Sumedeo created numerous variations on older spells — all of them much more destructive than the originals.

## Spell Effect

Much like the lesser *knock* spell, *great knock* breaks open stuck, barred, locked, held or *arcane locked* doors. In addition, the spell also opens secret doors and locked or trick-opening boxes or chests. Unlike *knock*, this spell shatters welds, shackles, chains and similar impediments (such as a portcullis), as well as the *arcane lock* spell. Furthermore, *great knock* removes all methods preventing egress through a single portal. The portal may be up to 25 square feet in area per level of the caster. Like *knock*, the location of the door or item must be known.

More significantly, *great knock* completely destroys the door or item in the process of opening it. Anyone standing within 10 feet of the other side of a *great knocked* door or within 10 feet of a chest, etc. takes 1d6 points of damage per two levels of the caster (maximum of 5d6 or less if the item being burst open is small) from flying debris. A Reflex save halves the damage.

# Greater Circle of Seeing

*View and affect locations where runes of seeing exist.*

Divination
**Level:** Sor/Wiz 8
**Components:** V, S, M
**Casting Time:** One day or 10 minutes (see text)
**Range:** See text
**Target:** Several linked *runes of seeing*
**Duration:** 1 hour/level (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

Known only to the inner circle of their cabal, this closely guarded spell was extremely rare, even prior to the demise of the black sorcerers of Ukrudan at the hands of the last asaatthi legions.

As far as anyone knows, in their haste to move on to other battlefields, the dwarven legions who ransacked the cabal's sanctuaries during the Divine War did not discover sufficient arcane texts or materials to allow their wizards to recreate this legendary magic.

Darakeene's arcane scholars believe the divination may now exist only in the fabled Tome of Ervithion, which itself seems lost to antiquity. Many wizards have journeyed to the Ukrudan Desert in the hopes of finding the tome or any other clues to this legendary spell within the ruins of the sanctuaries of the black sorcerers.

## Spell Effect

This spell functions as does a *minor circle of seeing*, except that it allows the caster to cast any spell of 4th level or less through the *circle* to the location of the viewed *rune of seeing*. Like *minor circle of seeing*, any spell cast through a *rune of seeing* connected to a *greater circle of seeing* makes that *rune* flare visibly during the channeled spell's casting time. Spellcasters present at the location of the *rune* may attempt to counterspell any spell cast through the *rune*. However, their Spellcraft checks to identify the spell being cast has a +10 DC penalty, since casters at the location of the *rune* cannot see the caster who is using the *rune* as a conduit.

Range and similar effects of a spell cast through the *greater circle* are computed as if the caster were standing on the *rune of seeing* he is currently viewing. No spells with a range of Touch may be cast through the *greater circle*. In addition, unlike the *minor circle of seeing*, all detection spells in effect on the caster function through the *circle* into the viewed location.

This powerful spell takes one day to cast if the *circle* is being created anew or 10 minutes to cast if a previously placed, permanent *circle* is being empowered.

Casting a spell through the *greater circle of seeing* requires a Concentration check against DC 22 + the spell level being cast. Failure means the spell intended to be cast through the *circle* fails and the spell is wasted. A natural roll of 1 on this check results in the caster being stricken as per a *confusion* spell cast at 15th level. No save or spell resistance is allowed against this *confusion* effect. No such roll is required to cast the *trigger rune* spell through the *greater circle of seeing*.

*Material Components*: The same as for the *minor circle of seeing*, except that four times the quantity of bone is required and four times the gold piece value is needed to permanently inscribe the *circle*. Drawing the complex and alien pattern of the *greater circle of seeing* requires an area of no less than 20 feet by 20 feet.

# Greater Familiar

*Summons a powerful familiar.*

Conjuration (Summoning)
**Level:** Sor/Wiz 5
**Components:** V, S, M, XP
**Casting Time:** 1 day
**Range:** N/A
**Target:** One summoned creature
**Duration:** Permanent
**Saving Throw:** None
**Spell Resistance:** No

## Description

This spell allows a truly adept arcane caster to call a familiar of greater power than that obtainable by an apprentice wizard.

## Spell Effect

As described in *core rulebook I*, pp. 50-51, all arcane spellcasters are able to summon magical beasts to be their familiars. With *greater familiar*, casters are able to summon familiars of greater power and ability into service.

Before casting ***greater familiar***, the caster must not have a current familiar, either because his old familiar died more than a year and a day ago or because he dismissed his old familiar in preparation for gaining a new, more powerful one with this spell.

Upon casting *greater familiar*, a sorcerer or wizard of 9th level or higher may select a new familiar from the Greater Familiar table. A caster of level 14 or higher may select a fantastic familiar from that table. A celestial, fiendish or any fantastic familiar will not serve a master who is more than one alignment category step away from the familiar's alignment (e.g., a quasit will only serve a chaotic neutral, neutral evil or chaotic evil caster).

Both greater and fantastic familiars possess all of the basic powers (Hit Dice, hit points, etc.) of normal familiars (see page 51 of *core rulebook I*). They also share with their masters the special abilities described on table 3-19 of *core*

### Greater Familiar

| Familiar | Special |
|---|---|
| Dire weasel | Master gains +2 bonus to Reflex saves |
| Fiendish dire rat | Master gains +2 resistance bonus to Fortitude saves and disease immunity |
| Celestial eagle | Master gains +4 bonus to Spot checks and excellent distance vision |
| Celestial/ Fiendish monkey | Master gains a +8 bonus to Climb checks |
| Celestial/ Fiendish wolf | Master gains +4 bonus to Listen checks and has use of the Track feat if accompanied by the familiar |
| Fiendish hawk | Master gains +4 bonus to Spot checks and excellent distance vision |
| Sentry crow | Speaks 2 languages, master gains +4 bonus to Spot checks |

### Fantastic Familiar

| Familiar | Special |
|---|---|
| Air elemental, small | Master gains air mastery and may *fly* once per day as a spell-like power |
| Earth elemental, small | Master gains earth mastery and may pass through solid rock or earth at 1ft. per round as a supernatural ability |
| Fire elemental, small | Master gains fire resistance 20 and casts all fire spells at +1 caster level |
| Water elemental, small | Master may breathe underwater and swim at 30 ft. base speed |
| Blink dog | Master may *dimension door* once per day as the blink dog's supernatural power |
| Imp | Master gains imp's *regeneration* |
| Lantern archon | Master gains +4 save vs. poison, petrification immunity and electrical resistance 20 |
| Pseudodragon | Master gains spell resistance 19 |
| Quasit | Master gains quasit's *regeneration* |

*rulebook I*, with the following two exceptions: 1. The familiar adds the caster's Intelligence ability modifier to its basic Intelligence from table 3-19 (fantastic familiars possess their normal intelligence if higher). 2. The range for the *empathic link* between master and familiar is one mile per 5 levels of the caster.

Fantastic familiars possess all of the their customary powers as described in *core rulebook III* and will use them as they see fit and usually as their master commands. Fantastic familiars will leave masters who do not treat them appropriately or do not act consistent with the familiars' particular alignment and loyalties. For example, pseudodragons will leave any master who does not please the dragon with gifts, compliments and pampered treatment or who treats other creatures with cruelty. Imps will leave any master who does not sufficiently cow the imp into proper service or who does not visit similarly cruel and ironhanded treatment on others.

If a greater familiar is destroyed or dismissed, the caster suffers an experience point penalty of 250 XP per class level or half that amount if he succeeds at a Fortitude saving throw (DC 18). For fantastic familiars this penalty is 300 XP per class level. If the familiar leaves or dies, the caster cannot summon a new familiar of any kind for a year and a day.

*Material Components*: The assortment of material components required to cast this spell costs 1,000 gp for "natural' familiars and 5,000 gp for fantastic ones. If this spell is later renewed, the cost is the same.

*XP Cost*: 50 XP per class level.

## Greater Healing Circle

*Heals 2d8+2/caster level damage in all directions.*

Conjuration (Healing)
**Level:** Clr 7, Drd 8, Healing 7
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Personal
**Target:** All living allies and undead creatures within a 3 ft./caster level radius burst centered on the caster
**Duration:** Instantaneous
**Saving Throw:** Fortitude half (harmless)
**Spell Resistance:** Yes (harmless)

### Description

Positive energies pour forth in golden cascading waves from the caster of this spell, refreshing all who are bathed in the golden light of purity. Conversely, all undead within its area of effect are seared by the energy.

The Faithful of Madriel use this spell to help push back the Dead Tides. The spell started as just a way to extend the healing capabilities of the Faithful, but it soon found its way into the scrolls and traveling spellbooks of those who would hunt the dead that still walk.

### Spell Effect

The spell is similar to *healing circle* except as noted above and here. *Greater healing circle* cures 2d8 points of damage +2 points per caster level (maximum of +40) to nearby living allies. Like other *cure* spells, the *greater healing circle* damages undead in its area of effect rather than healing them.

## Grim Feast

*Regain lost hit points by draining fresh corpses.*

Necromancy [Evil]
**Level:** Clr 1, Death 1
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** Up to one fresh corpse/level
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

### Description

Through the use of this spell, an evil cleric can cure himself of wounds by consuming the lingering life force of recently dead creatures. The last ounce of energy is sucked from the marrow of the corpses and channeled through the cleric's body, healing his injuries.

The spell is only used by evil clerics, as it requires the caster to metabolize negative energy without suffering damage.

### Spell Effect

The spell cures the caster of 1d4 lost hp per affected corpse. Dead bodies used in this way shrivel up and become unusable for anything else, including animation.

Only the bodies of size Small or larger, formerly living creatures can be used in this way. For example, the corpses of rats, constructs or undead are worthless, as are corpses more than an hour old.

## Grove of Serenity

*Creates a small grove of trees that provides rest and healing.*

Conjuration (Summoning)
**Level:** Drd 8
**Components:** V, S, M, DF
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5ft./2 levels)
**Effect:** A single grove or glade 30 ft. in diameter
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

Some powerful druids are able to create a peaceful glade or forest even in the most blasted and forsaken wilderness or in the heart of teeming cities. The peace and calm of nature that is obtained in the *grove of serenity* serves to relax and heal those in need and to restore lost vitality.

### Spell Effect

This spell creates a small, green glade or copse of trees that exudes peace and tranquility. Any characters who rest in the *grove* for eight hours have all lost hit points restored, are cured of any diseases and have all effects of poisons and fatigue removed. *Feeblemind*, mental diseases, blindness and deafness are not affected. The *grove* also provides 1d6 days worth of food in the form of fruits and other edible plant matter. In addition, the *grove* and all within it are *invisible* to all save those that the druid allows to see. Up to 10 characters may rest in the *grove* at any one time. The spell may only be cast outdoors.

*Material Component*: A leaf or piece of wood from the druid's sacred grove.

## Gutroot

*Causes plant matter in the stomachs of enemies to sprout and grow.*

Transmutation
**Level:** Drd 5, Plant 5
**Components:** V, S, M, DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One creature (see text)
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

Though Denev is certainly considered to be the Earth Mother, hers is not a creed solely of nurture. Denev is the Mother of All Nature, and while nature has its beauty, it also possesses a brutality that is monstrous to behold. This spell is one among many that proves that fact. Gruesome to witness, *gutroot* causes any plant matter in the stomach of its target to sprout and grow quickly, tearing its way out of the stomach lining and sometimes even bursting out of the victim's abdomen in a shower of gore.

### Spell Effect

The target of this spell must be either an herbivore or an omnivore (that is, one who actually eats plants on occasion) and is permitted a Fortitude save; success simply indicates an upset stomach. Failure indicates that the caster has seized all the undigested or partially digested plant matter in the target's stomach, fused it into a whole, living mass and caused it to grow at a tremendous rate, seeking the warmth of sunshine and nourishing soil. This causes 1d6 damage per caster level (maximum 15d6). If this damage is enough to kill the target, it is assumed that the writhing plant-tentacles have burst their roots through the abdomen of the victim and sprouted vines and foliage up his throat and out his mouth.

*Material Components*: A small bundle of roots dripped with bile.

## Hand of Justice

*Enables the paladin to mete out tremendous damage in combat.*

Transmutation
**Level:** Pal 4
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Personal
**Target:** You.
**Duration:** 1 round/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

Together with *gaze of truth*, *limbs of endurance*, *heart of valor* and *soul of mercy*, the *hand of justice* completes the set of five spells that paladins call the Body of Corean. Not only are these spells a means by which paladins may carry on the good work of their deity, but they also represent sacred communion with holy Corean himself — a special bond between the god and his holy knights.

Each spell is associated with a specific part of the paladin's body and soul, and each spell derives its power from the five sacred virtues of the paladin: truth, endurance, mercy, justice and valor. While each of the spells grants a specific power, the five spells cast simultaneously upon a paladin form the *armor of light*. Truly, a paladin who dons this sacred *armor* becomes a weapon of light and righteousness in the service of his god. The extraordinary powers of this sacred "suit" of *armor* are explained below after the effects of the *hand of justice*.

The *hand of justice* represents the power of the fifth virtue of a paladin. Justice comes in many forms. For the paladin invoking this spell, justice means swift retribution upon those who have injured the knight. Alternatively, the paladin may refuse to attack his enemy for one or more rounds and gather special, retributive strength that may be unleashed upon his foe.

### Spell Effect

When a paladin invokes the *hand of justice*, he must choose which of two powers he will use, for he cannot use both.

The first power, the *left hand of justice*, provides the paladin with an immediate counterattack against any opponent who strikes him in melee. While the *left hand of justice* is invoked, the paladin essentially gets a single, extra attack of opportunity against any foe who damages the paladin with a melee attack or attacks, so long as the paladin is still capable of attacking after suffering the opponent's blow.

The second power, the *right hand of justice*, allows the paladin to simply refuse to attack during any round of combat and only defend against an opponent's blows. For every round the paladin foregoes the opportunity to attack, beginning with the round he casts *right hand of justice*, he increases his threat range to deliver a critical hit by a cumulative bonus of +4 for when he eventually chooses to attack. However, the bonus only increases during the round the spell is cast and, thereafter, during rounds in which the paladin is within an opponent's melee threat zone.

The maximum bonus that can be "stored up" is equal to the paladin's caster level, and the bonus only applies to the paladin's next attack roll. The paladin may, of course, begin storing up retributive energy again as long as the *right hand of justice* lasts. Upon expiration of the spell, any stored bonus dissipates.

Finally, the extra threat range afforded by the *right hand of justice* does not count toward the special critical hit effects of *vorpal* weapons, such powers are still only invoked if the paladin rolls within his normal critical threat range.

The verbal and somatic components of this spell involve standing and holding both fists in front of one's head, while invoking the god's power to mete out justice.

## Armor of Light

When a paladin casts all five Body of Corean spells upon his person, he creates magical armor for himself called the *armor of light*. In order to achieve this *armor*, the paladin must cast all five spells in succession upon his person, taking no more than one round in between spells. Once invoked, the *armor of light* lasts as long as the *heart of valor* spell cast to create the *armor* remains in effect. When the paladin finishes casting all five spells, other creatures watching the paladin will see divine mists begin to swirl around the body of the paladin, which then seem to meld to his body in the form of mystical, slightly luminescent armor. Once the paladin has "put on" the *armor of light*, he gains many powers. First, the *armor* magnifies the five virtues within the paladin, and this, in turn increases the paladin's abilities by two points: mercy increases wisdom, endurance increases constitution, valor — strength, truth — intelligence, and justice — dexterity. Second, the paladin automatically gains a sacred bonus of +3 to AC. Third, the *armor of light* gives the paladin a sacred bonus of +3 to all saving throws versus spells cast by creatures that are either evil or chaotic. Finally, the *armor of light* does indeed cast light in a 60ft. radius from the paladin. This light will supersede any magical darkness or shadow-creating spells of 3rd level or lower whose area of effect overlaps the light effect of the *armor*.

The *armor of light* is an abjuration magical effect and may be dispelled as if it were a separate 4th-level spell the paladin had cast upon himself.

## Heart of Valor

*Augments aura of courage, grants attack bonuses, causes fear in opponents.*

Enchantment (Compulsion) [Fear, Mind-Affecting]
**Level:** Pal 3
**Components:** V, S, DF
**Casting Time:** 1 round
**Range:** Personal
**Target:** Allies within 5ft./level
**Duration:** 1 round/level
**Saving Throw:** Will negates (see text)
**Spell Resistance:** Yes (see text)

### Description

The *heart of valor* is the third in a set of five spells that paladins call the Body of Corean (for details on all five of these spells see the description of *hand of justice*). The third virtue of a paladin is courage. While fighters may be brave for themselves, paladins must inspire others with their holy courage.

### Spell Effect

The *heart of valor* encourages the inspirational nature of the paladin's bravery by augmenting her already formidable aura of courage ability (see *core rulebook I*, p. 42) and granting attack bonuses to her comrades. Such is the nature of the *heart of valor*'s courage-invoking power that opponents of the paladin suffer penalties when facing the holy knight in melee.

Once the paladin casts the *heart of valor* upon herself, the +4 morale bonus granted to the paladin's allies by the paladin's aura of courage increases to +8. This bonus applies to any and all rolls made by the paladin's allies involving fear effects. The *heart of valor* grants the paladin a +2 morale bonus to melee attack rolls and grants all allies a +1 morale bonus to melee attack rolls. Creatures engaging in melee with the paladin must make a Will saving throw or be shaken (see *core rulebook II*, p. 85) and suffer a –2 morale penalty to attack and weapon damage rolls and saving throws.

The verbal and somatic components of this spell involve standing, holding one's weapon high with one hand, placing the opposite hand over one's heart and declaring loyalty to Corean and his principles.

## Hedrada's Balance

*Protects willing recipient from emotional biases.*

Enchantment (Compulsion) [Lawful, Mind-Affecting]
**Level:** Clr 2, Law 2
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Touch
**Target:** One creature
**Duration:** 1 hour/level (D)
**Saving Throw:** None (see below)
**Spell Resistance:** No

### Description

Hedrada is the Lawgiver and encourages the unbiased practice of law. Toward that end, he grants his clerics this spell, which allows judges, rulers and others to act in an impartial, unbiased manner. It's standard practice for Hedrad city officials to make important decisions with the aid of this spell.

### Spell Effect

*Hedrada's balance* temporarily alters a willing subject's alignment to lawful neutral and removes all emotional attachments or biases the subject may have. The subject also receives a +4 competence bonus to saving throws versus mind-affecting magic for the duration of the spell. All decisions the subject makes while under the spell's influence will be under the spirit and letter of the law, and the subject is incapable of showing favoritism. With this spell active, its subject can fairly judge the actions of even his most hated enemy.

*Material Components*: A blindfold and a small set of scales.

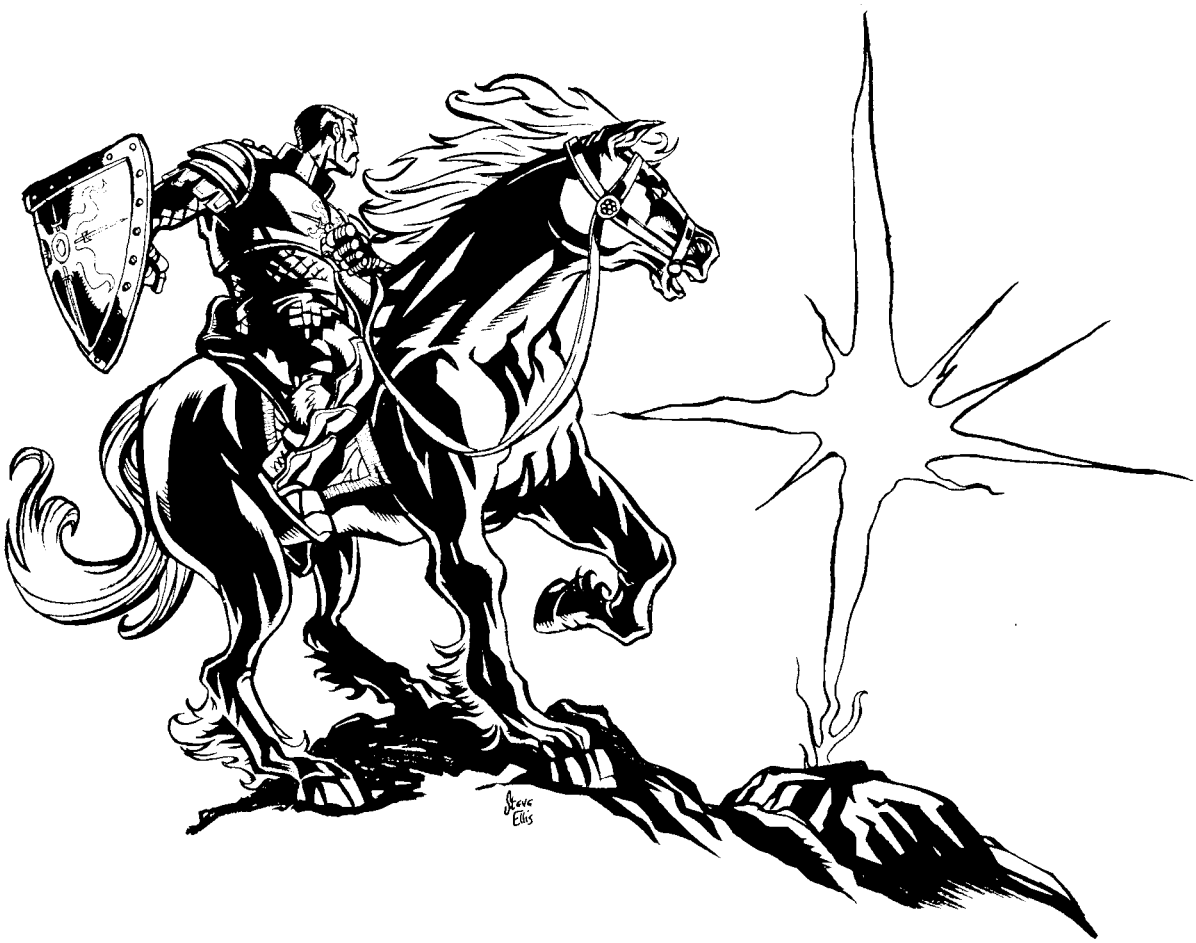
## Holy Beacon

*Signals paladins that another paladin is in danger.*

Abjuration
**Level:** Pal 1
**Components:** V, S, M, DF
**Casting Time:** 1 round
**Range:** 1 mile/level squared
**Target:** You
**Duration:** 1 day
**Saving Throw:** None
**Spell Resistance:** Yes (harmless)

### Description

The paladins of the city-state of Mithril don't see themselves as individual holy knights but as parts of a larger, sacred army. They rely upon one another and assist each other in




times of need. In order to facilitate the ability of paladins to aid one another, they may use the *holy beacon*. This spell creates a luminescent *beacon* in the heavens that other paladins may see or sense with their hearts, if not their eyes.

## Spell Effect

A paladin casts this spell upon herself, which "arms" the *beacon* for one full day. Should the paladin suffer certain circumstances, the *beacon* "goes off." When the *beacon* becomes active, it takes a specific color, depending upon the paladin's trouble. The circumstances that initiate a *beacon* and the colors the *beacon* assumes include: falling unconscious due to combat (red), falling unconscious but not due to combat (orange), critical hunger or thirst where the paladin begins to suffer damage or penalties (yellow) or paladin triggers the effect voluntarily (blue). The *holy beacon* lasts until the paladin dismisses it or for one full day after the paladin dies, during which time the *beacon* burns a brilliant white.

The *holy beacon* can be seen high in the sky over the area where the paladin is located. No matter how far underground or undersea the paladin may be, the *beacon* will appear in the sky above. Only other paladins are able to see the *beacon* and only if they are within the spell's range. Normal conditions of visibility still apply, so rain, mist, fog or magical conditions may block the *beacon* from other paladins' lines of sight. However, at level 10, paladins have a 10% chance to "sense" the *beacon* spiritually and are able to "see" the *beacon* in the sky regardless of conditions. The chance to perceive the beacon in this way increases by 10% per level above 10. The *beacon* takes the form of Corean's holy symbol, although this becomes less clear the farther away a paladin is from a *beacon*.

The components of this spell include a brief ritual that involves the paladin holding some source of light — usually a small candle, but even a match will do — above her head, while she utters a brief prayer to Corean. The god's holy symbol must be present when the paladin casts this spell.

*Material Component*: A source of illumination, preferably a small candle.

## Holy Beacon's Answer

*Allows paladins to answer the call of a holy beacon.*

Transmutation [Teleportation]
**Level:** Pal 4
**Components:** V, S, DF
**Casting Time:** 1 round
**Range:** Special
**Target:** One paladin (see text)
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** Yes (harmless)

## Description

This spell is the higher-level compliment to the *holy beacon*. Upon seeing (or sensing) a *holy beacon*, a paladin is able to teleport herself instantly to the side of the paladin who initiated the beacon and may attempt to rescue her troubled comrade-in-arms. Paladins do take a risk when they answer a *beacon*'s call, of course. Particularly when the *beacon* is red, paladins know they risk teleporting immediately into a combat situation. There are tales of paladins who have been trapped in this manner. One legend tells of a demon that fought a paladin, beat him until he was

unconscious and threw his body into a locked iron chest that was just big enough to contain another paladin....

Mithril has three Beacon Knights installed in special spires upon the outer walls of the city. These paladins all have this spell prepared and possess magics that enhance the range of their sight, so that they may keep watch for paladins in need. One Beacon Knight watches the Blood Sea, another the Plains of Lede, and the last is responsible solely for the Cordrada Corridor, which is named after the very first Beacon Knight. Upon completion of the corridor, Cordrada installed himself in a spire to keep watch and safeguard the new route after a series of brazen attacks by the self-styled Leader of Lede.

## Spell Effect

A paladin may cast this spell upon herself, or she may cast this spell on another paladin (but only if the other paladin has witnessed the *holy beacon* in question). Any and all items or objects the paladin is carrying will be teleported along with her to the side of the distressed paladin, but no other living creatures (including mounts, for example) may be teleported.

There is no room for the spell to go wrong in terms of where the teleporting paladin is relocated; in this sense the spell works like *teleport without error*. In addition, the paladin will appear in the nearest safe point to her comrade. For example, if a *beacon* warded paladin had been knocked unconscious by a band of ratmen and then suspended over a fiery, subterranean lava flow, then this spell might place the rescuing paladin on the banks of the fiery river.

The casting of this spell involves uttering a prayer while placing one's hand over one's eyes, as if looking for something far off in the distance.

# Holy Channel

*Allows healing spells to be cast at range.*

Conjuration (Healing) [Good]
**Level:** Clr 4, Healing 4
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** Touch
**Target:** One living creature
**Duration:** 1 hour/level (D)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

Before engaging titan forces in large scale battles, divine priests of Madriel and Corean establish *holy channels* with their champions and generals, so that the clerics might keep those leaders alive with curative magic during the ensuing conflict, even if the chaos of the battlefield separates the priest from his protectorate.

## Spell Effect

*Holy channel* binds the cleric and his chosen recipient with a divine bond of positive, life energy. Once established, the cleric may use the *channel* to cast any single-target healing or curing spells on the recipient of the *holy channel*. Such spells are cast as normal, except that, instead of needing to touch the recipient, the cleric simply sends the curative magic through the *holy channel*. As long as the recipient of the established *holy channel* is within Long range (400ft. + 40ft./level) of the cleric, the curing spell takes effect as normal.

The *holy channel* also provides the cleric with an empathic sense of the condition of the recipient, which allows the cleric to sense the recipient's state of health (current hit points) and anything afflicting the recipient, such as disease, poison, blindness, etc.

The *holy channel* has its side effects as well. Just as the bond can transmit positive life force, so too can it transmit negative energy. If either the cleric or the recipient of the bond is affected by a negative life force attack (such as the energy or ability draining attacks of undead or the effects of most necromancy spells), then there is a fifty-fifty chance that the cleric or the recipient will actually be afflicted by the effects of the attack, regardless of which one of them was the original target. If the attack allows a Will or Reflex save, the target of the attack rolls that save. If the attack involves a Fortitude saving throw, then whoever actually takes the effect must attempt the save.

An individual may only have one *holy channel* active at any time. A cleric may not establish a *holy channel* with a non-living creature, as it has no life force to anchor the channel.

## Life Shield

*Creates a shield that draws power from the caster's life energy.*

Conjuration (Creation)
**Level:** Sor/Wiz 2
**Components:** V, S, F
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 1 minute/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

This spell is a recent addition to the grimoires of the Scarred Land's mages. Annonae, a wizard from the Kelder Mountains, created it in the wake of the devastating Titanswar. *Life shield* creates a defensive field that draws upon a wizard's own life energy for its power. By her own admission, Annonae hoped this spell would inspire spellcasters to "seek power within" rather than rely on external powers, such as the gods or titans, both of whom she blamed for Scarn's transformation into the Scarred Lands. Although dead for many years, Annonae's disciples, the Seekers Within, continue her work, teaching this and other similar spells to mages who share their philosophy.

### Spell Effect

When cast, *life shield* conjures a lifeform that drapes itself over the caster in a skintight defensive field. The *life shield* drains half of the caster's current hit points. These hit points are then increased by half their number to determine the total hit points of the *life shield*. For example, a wizard with 40 hit points who casts this spell will lose 20 hit points, creating a defensive field with 30 hit points.

The *life shield* does not inhibit the caster in any way, and while the spell is in effect, the caster cannot be physically harmed. Instead, the *life shield* takes any damage dealt to the caster, until it reaches zero hit points, when it sloughs off the caster like a snake's shed skin. Any excess damage from the injury that kills the *life shield* is suffered by the caster. For example, a *life shield* with 5 hp remaining suffers a sword blow for 8 damage. The shield dies, and the caster takes 3 hp damage.

The *life shield* does not protect the caster from spells that do not cause damage, such as *phantasmal killer*, or from effects such as drowning or poison gas, only from any form of physical punishment to the caster's body.

The *life shield* shares all of the caster's defenses, including having the caster's AC. The field also makes saving throws as the caster would.

No hit points are recovered by the caster, even if the shield is not destroyed before the spell concludes.

*Focus*: A preserved cocooned caterpillar.

## Hunter's Stalk

*Provides concealment in rustic surroundings*

Illusion (Glamer)
**Level:** Drd 2, Rgr 2
**Components:** V, DF
**Casting Time:** 1 action
**Range:** Personal or touch
**Target:** You or one creature
**Duration:** 1 minute/level
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

Both Denev and Tanil the Huntress offer their mortal followers this blessing to aid them on the hunt for their enemies. These rangers, vigilants and druids use natural surroundings to their best advantage, defeating those who would despoil the Scarred Lands' natural environs.

### Spell Effect

The target becomes nearly invisible in rustic surroundings (woods, hills, etc.) and almost completely silent. In addition, the target's natural scent is obscured. *Hunter's stalk* affects one creature, who becomes impossible to visually detect by nonmagical means at a range of greater than 30 feet. The spell also grants a +5 bonus to Move Silently checks.

The effects of *hunter's stalk* terminate when either the duration ends or the target attacks another creature.

## Ilajam Fire

*Creates a burst of persistent flame.*

Evocation
**Level:** Wiz/Sor 7
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Long (400 ft. + 40 ft./level)
**Area:** 20-ft.-radius burst
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

### Description

A long time ago, before the rise of the gods and before the fall of the titans, a Wizard-King came to his three daughters for a third time. "You have served me well, my daughters, now I ask a final boon. Bring me a weapon with which I might destroy my enemies." His wisest daughter, Gwenwyfar, responded, "We have brought you allies to protect you on your journey, father." His smartest daughter, Grania, responded, "And we have asked the elements to guide and guard you on your way, father." Finally, his most beautiful daughter responded, "But we will not do this thing. We will not aid you in destroying others." And the three princesses turned their backs on their father.

"So be it," replied the Wizard-King. "I shall create the weapon myself. And as for you treacherous girls, you shall no longer live in the comfort of my palaces. Instead, I banish you to live your remaining days alone on the seas."

### Spell Effect

*Ilajam fire* creates a burst of a fiery, sticky substance that detonates with a

roar and deals 1d6 points of fire damage per caster level (maximum 20d6) to all creatures in the area. Unattended objects also take this damage.

Any creature or object that fails its initial saving throw takes additional damage on the following rounds (during the caster's initiative order), as the tar-like substance continues to burn. On each round, any creature or object that failed its initial saving throw takes half the damage they took the immediately previous round (round all fractions down). For example, if Katonis fails his save and sustains 39 hit points of damage when the spell is cast, then, on the following round, he will sustain 19 hit points of damage, then, 9 more points the next round. Anyone so affected may spend a full round action clearing the substance from himself, which will effectively half the damage he will take on the next round (quartering the damage from the previous round). So, in the example above, if Katonis spends a round getting the burning tar off his body, then he will sustain 9 hit points in the second round instead of 19. Anyone near a burning victim may take a similar full round action, although anyone attempting the clear the burning tar with bare hands (other than the victim himself) will sustain 2d6 points of flame damage. Submerging in water or magically extinguishing the flames will immediately end any residual fire damage.

*Material Component:* Three drops of virgin blood.

## Imbue Shadow

*Turns an ordinary shadow into a shadow creature.*

Necromancy [Evil]
**Level:** Clr 5, Death 5, Evil 5
**Components:** S
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One being's shadow
**Duration:** (see text) (D)
**Saving Throw:** None
**Spell Resistance:** Yes

### Description

This spell has seen frequent use by the penumbral lords of the Scarred Lands and, less commonly, by the priests of Belsameth. The double threat of the spell is that it not only summons shadows to slay the caster's enemies, but also may produce shadows to permanently serve the caster, providing him with the means to grow an army of shadows. However, as the paladin Barconius demonstrated several years ago when he stormed the lair of the Penumbral Pentagon, a cabal that had based itself beneath the streets of Mithril, such shadows should not be counted upon to the exclusion of other defensive precautions. It's a lesson that has made at least one of the two warlocks who escaped Barconius' assault even more difficult to bring down.

### Spell Effect

Through the use of this spell, the caster is able to imbue energy from the Plane of Shadow into the natural shadow cast by any living being. This normal shadow then becomes a shadow (as described in *core rulebook III*) if the targeted shadow is cast by a bipedal being or becomes a shadow mastiff (also in core rulebook III) if the creature is anything other than bipedal. While the shadow is under the control of the caster, it's only possible action is to attack the being to whom it is attached (the being from whose shadow it was formed).

The shadow created by this spell possesses all the statistics as related in *core rulebook III*, but its hit points are increased by 1 hp/level of the caster (maximum increase 20 hp).

The energy that imbues the subject's shadow fades in any of these three cases: 1) the caster dismisses the spell, 2) the shadow is slain, or 3) its target is slain.

Anyone killed by an imbued shadow becomes a shadow or shadow mastiff permanently under the control of the caster. This transformation is complete in 1d4+1 rounds. A caster may control up to 2HD of shadow creatures per caster level at any one time, and if the caster also controls animated dead (per *animate dead* spell), then the total HD of undead plus shadow creatures cannot exceed the 2HD per level maximum.

## Incapacitate

*Reduces all of target's ability scores to 3, and removes all but 1d4 hp.*

Necromancy
**Level:** Clr 9, Destruction 9
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** Creature touched
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

This is a favorite touch-attack spell of high priests among the Horsemen, the cult of Vangal. On the battlefield, they usually leave helpless victims to whatever fate befalls them. The Horsemen have also used this spell, however, as a device to capture enemies for purposes better left unguessed.

### Spell Effect

*Incapacitate* removes all but 1d4 hit points from the target creature and permanently reduces all of its ability scores to 3. This damage cannot be healed by normal means; only a combination of *heal* and *greater restoration*, or more powerful magic, can restore the target's hit points and abilities. If the target is undead, the spell heals all but 1d4 hit points of damage to the target, similar to a *harm* spell, and restores any ability damage the target has suffered.

## Incite

*Enlist a large group to achieve a specified goal.*

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
**Level:** Clr 7, Missionary 7
**Components:** V, S, DF
**Casting Time:** 10 minutes
**Range:** Close (25 ft. + 5ft./2 levels)
**Target:** All persons within range who can hear you
**Duration:** 1 hour/level (see text)
**Saving Throw:** Will negates
**Spell Resistance:** Yes

### Description

Clerics of all the gods make use of this spell, although the lawful gods favor it more because it allows normally chaotic crowds to be controlled and directed in a more orderly fashion. When the followers of different gods struggle, *incite* is often used on both sides to muster believers, and the contention of two mobs, *incited* by divine power channeled through opposing priests, is looked upon as a kind of microcosm of the struggle between the patron gods themselves. *Incite* is also used on the battlefield, since soldiers *incited* to fight will have unfailing morale.

## Spell Effect

This spell enables you to sway a large group of people to your service to accomplish a specific goal. You achieve this effect by speaking emphatically to the subjects for 10 minutes, attempting to inflame their emotions in favor of a cause or purpose or against a person, place or thing and stating clearly the specific goal you wish to achieve. Examples of possible speech themes might be: "The Academy of Wizards is evil and corrupt and must be destroyed; follow me, and we will raze it to the ground," or "The prince's castle is in danger; come with me, and we will defend it against all attackers." The subjects of the spell must be able to hear you, and only those who can understand the language you are speaking are affected by the spell. The stated goal does not have to be one that would normally be viewed favorably by those listening; the magic of the spell overcomes alignment and other normal restrictions on behavior. (Of course, if you compel people to actions they would normally view unfavorably, they may be quite angry when the spell wears off!)

At the end of the 10-minute casting time, all potential targets of the spell must make a Will save. Those who succeed are unaffected by the magic; their response to your words is determined normally by their alignment and general beliefs and by their specific reaction to you. (These people may still, of their own accord, choose to help you; of course, they may also be moved to oppose you.) Those who fail their saves, however, are compelled to follow your orders for the duration of the spell, so long as you personally lead them and all of your words and actions are clearly directed toward the goal you have specified. No morale checks or other determinations of the crowd's actions are required, so long as you fulfill the above conditions; if you violate them, however, the spell ends instantly. The spell also ends when the stated goal is achieved or when its normal duration expires.

# Inquisition

*Target must answer three questions truthfully.*

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
**Level:** Bard 5, Clr 5, Missionary 5
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Touch
**Target:** One creature
**Duration:** 10 minutes
**Saving Throw:** Will partial (see text)
**Spell Resistance:** Yes

## Description

In wartime, even for those who normally hold themselves to be above such tactics, it is sometimes necessary to torture a captured soldier in order to gain information. Especially in times of war, there are those who will step forward and decry the use of such tactics on the grounds that it makes "us" no better than "them." Such it was that a priest of Madriel the First Angel of Mercy begged his goddess for a means to get the truth without causing undo harm to the victim. Madriel supplied her priest with this spell.

## Spell Effect

This spell may be used to gain truthful answers from the most stubborn creatures. So long as the creature touched can understand the caster (i.e., speaks the same language), then the affected creature *must* answer three questions put to him by the caster. In order to resist the spell, the creature must make a Will save. Success means he can resist answering that question but must save again for the next. As soon as a Will save is failed, the creature is allowed no more saves and must answer the remaining questions. Note that the subject must answer truthfully, but he can only answer the truth as he knows it. If he has no pertinent information with which to answer a question posed, he is compelled to say as much.

At the end of 10 minutes or after three questions have been asked and answered, the spell comes to an end.

The caster and the subject must be in a reasonably calm environment when the spell is cast. Additionally, the subject should be restrained in some way. Otherwise, he gains a +2 bonus to his Will checks, and the first success means that the spell is broken and no more questions may be asked.

Questions posed must be direct and simple, such as yes/no questions or questions answered with a name, a time, a place, a command word, etc. Asking multipart or elaborate questions will, at best, use 2 or all 3 allowed questions and, at worse, provide the subject with means to satisfy the spell's compulsion by only answering a fragment of the question posed.

# Intoxicate

*Causes intoxication ability penalties and possible unconsciousness.*

Transmutation
**Level:** Bar 2, Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** Target becomes intoxicated
**Duration:** 10 minutes/level
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

## Description

While gathering in a pub or tavern and hanging out with boon companions is debatably the most entertaining method of getting drunk, some enterprising wizards who enjoyed spreading merriment found that this spell helped the process along immensely. This spell turns the target into an awkward drunk, reducing his coordination and slowing his thoughts. But as the Shelzarian Wizards of Sin point out, their targets usually have a great time, even if apprentices to the group sometimes make money on the side by casting this spell in establishments that water down the liquor.

## Spell Effect

If the target fails his Fortitude saving throw, he loses 2 points of Dexterity, Intelligence and Wisdom, which is immediately restored when *intoxicate* expires. Multiple *intoxicate* spells stack (a second spell would cause an additional loss of 2 points of Dexterity, Intelligence and Wisdom). If a victim is reduced to 0 in Dexterity, then he is stunned. If he is reduced to zero in either Intelligence or Wisdom, then he falls unconscious. If attacked while unconscious, the target can reawaken for a number of rounds equal to his Constitution modifier before lapsing back into a stupor.

In addition to the effects above, the target has all of the behavior patterns typical to inebriation. Anyone trying to alter the attitude of an intoxicated NPCs may double her Charisma modifier for the check to do so (see *core rulebook II*, p. 149).

*Material Component:* One drop of pure, grain alcohol.

## Invigorate Dead

*Restores some life to one dead creature.*

Conjuration (Healing)
**Level:** Clr 3
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Touch
**Target:** Dead creature touched
**Duration:** 1 hour/level
**Saving Throw:** None (see text)
**Spell Resistance:** Yes (harmless)

### Description

The priests of Madriel in Hetanu grew concerned over the loss of life caused when guards and servants had to be left behind in the trackless Desert of Onn after sneak attacks by Ubantu tribesman, so the priests decided to plead to their goddess for help. If only there was a way that the handful of survivors could bring the dead back with them, then, perhaps, more casualties could be resurrected. Madriel answered the prayers with this spell.

### Spell Effect

This spell allows a cleric to restore a temporary semblance of life to a deceased creature. The cleric can *invigorate* only creatures that have been dead less than 1 hour per caster level. The subject's soul must be free and willing to return (see page 153 of *core rulebook I*). If the subject's soul is able but not willing to return, then the spell does not work. There is no loss of level or Constitution when *invigorated*, as there is for *raise dead*.

*Invigorate dead* raises the subject's hit points to 1/level of the caster, and the effects of all diseases, poisons, etc. within the body at the time of *invigoration* are delayed, though not completely undone. Additionally, ability scores that are 0 or less are raised to 1. Pieces of a creature that are missing at the time of *invigoration* remain missing. Finally, constructs, elementals, undead and those who have died of old age cannot be aided or affected by this spell.

However, all these benefits come at a great price. Creatures affected by *invigorate dead* have greatly reduced vitality and are considered to be *slowed*. They receive only a partial action each round and have a –2 penalty to AC, melee attack rolls, melee damage rolls and Reflex saves. Their jump distance is halved. Further, there is a 75% chance per spell that any spells one of the *invigorated dead* had prepared prior to his demise are no longer considered prepared.

Finally, if this spell (plus any subsequent castings of it that are chained together for extended duration) ends before the creature has a received a *raise dead* or better life-restoration spell, then the creature cannot ever be wholly restored to life except by *true resurrection*, but can continue to exist in its *invigorated* state as long as new *invigorate dead* spells can be cast.

*Material Components:* A diamond worth at least 100 gp, which is consumed in the casting.

## Iron Storm

*Creates cloud of magnetic iron filings.*

Evocation
**Level:** Sor/Wiz 3
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** 20-ft. radius emanation
**Duration:** 1 round/level
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

### Description

As the Divine War dragged on, mortal wizards sought power in the most unusual of places. None were more skilled in this search than Acquaro of Calastia, a devious mage with an intellect matched by few in his native land. He witnessed the epic battle between Vangal and Kadum, in which the Ravager used thunder and lightning against the titan to good effect. Inspired by Vangal's success, Acquaro created numerous storm-related spells. *Iron storm* is one of the more common of those spells still in use in the Scarred Lands today, since the battle mages of Calastia continue to find it effective in warfare.

### Spell Effect

You create a whirling storm of strongly magnetized iron filings. *Iron storm* has three effects. First, it causes 1d10 points of damage per round to anything caught within the area of effect. A Reflex save rolled each round will halve the damage for that round if it is successful.

Second, any attempts to use magnetism within the area of effect (for navigation, for example) are spoiled by the storm's intense magnetic field unless the opposed magnetic field is generated by a higher level spell than *iron storm*.

Third, any electrical currents (magical or otherwise) that pass within 60 feet of the *iron storm* are drawn into it, causing anyone within the storm to take whatever damage the electricity would normally deal. For example, a 6th-level wizard casts *lightning bolt* within 60 feet of an *iron storm*. The bolt is drawn into the storm, and it terminates there, causing 6d6 damage to everyone within it.

Should a *chain lightning* spell be drawn into the *iron storm*, it causes damage to all within the *iron storm* equal to the damage of the strongest *chain lightning* bolt drawn into the storm plus 1d6 for each additional stroke drawn in (maximum + 4d6 extra).

If the area of effect of a *pillar of attraction/repulsion* overlaps the area of an *iron storm*, the *iron storm* is dissipated.

*Material Components:* One pound of iron filings, which the caster flings in the direction of the spell's area of effect.

## Ironheart

*Grants recipient +5 bonus that can be distributed among future saving throws.*

Abjuration
**Level:** Clr 4, Pal 4, Protection 4
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** One living creature
**Duration:** See text
**Saving Throw:** Will (harmless)
**Spell Resistance:** Yes (harmless)

### Description

The fortitude and courage of the paladins of Mithril is legendary, in part, because they seldom take the field without receiving this blessing from Corean.

### Spell Effect

The recipient of this spell receives a +5 resistance bonus that can be distributed among any desired Fortitude or Will saving throws. The recipient may, for example, choose to add +1 to his next five saving throws,

or +2 then +3 to two rolls, or +5 to a particularly critical roll. The player declares what amount of the bonus is being used prior to rolling the saving throw. The bonus lasts until the recipient uses it up — that is to say until the entire +5 bonus has been expended, even if the bonus isn't used for days or weeks. A recipient can have only one *ironheart* spell cast on him at any one time.

## Leech Field

*Absorbs hit points from nearby foes.*

Necromancy
**Level:** Death 8, Sor/Wiz 8
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** 10-ft. radius spread
**Duration:** Instantaneous
**Saving Throw:** Fortitude half
**Spell Resistance:** Yes

### Description

Long known within the dark circles traveled by necromancers, *leech field* was a closely guarded secret until the necromancers of Glivid Autel broke from their Hollowfaust brethren. Shortly thereafter, someone shared the spell anonymously with the Phylacteric Vault in Darakeene, although who did so (and why) remains a mystery. Regardless, more knowledgeable mages in the Scarred Lands now recognize *leech field*'s purple aura by sight, and they are better prepared to deal with its insidious effects.

### Spell Effect

Once cast, *leech field* generates a shimmering purple haze that spreads from the spell's target point to a 10-foot radius. All living creatures (other than the caster himself) within the *leech field* take 1d6 points of damage per two caster levels (maximum 20d6) or half that amount if they make their Fortitude save.

Each point of damage inflicted by the *leech field* is added to the total hit points possessed by the caster. These absorbed hit points first heal the caster to his normal maximum, then any additional hit points become temporary hit points that remain for up to one hour. A caster may not absorb temporary hit points in excess of his normal maximum hit points, so a caster with 40 hit points can absorb only up to 40 temporary hit points on top of his normal 40 hit points. Even if the caster cannot absorb more hit points, however, targets still take full damage. A caster cannot absorb more hit points from any one victim than they have to offer (the victim's current hit points plus 10 if they are killed by the spell's damage).

If any undead are caught within the area of *leech field*, the caster himself takes damage (Fortitude save for half damage, which the caster may voluntarily fail if he desires). All undead in the *leech field* split evenly as a curing effect any damage that the caster takes. This effect can cure them up to their full normal hit points, but it does not provide them with any temporary hit points beyond their normal maximum. The caster takes this damage before he absorbs any hit points from living creatures that are also caught by the spell, and if the damage reduces the caster to less then 0 hit points, he does not absorb hit points from the living targets as normal.

## Life Force Transfer

*Heal others by harming yourself.*

Necromancy
**Level:** Clr 3, Pal 4
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** One living creature
**Duration:** Instantaneous
**Saving Throw:** Will (harmless)
**Spell Resistance:** Yes (harmless)

## Description

During the Divine War, even the priests of Madriel, the healer, were hard pressed to handle the casualties of the war. The temple of Madriel in Hetanu was remarkable for its willingness to take an active role in healing the wounded. Consequently, the temple priests called upon the Redeemer to inspire them with new methods to aid the injured during those troubled times. *Life force transfer* is but one example of the wisdom that Madriel granted them.

## Spell Effect

When a priest or paladin casts this spell and lays hands upon an injured subject, he absorbs — and thereby lessens — part or all of the damage the subject has taken. A cleric may absorb up to a maximum of 2 points per level, and the target regains 2 hit points for every hit point of damage that the caster accepts. For example, a 6th-level cleric casts *life force transfer*, enabling him to heal up to 24 points of the target's damage at the cost of 12 hit points to himself. *Life force transfer* cannot heal more than 60 points of damage per casting.

This spell has no effect on nonliving targets.

# Liliandel's Flurry

*Transforms a single fired arrow into three.*

Conjuration (Creation)
**Level:** Brd 2, Rgr 2, Sor/Wiz 2
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** Enchants one arrow
**Duration:** 1 hour/level or until discharged
**Saving Throw:** None
**Spell Resistance:** No

## Description

The beautiful bard Meerlah, known for her songs as well as her archery, often recounts an epic of Liliandel, a wood elven archer who defended part of the Hornsaw Forest prior to the Divine War, in which Mormo's spilt blood corrupted the forest. Liliandel, defended the woods from the depredations of poachers who sought rare trophies such as unicorn horns. Liliandel and her husband, the half-elven ranger Thoresk would use the *flurry* spell to make it seem as though a large force of hidden archers defended the wood, when in truth it was only the two of them (and later their children).

This spell imbues an arrow with magic that multiplies it in midair. When the archer fires but a single arrow, *Liliandel's flurry* triples it in mid-flight. Among rangers, this spell is called *Thoresk's flurry*.

## Spell Effect

This spell enchants a single arrow, which will hold the enchantment for one hour/level or until the arrow is fired. When the enchanted arrow is fired from a bow (not necessarily by the caster), two other arrows appear alongside it in mid-flight. This spell allows the attacker to make three separate attack rolls on the target of the original arrow. After inflicting their damage, all three arrows disappear, consumed by the spell. The two additional arrows created by the spell are treated as +1 magic items for determining damage reduction. However, the arrows themselves confer no magical bonus to the archer's attack or damage rolls.

# Limbs of Endurance

*Cures fatigue, improves Fortitude save by +1, reduces the need to rest.*

Transmutation
**Level:** Pal 2
**Components:** V, S, DF
**Casting Time:** 1 round
**Range:** Personal
**Target, Effect or Area:** You
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

## Description

*Limbs of endurance* is the second in a set of five spells that paladins call the Body of Corean. (For details on all five of these spells see the description of *hand of justice.*) The second virtue of a paladin is endurance. Only an enduring faith can inspire others to righteousness, and only an enduring body will ensure the paladin's success against any odds.

Knights of Corean not only fight evil on behalf of their god, they carry out all tasks in a spirit of optimistic energy and fortitude. Paladins believe that when Corean first mustered his initial coterie of holy knights he foresaw the arduous quests that paladins would undergo in his service, and he imagined the privations that they would endure. For this reason, Corean created a spell that would enliven his servants during times when they experienced exhaustion in the eternal struggle against wickedness.

## Spell Effect

The *limbs of endurance* spell grants the paladin three powers. First, the paladin's tired body and mind feels a rush of energy as all feelings of exhaustion dissipate. Any penalties the paladin that suffers as a result of fatigue disappear immediately, as the paladin becomes completely refreshed. Secondly, the paladin gains a +1 sacred bonus to all Fortitude saving throws as divine energy takes her above her normal state of endurance. Thirdly, the paladin finds that she needs to rest for only half as long as normal while the spell persists. The verbal and somatic components of this spell involve standing and looking up to face heaven, raising the arms, with all four limbs slightly spread and uttering a short prayer to Corean in order to invoke the energizing power of the *limbs of endurance*.

# Listening Ringworm

*Creates a worm parasite in the target that transmits sound to the caster.*

Conjuration (Creation)
**Level:** Drd 3
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Touch
**Effect:** Magical sensor
**Duration:** 1 hour/level (D)
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

Elven druids of the Ganjus (better known today as the Virgin Woods) utilize this spell on their

animal companions to better monitor their home forests for signs of incursions by other races.

### Spell Effect

The caster touches her intended target (making a melee touch attack if cast on an unwilling target). Wherever the caster touches, a small, magical, pinkish ringworm appears just beneath the target's skin. The worm grows to about 2" in diameter over the next quarter of an hour.

From that point until the spell fades, the caster can concentrate and hear any sounds around the target as though the ringworm was one of the caster's ears. Clothing or the sound of scratching might muffle the reception. The infection lasts 1 hour per caster level, itches slightly, and is visible as a discoloration of the skin. Spells that cure disease or dispel magic will remove the infection.

The spell fails if the target is not naturally susceptible to epidermal infections — for example, if it has no skin or it is made of stone.

## Live Wood

*Regenerates damage done to wooden items or creatures.*

Transmutation
**Level:** Drd 4, Plant 4, Sor/Wiz 5
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Touch
**Effect:** One or more wooden items or creatures, which must be touching and all be within a 10-ft./level radius of the spell caster.
**Duration:** 1 hour/level (D)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

A long time ago, before the rise of the gods and before the fall of the titans, a Wizard-King came to his three daughters a second time. "My fleet sails soon to a far-off land. Ask the blessing of the elements on my ships."

The king's wisest daughter, Gwenwyfar, sought out the Parliament of Trees and made an impassioned plea on behalf of her father. Moved by the insight the young woman showed, the Parliament agreed to make a pact to grant increased resilience to their kin.

Used primarily to extend the life of ships, applications of this spell can also be used to surprise those who think that the best way to enter a room is by battering down the door. Druids also make use of the spell to repair their wood golems or their treant allies during battle.

### Spell Effect

While in effect, this spell essentially gives affected wooden items *fast healing* at a rate of caster level/3 hit points per round (maximum 6 per round) as long as they remain within 10 feet/level of the caster. This spell will not repair damage that was done before the spell casting is completed.

## Locate Corpse

*The cleric is able to locate a corpse.*

Divination
**Level:** Clr 2, Knowledge 2
**Components:** V, S, M, DF
**Casting Time:** 1 round
**Range:** Long (400 ft. + 40 ft./level)
**Target, Effect or Area:** You
**Duration:** 1 minute/level
**Saving Throw:** No
**Spell Resistance:** No

### Description

No one is certain what the Lost Soul of Denev — who was a priest of Tanil before he learned the ways of the druids — seeks in West Ontenazu, where he has remained in virtually perpetual meditation for the past 20 years. Perhaps the Lost Soul told Andelais when he visited, for they are both known to be Incarnates. It's unknown if Andelais knows the so-called Lost Soul's purpose, but either way, the truth remains a secret. After a number of vague and troubling recollections of a past life, the Lost Soul managed to track the resting place of one of his own corpses to a branch of the Canyon of Souls. Not even the Lost Soul knows what he might recover from that corpse, but it has become the purpose of his current life to understand a secret of that past life. Unfortunately, the branch that the Lost Soul seeks to enter has not been passable for 80 years. He will wait.

### Spell Effect

When the cleric casts this spell, she knows intuitively where a corpse rests, provided that it is within the range of the spell. If the corpse has been disintegrated or similarly destroyed, the spell has no effect. The spell has no limit in terms of how long it has been since the target creature died, and it has been in this way that clerics have located the resting places of long-lost creatures and the dark places where their bodies are now reposed. In order to cast the spell, the cleric must know the entire name of the deceased individual and state it while casting the spell. The cleric will be able to know and describe the precise direction toward the corpse as described by a straight line (for example, "the corpse of Hidallic lies 783 feet north by northwest from this spot,"). The cleric will also get a similar, constant, "reading" as she moves, while the spell's duration persists.

*Material Components:* The material components for this spell include a small piece of parchment with the name of the deceased person described thereon and a small, lit candle inscribed with the cleric's holy symbol.

## Madriel's Empathic Resonance

*The subject experiences the emotions of those whom he wrongs.*

Enchantment (Compulsion) [Good]
**Level:** Clr 1, Missionary 1
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 hour/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

### Description

Madriel the Redeemer would much rather show others the wrongs they do than kill them outright. Doing so serves as a fitting punishment for those who are too distanced from empathy or emotion to care about the harm they cause. *Madriel's empathic resonance* causes the subject to experience the emotions and actual pain he inflicts on others, which makes it difficult for him to torment others while he is under the spell's influence.

The empathic resonance set-up by this spell also transfers positive emotions, so Madriel's clerics sometimes use it on their own acolytes in order to let them experience more acutely the hope, relief and love that recipients of their healing powers feel. These overwhelming feelings are assumed to

increase the acolyte's dedication to their work and piousness to Madriel. Beyond these training purposes or the occasional casting on newly wed lovers, such uses of this spell are otherwise considered self-indulgent and a waste of Madriel's blessings.

## Spell Effect

The subject suffers a –2 morale penalty on all rolls when attempting to harm others in any way so long as he's doing so within 5 rounds of when he last attempted to harm another. The fear, anger, pain and suffering he inflicts is reflected back upon him, and it interferes with his ability to do harm.

# Manaspear

*Creates a magical spear that inflicts damage and drains spells from its target.*

Evocation [Force]
**Level:** Magic 4, Sor/Wiz 3,
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** Reflex half (see text)
**Spell Resistance:** Yes

## Description

From the perspective of the Divine Races, at least, this spell has a very noble past. However, the wizards who created it have come (at least secretly) to rue it's existence. It is said that the spell was developed with the inspiration of the goddess Madriel (hence it's spear-like manifestation) as the centerpiece of the ambush that both began and possibly predetermined the end of the Divine War. The greatest of the titans, the awesome Mesos, is said to have been felled when a number of the gods and the entire legion of Valmatian battlemages armed with this spell laid an ambush. With a small but evidently significant portion of its power drained by several hundred of these spears, the gods managed to disperse the titan to the far corners of the cosmos, but not before it destroyed the battlemages with a wave of its hand.

## Spell Effect

The spell creates a shining spear of pure magical energy which the caster throws as a ranged touch attack at any one target. If the *manaspear* hits, the target suffers 1d6 points of damage per the caster's level (maximum 10d6). Further, the *manaspear* drains 1d4 randomly determined, prepared spells from victims who are capable of casting spells. These spells are lost as if they had been cast, and they can be regained normally. The draining effect also applies to monsters with spells or spell-like abilities. In the case of spell-like abilities, each prepared spell that the *manaspear* drains takes away one usage of a spell-like power for one day. For sorcerers, bards and others who do not prepare spells, the *manaspear* drains one (randomly determined) unused spell slot for the day. A successful Reflex saving throw halves the damage, and a successful Will saving throw negates the spell-draining effect.

The *manaspear* is a force effect, and it may strike ethereal creatures.

*Material Components:* Miniature wooden spear.

# Meld Object

*Merges one object into the body of a creature.*

Transmutation
**Level:** Sor/Wiz 5
**Components:** V, S, M, F
**Casting Time:** 1 hour
**Range:** Touch
**Target:** 1 creature & 1 object (up to 1 lb. and up to 1/2 cubic foot)
**Duration:** Permanent (D)
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

This spell was created to secure small magical items and valuables within the body of a creature. The magical effects remain active even in this altered state. This spell was originally designed by a very possessive and paranoid wizard who obtained a potent magic ring that he wanted to utilize without worrying that it would be stolen. Since then, the spell has seen use by the Scaled of Hedrad for smuggling contraband. Queen Geleeda of Calastia has also put the spell to more insidious uses. At the behest of King Virduk, she has crafted cursed items and melded them into some of Calastia's "royal guests" — that is, the captured heirs of some of Calastia's neighboring puppet nations — to ensure that the guests do not leave the comfort of Calastia's court.

## Spell Effect

When this spell is cast, a small object — up to a pound in weight — is caused to sink within the flesh of a host creature, to be hidden from sight. The object sinks into the body of the host and develops a magical aura that protects both the object and the host from possible harmful effects that would result otherwise. The long casting time allows the melded item to retain the ability to perform any magical functions. In this way, a magic ring, amulet or other small item can be secured within a host, while still being utilized. Melded objects no longer count toward the limits on magic items a character can wear (see page 176 of core rulebook II), however, only one object may be melded into a living host at any one time.

Items secured with a host are detectable as a faint magical aura and by a warping of the flesh at the location at which the item is merged in the body. The spell maintains the melding without disturbing the host's biological functions, making the spell's duration the life span of the recipient. The melded object can be removed forcibly from its host by the use of *break enchantment*, *limited wish*, *miracle* or *wish* spell which will cause the host 2d6 points of damage as the object ejects from his flesh. The mage who cast the spell originally may also dispel the effect to harmlessly cause the melded object to rise out of the subject's body.

*Material Components:* The material components of this spell are a the item to be melded, seven drops of the host's blood, a bit of gauze and 100 gold pieces in various ritual items that are consumed in the casting.

# Mind Over Matter

*Aids concentration to ignore distractions.*

Transmutation
**Level:** Brd 4, Clr 4, Drd 4, Sor/Wiz 4
**Components:** V, S
**Casting Time:** 1 action
**Range:** Personal
**Target, Effect or Area:** You
**Duration:** 1 round/level (see text)

## Description

This spell was first put into general use during the Titanswar, when earthquakes, relentless storms and horrific battles were common distractions for spellcasters. Developed by

the dwarven wizards of Burok Torn, *mind over matter* became essential for consistent, reliable spellcasting during these times. During the war, similar magic was shared with all arcane casters of the divine races, and it was replicated by the gods in answer to the prayers of their faithful. Divine casters often refer to the spell by other names, for example, *Mind of Corean.*

## Spell Effect

The caster of a *mind over matter* gains a +10 bonus to all Concentration skill checks for the duration of the spell. The spell ends before its normal duration if the caster moves more than 5 feet in a round. The caster can benefit from only one *mind over matter* effect at a time.

# Mind Raid

*Allows reading of deep thoughts.*

Divination [Mind-Affecting]
**Level:** Brd 3, Clr 3, Sor/Wiz 3
**Components:** V, S, F/DF
**Casting Time:** 1 action
**Range:** Touch
**Target, Effect or Area:** Creature touched
**Duration:** Instantaneous
**Saving Throw:** Will negates
**Spell Resistance:** No

## Description

This spell is a favorite among devotees of Hedrada, especially those functioning as investigators. In realms like Dunahnae, *mind raid* is used regularly in what passes for trials as a means of obtaining true testimony. In other regions of the Scarred Lands, the spell is viewed with more suspicion, since it places great power into the hands of Hedrada's minions—not all of whom are as dedicated to the spirit of the law as they are to its letter.

## Spell Effect

With *mind raid*, the caster penetrates a target creature's thoughts much more deeply than he would with *detect thoughts*. Should the target fail a Will saving throw, the caster gains quick and thorough access to his complete memories and knowledge insofar as it relates to gathering a single fact to answer one distinct question. For example, a use of *mind raid* could find an answer to the question, "Who hired you to kidnap the prince?", but the question, "What do you know about the plot to kidnap the prince?" is too vague. The information so gained isn't necessarily true, but it reflects what the target believes and what the target would normally be capable of recalling from memory. If the subject does not know the answer to the question, the spell fails (although the caster will know why).

This spell may be used on an unwilling victim by means of a touch attack.

*Arcane Focus:* The preserved eyeball of a telepathic creature.

# Minor Circle of Seeing

*Creates a magical circle to view locations where runes of seeing have been placed.*

Divination
**Level:** Sor/Wiz 4
**Components:** V, S, M
**Casting Time:** 1 day or 1 minute (see text)
**Range:** See text
**Target:** Several linked *runes of seeing* (see text)
**Duration:** 1 hour/level (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

Created aeons ago by the black sorcerers of the Ukrudan Desert and used by them to keep watch over their sanctuaries, this divinatory spell has since become known to dwarven wizards whose people raided the sorcerers' sanctuaries and breached the dark cabal's inner sanctums.

As with other runic magic from the Ukrudanian sorcerers, the design of a *minor circle of seeing* is more aptly described as a chaotic web of intricate lines and arcs that is unintelligible to anyone who has not been initiated into the arts of such magic. This evident, chaotic influence over the magic has led many a dwarven priest of Hedrada to question the ardent pursuit of such knowledge by their arcane-focused kinsmen. None question the value of these circles, however, in detecting the incursions of the dark elves into the dwarven mines.

## Spell Effect

This spell creates a temporary magical circle linked to other *runes of seeing* that have been created by the same caster. The linked *runes of seeing* must have been placed prior to the casting of this spell, and they must be designated when the spell is cast. The caster may designate a number of *runes of seeing* that he can view up to his Intelligence modifier. The distance of the *runes of seeing* from the circle is not a factor. The runes may even be on other planes of existence.

When the caster stands within the circle, he can view the location of any of the linked *rune of seeing* as if he or she were actually standing at the location of the *rune of seeing*. Like *rune of seeing*, switching between different viewpoints requires a standard action from the caster, and changing views to any vantage point of a *rune of seeing* requires a successful Scry check (DC 10). *Minor circle of seeing* then functions identically to scrying through a *rune of seeing* (see that spell description) with the exception that the caster may also cast *trigger rune* on any previously placed rune in sight of the caster while he is scrying. When used thus, the *rune of seeing* flares briefly but visibly when *trigger rune* is cast.

The casting time for the spell depends on whether the circle is being drawn anew or whether a previously placed, permanent circle is being empowered (see *material components*, below). Drawing a new circle takes one day. Empowering a previously placed, permanent circle takes one minute. Neither of these casting times includes the time necessary to gather and prepare the necessary material components.

*Material Components:* The basic runes and patterns of the circle must be drawn in charcoal and sulfur or inscribed in silver. One pint of the caster's blood (or the blood of a sacrificed intelligent victim) must then be mixed with an ounce of powdered dragon bone or tooth or the powdered bone of an Outsider (costing a minimum of 250 gp per ounce). The resulting paste must then be used to trace the most important runes with a brush of the finest hair (worth a minimum of 50 gp). A permanently inscribed circle must be made of inlaid silver at a cost of no less than 2500 gp. The creator of a permanently inscribed circle must make a successful Craft (stonework) check (DC 12) to carve the intricate design when the circle is created. Failure means that all components are lost and that the carving must be attempted again.

## Minor Shadow Conjuration

*Replicate 1st-level conjuration spells.*

Illusion (Shadow)
**Level:** Sor/Wiz 2
**Components:** V, S
**Casting Time:** 1 action
**Range:** See text
**Target:** See text
**Duration:** See text
**Saving Throw:** varies (see text)
**Spell Resistance:** No (see text)

### Description

The vast majority of those who eventually become Penumbral Lords decide to pursue the study of shadows after their early encounter with this spell. This spell is by far the most common one cast by all wizards, sorcerers and Penumbral Lords. It's said that early in his life — before his eventual threat was understood — the reviled DarTan would teach this spell to young wizards in an attempt to coerce them into joining him.

### Spell Effect

This spell operates as *shadow conjuration* (see core rulebook I, page 249), except that is mimics only 1st-level sorcerer or wizard conjuration spells. Such conjurations are 20% as strong as the real thing. For details on duration, range, etc., see both the text of *shadow conjuration* and the text of the duplicated spell.

## Minor Shadow Evocation

*Replicates 1st- and 2nd-level evocations.*

Illusion (Shadow)
**Level:** Sor/Wiz 3
**Components:** V, S
**Casting Time:** 1 action
**Range:** See text
**Target:** See text
**Duration:** See text
**Saving Throw:** varies (see text)
**Spell Resistance:** No (see text)

### Description

Wizards and sorcerers aspiring to join the ranks of the Penumbral Lords hone their skills on this spell.

### Spell Effect

This spell operates as *shadow evocation* (see core rulebook I page 250), except that it mimics only 1st- and 2nd-level sorcerer or wizard evocation spells. Such evocations are 20% as strong as the real thing. For details on duration, range, etc., see both the text of *shadow evocation* and the text of the duplicated spell.

## Minor Symbol of Divinity

*Creates minor magical protections within a small area.*

Abjuration
**Level:** Clr 1, Drd 1, Pal 1, Protection 1, Rgr 1
**Components:** V, S, DF
**Casting Time:** 2 rounds
**Range:** Touch
**Target, Effect or Area:** 5-ft. radius/level emanation
**Duration:** 1 day/level
**Saving Throw:** No
**Spell Resistance:** No

### Description

This spell allows a cleric to draw the sacred symbol of her deity upon the ground, which in turns provides minor magical protection over a small area within the radius of the symbol. While the protections that this holy mark provides are relatively minor, certainly compared to the powerful *symbol* used by higher level clerics, a *minor symbol of divinity* is nonetheless an important spell in the world of the Scarred Lands. In an age where the foulest creatures invade and overrun the lands and lives of the innocent, there can not be enough of these tiny points of protection to dot the lands of order and goodness. Priests of Corean are often expected to draw the sacred *minor symbol of Corean* wherever they travel, such as in peasant villages or lonely farms or keeps. If they are passing through a village, priests often cast this spell on a well or other kinds of meeting places. In Vesh, it is common for a village's blacksmith to offer the ground beside his anvil as a place where a cleric or paladin may draw a *minor symbol of Corean*, in honor of Corean as the patron deity of craftwork.

The *minor symbol of divinity* is usually drawn in the soil and always in the shape of the symbol of the god it represents. Once drawn, the symbol glimmers faintly for a moment, then appears to be but a symbol normally drawn in the ground.

### Spell Effect

The symbol provides a +2 sacred bonus to saving throws involving Will. Additionally, the spell provides a +1 bonus to skill checks that match the dominion of the god or goddess of the symbol (e.g. any smithing Craft Skill check performed within the area of effect of a symbol of Corean, any Heal Skill Check near Madriel's symbol, etc.).

## Mirror Safe

*Creates an extra-dimensional space to store items.*

Transmutation
**Level:** Sor/Wiz 4
**Components:** V, S, M, F
**Casting Time:** 10 minutes
**Range:** Touch
**Effect:** one mirror
**Duration:** one access/2 levels
**Saving Throw:** None
**Spell Resistance:** No

### Description

*Mirror safe* was developed by the Scaled of Hedrad to store their loot away from the prying eyes of authorities and former owners, sometimes within the very home of the owner, which has led to the belief that there's a companion spell that allows access to mirror safes by means of other mirrors. However, the ever-present profit motive prompted one of the guild members to sell the secret of the spell. It is now archived in the Phylacteric Vault in Darakeene.

### Spell Effect

Similar to a *bag of holding*, this spell creates an extra-dimensional space beyond the surface of a mirror. This extra-dimensional space is able to hold materials only up to 100 lb. per level of the caster. After *mirror safe* has been cast, the caster can access the space freely up to one access per two levels. During the casting, the mage can set directions that will allow access to the safe and the items protected within. The "combination" to open the safe can be as simple as a command word to anything as complicated as the conditions needed to fulfill a *magic mouth* activation. Each access opens the safe for a period of up to five minutes. If the spell runs out of access uses, it ends, and any items remaining within the mirror stay within the extra-dimensional space. The mirror will continue to radiate a slight magical aura. Any caster may recast this spell to gain access to the space once again.

A successful *dispel magic* will end the duration of *mirror safe* but the items stored in the safe remain there. *Break enchantment, limited wish, miracle, wish* and *Mord's disjunction* will all break the *mirror safe* which will eject all items within it and destroy the mirror. A mirror may have only one *mirror safe* cast upon it at any given time, and it may link to only one extra-dimensional space at any given time.

Living matter can be placed within the safe, however, anything inside the mirror safe can exit the safe freely and leave the extra-dimensional pocket regardless of whether the *mirror safe* is still active or not. If the spell is active, such an exit uses up one access of *mirror safe*.

*Focus:* Any mirror can be used, but its dimensions limit the size of items that one can place within it.

*Material Components:* The spell requires a silver coin and a small key.

## Mormo's Serpent Hands

*Turns caster's fingers into venomous snakes.*

Transmutation
**Level:** Drd 6, Wiz/Sor 7
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Target, Effect or Area:** Caster
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** Yes (harmless)

### Description

Even though Mormo, the Mother of Serpents, was defeated and dismembered in the Titanswar, her magic lives on through her many followers. The wizard Dolomar is credited with recovering this spell from a den of ratmen Red Witches — who likely received the spell from High Gorgons. Dolomar proceeded to scribe the spell out to several arcane libraries and thereby pass the transmutation into broader usage among the Divine Races.

### Spell Effect

*Mormo's serpent hands* turns the caster's fingers into large poisonous vipers. On the caster's turn following the transmutation and each round thereafter, the vipers of each hand can be directed to attack opponents, allowing the caster to attack two different opponents with five melee attacks per round each. These attacks are each made at the caster's base attack. Each viper causes 1d4 points of damage when it strikes, and every strike injects poison. The poison causes 1d4 points of temporary Constitution damage immediately and another 1d4 points of temporary Constitution damage one minute later. Each instance of poison can be negated by a Fortitude save at the DC for this spell.

It is not possible for the caster to hold or pick up items while this spell is in effect. As a result, the caster cannot cast any spells that have a somatic component — and he is unlikely to be able to handle material components either — until this spell expires or is dismissed.

*Material Components:* The poison glands of a viper.

## Multiplicity

*Allows casting of prepared spell instead of others.*

Transmuation
**Level:** Wiz 5
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Target:** Self

**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

Even when the wizard Thariak the Gregarious of Darakeene suspected that one spell in quantity would be most useful to him in the coming day, he hated overspecializing when he chose spells to prepare. Therefore, he developed this spell that has since found wide use among the Scarred Lands' more powerful wizards. It still does not afford a wizard the flexibility of a sorcerer, but it goes partway there at the expense of a major spell preparation.

## Spell Effect

Once a wizard casts this spell, she is empowered so that her *next* spell may be cast multiple times even if it has only been prepared in one spell slot. For example, a 15th-level wizard has the following spell slots from cantrip through 8th level: 4/4/4/4/4/4/3/2/1. If one of her 5th-level prepared spells is *multiplicity* and she casts it, her next prepared spell (e.g. *magic missile*) may be cast as many times as she has remaining 1st-level spell slots. So, if she has already cast one 1st-level spell leaving her with *magic missile* plus two others remaining, then she may cast *magic missile* as many as three times. The first casting of *magic missile* uses her normal preparation of that spell, while the second casting (and any other subsequent castings) uses up one of her other remaining prepared 1st-level spells as she cannibalizes that stored energy for the *multiplicity* castings of *magic missile*.

Each subsequent casting of a spell must come before the duration of *multiplicity* expires and before any other spells are cast. Any material component or XP costs of the multiple cast spell must be paid normally for each casting.

*Material Components:* A pearl (minimum 10 gp) for *multiplicity* plus another that is nearly identical for every time a spell is recast.

# Nethergaze

*Caster's gaze damages and impairs undead.*

Necromancy
**Level:** Sor/Wiz 5
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Target, Effect or Area:** You
**Duration:** 1 minute/level (D)
**Saving Throw:** Fortitude Partial
**Spell Resistance:** Yes

## Description

This unsettling sorcery was supposedly the creation of one Dheonicus, a mage-priest turned undead slayer after his family died at the hands of a spectre. After vanquishing the spirit, Dheonicus swore to dedicate his life to the destruction of such monsters. Twenty years later, he died battling a vampire in a forlorn crypt located in the middle of the Swamps of Kan Thet. Later, a group of adventurers discovered the crypt and found Dheonicus' spellbook and diary. After being sold to the Phylacteric Vault of Darakeene, Dheonicus' spells — including *nethergaze* — disseminated quickly throughout necromantic circles.

## Spell Effect

*Nethergaze* causes the caster's eyes to become cold orbs of purple misty light. When an undead meets the caster's gaze, the connection between the creature and the negative plane is impaired, causing damage and momentarily eliminating all abilities related to that connection.

The character obtains a gaze attack (see *core rulebook II* page 77) that affects only undead. When an undead creature meets the caster's gaze (a skeleton's lack of eyes is no impediment) it must roll a Fortitude saving throw. Failure results in the undead taking 2d12 points of damage, and it cannot use any special attacks or qualities related to the negative plane (such as energy level drain or ability drain) for 1d3 rounds. If the saving throw is successful, the damage is halved, and all powers remain intact.

*Material Components:* Two jade "eyeballs" with a *light* spell upon them. During the *light* spell duration, they must be covered with a mixture of clay, silver dust and dirt from a graveyard, then the mixture is baked hard (400 gp total value).

# Obscure Shadow

*Makes an ordinary shadow disappear.*

Transmutation
**Level:** Sor/Wiz 1
**Components:** S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One subject
**Duration:** 1 minute/level (D)
**Saving Throw:** Will negates (harmless, object)
**Spell Resistance:** Yes (harmless, object)

## Description

This spell dates back to old legends of a league of assassins known as the Shadowless Ones. Without a shadow to reveal them, these killers were thought unstoppable. While the bard Andrometus jokes in his songs of how those killers have gone the way of their shadows, the magic that likely abetted them remains.

## Spell Effect

Casting this spell allows the caster to obscure the natural shadow of a person or object temporarily. Beyond arousing the superstition and fear of common folk, this use of the spell has the practical purpose of giving the subject a bonus of +5 to her Hide skill checks if circumstances would benefit from the subject not casting a shadow (GM's discretion).

# Pass the Years

*Ages target by 1d10 years.*

Transmutation
**Level:** Clr 6, Sor/Wiz 6
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Target:** 1 creature
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

## Description

After the Divine War had been won by the gods and their followers had been rewarded for their bravery, the chronomancers of Darakeene resumed their experiments with the magic that held sway over the stream of time. One of the outcomes of their research, *pass the years* demonstrated their ability to alter time's effects on life, but not yet their ability to alter life's effects on time.

It is rumored that a more sinister version of this spell, *steal the years*, exists, although no actual record of its existence or use has been found to date. Those who talk about it state that the spell is identical to *pass the years* in every way except that the years taken from the

life of another add to the maximum life span of the caster.

## Spell Effect

This spell causes magical, permanent aging in the target. All of the normal effects of aging apply (e.g. ability score adjustments) as if the target had aged those years naturally. By means of this spell, the target ages 1d10 years. A successful saving throw negates the aging.

*Material Components:* A lock of an elderly person's hair.

# Perfect Recollection

*Subject gains 1d4+1 Int for 1 hr./level.*

Transmutation
**Level:** Brd 2, Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Target:** Creature Touched
**Duration:** 1 hour/level
**Saving Throw:** none
**Spell Resistance:** no

## Description

The spell was created by an aging sage who found it increasingly difficult to recall the lore for which he was famous. Fearing that the accumulated knowledge that he had gained would forever fall from his grasp, he created the spell that would, allow him to pursue his studies temporarily with the energy and potency that he once knew.

The spell is employed commonly by alchemists and scholars, but many rogues have found the spell useful when working over traps and forging documents.

## Spell Effect

The subject is better able to recall distant memories and focus on mentally challenging tasks. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to ability and skill checks.

An increased Intelligence score may allow the subject to prepare more spells. For each additional spell prepared by virtue of the recipient of this spell having a higher Int than their normal, one random spell of the same spell level is lost from preparation as if it had been cast when *perfect recollection*'s duration ends.

A creature cannot benefit from another casting of *perfect recollection* for one week after receiving the spell.

*Material Components:* A few feathers from an owl or a small figurine in the shape of an owl.

# Phantom's Howl

*Cry that causes foes to be shaken, stunned or paralyzed.*

Necromancy [Fear, Sonic]
**Level:** Brd 2, Sor/Wiz 2
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** Cone
**Duration:** Instantaneous
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

## Description

One of the many dread songs known to the Mourners of Hollowfaust. The *phantom's howl* can be heard from the walls of that necropolis whenever the Mourners are lending aid to the city's defenses.

## Spell Effect

Those victims in the spell's area of effect must make a Fortitude saving throw. Success means that the targets are able to overcome the worst of the spell's effects, but they still fight with a -1 morale penalty to attack rolls for 2d4 rounds. Those who fail their saving throws must roll 1d% on the following table.

| Roll | Effect |
|---|---|
| 0-50 | Target shaken for 1d4 rounds (see page 85, *core rulebook II*) |
| 51-75 | Target shaken for 2d4 rounds |
| 76-85 | Target stunned for 1d4 rounds (see page 85, *core rulebook II*) |
| 86-95 | Target stunned for 2d4 rounds |
| 96-99 | Target affected as by a *fear* spell |
| 00 | Target paralyzed for 1d4 hours (see page 85, *core rulebook II*) |

# Pillar of Attraction/ Repulsion

*Creates magnetic pillar that attracts/repels metal armor and weapons.*

Conjuration (Creation)
**Level:** Sor/Wiz 5
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area:** 25-ft. radius from pillar
**Duration:** 1 hour/level
**Saving Throw:** See text
**Spell Resistance:** No

## Description

First seen in use by cabals of High Gorgons during the Battle of Hornsaw Minor in the Titanswar, this conjuration played havoc with the tactical formations of the heavily armed and armored forces of the Divine Races. A few strategic placements of these pillars on the battlefield disrupted the formations of dwarven heavy infantry, leaving them magnetically trapped in place on the battlefield. In the end, Hedrad's clerics dispatched their guards of Exemplars, who, being relatively immune to the effects of the pillars, fought their way through to the Gorgons to end the threat, but not before the dwarven infantry sustained heavy losses from missile bombardment while pinned down by the pillars.

King Virduk has since been kind enough to have Calastia's battle mages reintroduce the use of the spell during Virduk's campaigns against the dwarves of Burok Torn.

## Spell Effect

This spell can be cast in two different forms — the *pillar of attraction* and the *pillar of repulsion*. The caster must declare its form before creating it. When cast, the spell creates a large, cylindrical structure that affects metal armor and weapons within a 25-foot radius. The *pillar of attraction* draws metal objects to it, while the *pillar of repulsion* pushes metal away.

Both forms of the *pillar* cause attack penalties to those nearby. Combatants in the area of effect of a *pillar of attraction* or *repulsion* who are armed with tiny or small metal weapons fight at -1 penalty to their attack rolls due to the constant pull/push of the *pillar*. Combatants with medium metal weapons receive a -3 attack penalty, and those with large metal weapons receive a -5 attack penalty. Missile weapons with metal components are also affected by the *pillar*, and all such attacks against targets in the spell's area of effect (or against targets which require the missile to travel through the pillar's area of effect) are made at a -5 penalty.

Should a combatant roll a natural 1 when attacking, there is a chance

that the weapon will be wrenched from her grasp and drawn or flung away. After rolling a 1, the combatant must make a Fortitude saving throw against the *pillar* spell (see page 150 of *core rulebook I*). If the saving throw fails, then the weapon is wrenched from the attacker's grasp and flung 5d6 feet away from a *pillar of repulsion*, or drawn toward and stuck to a *pillar of attraction*.

Anyone wearing metal armor within the pillar's area of effect is in far more dire straits. Each round that they are in the area of effect, armor-wearers must make a Fortitude saving throw. Those wearing light metal armor receive a +2 bonus to their saving throws, and those in heavy metal armor receive a -2 penalty. Those wearing medium metal armor roll normally. A failed saving throw indicates that the attacker is drawn to a *pillar of attraction* and held fast, or flung 5d6 feet away by a *pillar of repulsion*, taking 2d4 points of damage. Another 1d4 points of damage are inflicted if the attacker is flung into a wall or other solid object.

Weapons or armored victims stuck to a *pillar of attraction* can be removed with a successful Strength check (DC 22). Once freed, the victim must of course continue making Fortitude rolls as long as she is in the area of effect.

Trapped individuals can also attempt to get out of their armor. Exactly how they do this is up to the GM, but fighters in full plate are probably not going to succeed without help. Individuals in chain shirts or armor that doesn't have a lot of straps and buckles can probably wriggle out with one or more successful Escape Artist checks, depending upon the amount and complexity of their armor.

*Material Components:* A cylindrical piece of magnetized metal.

## Power Word, Thunder

*Causes a clap of deafening thunder.*

Conjuration (Creation) [Sonic]

**Level:** Drd 6, Sor/Wiz 6

**Components:** V

**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./ 2 levels)
**Area:** See text
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** Yes

## Description

Lethene, the Dame of Storms, first uttered this *power word* during the Titanswar. Accounts vary. Some say that she used the word as a weapon when she was sorely pressed, while other historians scoff and announce that she uttered it as nothing more than a simple invective. Regardless, the few survivors who overheard that *word* on the field of battle were later able to use and teach it. This single convoluted utterance takes on such terrifying resonance that it booms out with a shattering crescendo, amplified beyond all expectations of normal voice and deafening nearby creatures with its clap of thunder. The boom of the *power word, thunder* can be heard up to five miles away, and it reverberates through tunnels and causes visible shockwaves underwater.

## Spell Effect

When uttered, the *power word, thunder* quickly rises to a tremendous pitch and washes outward as a tangible boom of sound. All creatures within 60 feet of the caster with 30 or fewer hit points are immediately deafened and dazed (see page 84 of core rulebook II for the effects of being deafened or dazed), with no saving throw. Creatures with between 30 and 60 hit points are deafened but not dazed. Creatures with more than 60 hit points are unaffected. A *power word, thunder* can be cast within magical silence, and it also destroys all magical silence within 60 feet of the caster, although creatures that were in the zone of silence are insulated from the effects of the *power word, thunder.*

# Pressure Sphere

*Increases water pressure to damage targets.*

Transmutation
**Level:** Drd 3, Sor/Wiz 3, Water 3
**Components:** S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target, Effect or Area:** 20-ft. radius
**Duration:** Instantaneous
**Saving Throw:** Fortitude half
**Spell Resistance:** Yes

## Description

A specialized attack spell for use on water-bound opponents, *pressure sphere* is used most extensively by sea mages to defend the ships under their protection from being preyed upon by aquatic life forms.

## Spell Effect

When cast, *pressure sphere's* string spell component extends itself out from the caster's hand to the intended center of the spell's effect. Once there, the caster yanks strongly on the string to produce the spell's effect. All creatures within a 20-foot radius of the string's endpoint must make a Fortitude save as the water pressure in that area increases dramatically. Those who fail will take 1d6 damage per caster level (maximum 10d6). Those who succeed take only half damage. Those who fail to save and who are holding their breath, are also forced to release their held breath. Incorporeal creatures and creatures from the elemental plane of water need not save, since they are immune to the effects of water pressure.

*Material Components:* A length of string coated in wax.

# Prevarication's Bounty

*Causes the tongue of the victim to swell when the victim lies.*

Transmutation
**Level:** Clr 1
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** Touch
**Target:** 1 creature
**Duration:** 1 day/level (D)
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

## Description

The priest-judges of Hedrada are feared as much for their ability to root out unlawful conduct and they are for the way in which they wield their double-headed hammers. When the lesser clergy of Hedrada conduct investigations into criminal behavior, civil disobedience and other such unlawful conduct, *prevarication's bounty* becomes one of the clergyman's best tools.

## Spell Effect

The target of *prevarication's bounty* receives a Fortitude save to resist the spell, otherwise, the subject is cursed such that any intentional lie he speaks has the immediate effect of grotesquely swelling his tongue until it bulges his cheeks and issues forth from his mouth by a few inches. Liars so afflicted cannot speak coherently, so they cannot cast spells with verbal components or pronounce command words. Neither can they eat or drink properly. The swelling will recede in 2d4 minutes provided the victim does not continue to prevaricate.

The curse cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse* or *wish* spell. For *remove curse* to be effective, the caster must be of equal or higher level than the caster of *prevarication's bounty.*

# Purifying Flames

*Burns a foe every round until extinguished.*

Evocation [Fire]
**Level:** Sor/Wiz 4, Sun 4
**Components:** V, S, M/DF
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** Ray
**Duration:** 1 round/level (D) (see text)
**Saving Throw:** Fortitude half
**Spell Resistance:** Yes

## Description

This spell is favored by the Order of the Morning Sky in their tireless quest to cleanse the world of pestilent creatures such as morgaunts, mummies and the like. Little remains after Madriel's purifying fires incinerate the Order's opponents.

## Spell Effect

This spell causes the target's body to bust into flames if the caster succeeds at a ranged touch attack. The target suffers 3d6 points of damage or half damage if he succeeds at his initial Fortitude saving throw. Anyone within five feet of the target will also take 1d6 points of heat damage with no saving throw. The *purifying flames* continue to deal similar damage each round until they are extinguished or the spell's duration lapses. Each round that the flames are in effect, the victim must roll a new Fortitude save to

determine if he takes half or full damage that round.

The target can try and beat the flames out by using a full round action. If he succeeds in a Dex check at a DC equal to the saving throw DC of the spell, then the victim manages to extinguish the flames. Other creatures can help to beat out the flames, and every person who spends a full round action attempting to put the fire out may similarly attempt his own Dex check to extinguish the flames.

If the fire burns for more than two full rounds, it will deal the same damage each round after the second to the target's personal gear as it deals to the target. (See Items Affected by Magical Attacks *core rulebook I*, page 150).

*Material Components:* A piece of sulfur.

## Quick Sober

*Cures the target of alcoholic influences.*

Transmutation
**Level:** Brd 1, Clr 0, Sor/Wiz 0
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Touch
**Target:** 1 creature or self
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

Drunkenness is a leisure is which most mages and clerics can not afford to indulge. A night of heavy drinking can leave a spell user ill prepared in the morning, with a pounding headache and blurry vision. As a result, many have come to rely on *quick sober*, as a fast and reliable cure to the mundane hangover.

### Spell Effect

The target of a *quick sober* spell finds himself completely cured of any effect caused by indulging in alcohol. *Quick sober* can also be used to counter *intoxicate*.

## Rabbit Feet

*Gives +2 bonus/level to Move Silently*

Transmutation
**Level:** Bard 1, Drd 1, Rgr 1, Sor/ Wiz 1
**Components:** S, F/DF
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 1 minute/level (D)
**Saving Throw:** None
**Spell Resistance:** No

### Description

With the aid *rabbit feet*, you can pass silently around attentive guards or sneak through creaky-floored rooms. The spell softens footfalls, quiets loose equipment and otherwise allows you to move silently. Members of the Scaled of Hedrad use this spell to enhance their burglary earning potential and reduce the potential of getting caught. This spell is one of the first ones taught to new members of the guild during their initiation.

### Spell Effect

The spell adds +2 per level of the caster (maximum +18) to any Move Silently checks.

*Arcane Focus:* A rabbit's foot.

## Rapid Journey

*Allows multiple teleportations.*

Transmutation [Teleportation]
**Level:** Sor/Wiz 8, Travel 8
**Components:** V
**Casting Time:** 1 action
**Range:** Personal and touch
**Target:** You and touched objects or other touched willing creatures weighing up to 50 pounds/level per transport
**Duration:** 1 round/level
**Saving Throw:** None and Will negates (object)
**Spell Resistance:** No and Yes (object)

### Description

The challenge of keeping the front lines supplied was a constant challenge during the Titanswar. Such was especially true for the beleaguered city-state of Lanzal, which found itself beset by enemies on three sides. Thus did Lanzal's wizards create *rapid journey* as a solution to its seemingly insurmountable logistical problem. Although the spell proved a success, however, Lanzal still fell before the might of its foes.

### Spell Effect

This spell is a variant of *teleport*, and it functions exactly the same way, except for two alterations. First, like *teleport without error*, there is no chance to arrive off target. If consulting the Teleport table on p. 264 of *core rulebook I* indicates that you would arrive off target, *rapid journey* simply does not function (although the spell is considered cast for the purposes of preparation).

Second, as long as you remain at your destination for less time than the duration of the spell, you may transport back to your point of origin instantly and safely. You may then choose to return again to your destination before the spell expires, and you may choose to carry more with you, provided the limits noted under "Target" (above) are maintained.

For example, a 15th-level wizard and up to 750 pounds of objects and/or creatures may transport without error to a locale with which the wizard is familiar. The wizard may then return to his point of origin and collect up to 750 pounds of additional objects and/or creatures to take with him, provided that he does so within the 15 rounds in which the spell functions. The wizard may repeat this process as many times as he wishes, within the limits of the spell's duration and common sense.

In every other respect, *rapid journey* functions exactly like the spell *teleport*.

## Recall Champion

*Call a dead hero to aid you.*

Conjuration (Calling)
**Level:** Clr 8, War 8
**Components:** V, S, F
**Casting Time:** 10 minutes
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** 1 spirit
**Duration:** 2 hours/level (see text)
**Saving Throw:** None
**Spell Resistance:** No

### Description

During the Titanswar, mortals fought alongside their divine patrons. The prowess of the greatest mortal champions became legendary, and it has only grown with every fireside tale of their triumphs.

But little becomes myth in the Scarred Lands that cannot also become reality. A priest who possesses a relic from one of these mighty heroes may call the spirit of that champion back to the physical plane for a time. This prayer, although very uncommon, is most frequently used by clerics of Chardun, due to that god's tendency to continue using favored servants long after their deaths. Among the other faiths this prayer is used only rarely, in times of dire need. Occasionally, a champion will choose not to serve the purpose for which she has been recalled, and she will pursue some

leftover agenda from her mortal life instead. The relics used in casting this spell are guarded fiercely by each church, and they are quite difficult (and costly) to come by. Many faiths have entreated groups of their followers to scour the wastelands where many Divine War champions met their deaths to try to recover some relic of the champion sufficient that the champion could be recalled when needed.

## Spell Effect

This spell may only be cast at a site *hallowed* to the caster's deity. When this spell is cast, the spirit of a powerful mortal servant of the caster's deity appears nearby. The champion looks as she did in the prime of her life, and she retains all of the abilities and items that she used regularly.

The exact champion who is summoned depends upon the reliquary used as the focus of this spell (see *material components* below.) The champion was a heroic mortal of 12+2d4 levels of a race, class(es) and alignment appropriate for the caster's deity. The GM determines the Champion's actual abilities and motivations. (See *core rulebook II* pages 48-58 for tables useful in generating the champion's statistics, and see also ***Creature Collection*** pages 106-107 for an example of a very powerful champion). Players who foresee using this spell are best served preparing a champion's statistics with their GM before game play.

The champion is not under the control of the caster. On the contrary, she will often seek to take command of the situation, issuing orders to the caster and his allies. In addition to her other abilities, the champion may use *command* and *suggestion* as supernatural powers at will on any worshipper of the caster's deity. If the champion feels that she has been summoned frivolously, she will demand that the caster atone by issuing the caster a *quest*.

The spell creates a temporary physical form, an avatar of the champion, that may be "slain." The "death" of this mortal shell does not harm the spirit of the champion, but it does end the spell. The champion may dismiss the physical form at any time, at which point the spirit is free to leave the physical plane. Finally, the divine energy that summoned the champion will fade after a maximum of two hours per caster level, at which time the champion will return to the after-life. All items that appeared with the champion also disappear when the spell ends.

*Material Components:* The focus for this spell is a small reliquary containing a tiny scrap of armor, clothing, ashes or other such material from a champion who served the cleric's deity. Such reliquaries cost from 300 to 1000 gp (if they can be purchased at all), and they are often the object of holy quests. The relic is drained of all power (useless) for 1d4 weeks after being the focus for this spell (2d8 weeks if the champion's physical form is slain).

# Remove Resistance

*Decreases target's spell resistance.*

Transumatation
**Level:** Sor/Wiz 4
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target, Effect or Area:** Single Creature
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes (see text)

## Description

*Remove resistance* was the last spell that the wizard Dolomar researched before his suicide deep in the halls of Burok Torn. Dolomar's last, nightmare-filled days were devoted to this transmutation that might allow him and the dwarven wizards of Burok Torn to pierce the immunity of the Obsidian Hound that hunted Dolomar relentlessly. While Dolomar succumbed to nightmares before completing the spell, the dwarves finished his work posthumously.

## Spell Effect

This spell strips away spell resistance and magical resistance bonuses to saves. The caster of this spell gains a +10 bonus to his caster level check to overcome the target's spell resistance (if any). Additionally, the target receives a Fortitude save to negate the spell's effects, however any magical effects generating resistance type save bonuses for the victim do not add to his save to resist this spell.

If the *remove resistance* takes effect on the target, the target's spell resistance decreases by 1 point per level (maximum -15), and any resistance type save bonuses the target receives (e.g. *cloak of resistance*) are completely suppressed for the duration of *remove resistance*.

*Material Components:* A small shield made of tin, hammered extremely thin. It is bent as the spell is cast.

# Rend the Sovereign Soul

*Weakens victim's Will to resist.*

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Brd 2, Clr 2, Missionary 2, Sor/Wiz 2
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Close (25ft + 5ft / 2 levels)
**Duration:** 10 minutes/level (D)
**Saving Throw:** Will negates
**Spell Resistance:** Yes

## Description

The dreaded **One in White**, the infamous ruler of the Charduni, possesses the means to enslave any mind. Chardun the Slaver grants his high priests such as the One in White, the ability to break the willpower of their foes and enslave them to Chardun's cause.

Victims of *rend the sovereign soul* succumb more easily to charms, suggestions, illusions and all other spells that are resisted by a person's strength of will. Multiple castings of the spell can break even the strongest will eventually.

Over the ages, the spell has come to be common knowledge among sorcerers and wizards in the service of Belsameth and Enkili since the spell weaken targets to make them more susceptible to illusions. Similarly, courtesans in Seven Sins of Shelzar are said to have enslaved the minds of the city's governors with such enchantments.

The pantheon of good deities in the Scarred Lands have little use for followers who crush the wills of other creatures routinely, so this spell is not often found among pious, good-aligned spellcasters' arsenals.

## Spell Effect

If the target fails to makes his Will saving throw, he receives a morale penalty to his Will saving throws equal to 2 + the greater of the caster's Wisdom or Intelligence modifier. Multiple castings of *rend the sovereign soul* by the same caster on the same target have cumulative results.

## Renewed Focus

*Refocuses caster's initiative.*

Transmutation
**Level:** Sor/Wiz 2
**Components:** V, S
**Casting Time:** 1 free action
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

### Description

A relatively simple spell compared to most of the complex arcana developed by the chronomancers of Darakeene, *renewed focus* is the first step toward mastery for those mages who are training to bend time to their will.

### Spell Effect

*Renewed focus* bends time slightly, allowing the target to perform a normal round of activity and invoke *renewed focus* at the end of the round to gain instantly the benefits of having refocused his initiative (see *core rulebook I* page 134).

## Reshape Shadow

*Changes the shape of a natural shadow.*

Transmutation
**Level:** Sor/Wiz 1, Trickery 1
**Components:** S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One shadow
**Duration:** 10 minutes/level (D)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

Although it is little better than a parlor trick, *reshape shadow* has an odd history of turning consequential at key moments. There is a story that an assassination attempt against King Virduk failed when the assassins who'd managed to gain access to the inner portions of the king's abode passed over a room because a figure that clearly seemed to be a woman was donning nightclothes behind a changing screen. Later reports held this figure to have been Virduk himself disguised with this spell.

### Spell Effect

This spell may be used to change the shape of any natural shadow with such a high degree of control that the caster can depict any outline of his choosing accurately as long as the new shadow has no more than 50% more or less surface area than the original. Therefore, the shadow of a boulder could be changed into that of an ogre or a manster (see ***Creature Collection***) in order to frighten or confuse the unwary. If the light source were brought closer to the boulder causing an even larger shadow to be thrown, then the boulder's shadow could be transformed into a small dragon. In combination with *distort shadow* (q.v.) this spell can be effective, especially against those who are unfamiliar with such magic.

Finally, *reshape shadow* can cause 1d6 damage/level (maximum 5d6) against any one shadow-based creature or illusion that fails its Will saving throw, as the caster rends the creature's form.

## Reverse Illusion

*A real object is cloaked by illusion.*

Illusion (Glamer)
**Level:** Brd 6, Sor/Wiz 6, Trickery 6
**Components:** V, S
**Casting Time:** 1 minute
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** Glamer covering up one 20-ft. cube + one 10-ft. cube /level (S)
**Duration:** Permanent (D)
**Saving Throw:** Will disbelief
**Spell Resistance:** No

### Description

Not long ago, Vesh dispatched a large mercenary army to eradicate the home warren of the Red Witch ratmen once and for all, only to have the army return in tatters. The mercenaries had had little trouble battling their way to the Red Witch haven itself, but once inside its twisting corridors, all manner of horrors assailed them — horrors that proved to be merely figments crafted by the Red Witches' infamous illusion magic. Just as the mercenaries steeled themselves against these fantasy dangers, they were set upon by another horde of such figments. As the mercenary leaders struggled to organize their troops to ignore the figments, the horrors cut a path of very real carnage through them. Too late did the mercenaries realize that there was no telling what was illusion that seemed real and what was real that seemed illusion within the den of the Red Witch-Queen.

### Spell Effect

*Reverse illusion* covers non-illusory objects or creatures with a glamer crafted to make the subject of the spell appear less then real. An iron golem cloaked in *reverse illusion* might appear slightly insubstantial, and the boom of its footfalls might not quite match the timing of its actual steps. A pit cloaked in *reverse illusion* might flicker occasionally, showing a solid stone pathway where the "pit" seems to be, and a pole stuck into the pit would seem to strike a hard surface where open air should be.

Basically, the objects cloaked by *reverse illusion* give off the telltale signs that would lead a cautious observer to disbelieve in what he was observing. In fact, the signs are so evident that observers who are knowledgeable in such phenomena would assume that faulty or poorly constructed illusion magic was at work, and no disbelief attempt is required for observers to categorize the *reverse illusion* as a true illusion.

Just as interacting with an illusion in a way that might suggest it to be illusory is required before an observer can make a disbelief saving throw, observers must interact with the real object cloaked by *reverse illusion* in a way that demonstrates that it might in fact be real before they can attempt to make a disbelief saving throw against the *reverse illusion* glamer itself. For example, if a crossbow bolt is fired at the iron golem, and the bolt doesn't pass through the illusion, the observers might begin to question their assumptions. Anyone who makes a successful Will save to disbelieve in a *reverse illusion* will observe that the object in question is real. Anyone who fails would still see the item as illusory.

*Reverse illusion* has little effect on creatures of less than 7 Intelligence since they will miss the subtle glamers that make the cloaked object appear illusory and simply assume from the start that the object is real. More intelligent or insightful companions may convince the slow-witted observers of the "illusion" at their own risk.

## Rie's Dance of Seduction

*Charms all who view the dancer.*

Enchantment (Charm) [Mind-Affecting]
**Level:** Brd 5, Sor/Wiz 6
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Personal
**Area:** 25-ft. radius
**Duration:** 1 hour/level (see below)
**Saving Throw:** Will negates
**Spell Resistance:** Yes

### Description

As an infamous and highly successful courtesan and sorceress, the woman known as Rie has perfected a number of spells and crafted a number of enchanted items that are intended to enhance success in her chosen profession. Tales speak of her exotic and seductive dances, in which she is able to bring the most willful of men to their knees and make them her willing slaves, at least for a while. Nevertheless, despite this rumored danger, men flock to her infrequent performances in Shelzar where most of them perhaps hope she will make them her slave.

### Spell Effect

Through seductive and inviting body movements, the caster weaves a net of fascination and desire, affecting some or all (caster's choice) observers of the opposite (or preferred) sex as if by a *charm* spell. A successful Will saving throw negates the spell's effect, but the caster's Charisma modifier is added to the DC of the spell's saving throw. (For Bards or Sorcerers, it is effectively added twice.) Anyone failing the saving throw is immediately enamored with the dancer, and he will do whatever she desires (within reason, as described under the *charm* spell description). The spell is similar to *mass charm*, but not as effective, for its victims remain *charmed* only for the *dance of seduction*'s listed duration. This period is usually more than enough time, however, for the dancer to persuade the spell's subjects to hand over large gifts or perform various tasks. Unlike *charm*, victims of the spell rarely realize that they were magically influenced, and they rarely object to giving the dancer

money or to any tasks that she set them to perform.

## Rune of Darkness

*Rune causes impenetrable darkness.*

Abjuration
**Level:** Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 10 minutes or 1 minute (see text)
**Range:** Touch
**Area:** up to 30-ft. diameter sphere emanation
**Duration:** Until discharged or up to 1 year, see text
**Saving Throw:** None
**Spell Resistance:** Yes

### Description

The *rune of darkness* is the simplest of the runic magic from the Ukrudan sorcerers. Dwarven war history describes the walls of the cabal's sanctuaries as being covered with these runes.

### Spell Effect

This spell is identical to *rune of sleep*, except as noted above and described here.

When triggered, the *rune* causes a globe of impenetrable darkness to come into being, as per a *deeper darkness* spell, although with a lesser area of effect. The rune affects an area up to 30 feet in diameter. The caster may affect a lesser area if he wishes. Once triggered, the darkness lasts for 1 hour/level. The caster may specify a lesser duration if he wishes.

*Material Components:* Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

## Rune of Fire

*Rune causes 1d6 fire damage per caster level.*

Abjuration [Fire]
**Level:** Sor/Wiz 3
**Components:** V, S, M
**Casting Time:** 10 minutes or 1 minute (see text)
**Range:** Touch
**Area:** Up to 30-ft. diameter sphere spread
**Duration:** Until discharged or up to 1 year
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

### Description

The *rune of fire* is one of the surviving runes from the chaotic black sorcerers of the Ukrudan Desert, as recorded in the dark *Tome of Ervithion* where, legend has it, hundreds of types of runes are recorded. The *rune of fire*, along with other similar runes, such as the *rune of darkness*, the *rune of sleep*, the *rune of seeing* and the *rune of poison*, are known as "lesser runes." It is believed that many other lesser runes once existed, although no others are known today.

### Spell Effect

This spell is identical to *rune of sleep*, except as noted above and described here.

When triggered, the *rune of fire* explodes for up to 1d6 fire damage per caster level (maximum 10d6). If the caster wishes to set the rune to do less damage than his level, he may do so. The rune explodes in an area up to 30 feet in diameter. The caster may provide for a lesser area if he wishes.

*Material Components:* Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

## Rune of Poison

*Rune causes deadly poison.*

Abjuration
**Level:** Sor/Wiz 4
**Components:** V, S, M
**Casting Time:** 10 minutes or 1 minute (see text)
**Range:** Touch
**Area:** up to 20-ft. diameter sphere spread
**Duration:** Until discharged or up to 1 year
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

The *rune of poison* is yet another of the few surviving runes from the chaotic black sorcerers of the Ukrudan Desert. This insidious rune was often placed by cabal assassins alongside a *rune of seeing* and then triggered distantly by cabal sorcerers using *circles of seeing* and the *trigger rune* spell.

### Spell Effect

This spell is identical to *rune of sleep*, except as noted above and described here.

When triggered, the rune causes all creatures within the area of effect to be stricken as if injected with a deadly poison. The poison causes 1d4 points of temporary Constitution damage per 4 caster levels (maximum to 3d4) immediately, and another similar amount of Constitution damage one minute later. Each instance of damage can be negated by a Fortitude save using the DC of this spell. The rune affects an area up to 20 feet in diameter. The caster may provide for a lesser area if he wishes. The poison is treated as being instantaneously injected into the victims. The area does not remain poisonous after the rune is triggered.

*Material Components:* Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

## Rune of Seeing

*Rune allows scrying.*

Divination
**Level:** Sor/Wiz 3
**Components:** V, S, M
**Casting Time:** 10 minutes or 1 full round (see text)
**Range:** See text
**Target:** 1 rune
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

Created by the now-destroyed black sorcerers of the Ukrudan Desert, this chaotic form of runic magic is powerful and rare. It is rumored that their secret sanctuaries are filled with strange runes and sigils that defy the rules of magic and drive any who look upon them insane.

The dwarven wizards of Burok Torn have made the most progress

deciphering the black sorcerers' magic, although the research has cost more than a few dwarven mages their sanity. After the dwarven armies eradicated the titan-worshipping cabal of sorcerers in the Divine War, the far-flung dwarven legions made certain to loot all of the available arcana from the sorcerers' stronghold and return it to Burok Torn for study. Since then, runic magic has emerged as one of the strongest components of dwarven wizardry.

## Spell Effect

When this spell is cast, the wizard etches or traces the outline of a strange and complex rune in charcoal or sulfur paste on the desired surface. When the spell is completed, the rune fades into the surface and becomes nearly invisible.

As a standard action until the end of the spell, the caster may switch his sensory input between his current surroundings and the area surrounding the rune. Changing his sensory focus to the rune requires a Scry check (DC 10). If successful, the caster views the area where the rune was traced as if he were standing on the rune. The caster can turn 360 degrees in place, and he has full use of all of his senses. Any magical enhancements to his senses remain in effect, including such spells as *comprehend languages*, *darkvision*, *read magic*, *see invisible* and *tongues*. The caster cannot use any detection magic through the circle, even if it was cast on his person prior to using the circle, nor may he use magic to affect anything he or she sees or hears through the circle. However, the caster may be affected by certain sensory-damaging or -influencing spells while he is scrying through the rune. For example, he might be affected by a troglodyte's odor if such a creature were within smelling distance of the rune.

The caster may also cast this spell without placing a new rune. To do so, the caster rolls a Scry check (DC 8 + 1 for each day since he contacted his last rune) and attempts to reestablish a link to the most recent *rune of seeing* he has placed, provided that rune was a silver etched, permanent rune. A successful check treats the prior rune as if it had just been drawn. A failed check means the spell is wasted and that prior rune can never be re-contacted. The distance from the *runes of seeing* to the caster is not a factor, and the rune may even be on another plane of existence.

This spell may also be used in conjunction with the *minor circle of seeing* and *greater circle of seeing* spells. See those spell descriptions for more details.

The casting time for this spell depends on whether the rune is being drawn anew or whether a previously placed, permanent rune is being empowered (see *material components*, below). Drawing a new rune takes 10 minutes. Empowering a previously placed, permanent rune takes a full round.

Magical runes such as this one are hard to detect. When the rune is active, that is when the caster is scrying through it, it becomes a magical sensor. Any creature nearby with an Intelligence of 12 or higher may make a Scry or Intelligence check (DC20) to notice the sensor. *Detect* scrying will also detect an active *rune of seeing*. Also, a rogue can use his Search skill (DC 27) and Disable Device skill (DC 27) to locate and remove these runes. Runes that are located can be identified with *read magic* and a successful Spellcraft check (DC 12). A *rune of seeing* that has been located may be *erased* or *dispelled*. If the rune is disabled, *erased* or *dispelled*, the spell ends and such a rune can never be re-used in subsequent castings. If this happens, the caster knows that his spell was cancelled in this manner.

*Material Components:* Charcoal or sulfur dust or paste which must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 250 gp worth of silver inlay and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

# Rune of Sleep

*Rune causes 1d6 hit dice of creatures per caster level to fall asleep.*

Abjuration [Mind-Affecting]
**Level:** Sor/Wiz 3
**Components:** V, S, M
**Casting Time:** 10 minutes or 1 minute (see text)
**Range:** Touch
**Area:** up to 30-ft. diameter sphere burst
**Duration:** Until discharged or up to 1 year
**Saving Throw:** Will negates
**Spell Resistance:** Yes

## Description

The *rune of sleep* is one of the few surviving runes from the chaotic black sorcerers of the Ukrudan Desert. Legend tells of the cabal's wizards making great use of these powerful runes to aid their assassins in infiltrating the homes of their intended victims.

## Spell Effect

When this spell is cast, the wizard traces the outline of a strange rune in charcoal on the desired surface. When the spell is completed, the rune becomes nearly invisible. The caster can set the conditions that trigger the rune, similar to those of a *glyph of warding*. Although the black sorcerers did not commonly do so, the caster may place a command word that prevents the triggering of the rune. In addition, the rune may be triggered by a *trigger rune* spell. See that spell's description for more details.

When triggered, the *rune of sleep* causes 1d6 hit dice of creatures per 2 caster levels (maximum 6d6) within the area of effect to fall asleep per the *sleep* spell. Creatures are affected lowest hit dice to highest until the total hit dice effected is satisfied. A victim's total hit dice must be affected in order for the sleep effect to work on the victim. If the caster wishes to set the rune to affect fewer hit dice, he may do so. The rune affects an area up to 30 feet in diameter. The caster may provide for a lesser area if he wishes.

The casting time for this spell depends on whether the rune is being drawn anew or whether a previously placed, permanent rune is being empowered (see *material components*, below). Drawing a new rune takes 10 minutes. Empowering a previously placed permanent rune takes one minute.

A *rune of sleep* does not last more than one year even if it is made permanent (see *material components*, below). Magical runes such as this one are hard to detect. A rogue can use his Search skill (DC 27) and Disable Device skill (DC 27) to locate and remove these runes. Runes that are located can be identified with *read magic* and a successful Spellcraft check (DC 12). A *rune of sleep* that has been located may be *erased* or *dispelled*. If the rune is disabled, *erased* or *dispelled*, the spell ends, even if the normal duration of the spell has not yet expired. If this happens, the caster knows that his spell was cancelled in this manner.

*Material Components:* Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

## Sacred Journey

*Enhances a paladin's innate abilities.*

**Transmutation**
**Level:** Pal 4
**Components:** V, S, M, DF
**Casting Time:** 10 minutes
**Range:** Personal
**Target, Effect or Area:** You
**Duration:** 8 hours/level
**Saving Throw:** No
**Spell Resistance:** No

### Description

Paladins are more than fighters; they are creatures of spirit. For this reason, paladins are able to look within themselves and tap their faith to augment their holy powers. Paladins may do so by sitting quietly and meditating within the confines of a Coreanic temple, thereby taking a sacred, spiritual "journey" when casting this spell.

Normally, paladins cast this spell before embarking upon an adventure or quest. In order to cast this spell, the paladin must do the following: seek out a temple, shrine, chapel or some other holy place of the deity Corean. There, the paladin must make an offering of an item valued at 1000 gp or more (which makes up the material component for this spell). She then kneels or sits before the holy altar where she casts this spell. She cannot be disturbed during the casting of this spell and the subsequent meditation without interrupting it.

During the 10 minutes of casting where the paladin meditates before the altar of Corean, she will take a spiritual journey, which she witnesses in her mind's eye. She will almost be able to see herself riding through green fields, golden deserts or towering clouds. Eventually, she will "arrive" at her choice of one of the following, mystical places: *the shrine of goodness*, *the chapel of grace*, *the temple of healing* or *the pool of life*. Once she arrives at her choice of one of these four locales, she will immediately see an altar that looks identical to the one before which she currently, actually sits. In her spiritual consciousness, the paladin will see herself making an oblation to Corean before this sacred, spiritual altar. By this time, the 10-minute casting time draws to an end. The paladin has completed her sacred journey, and she returns to the world of consciousness.

### Spell Effect

Immediately after emerging from her journey, a paladin will gain the following enhancements to her class's special features for the duration of the spell. Depending upon the destination that she chose as part of her sacred journey, she receives the following benefits:

*Shrine of goodness:* The paladin may smite evil (as per the supernatural ability) twice per day, and she deals two extra points of damage per level instead of one.

*Chapel of grace*: The paladin's divine grace feature is augmented. Her Charisma modifier is doubled (maximum bonus of +5) for purposes of saving throws.

*Temple of healing*: The paladin enhances her lay on hands feature by multiplying twice her level times her Charisma modifier to determine how many hit points she may cure per day.

*Pool of life*: The paladin's total number of times per day that she may turn undead is doubled, whether she is simply using her turn undead feature or it is already enhanced through extra turning. Additionally, the paladin turns undead as if she were one level higher.

A paladin may only benefit from one *sacred journey* effect at any one time.

*Material Component:* An item of 1000 gp or greater value sacrificed during the spell.

## Sacred Weapon

*Summons weapon that inflicts 1d10 damage and causes deafness.*

**Evocation [Force]**
**Level:** Clr 3, War 3
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Magic weapon of force
**Duration:** 1 round/level (D)
**Saving Throw:** See text
**Spell Resistance:** Yes

### Description

A glowing weapon of pure, divine force is created, striking opponents with a mighty clang that causes deafness. Priests of Chardun and other evil deities refer to the spell as *fell hammer* or other similar names.

### Spell Effect

This weapon acts in a manner identical to the spell *spiritual weapon*, but it has additional effects. It inflicts 1d10 points of damage, and it sets off a deafening clang when it strikes an opponent. Those struck by the *sacred weapon* must make a Fortitude saving throw or be deafened (see page 84 of *core rulebook II*) for 1d6 rounds.

## Sacrifice Spell

*Cannibalize other spells for a 1d8 damage/ spell level bolt.*

**Evocation [Force]**
**Level:** Sor/Wiz 4
**Components:** V, S
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target, Effect or Area:** 1 creature
**Duration:** 1 round/level (D) and Instantaneous (see text)
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

### Description

The scholarly mages and loremasters studying in Darakeene's Phylacteric Vault are usually noted for their divinations and other studious use of magic. More than one brigand intent on bullying riches from these sages has discovered to his dismay, that all that studious magic stored in the mages' heads can be converted into some frightfully effective "defenses."

### Spell Effect

The spell allows the caster to sacrifice prepared spells (if he is a wizard) or unused spell slots (if he is a sorcerer) to create bolts of pure magical force. The arcane energy the wizard has stored through preparing spells or that the sorcerer holds innately, is cannibalized into arcane energy in its purest form and released in a blast of destructive force that is

blue-white in nature and totally silent. The blast deals 1d8 damage/spell level sacrificed to create the bolt (maximum damage is the lower of the caster's level in d8 or 15d8). The target of the mystic bolt gets a Reflex save to take half damage. The bolts are composed of magical force, and they will affect ethereal and incorporeal targets.

Upon casting, the wizard selects which prepared spells he is sacrificing to fuel this spell, and sorcerers likewise determine which remaining spell slots they are sacrificing. *Sacrifice spell* itself does not count toward the spells that fuel the bolt. The caster may power any single bolt with no more than his caster level in spell levels or 15 spell levels. Any extra spell levels sacrificed are disregarded for determining the strength of the bolt. For example, a 9th-level wizard casts *sacrifice spell*, sacrificing *tongues* and *hold person* which are both 3rd-level spells. The wizard would then deal 6d8 points of damage for having sacrificed six levels of spells.

The duration of the bolts is instantaneous like other evocation damage spells. *Sacrifice spell* itself may be continued up to one round/level of the caster, and the caster may sacrifice additional spells to generate one new bolt each round. The spell ends at its stated duration, when the caster dismisses it or when the caster uses any other spell normally.

## Sacrificial Heart

*Kills a target by delivering his heart into your hand.*

Necromancy [Death]
**Level:** Clr 6, Death 6
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** One living creature
**Duration:** Instantaneous
**Saving Throw:** Fortitude Partial
**Spell Resistance:** Yes

### Description

Belsameth's priests favor this dark "blessing," for it actually delivers the living heart from a victim's chest into the caster's hand. Hardy creatures may prevail against the magic, but even they are weakened by it.

### Spell Effect

The target makes a Fortitude save. Failure results in death as the victim's still-beating heart is torn from his chest to fly through the air into the caster's hand. A successful save still results in 4d6 points of heart trauma damage + 1 per caster level, leaving the target with little doubt over the caster's intent.

## Salamar's Quiet Contemplation

*Causes enemies to grow passive and philosophical.*

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Brd 1, Drd 2, Sor/Wiz 1
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** See text
**Saving Throw:** Will negates
**Spell Resistance:** Yes

### Description

Weary of the bloodshed inherent in her trade, the legendary sorceress adventurer Salamar created a number of spells that could be used to overcome foes non-violently. Of these spells, *Salamar's quiet contemplation* is the only one still known in detail. This spell causes foes to grow passive and philosophical, reflecting on the harm that they are doing and the pain that they cause others. Salamar's adventuring career ended abruptly when she miscast this spell and transformed herself into a pacifist in the midst of a battle.

### Spell Effect

Victims of this spell go through several stages. A successful Will saving throw negates the spell, but the following effects occur otherwise: The victim suffers a -1 morale penalty to attack rolls for the first 1d4 rounds, then a -3 penalty for the next 1d4 rounds. Then, he will enter a pacifistic state of mind and stop fighting altogether. Victims of this spell will defend themselves if they are attacked (with no penalty to attack rolls), but they will take no offensive action against anyone, and they will seek to move away from anyone attacking them. For the next 1d4 hours + 1 hour per level of caster, the victim will spend his time thinking upon the inherent pointlessness of conflict and the value of simple communication and non-violent interaction. At the end of this period, the victim must make a Will saving throw. Those who fail remain pacifistic and will no longer attack save in self-defense. This pacifism can be overcome by a successful Will saving throw at a -3 penalty, but such saves may only be attempted once a month.

*Material Components:* A single feather from a white dove.

## Seal of Hedrada

*Seals one portal until a condition is met.*

Transmutation
**Level:** Clr 4, Sor/Wiz 4
**Components:** V, S, M, F/DF
**Casting Time:** 1 full round
**Range:** Touch
**Target, Effect or Area:** One lock, door (40 square ft/level), or chest, or scabbard
**Duration:** Permanent
**Saving Throw:** Will (object)
**Spell Resistance:** Yes (object)

### Description

Hedrada taught this spell to his followers to help them maintain order by keeping intruders out of important places. Temples commonly contain a number of doors that are locked by this spell, which can only be opened with a command word known to the high priests.

With so many valuables to protect, it wasn't long before the loremasters in Darakeene were commissioned to create an arcane version of this effect. Kings used it to prevent all but their descendants from accessing their treasuries. Elves enchanted scabbards so that no goblin could ever draw from them. Secret orders locked their strongholds so that none may enter without the badge of membership.

Then came the scarring of the land. Now, many seals have outlived anyone that once knew how to open them. Fortunately, it was a tradition of arcane castings of the spell to inscribe a riddle on the sealed object that gave a clue as to the nature of the key. New owners now scour the land for the person, word or object that can unlock the prize.

### Spell Effect

This spell holds closed a single door (no more than 40 square feet per level), chest, lock or scabbard until a condition set at the time of casting is met. Conditions include speaking a command word or short phrase (four words at most), the touch of a specific race, being struck by a specific object or the presence of a descendant of someone who was present during the casting. The seal can not determine class, ability score, alignment,

or any other trait not listed above. Note that the seal can be keyed to only one condition. The effect can be dispelled by *dispel magic* or suspended by a *knock* spell only if the caster's level is higher than that of the one who placed the seal. Tests to force open a door under this spell are at +15 DC over the normal difficulty.

*Material Components:* Powdered diamonds worth 50 gp.

*Arcane Focus:* A signet ring.

## Sethris' Potency

*Increases a natural poison's DC.*

Transmutation
**Level:** Clr 2, Drd 1, Rgr 1
**Components:** S, V, DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** 1 plant or creature touched/level
**Duration:** 1 minute/level
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

This divine spell is known by many names, but its frequent use by the spider-eyed goblins who worship Sethris give it its most common name. This spell allows poisons to break through even the toughest dwarf's hearty constitution and lay him low.

While the spell's selective effect tends to limit the number of priests who make use of it, the matriarch priestesses among the spider-eye goblins are a notable exception. When they pray to Belsameth's daughter Sethris, queen of spiders, the mother of webs grants the goblin tribe greater potency to their naturally poisonous bites, making an otherwise bothersome goblin band into a threat to even hardened explorers or Vigilant patrols.

Druids and rangers, usually those of a more maleficent personality, also use of this spell on appropriate animal companions or summoned allies.

### Spell Effect

This spell increases the DC for of any of the target's natural poisons by 1d4 + 1 per two caster levels. This spell can be cast only on a living plant or animal that produces a natural poison of some type, although a truly industrious poison herbalist can possibly harvest and prepare the target's poison in time for someone to make use of the preparation before the spell expires.

## Sethtel's Stick Servant

*Create a servant out of sticks.*

Conjuration (Summoning)
**Level:** Drd 2, Rgr 3, Plant 2
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Touch
**Target, Effect or Area:** 1 pile of sticks
**Duration:** 1 hour/level (D)
**Saving Throw:** None
**Spell Resistance:** No

### Description

Some years ago, the druid Sethtel, then a student of the great Artest, was lazy at heart and hated performing the mundane duties of his post. During his studies he developed a means to animate stick creatures, and he used them to do his mundane chores. The beating that Artest dished out upon discovering the stick servants stopped Sethtel from using this spell, but the secret leaked out. Now, young druids everywhere use it to ease their daily lives.

## Spell Effect

This spell requires a small pile of sticks — about enough for a campfire. It summons a nature spirit that animates the sticks, which take the form of a two-foot tall humanoid. The stick servant will perform simple tasks for the caster upon verbal command, much as an *unseen servant* does. In addition to these tasks, the stick servant can be directed to fight. It has the following statistics: 1 HD (5 HP), Initiative +2, Speed 20 ft, AC 14, +2 claw attack (1d3-1 damage), face/reach 5 ft./5 ft, Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha -.

The stick servant can travel as far as it needs to in order to perform tasks, but it cannot understand complex tasks that involve any form of civilized human behavior, it cannot identify specific creatures or persons other than the caster, and, being mute, it makes a poor herald. Similarly, the caster can leave the stick servant, which will continue to perform its tasks as commanded.

*Material Components:* A pile of sticks to animate.

# Sever

*Severs the connection of a divine caster and his deity.*

Abjuration
**Level:** Drd 7, Sor/Wiz 7
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** Medium (100 ft. + 10 ft./level)
**Target, Effect or Area:** One divine spell caster
**Duration:** Concentration
**Saving Throw:** Willpower negates
**Spell Resistance:** Yes

## Description

One of the few advantages that the titan races possessed before the gods finally did deign to walk among their worshippers when the Divine War began to rage was the fact that the titans often walked on Scarn. Of course, as often as not, this advantage was little blessing, for the titans were as apt to destroy as create, and the needs of one or many devout followers was of little consequence to their desires. Regardless, a coven of moon hag sorceresses gathered to create *sever* when the hags realized that it was possible to use this separation between god and priest to their benefit.

## Spell Effect

*Sever* impedes all contact that a target creature possesses with his deity by temporarily cutting the conduit through which such powers flow. Upon a successful casting, the target is entitled to a Will saving throw. If he fails, the victim is unable to cast any divine spell or use any spell-like or supernatural ability that is of divine nature, such as turning undead. Paladins, priests, rangers and druids are adversely affected, and paladins in particular lose a good amount of their special feats. (In Scarred Lands campaigns, anyone worshipping a titan such as druids and many rangers are not affected, only those casters faithful to a divine god.)

The innate abilities of outsiders are not affected by this spell, because they carry the spark of divinity within themselves. However, an outsider's divine spells are still gifted to them by the deity they represent, and they are subject to being *severed.*

The caster of *sever* must maintain constant concentration in order to maintain the spell. When the concentration lapses, for whatever reason, the victim's divine connection returns.

# Shade Evocation

*Replicates evocation spells up to 6th-level.*

Illusion (Shadow)
**Level:** Sor/Wiz 7
**Components:** V, S
**Casting Time:** 1 action
**Range:** See text
**Target:** See text
**Duration:** See text
**Saving Throw:** varies (see text)
**Spell Resistance:** No (see text)

## Description

This spell demonstrates the pinnacle of the knowledge that most sorcerers or wizards gain about the power of shadow magic. Penumbral Lords laugh at the fools who are not convinced even by this time.

## Spell Effect

This spell operates as *shadow evocation* (see *core rulebook I*, page 250), except that it mimics any sorcerer or wizard evocation spell up to the 6th level. Such evocations are half as strong as the real thing. For details on duration, range, etc., see both the text of *shadow evocation* and the text of the duplicated spell.

# Shade's Sight

*Creature touched may look from nearby shadows.*

Divination
**Level:** Brd 1, Rgr 1, Sor/Wiz 1
**Components:** S, M
**Casting Time:** 1 action
**Range:** Touch
**Target:** One touched creature
**Duration:** 10 minutes/level (D)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

This fine little spell that was originally adapted for use by the Veshian Vigils, and it has been put to use by assassins and the wizard rogues of the Umkilu in Hedrad since then.

## Spell Effect

This spell allows its subject to look into any shadows within 30 ft. + 5 ft./level of the subject and peer out of the same shadows as if the subject were standing in them looking in any direction he chose. Therefore, the subject could look into nearby shadows and see out of the shadows around a corner, but she could not see out of the shadows inside the building against which she is pressed. Other possible uses include looking to see how well the subject has hidden himself in shadows, a use that at the GM's discretion could net a bonus to a Hide roll of up to the subject's Intelligence modifier.

While under the effects of the spell, the subject can shift back and forth between her normal vision and *shade's sight* as a free action.

*Arcane Material Components:* Any black or opaque tar or oil rubbed on the eyelids or a few drops of carrot juice dripped on the tongue.

# Shadow Form of Lyrand

*Caster turns himself into a natural shadow.*

Transmutation
**Level:** Sor/Wiz 4
**Components:** S
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 2 rounds/level (D)
**Saving Throw:** None

**Spell Resistance:** No

## Description

The bard Meerlah sings a haunting song of a wizard Lyrand, who used this spell to join a lover lost to shadows of the undead variety. The story describes how the shadow form wizard manages to slay the evil cleric who has taken control of his now-undead lover in an attempt to free her, and it concludes when she is obliterated upon the priest's death. The spell has since come to be named after that tragic Lyrand.

## Spell Effect

Through the use of this spell, a caster may transform his body and his personal gear into a malleable shadow so that he can fit through any size opening. In this form, he moves as he did before, and he may remain upright if he wishes. However, speech is not possible, so while he may still cast spells, they must lack a verbal component. In this form, the caster receives a bonus of +20 to any Hide skill checks if there are sufficient shadows or darkness in which to conceal himself.

Also, the caster gains damage reduction 10/+1 while in this form, and he gains a +4 Dodge bonus to AC.

However, while in *shadow form*, a caster cannot interact with anything in a physical manner. He may not lift objects, open doors, carry his comrades to safety or perform any such action. Finally, while in *shadow form*, the caster can be injured as if he were undead by spells such as *sunbeam* and *sunburst*.

# Shadow Images

*Creates quasi-real mirror images of the caster.*

Illusion (Shadow)
**Level:** Sor/Wiz 2
**Components:** S
**Casting Time:** 1 action
**Range:** Personal
**Target:** You
**Duration:** 1 minute/level
**Saving Throw:** None
**Spell Resistance:** No

## Description

This spell is another creation of the Penumbral Lord Dar'Tan. He wished to prove that anything wizard magic could accomplish, shadow magic could make better. The result is a slightly different effect that has won over some, but certainly not all, converts.

## Spell Effect

This spell is a version of the *mirror image* spell (see *core rulebook I* page 229) that uses shadow energy to create one image plus one image per three caster levels (maximum seven images). Because the images are made of quasi-real material, they do not disappear when a foe strikes them. Each can sustain damage equal to 20% of the caster's hp (or 10% of the caster's hp/Penumbral Lord level as per Shadow Strength, whichever is greater). Otherwise, the spell is identical to *mirror image*.

# Shadow Shield

*Protects the caster from sight and scrying.*

Evocation [Darkness]
**Level:** Sor/Wiz 4
**Components:** S
**Casting Time:** 1 action
**Range:** Self
**Area:** 5-ft. radius sphere
**Duration:** 2 rounds/level (D)
**Saving Throw:** Fortitude negates and Will negates
**Spell Resistance:** Yes

## Description

This spell became infamous when the vampire sorcerer Dar'Gartal evoked it to save himself from the paladin Barconius. After battling Barconius to a standstill until dawn arrived, the vampire evoked the shadow shield to spare himself from the approaching daylight then made good his escape.

## Spell Effect

This spell surrounds the caster in a small, distended sphere of utter darkness that cannot be pierced by an sort of sight, magical otherwise. This includes *scrying* and divination spells up to the 5th level, such as *clairaudience/clairvoyance* and the like. However, the caster may see out normally. If an individual attempts to pass through the *shadow shield* or engage in a melee with the caster through the shield, he must resist two separate effects of the shield. First, he must make a Fortitude saving throw or be blinded for as many rounds as remain in the duration of the *shadow shield*. Second, he must make a Will saving throw or fall victim to *fear* (as per the spell) for 1d6 rounds. A *shadow shield* will move with the caster. Finally, the shield protects the caster from any magical light-based attacks (e.g. *color spray*).

# Shadow Smash

*Permanently turns any objectinto a shadow version of itself.*

Transmutation
**Level:** Sor/Wiz 6
**Components:** S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One object of up to 2 lbs./level
**Duration:** Permanent
**Saving Throw:** Fortitude negates (harmless, object)
**Spell Resistance:** Yes (harmless, object)

## Description

Would be looters of the Shadow Fortress of Dar'Tan (who are more likely just too frightened to enter the place) always dismiss suggestions of attempting to burglarize the fortress by pointing to stories of how all the great items that the Penumbral Lord supposedly possesses have been turned to shadow by this spell, so that they would never survive removal from the fortress.

## Spell Effect

This powerful spell brings the force of the Plane of Shadow to bear upon any one object in an attempt to transform the object from its material state to one of pure shadow. Any magical object subjected to this magical attack receives a saving throw, but if this save fails, the transformation is permanent. Thereafter, if the object is exposed to bright light or complete darkness, then it is destroyed automatically (no additional saving throw allowed). A transformed object continues to operate as normal until such a time as it is destroyed.

# Shadow Storm

*Causes damage and Str and Con loss.*

Necromancy
**Level:** Sor/Wiz 8
**Components:** S
**Casting Time:** 1 action
**Range:** Long (400 ft. +40 ft./level)
**Area:** 2-ft. radius/level spread
**Duration:** Instantaneous
**Saving Throw:** Reflex half and Fortitude half
**Spell Resistance:** Yes

## Description

This violent pairing of the energy of the Plane of Shadow and the Negative Material Plane creates a brief but intense storm.

## Spell Effect

Those within the area of the spread of this spell roll a Fortitude saving throw. Those who fail this check suffer the catastrophic loss of the caster's level/2 (maximum loss of 12) in both temporary Strength and temporary Constitution points. A successful save indicates that they lose only half of that number of temporary points. Additionally, everyone in the spread must roll a Reflex save or suffer 4d12 + 1/level hp (maximum +25) damage. A successful save halves the damage.

# Shadow Strike

*Damage inflicted on a shadow is transferred to its owner.*

Necromancy
**Level:** Sor/Wiz 3
**Components:** S
**Casting Time:** 1 action
**Range:** Touch
**Target:** One creature's shadow
**Duration:** 1 round/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

## Description

This spell has come to the world from Hollowfaust. A fearsome alliance of necromancers and Penumbral Lords has resulted in this terrible spell that has nevertheless mostly seen use in defense of the commoners who manage to find safety near this gigantic edifice.

## Spell Effect

This spell creates snaking tendrils of shadows that writhe in the caster's hands until he is able to make a successful touch attack on a subject's shadow. The time between casting and this successful touch attack does count toward the duration of the spell, so the caster is advised not to delay too long. Once the writhing shadows are transferred to the subject's shadow, that shadow becomes a conduit for inflicting damage on the subject who naturally casts that shadow. The shadow need be hit with touch attacks only and all blows against the shadow inflict full and normal damage on the shadow's owner.

This spell is especially deadly in conjunction with other spells such as *imbue shadow* or *shadow twin*, in which case damage on the animated shadow is inflicted on both the shadow and its owner.

# Shadow Touch

*Caster has Strength-draining touch.*

Necromancy [Evil]
**Level:** Clr 3, Sor/Wiz 3
**Components:** S
**Casting Time:** 1 action
**Range:** Touch
**Target:** One creature
**Duration:** 1 minute/level
**Saving Throw:** Fortitude halves
**Spell Resistance:** Yes

## Description

The Graveyard Killer that haunted the free city of Fangsfall for some time (and may be doing so again) would seem to be a caster with just enough power to have mastered this spell. As such, he has used it to build a small force of undead to threaten the city. The purpose of his relentless attacks in this backwater and overlooked city is a mystery to all.

## Spell Effect

This spell gives the caster the Strength draining touch similar to a shadow's (see *core rulebook III*). If the caster makes a successful touch attack, then the subject suffers a 1d6+1 per two caster levels (maximum +6) temporary Strength ability damage. A successful Fortitude save halves the ability damage.

If the subject's Strength is reduced to 0 or less, he dies and is transformed 1d4+1 rounds later into a shadow permanently under the control of the caster. A caster may control up to 2HD of shadow creatures per caster level at any one time. If the caster also controls animated dead (per *animate dead* spell), the total HD of undead plus shadow creatures cannot exceed the 2HD per level maximum.

# Shadow Twin

*Turns a creature's shadow into a hostile twin.*

**Illusion (Shadow)**
**Level:** Sor/Wiz 8
**Components:** S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One being's shadow
**Duration:** (see text) (D)
**Saving Throw:** None
**Spell Resistance:** Yes

## Description

Similar to the spell *imbue shadow*, this spell allows the caster to animate a creature's shadow so that it will fight against that creature. *Shadow twin* is much more dangerous, however, for it creates a quasi-real duplicate of the person it reflects. Upon being informed that one of the shadows he fought beneath the streets of Mithril might have been a version of himself, the paladin Barconius laughed and replied with customary humility, "Then it's no wonder the villains were felled with such ease."

## Spell Effect

The shadow twin appears next to the target of the spell, and the target casts no shadow for the duration of the spell. (Therefore, the target cannot have more than one shadow twin of itself created at any one time.) A shadow twin appears as just that, a darker, slightly indistinct copy of the creature it reflects. The energy that imbues the twin fades in any of these three cases: 1) the caster dismisses the spell, 2) the twin is slain or 3) its target is slain. Disbelief does not have any effect on a shadow twin. The twin begins attacking the real version of itself, the target of the spell, on the round following its creation, and it will pursue the victim relentlessly.

The strength of the shadow twin created by this spell is dependent upon the hit points, level, etc. of the target of this spell. When created, the twin possesses 75% of the then current hit points of the victim. The twin possesses mimicked shadow versions of the target's gear, although the magical properties of any items are not replicated. In combat, the twin attacks with an attack modifier of 75% of its target's (less any adjustment if the target's attack modifier includes a bonus from a magical weapon, gear or spells in effect).

If the shadow twin's target is a spellcaster, then the shadow twin may cast any spell up to the 6th level that the target had prepared when he was twinned. When cast, such spells are also 75% effective. Note that the energized shadow will only cast spells that cause direct harm to its target. Area of effect spell such as *fireball* might catch other targets as well (including possibly the caster of *shadow twin*), but the shadow's target must always be the intended victim.

The shadow twin can also duplicate any spell-like abilities of its target as long as the spell ability is of less than 6th level. When used, such abilities are also only 75% as effective. Extraordinary abilities are similarly mimicked but at full effectiveness. Supernatural abilities are not duplicated.

*Material Components:* A 1000 gp diamond and a 100 gp black onyx cut in similar shapes and ground together into dust upon casting.

# Shadow Weapon

*Creates a Strength-draining weapon.*

**Illusion (Shadow)**
**Level:** Sor/Wiz 5
**Components:** S
**Casting Time:** 1 action
**Range:** Touch
**Target:** Shadows touched
**Duration:** 1 minute/level
**Saving Throw:** None
**Spell Resistance:** No

## Description

The famous adventuring sorcerer Eremetese claims to have gained this spell from an asaatthi wizard that he and his group conquered on the edge of the Swamp of Kan Thet. The asaatthi wizard was evidently much feared, for he surrounded himself with a group of warriors he called the Serpents of Shade. Each of these warriors wielded a weapon made of shadow. After Eremetese and his band defeated these warriors, Eremetese is said to have spared the serpentman's life in return for knowledge of this spell, which he has subsequently taught and sold for a great profit.

## Spell Effect

This spell allows the caster to reach into any nearby shadows and draw out shadowstuff with which she forms a weapon. The weapon may appear to be a sword or a mace or whatever weapon the caster wishes (usually one with which the intended wielder of the weapon is proficient), but regardless of its appearance, all shadow weapons cause 1d6 damage and critical based on the type of weapon fashioned. If a caster is able to cast this spell multiple times, she may have multiple shadow weapons in existence simultaneously. However, once the caster hands the weapon to another, only that creature may wield it. Any attempts to set it down or hand it to another will result in the weapon becoming simple shadows again.

A shadow weapon has a +2 attack bonus, and it is considered a +2 magical weapon. However, the damage bonus for the weapon begins at +0. This changes quickly through combat, though, since the target of the attack loses one temporary point of Strength every time the wielder of a shadow weapon lands a blow. This Strength is transferred to the shadow weapon itself so that it delivers an additional point of damage, or 1d6+1, on a subsequent hit. This bonus to damage increases every time the wielder lands a blow, although it may never increase to more than one half the caster's level. Regardless of the bonus to damage, the attack bonus is always +2.

A subject who survives the hit point damage of a shadow weapon but dies when his Strength is reduced to zero is transformed into a shadow in 1d4+1 rounds and is permanently under the control of the shadow weapon's creator. A caster may control up to 2HD of shadow creatures per caster level at any one time. If the caster also controls ani-

mated dead (per *animate dead* spell), the total HD of undead plus shadow creatures cannot exceed the 2HD per level maximum.

## Shatter Soul

*Kills a target and fragments his soul.*

Necromancy [Death]
**Level:** Clr 9
**Components:** V, S, M, DF, XP
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** One living creature
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

And Andrometus began the legend of Agamar the Just and the Gathering Quest of Barconius thus: "So did Veroth slay Agamar the Just. But Emili Derigesh, the Lord Speaker of Corean called on his god, and Agamar was reborn in full glory. Veroth raged for seven days and seven nights, and on the eighth night, prayed to Belsameth. Belsameth heard him and whispered to him the spell of *shatter soul*. So when Agamar came again to Veroth's demesne, Veroth wreaked the spell of *shatter soul* upon him. Thus began Barconius' Gathering Quest."

*Shatter soul* is a spell that deals in something that is rightfully the property of the gods — the soul. As such, a cleric using it on anything but the most select targets hated by her god or goddess, will likely need to atone for such a deed.

### Spell Effect

*Shatter soul* is used when the caster wishes to make sure that her target is not merely dead, but really, most sincerely dead. If the target fails a Fortitude save, he dies — and then some. His soul is shattered into 2d6 "spiritshards," which then fly off across a 10-mile radius, taking up residence in random life forms. Humanoids or other intelligent life forms absorb the shards before baser life forms. Any form of *resurrection* of the deceased is impossible until all the fragments of the soul have been collected.

Each "soulbearer" is, for the most part, unaware that he is now a bit more than he was. There may be some strange dreams, odd fragments of the victim's memories or subtle compulsive habits to act in ways similar to the deceased, but nothing more. *True seeing* will show a soulbearer plainly. Other information-gathering spells, if used cleverly, may likewise reveal whether someone has a spiritual guest. If a soulbearer dies, the soul shard it carried will jump to another living creature within 10 miles.

In order to resurrect someone who was slain with *shatter soul*, all the soulbearers must be gathered into a single area — no more than 10 square feet per bearer, then, a *wish* or *miracle* must be cast to rejoin the spiritshards. Finally, *true resurrection* must be cast to bring the body to life. One must do so quickly, though. Fragments of a soul are weak.

*Material Components:* A masterwork glass figurine, which is smashed on the ground as the spell is cast.

*XP Cost:* 4000 XP

## Ship Snare

*Creates a magic trap to slow sea vessels.*

Transmutation
**Level:** Drd 5, Sor/Wiz 5
**Components:** V, S, M
**Casting Time:** 1 full minute
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area:** One vessel that enters a circular region with a 10-ft. radius + 5 ft./level
**Duration:** 1 day/level or until triggered and broken (see text) (D)
**Saving Throw:** None
**Spell Resistance:** No

### Description

Elderly sea witches are notorious for their desire for privacy. This spell was developed to satisfy that desire. Privacy seekers cast the spell to trap ships in narrow channels so that the offending ships and their crews might be destroyed at the sea witch's leisure. The channels between the Toe Islands are plagued by such traps, since many sea witches inhabit the more remote islands of that archipelago.

Given sufficient preparation time, the spell also proves useful to sea captains who wish to delay or elude pursuers. More than one pirate prince keeps a sea witch on retainer to help guarantee his freedom.

### Spell Effect

This spell enables the spell caster to create a magic trap that will slow or stop sea vessels. When the spell is cast upon a suitable section of seaweed or rope, any area of water around the material component becomes nigh impassable to other ships. Note that the spell may be cast on a section of rope not yet in the water, as long as the rope is thrown into the water as soon as casting is complete. The affected region is invisible to eyesight, although it can be detected by magical means. If the body of water affected by the spell is smaller that the area of effect, then the entire area is affected, and any additional area is wasted.

The trap affects any ship that moves even partially into the area. If the ship would fit fully into the circle described by the spell (even if its movement path would not have caused it to be so), its movement ceases as if the ship were suddenly strung out on a taut tether line. Passengers or cargo of fast moving ships may be injured by the sudden stop, although the ship itself is not damaged. Ships larger than the area of effect have their movement speed halved.

Freeing a ship from such a magical snare (other than by *dispel magic* or the like) requires a cooperative Profession Sailing check that takes a full minute. The DC of either of these checks is 20 + the level of the caster of *ship snare*. A successful escape ends the spell.

The *ship snare* will remain in place and active for 1 day/level once cast. If it is not triggered before that duration, the effect expires. However, if the snare is activated, then the effect is permanent until it is broken or dispelled.

When the trap is triggered, the spell caster is notified mentally as per the mental alarm version of the spell *alarm*.

*Material Components:* A length of seaweed, thong or rope 1 inch long for each foot of trap size.

## Shockwave Strike

*Transmit the force of a bludgeoning weapon through the ground to an opponent.*

Evocation
**Level:** Clr 1, Drd 1, Earth 1, Strength 1

**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** One creature
**Duration:** Instantaneous
**Saving Throw:** Reflex partial
**Spell Resistance:** Yes

## Description

*Shockwave strike* allows you to use a melee weapon to attack a foe beyond the range of normal melee weapons. This attack is accomplished by striking the earth with a bludgeoning weapon and transmitting the force of the blow through the ground to the feet of your opponent. This spell was developed by druids and clerics working in concert to defend Hedrad during the Titanswar. It is now available to all divine spell-casters.

## Spell Effect

Upon completing the spell, the caster makes a ranged touch attack roll against a target within range. If the attack hits, damage is determined as if the blow were a normal melee attack, except that the blow cannot critical, deliver a *coup de grace* or transmit any special effects of the caster's strike (such as the *disruption* power of some magical weapons). In addition to taking damage, the target must make a successful Reflex save or be knocked prone.

The force of a *shockwave strike* cannot drop or climb a vertical surface. Range is calculated in a straight line along the ground, so it can be shortened by uneven terrain.

# Shockwave

*Knock a foe prone from a distance by punching the ground.*

Evocation
**Level:** Clr 0, Drd 0
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** One creature
**Duration:** Instantaneous
**Saving Throw:** Reflex negates
**Spell Resistance:** Yes

## Description

Once this spell was only available to druids, but it leaked to many clerical faiths during the defense of Hedrad in the Divine War. The spell's energy is released when the caster strikes the ground with his fist or bludgeoning weapon. The force of the blow is transmitted along the ground to a nearby foe, with a chance of knocking him prone.

## Spell Effect

Upon completing the spell, the caster makes a ranged touch attack roll against a target within range. If the attack hits, then the target must make a Reflex save to avoid being knocked prone. The force of a *shockwave* cannot drop or climb a vertical surface. Range is calculated in a straight line along the ground, so it can be shortened by uneven terrain.

# Sleep of the Dead

*Feign death.*

Necromancy [Death]
**Level:** Clr 2, Death 2, Sor/Wiz 2
**Components:** S, M/DF
**Casting Time:** 1 action
**Range:** Personal
**Target, Effect or Area:** You
**Duration:** 1 round/level then 1 day/level (see text)
**Saving Throw:** None
**Spell Resistance:** No

## Description

This necromantic spell places the caster in a trance that is nearly indistinguishable from death. The caster does not breathe, and her heart beats only once every several minutes. Her body will cool and stiffen, but it does not decay.

*Sleep of the dead* is a typically a last-ditch stratagem one would use to survive entrapment without air, food or water or to attempt to escape further attention from aggressors in battle.

Of course, certain dangers are inherent to the *sleep of the dead*. Comatose casters may well wake up six feet deep in a coffin or wrapped in flames on a funeral pyre.

## Spell Effect

When cast, *sleep of the dead* prepares the caster to enter the death-like coma for which the spell is named. The caster may choose to actually collapse into the coma at any point within the next round/level (for example, the next time he is injured). If the caster does not enter the coma before the 1 round/level expires, the spell ends with no effect.

Once the caster enters the coma, it can last for up to 1 day/level. The caster can specify a shorter duration when casting *sleep of the dead*. When the duration expires — and assuming the caster's body hasn't been eaten, burned, etc. — the caster awakens and must make a Fortitude saving throw or take 1d4 temporary Constitution damage. These points return in one day, and there is no chance of this damage being permanent.

While in the coma, the caster needs no food, air or water. His vital signs are next to impossible to detect without magic (Heal skill check DC 28 to detect). His is completely unaware of his surroundings, and even his thought processes shut down. Wounds inflicted on the comatose body do not affect the caster until he wakes up. If the wound is not a coup de grace or similar action, the caster's body suffers only half damage.

Other people can also try to revive the character early through a Heal skill check, with a DC of 28. Failing the skill check means that the caster remains in a coma, while success revives the caster, and he does not suffer Constitution loss.

Finally, *sleep of the dead* can be cast with *contingency*. If so used, it can be set to trigger the onset of the coma as soon as the *contingency* requirement is met.

*Arcane Material Components:* A strip of cloth from a used shroud.

# Smite

*Invokes the paladin's smite power.*

Evocation [See Text]
**Level:** Clr 1, Pal 1
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Personal
**Target:** Your weapon
**Duration:** Discharge (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

When Corean commanded his clergy to craft a weapon that could serve as a vessel for his rage, their first step was to devise a magic spell that would serve the same purpose. *Smite* was their answer, a simple evocation that used faith to harm the minions of despair and destruction. Using the spell to craft weapons of smiting, the blessing spread throughout the Scarred Lands, wherever Corean's

knights aptly demonstrated the power of such weapons.

Currently, the spell is still in use by Corean's clerics. However, never to be outdone by their brother, the gods Chardun and Vangal have put similar "blessings" in the hands of their own priests and champions.

### Spell Effect

When cast, the priest or paladin invoking *smite* must designate what they are smiting — evil, good, chaos or law. The spell then becomes magic of that type. Casters cannot choose to *smite* anything of their own alignment.

Once invoked, the caster's weapon glows with aligned illumination (white light for smiting evil, a twisting darkness for smiting good, constant blue light for smiting chaos and multicolored, shimmering hues for smiting law) until he makes his next melee attack with that weapon or until the weapon leaves his hand. If the caster's next attack with the weapon is against an appropriate target, he adds his relevant ability bonus (Wisdom for clerics, Charisma for paladins) to his attack roll and his class level to the damage roll. If the target is not of the appropriate alignment for the *smite*, then the spell ends with no effect.

## Smother

*Creates magical cloak that smothers a target.*

Evocation
**Level:** Sor/Wiz 2
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** One living creature or 10-ft.-diameter circle
**Duration:** 1 round/level (D)
**Saving Throw:** Reflex negates (harmless, object)
**Spell Resistance:** Yes (harmless, object)

### Description

A spell with numerous uses, *smother* creates a magical cloak that robs a given target of air. It works both defensively — against fires or other phenomena that require air — and offensively — against air-breathing opponents.

### Spell Effect

When cast, this spell creates a grayish blanket of magical energy that adheres directly to the target. Any fires in the area of the spell's effect are extinguished instantly, and any other phenomena that require air are also stopped immediately. If cast on a living being, this spell deprives it of air, causing suffocation (see page 88 of *core rulebook II*) for the duration of the spell. Since the subject of the spell usually does not have an opportunity to take a large breath prior to the spell's effect, the victim must begin rolling Constitution checks for suffocation after his Constitution in rounds instead of 2 rounds per point of Constitution as per normal suffocation rules. A Reflex saving throw allows the victim to avoid the cloak, and it negates the spell.

The magical cloak does not hinder movement nor does it offer any protection other than preventing air and other gases from reaching the spell's target. The spell can be used for protection against poison gas attacks, *cloudkill* and the like as long as the protected subject doesn't mind holding his breath! It can also be used to trap opponents who are in gaseous form.

*Material Components:* Small piece of woven cloth.

## Sneeze

*Causes target to sneeze.*

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Brd 0, Drd 0, Sor/Wiz 0
**Components:** S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature within range.
**Duration:** 1 round
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

Amateur spellcasters often use this spell to play tricks with one another. However, it can also be useful as a distraction or to foil someone's attempt at stealth.

### Spell Effect

Causes target to sneeze loudly unless he makes his Fortitude save.

*Material Components:* A pinch of pepper.

## Song of Champions

*Bardic song gives additional temporary feats.*

Enchantment (Compulsion) [Mind-Affecting, Sonic]
**Level:** Brd 6
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One or more living creatures
**Duration:** 1 round
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

*Song of champions* inspires those who hear it to greater achievement by firing them with the courage to try things that they have never tried before. When singing, the bard tells of great deeds done by the poor and humble, and of those who find courage deep inside themselves.

### Spell Effect

Any of the bard's allies or companions who hear the *song of champions* may engage in one additional feat on their next round after hearing the song. This feat can be any one, including metamagic feats (even if the spell used was not prepared with that metamagic feat), and it can be used only once.

## Song of the Gods

*Bardic song aids divine spell recovery.*

Enchantment (Compulsion) [Mind-Affecting, Sonic]
**Level:** Brd 4
**Components:** V, S
**Casting Time:** 5 minutes
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One or more living creatures
**Duration:** Instantaneous
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

The *song of the gods* is a hymnal that fills clerics, paladins and rangers (and druids as well at Game Master's discretion in non-Scarred Lands campaigns) with inspiration and spiritual clarity. With their faith and piety restored, they connect more easily with their chosen deity.

### Spell Effect

While the bard's religion is irrelevant to this spell, the song can affect only divine spell casters of a single faith each time the *song of the gods* is sung. Those casters who hear

it may begin preparing spells immediately regardless of the time of day, and they may prepare spells even if they were cast within the prior eight hours (see page 156 of *core rulebook I*). No divine caster may benefit from more than one *song of the gods* each week.

## Song of Heroes

*Bardic song gives allies +3 to attack, damage and saving throws.*

Enchantment(Compulsion)[Mind-Affecting,Sonic]
**Level:** Brd 2
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One creature/level
**Duration:** Concentration + 2 rounds
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

*Song of heroes* enables a bard to call up images of a heroic and legendary (or even entirely fictional) past, inspiring his companions to greater glories and achievements. This spell functions much like the bard's existing musical abilities do, but is far more potent.

### Spell Effect

When a bard performs the *song of heroes*, he may select up to one ally per level who is within the spell's range. Affected allies who hear the song receive a +3 morale bonus to attack and damage rolls and to saving throws for as long as the bard regales them with the song (plus 2 additional rounds).

## Soul of Mercy

*Enhances the paladin's combat ability when attacking to subdue.*

Transmutation
**Level:** Pal 4
**Components:** V, S, DF
**Casting Time:** 1 round
**Range:** Personal
**Target, Effect or Area:** You.
**Duration:** 1 round/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

The *soul of mercy* is the fourth in a set of five spells which paladins call the Body of Corean (for details on all five of these spells see the description of *hand of justice*). The fourth virtue of a paladin is mercy. Paladins show mercy to their defeated foes whenever possible, and they show mercy to those who are too ignorant or weak of spirit to follow the path of righteousness.

Corean has rewarded those of his holy knights who display mercy to appropriate foes by granting this blessing and allowing the paladin to defeat opponents in combat more quickly by subduing them rather than mortally wounding them.

### Spell Effect

Upon imbuing herself with the *soul of mercy*, the paladin gains immediate enhancing bonuses and abilities when dealing subdual damage. First, the paladin does not suffer the normal -4 penalty to attack when he is attacking to subdue with normal weapons. Secondly, the paladin gains a +3 morale bonus to attack and damage rolls during a round when the paladin is specifically attacking to subdue. Finally, when the paladin attacks for subdual damage, she may deliver critical hits even with a normal weapon, and her threat range is increased by +4. (For example, a longsword normally threatens a critical on a 19-20, but the paladin would threaten a critical on 15-20 while under the effects of *soul of mercy* and attacking to subdue.)

Once a paladin has defeated an opponent using *soul of mercy*, she cannot attack or otherwise harm the creature. Should she take advantage of a subdued creature in this way she is immediately guilty of committing an evil act. Note however, that she may bind a subdued creature or take other kinds of non-damaging, non-harmful steps to restrain the enemy. Should the creature reawaken from unconsciousness, the paladin may re-subdue the creature if necessary. Similarly, a paladin must insist that no other creature (including allies that fought with the paladin against a subdued foe) harm a subdued enemy. It is up to the GM's discretion to determine whether or not a paladin goes far enough in defending a helpless, subdued creature in this way. A paladin who fails to adequately prevent others from taking advantage of a foe she has subdued will likely be guilty of an evil act.

The verbal and somatic components of this spell involve standing and holding one's hand with palm outward toward a foe, while invoking the god's power to grant mercy to the opponent. Neither of the verbal and somatic components are directed at any one foe, but rather are ritualistic. The paladin may choose to use the powers of the *soul of mercy* upon any opponents while the spell's duration lasts.

## Soulstrike

*Tortured spirits drain Constitution from a chosen target.*

Necromancy [Evil]
**Level:** Sor/Wiz 7
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** One living creature
**Duration:** Instantaneous
**Saving Throw:** Fortitude partially negates
**Spell Resistance:** Yes

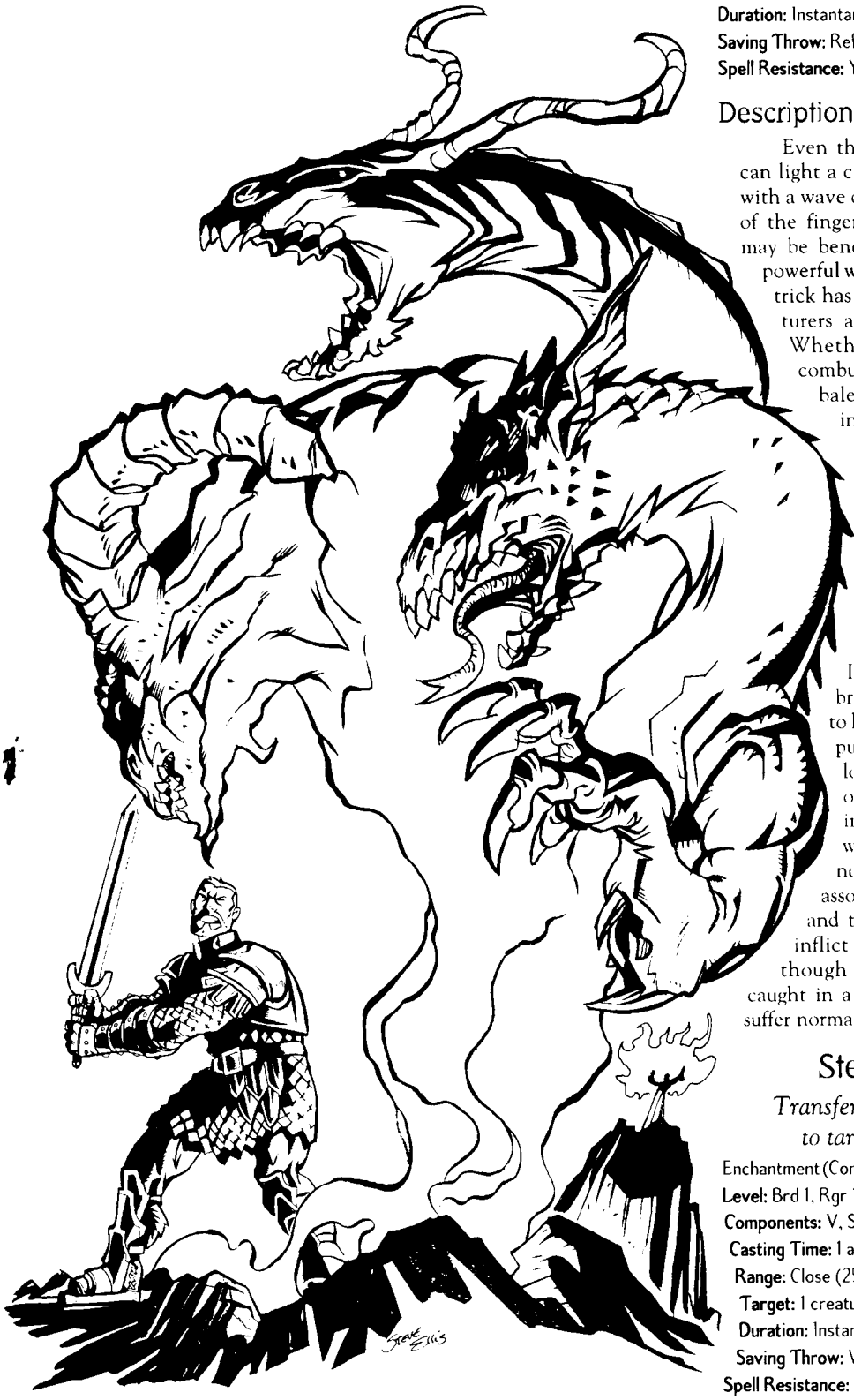
### Description

Another loathsome spell from the necromantic libraries of Hollowfaust, *soulstrike* conjures forth ghostly spirits of the tortured dead who assault the living in an attempt to take back the vitality of life. Once the spell is uttered, moaning and then screaming can be heard as several ghostly spirits are pulled into the Prime Material Plane. They swarm the victim, draining her vigor and taking it as their own.

### Spell Effect

Upon casting, the conjured spirits pass through the victim, causing a total of 3d6+3 temporary Constitution damage. A successful Fortitude saving throw reduces this effect to 1d6+1 points of ability damage. If the victim is drained below zero, her soul is ripped from her body and dragged into the lower planes as the other spirits return from where they came. Victims slain in this fashion cannot be restored to life with *raise dead*, although *reincarnation* or *resurrection* will work. Unless they are buried in hallowed ground, victims of *soulstrike* are likely to return as undead (Game Master's discretion).

*Arcane Material Components:* A pinch of bone dust.



## Spark

*Creates a tiny spark.*

Evocation
**Level:** Drd 0, Rgr 1, Sor/Wiz 0
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./ 2 levels)
**Target:** One flammable object
**Duration:** Instantaneous
**Saving Throw:** Reflex negates (object)
**Spell Resistance:** Yes (object)

### Description

Even the simplest apprentice can light a candle or spark a torch with a wave of the hand and a snap of the fingers. While such magic may be beneath the attention of powerful wizards, the *spark* parlor trick has myriad uses to adventurers and apprentices alike. Whether lighting torches, combusting oil, setting hay bales aflame or just creating tiny flashes of light, various *spark* spells can impress or even be used for battle.

### Spell Effect

The caster simply points at a target within range, and a spark of flame erupts. It's little more than a brief flash, but it's enough to light a candle, a lamp, a puddle of oil, a piece of loose paper, dry grasses or similar targets. Lighting a flammable object with a *spark* spell does not suffer the difficulties associated with using flint and tinder. A *spark* cannot inflict damage by itself, although a creature suddenly caught in a burning building may suffer normal damage from the fire.

## Steal Sleep

*Transfers need for sleep to target creature.*

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Brd 1, Rgr 1, Sor/Wiz 0
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 creature
**Duration:** Instantaneous
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

This spell allows wizards in the midst of research to work on through the night while their apprentices or manservants sleep on the wizard's behalf. *Steal sleep* allows the caster to project his mental fatigue to another nearby creature. Doing so allows the caster to become wide awake, as if he had a good night's sleep, while the subject of the incantation becomes as drowsy as the wizard had been.

Rangers and Vigilant also make use of this spell for extended patrols. Bards such as the more talented courtesans in the Seven Sins in Shelzar, put the spell to many uses such as to entertain their paying paramours longer or to rob them while they slumber (depending on the quality of the establishment, of course).

## Spell Effect

The target of this spell receives whatever need for sleep the caster had at the time of casting. This effect may make the target naturally drowsy or even fatigued. Fatigued creatures suffer a -2 to strength, -2 to dexterity, and they cannot charge or run. If this spell is successful, the caster is treated as having gotten eight hours of sleep, although this effect does not substitute for the rest time needed for spell recovery.

The spell is ineffective if cast upon targets such as elves or undead who do not sleep normally.

Extended use of this spell causes a temporary loss of two Constitution points per casting after the first. Lost points can be regained at a rate of one point per night of normal rest.

# Strength of Kadum

*Target receives a +1/caster level bonus to Strength.*

Transmutation
**Level:** Clr 8, Sor/Wiz 8, Strength 8
**Components:** V, S, M/DF
**Casting Time:** 1 action
**Range:** Touch
**Target, Effect or Area:** 1 living creature
**Duration:** 1 minute/level
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

The gods gave their races many blessings to bolster them during the Divine War, but so too did the titans give boons to their servitors. One particularly devastating boon was used by the High Gorgon sorcerers. Drawing from the blood of Kadum, the High Gorgons would empower their Lesser Gorgon servants with the strength to thresh through the enemy ranks as if the opposing soldiers were so much **wheat to be harvested.**

## Spell Effect

The target of the spell receives an enhancement bonus to Strength equal to the caster's level (maximum +20). The extra Strength provides all the normal benefits to attack, damage roll and other uses of the Strength modifier.

Note, the actual Strength enhancement bonus received from arcane castings of *strength of Kadum* might be limited based on the material components used for the spell. The recipient's actual Strength enhancement for arcane castings is the lesser of the caster's level (as described above) or a bonus to Strength sufficient to make the recipient's Strength match the Strength of the creature whose blood is used as the arcane material component for the spell.

*Arcane Material Components:* Blood from any creature whose Strength is greater than the Strength of the recipient.

# Sunspear

*Create a spear of light that heals or inflicts 2d4 + 2/level when thrown.*

Evocation [Force, Light]
**Level:** Clr 3, Sun 3
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target, Effect or Area:** See text
**Duration:** 1 minute/level (D)
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

## Description

This prayer is available only to priests of Madriel. This spell creates a replica of the First Angel of Mercy's preferred weapon, a brilliantly glowing spear of pure white sunlight. Just like the *sunspear's* mistress, this weapon has the capacity for both healing the innocent and harming those who would oppress them.

## Spell Effect

This spell creates a glowing spear of white positive energy. At the caster's discretion, the weapon can appear and function as a halfspear, shortspear or longspear. The caster can wield the *sunspear* proficiently as a standard melee weapon, with an enhancement bonus to attack and damage rolls of +1, plus an additional +1 per 3 caster levels above 5th level. The spear glows brightly, providing illumination as per the *light* spell.

The caster can also use the *sunspear* to make a single touch or ranged touch attack in order to cure or inflict damage. The *sunspear's* enhancement bonus applies to this attack. The *sunspear* may be hurled up to the maximum range of the spell with no penalty to the roll. A successful attack results in a brilliant blast of positive energy inflicting 2d4 + 2 points per caster level. The victim must also make a Fortitude save or be blinded for 1d4 rounds.

If the caster elects to use the healing effect, she must touch a willing ally or make a ranged touch "attack" to a distant ally. If successful, the recipient is surrounded in a bright nimbus of white light and cured of 2d4 + 2 points per caster level. As with other curing, this effect damages undead. Any excess hit points over the target's normal maximum, gained from this effect, remain for one round per caster level as temporary hit points.

When the *sunspear* is used for either this special attack or healing effect, the spell ends regardless whether or not the touch was successful.

# Swift Water

*Enhances the speed of boats and ships.*

Transmutation
**Level:** Drd 2, Sor/Wiz 2
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Touch
**Effect:** One ship not longer than 10 feet/level of spell caster
**Duration:** 1 hour/level (D)
**Saving Throw:** None
**Spell Resistance:** No

## Description

A long time ago, before the rise of the gods and before the fall of the titans, a Wizard-King came to his three daughters a second time. "My

fleet sails soon to a far-off land," he said. "Ask the blessing of the elements on my ships."

Princess Grania, the Wizard-King's smartest daughter, sought out Lethene, Dame of Wind and Wave. Amused by the presumption of the princess, the titaness agreed that if the princess could answer three questions, she would allow the ocean currents to obey mortal sorcery. If the princess failed to answer correctly, however, her life would be forfeit. Much to Lethene's displeasure, the princess returned with knowledge of sorcery sufficient to control the currents and speed the Wizard-King's fleet along its path. However, Lethene did satisfy her injured pride by transforming Grania into a mermaid, so that the princess could realize the full extent of her newfound knowledge by living out her days in the sea.

### Spell Effect

The movement rate of watercraft affected by this spell increases by one knot (nautical mile per hour) per level of the caster for the duration of the spell.

## Taldock's Spell Inhibitor

*Weakens spells cast within 100 ft.*

Abjuration
**Level:** Protection 6, Sor/Wiz 6
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Area:** 100-ft.-radius emanation, centered on you
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Spell Resistance:** Yes

### Description

One of many renowned dwarven wizards to make a mark in Scarred Lands history, Taldock's most famous achievement was his *spell inhibitor*, which he put to extensive use against titan sorcerers in the Divine War and now puts to use against Calastia's battle mages.

### Spell Effect

Any spell cast by someone within the radius of this spell is cast as by a spellcaster of the lowest possible level of the same class required to cast that spell. (For example, a *lightning bolt* cast by a sorcerer would be treated as if it were cast by a 6th-level spellcaster.) This spell affects range, duration, area, etc. with the sole exception that it does not affect the target spell's caster level for penetrating spell resistance.

Spells cast at higher levels through use of the Heighten Spell feat are treated as spells of the level at which they were prepared. (For example, *invisibility* memorized at 6th level via Heightened Spell feat would be cast as if by an 11th-level wizard.)

*Material Components:* A pinch of powdered adamantine or adamantine fillings (worth 10 gp).

## Tanil's Purging

*Painfully forces shapeshifters to resume their proper forms.*

Transmutation
**Level:** Clr 4, Rgr 4
**Components:** V, S, DF, M
**Casting Time:** 1 action
**Range:** Personal
**Area:** 20-ft. radius emanation from caster
**Duration:** 1 round/level (D)
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

Tanil hates lycanthropes like nothing else, and she grants her clerics the ability to force the creatures painfully into their human (and less harmful) forms for a short period of time. The targeted area flares briefly with a silvery light and leaves terrible burns on the victims' flesh.

### Spell Effect

The spell works on all shapeshifter class creatures, or creatures using spells, supernatural, extraordinary or spell-like abilities to assume other shapes. Targets within the area of effect who fail their Fortitude save are forced into their natural form while they remain within the spell's area of effect. Targets who fail their saving throw also suffer 1d4 hit points per caster level (maximum 10d4) each time the spell effect causes them to assume their natural shape.

*Material Components:* A sprig of wolfsbane.

## Tanil's Touch

*Allows the choice of two outcomes when rolling dice.*

Universal
**Level:** Clr 1, Luck 1, Rgr 2
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** Touch
**Target, Effect or Area:** 1 creature
**Duration:** 1 week or until discharged
**Saving Throw:** None
**Spell Resistance:** No

### Description

There are two paths towards safeguarding one's good fortune in the world. The first involves convincing Enkili to not pursue you with his misfortunes actively, and the second involves turning to Tanil for protection. While Tanil is primarily concerned with other domains under her jurisdiction, many of her worshippers are attracted by her clerics' casting of this spell. *Tanil's touch* imbues the target with the ability to create his own luck.

### Spell Effect

Once cast, *Tanil's touch* lasts one week or until its effect is used by the spell's recipient. When used, the target declares that he is going to try for a little good luck. The use of the spell must be declared before the player rolls for any normal d20 roll such as an attack, save or check. Upon doing so, the player may roll the die twice and use whichever result he prefers. No one creature can gain this divine favor more than once per week.

## Tattoo Item

*Changes one item into a tattoo on the subject's body.*

Transmutation
**Level:** Drd 4, Rgr 4, Sor/Wiz 4
**Components:** V, S, M
**Casting Time:** 10 minutes
**Range:** Touch
**Effect:** 1 object (up to 1 cu. ft. per level)
**Duration:** Permanent (D)
**Saving Throw:** Special (see text)
**Spell Resistance:** Yes (harmless)

### Description

Mages use this spell for a variety of reasons. The most common is to have access to items in the event of an emergency. However, this spell is also useful for smuggling items into areas.

### Spell Effect

This spell converts one object into a small tattoo upon the body of the recipient. The size of the object is reduced to about 1/12 of its normal dimensions, and it appears on the

recipient at the place touched during casting. The new tattoo has no weight associated with it. The item is preserved in this form until it is returned to its normal form or the spell is dispelled. The *tattoo item* can be returned to its normal form by having either the recipient or the caster touch the tattoo and will the spell to end.

This spell can be dispelled by an *erase* spell, and the object is treated as a magical writing for this purpose. Dispelling the *tattoo item* in this manner causes the item to revert to its normal form.

Tattooing works automatically for non-magical items, but if the spellcaster tries to work this incantation upon a magical item, the spell recipient must make a Fortitude save. Otherwise, the magic item does not transform into a tattoo, and the material components are wasted. Magic items have all of their properties suppressed while in tattoo form. Magic items of artifact and relic power cannot be affected by so simple a spell as this.

A maximum of three *tattoo items* can affect one creature at any one time.

*Material Components:* This spell requires the item to be tattooed and tattooing pigments. If a magical item is being tattooed upon the recipient, a mixture of powdered amber is also required in the tattooing inks. The inks and dyes, worth 10 gp, and powdered amber, worth 200 gp, are the material components for this spell.

## Terole's Translator

*Gives complete understanding of one language.*

Divination
**Level:** Brd 3, Clr 4, Knowledge 4, Sor/Wiz 4
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Touch
**Target:** Living creatures touched
**Duration:** 1 week (see text)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

This spell was created by Terole, one of the founders of the Phylacteric Vault in Darakeene, when he tried to decipher the Slarecian language. While the spell did not prove to be up to that task, it has nevertheless become a boon to sages who translate volumes of other books and tomes. This spell has been spread widely across the land by many traveling mages, and it has found even broader acceptance among Scarred Lands bards, since it lets them be understood wherever they travel and sing for bread and bed.

### Spell Effect

By means of this spell, the caster gains the knowledge of any one language the caster has heard or read within the last day. The caster can touch any number of creatures during the casting to grant them the same ability. (Divide the duration evenly among all the creatures touched during the casting.) The language that the caster chooses could be one the caster already knows, in which case he does not need to consider himself one of the targets.

This magic grants a recipient complete fluency in the language learned during the duration of this spell. This spell does not allow creatures that cannot speak to talk. Barbarians and other illiterate creatures still gain the ability to read the language granted during the duration of the spell. Only one language can be known by this spell at a time. If one uses this spell again while it is still active from a preceding casting, the second language overwrites the older incantation and removes the earlier language. Use of *Terole's translator* also grants the temporary use of the Decipher Script skill, as if the person had been trained within that skill, with a +5 circumstance bonus.

## Tevikk's Creeping Eye

*Creates a small eye-like object that the caster can see through.*

Conjuration (Creation)
**Level:** Sor/Wiz 4
**Components:** V, S, M
**Casting Time:** 1 hour
**Range:** Touch
**Effect:** Caster can see through all *creeping eyes* within 100 yards/level
**Duration:** Permanent
**Saving Throw:** None
**Spell Resistance:** No

### Description

The wizard Tevikk, formerly known as a master of intrigue in the royal court of Calastia, was renowned for being able to gather information and embarrassing secrets about almost anyone, secrets which Tevikk's master Anteas used to secure his position as King Virduk's chief advisor. This spell was the secret of much of Tevikk's success, since Tevikk's eyes were said to be in every corner of Vashon.

However this master of intrigue is rumored to have met his match when tasked to spy upon the intimate life of the sorceress Geleeda. Discovering some of her more exotic predilections, Tevikk defected from his master and took residence in the sorceresses' house. Soon after, Tevikk's career came to an abrupt end. Anteas has never been known to be merciful to those who betray him.

Geleeda of course, became Queen Geleeda of Calastia, and now her students maintain the web of secrets and blackmail within the courts of Calastia.

### Spell Effect

When casting this spell, one of the caster's eyes gradually extrudes from its socket until it pops loose to be replaced by another eye that has grown from behind the original. The result is a diminutive, mobile, eye-like object that may animate its ganglia of trailing nerves to crawl 5 feet per minute as long as the caster concentrates on the eye. The caster can see whatever the eye can see, as if the caster herself were looking out from the eye for as long as the eye is within the spell's range from the caster. If several such eyes are within range, the caster can choose which one she sees through at any given moment. The eye is permanent, but a caster can have only one eye active per level.

If the eye is found or intercepted while traveling, it can be easily destroyed or captured. An *identify* spell cast upon a captured eye will detect the name of the caster who created it. Destruction of an eye causes one point of damage to the caster, *stuns* the caster for 1d4 rounds and *blinds* the caster for 1d6 minutes. If the caster has multiple eyes in existence, the caster is aware which of the eyes has been destroyed.

*Material Components:* A miniature glass eye.

## Thorn Throw

*A cone of thorns causes 1d6 hit points/level minus AC.*

Evocation
**Level:** Drd 3, Plant 3
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** Cone
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** Yes

## Description

This spell was forgotten among the druids (and so presumably by Denev herself) until the incarnate Andelais recalled its use when he achieved one of his past-life forms. There are still a few druids who know of the spell, but word of its existence is spreading. While it poses little threat to a handful of opponents, it is extremely useful against a great number of foes.

## Spell Effect

This spell creates a huge volley of sharp thorns that spread from the caster's hand in a cone. The thorns are small enough to find their way into almost any kind of armor, although the better a victim's AC, the less damage she will sustain. All who are caught within the cone take 1d6 hit points/level (maximum of 10d6) minus their AC in damage. Those who save take half this damage (halve damage after subtracting AC). For example, a 6th-level druid throws his thorns at a spider-eye goblin and his giant wolf spider mount (both in ***Creature Collection***). The druid rolls 6d6 for damage to get 20 points, so the AC 15 goblin (who does not save) sustains 5 hit points of damage and the AC 13 spider (who does save) sustains 3 hit points of damage (half of 7 hit points rounded down).

# Time Skip

*Become nonexistent for a time.*

Transmutation
**Level:** Sor/Wiz 8
**Components:** V, S
**Casting Time:** 1 full round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** One creature or object
**Duration:** 1 hour/level
**Saving Throw:** Will negates (harmless, object)
**Spell Resistance:** Yes (harmless, object)

## Description

One of the most powerful and strange abilities of magic is the ability to affect existence and the flow of time. During the course of their explorations of time, the chronomancers of the Scarred Lands have developed this *time skip* spell as a precursor to traveling into the more distant future.

## Spell Effect

For whatever duration he desires up to the spell's maximum, the caster pushes the target creature and its carried gear (or any one object of medium-size or smaller) out of time. The target vanishes immediately, and it no longer exists in the world's normal time stream while the spell lasts. If the target is a caster, any spells or effects the target was maintaining are affected as though the target just died.

During the period in which it is outside of time, the target cannot be located with *scry* or similar divinations. Not even a *wish* or *miracle* can bring the target back earlier or dispel the *time skip*, since no magic remains within the normal flow of time to dispel.

When the spell ends, the target returns to the same location from which it disappeared. If some other object occupies that space, the target is harmlessly shunted into the nearest open space. For the target, no time has elapsed. A targeted creature will have effectively been transported into the future from its perspective. When the target returns, any timed phenomenon such as poison onset or the duration of abjuration spells will continue from the stage or duration point such effects were at prior to the target's departure from normal time, since these effects skipped through time with the creature.

## Touch of the Eel

*Electrifies target's body, doing damage to anyone who touches him.*

Transmutation [Electricity]
**Level:** Drd 4, Sor/Wiz 3
**Components:** V, S, M, DF
**Casting Time:** 1 action
**Range:** Touch
**Target, Effect or Area:** One creature (see text)
**Duration:** 1 round/level or until discharged
**Saving Throw:** Reflex negates (harmless) and Fortitude half
**Spell Resistance:** Yes (harmless) and Yes

### Description

This spell allows the caster to charge his or another individual's body with an electric charge, which may then be discharged against anyone who touches the target of the spell. Calastian battle-mages favor this spell, since its effects are visible and quite intimidating.

### Spell Effect

When cast, *touch of the eel* enables the target's body to store an electrical charge until the target makes an unarmed or metal weapon (that can conduct the charge) melee touch attack on a victim, or until someone touches the target with an unarmed or metal weapon strike. When one of these events occurs, the victim suffers 1d6 points of electrical damage per level of the caster automatically (maximum 10d6). Damage is halved if the victim makes a successful Fortitude save. The spell does not differentiate between friend or foe, however, so the first person to touch the target is affected. Blows from wooden weapons, do not discharge the spell, nor does the spell discharge if the target touches wooden or glass objects. If the target touches large metal objects or water, the spell will be discharged, possibly damaging anyone else touching that body of water (see below) or metal structure (GM's discretion).

If the spell is cast on a target who is underwater, the effect discharges immediately, and everyone within 15 feet of the target who is also in the same body of water is affected by the damage of the discharge (except the spell's target himself).

*Arcane Material Components:* A spool of copper wire.

## Transmute Flesh to Shadow

*Transforms one creature into shadows.*

Necromancy [Evil]
**Level:** Sor/Wiz 7
**Components:** S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One creature
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

It's because an incarnate friend was trapped in shadow form that a brave vigilant lead his Vigil in an assault of the Shadow Fortress of Dar'Tan. The Vigil's failure can only lead to the assumption that an incarnate continues to exist outside his reincarnation cycle and is instead trapped within the fortress.

### Spell Effect

This spell turns its subject into a living shadow. The subject retains all of his normal statistics, hit points, level, et cetera, but he also gains the properties of a shadow (see *core rulebook III*) and becomes chaotic evil. A creature affected by this spell can only be saved by very powerful magic, such as a *wish*, *miracle* or *limited wish*.

Once transformed, the new shadow will haunt the environment in which it was created, preying on any living thing in the area. If the shadow is created in an unsuitable place (such as a sunny glade), it will find the nearest suitable abode to haunt.

Victims of the spell are subject to control by the caster who created them. Anything the caster utters is as a *suggestion* (see the spell) to the subject, although the shadow will not leave the vicinity of its chosen haunt.

Note that characters transmuted into shadow creatures effectively become monsters, and they are controlled as such by the Game Master.

*Material Components:* Flayed skin rolled in black parchment that is burned at casting.

## Trigger Rune

*Triggers a previously placed, magical rune from a distance.*

Transmutation
**Level:** Sor/Wiz 1
**Components:** V, S
**Casting Time:** 1 action
**Range:** Long (400 ft. + 40 ft./level)
**Target:** 1 rune
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

### Description

Masters of divination and assassination, the black sorcerers of the Ukrudan Desert developed their rune magic to evil perfection. Ancient tales tell of numerous persons murdered by the wicked, chaotic runes of the black cabal, which were all triggered by this subtle yet simple spell.

### Spell Effect

When casting this spell, the caster picks any one rune that he has placed previously and that is the listed *trigger rune* range. The selected rune is triggered immediately. The caster does not need to see the rune he wishes to trigger, unless he is casting the spell through one of the *circles of seeing*. This spell was developed to work best through either the *minor circle of seeing* or the *greater circle of seeing*, see the descriptions of those spells for more details.

## Two Minds

*Doubles the caster's mental actions.*

Transmutation
**Level:** Sor/Wiz 9
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Target:** Self
**Duration:** 1 minute/level (D)
**Saving Throw:** None
**Spell Resistance:** No

### Description

Geliki, the greatest of the Valmatian battle-mages during the Divine War, was already under the influence of magic that fended off his need for sleep, that regenerated his flesh and that restored his spells, but still there were too many foes, and his allies grew ever fewer. Therefore, while even more of his comrades fell to the titanspawn, he created this spell in the space of but one night (it's unknown exactly how, but it's a burning issue among the chronomancers of the Scarred Lands, who admit a few of their spells were developed by this Valmatian archmage). When Geliki emerged to fight anew, magic poured forth from him at a formerly impossible rate.

## Spell Effect

For the duration of this spell, a wizard or sorcerer divides his consciousness into two entities that are both capable of normal mental activity. Basically, the caster doubles his normal actions except where his actions would be limited to only having one body and one mouth. The caster may move and cast a spell at the same time with each of his minds directing one of the actions, but if the caster takes a move action while his second mind is casting a spell, he must make a Concentration check at DC 15 + spell level to succeed at the casting.

For example, a wizard under the effect of *two minds* might move his normal rate while casting *magic missile* with his second mind. The *magic missile* would require a Concentration check at DC 16. Then, in the second part of the same round, his first mind, which directed the move, might cast *haste*, while his second mind took its move action. The *haste* would necessitate a Concentration Check at DC 18.

The wizard could not, however, cast both spells and then try to take two move actions, since he would be attempting to perform actions that required his one physical body and mouth to perform two different functions simultaneously. Since both *haste* and *magic missile* have verbal and somatic components, the wizard cannot perform both castings simultaneously. If he had prepared *haste* with the silent spell metamagic feat and *magic missile* with the still spell metamagic feat, then he could cast the two simultaneously, as his mouth could supply the verbal component for one and his body the somatic component for the other. Similarly, the caster cannot use his normal movement twice at the same time at the end of his round to move twice as far; he must use one mind's move action at the start of a round and one at the end.

Clearly, the still spell and silent spell metamagic feats are especially valuable in conjunction with *two minds*, while a *hasted* archmage with *two minds* is a terror to face.

Because his consciousness is divided and unfocused while under the effects of this spell, the caster receives a -4 circumstance penalty to saves versus mind-affecting spells.

*Material Component:* A masterwork platinum mirror studded with diamonds and valued at least 5,000 gp.

# Unbuckle

*Unfastens all buckles in area.*

Transmutation
**Level:** Brd 3, Sor/Wiz 3
**Components:** S, F/DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** 10-ft. radius burst
**Duration:** Instantaneous
**Saving Throw:** Reflex negates (object)
**Spell Resistance:** Yes (object)

## Description

Andrometus the bard takes credit for creating this spell, although many know that it actually originated among Enkili's priests. Andrometus wanted to get back at the insufferable paladin Hargis the Pure for his constant nagging. Andrometus' womanizing ways, it seems, chafed the paladin's sensibilities. After Andrometus caused Hargis' armor to drop in the company of ladies, Hargis ceased nagging the bard. In fact, the paladin ceased associating with the bard. None the worse for the parting of friends, Andrometus put the spell to use in his bedroom encounters with his many paramours.

## Spell Effect

This spell was contrived as a variant to the *knock* spell, and it causes a mass unbuckling of all buckles and clasps within the spell range.

All nonmagical buckles, lace ties and clasps in the spell area — including, but not limited to belt buckles, armor straps, saddle girth buckles and cloak clasps — come magically undone. The spell will unknot two joined rope ends or a rope end tied to another object, but it will not remove knots tied in the middle of a rope.

Objects receive saving throws per normal rules (page 150 *core rulebook I*), although all buckles on a target will be affected if the target fails its Reflex save for its items. Armor that becomes unbuckled will begin to fall off. It is treated as if hastily donned for the first round (-1 to AC bonus and armor check penalty), and these penalties increase by one each subsequent round until the armor ceases to provide any AC benefit. At that point, it is assumed to have fallen off completely.

*Arcane Focus:* Three platinum buckles of 50 gp value each are the foci of this spell.

# Unholy Channel

*Allows inflict spells to be cast upon target at range.*

Necromancy [Evil]
**Level:** Clr 4, Destruction 4, Evil 4
**Components:** V, S, DF
**Casting Time:** 1 full round
**Range:** Touch
**Target, Effect or Area:** One non-living creature
**Duration:** 1 hour/level (D)
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

If it's not diabolical enough that slain Charduni often rise on the battlefield to fight on as undead before their blood even dries on their animate corpses, Charduni priests also set up *unholy channels* with their undead champions to empower them to fight on with a nigh unstoppable resilience.

## Spell Effect

This spell is nearly identical to *holy channel*. Clerics may establish an *unholy channel* with only undead creatures or creatures. Thereafter, they may cast *inflict* spells through the channel to heal the undead recipient of the channel.

If the caster of *unholy channel* is also undead, any cure spells cast upon the caster or the channel's recipient has a 50% chance of damaging either one of them regardless of whether the caster or the recipient was the actual target of the spell. This effect is similar to the side effect of *holy channel*.

# Vangal's Touch

*Target rages as a barbarian.*

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Clr 2, Destruction 2
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target, Effect or Area:** You or one creature (see below)
**Duration:** 3 rounds + target's adjusted Constitution modifier in rounds
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

Ask any bard who has chronicled her share of warfare, and she can tell you of the blood-driven rage of the Horsemen of Vangal. When these barbarous priests ride into combat, their axes rise and fall to the wailing

of their enemies and their own inhuman, incoherent shouts of rage.

## Spell Effect

This spell causes the caster or one target to rage. This rage is identical in effect and duration to the barbarian class's rage ability.

If he casts this spell upon himself, the caster determines the level of the rage effect by his own level. A 15th-level caster would gain the effect of greater rage, and a 20th-level caster would suffer no ill effect after the rage ends. If the spell is cast upon a barbarian, the target rages at his barbarian level or the caster's level (whichever is higher). The spell-induced rage does not count as a use of the barbarian's normal rage ability. If the spell is cast on any other target, the target rages as a barbarian at one half the caster's level.

# Vangal's Wounding

*Causes wounds to bleed for 1d6 points of damage per round for lvl/rounds.*

Transmutation
**Level:** Clr 3
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One injured, living creature
**Duration:** 1 round/level
**Saving Throw:** Fortitude half
**Spell Resistance:** Yes

## Description

Vangal loves bloodshed, and he often grants his clerics spells that allow them to spill ever more blood. When a cleric casts this spell, the target's wounds tear open further, and blood pours from them. The only way to stop the bleeding other than dispelling this effect is to heal the target completely (i.e., restore him to full hit points).

## Spell Effect

*Vangal's wounding* causes blood to flow quickly from the affected targets' wounds, inflicting 1d6 points of damage per round, with a maximum duration of 10 rounds. Victims are allowed one Fortitude save at the onset of the spell. A successful save reduces the damage each round by half. This spell works only on victims who have sustained damage that has not been healed fully.

*Material Components:* Iron filings.

## Verminplague

*Summons a horde of diseased rats, insects and other scavengers.*

Conjuration (Summoning)
**Level:** Destruction 4, Sor/Wiz 4
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Medium (100 ft. + 10 ft./level)
**Effect:** Swarm of creatures in a 10-ft. radius
**Duration:** 1 minute/level (D)
**Saving Throw:** See text
**Spell Resistance:** No

### Description

The fearsome Red Witches, smallest and deadliest of the ratmen breeds, are known primarily for their illusory and necromantic spells. However, the Witches also dabble in other schools of magic, and they have created deadly spells such as this one. Known to but a few outside the witches' havens, *verminplague* summons a horde of unclean scavengers and diseased creatures to attack the Red Witch's foes. Certain priests of Vangal have also been known to cast this spell, making them all the more hated by the Order of the Morning Sky.

### Spell Effect

Like other summoning spells, *verminplague* calls up a horde of crawling, biting creatures, usually of the most unpleasant and vile variety (such as leprous rats, large ugly spiders, centipedes and the like). Anyone caught in the area of effect takes 1d4 points of damage each round from attacks by the enraged vermin. The swarm remains stationary.

Victims who take damage from the horde must make a Fortitude saving throw or be affected by disease as per the spell *contagion*.

*Material Components:* Piece of rodent fur.

## Wall of Hornets

*You summon a wall of stinging, poisonous hornets.*

Conjuration (Summoning)
**Level:** Drd 3
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Medium (100 ft.+10 ft./level)
**Target, Effect or Area:** Area up to one 5-ft. square/level
**Duration:** 1 minute/level (D)
**Saving Throw:** Fortitude negates poison damage (see text)
**Spell Resistance:** Yes

### Description

As part of their initiation, it is rumored that the druids known as the Cannibals of Khet must walk, not run, through a *wall of hornets* that has been summoned by their mentor. Survivors who make it through to the other side bathe in a magical spring that soothes their wounds and cleanses their bodies of the poisons. Those who die are not mourned. They are quickly forgotten and left to rot. Those few who begin to walk through and turn back are seized and eaten raw.

### Spell Effect

A swarm of stinging hornets forms a wall-like barrier. Anyone passing through the wall is stung repeatedly for 1d4 damage/every 3 caster levels (maximum 5d4) with no saving throw every round that they are within the swarm wall. Additionally, the poison of the stings inflicts 1d4 points of temporary Dexterity damage immediately and another 1d4 points of temporary Dexterity damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC10 + one-half caster level + caster's Wisdom modifier). Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall, unless it makes a successful Reflex save, which negates the damage. Creatures with damage reduction, incorporeal forms or other such special defenses will be immune to the non-magical damage from the hornets. It is impossible for any creature to maintain concentration or cast spells while within the *wall of hornets*.

The wall may stretch out in a straight line, curve into a semicircle, form a whole circle or even form a dome that can protect from aerial attacks. Once it is in place, however, it cannot be moved or changed. It must also be at least 5 feet thick. The wall can be seen through with some difficulty, and ranged attacks can be made through it, but such attacks have a 10% chance to miss due to one-quarter concealment. The caster and any of her animal followers can move through the wall freely without being stung.

The swarm can be destroyed or dispersed in the same manner as described in *summon swarm* (*core rulebook I* page 261), except the *wall of hornets* will absorb 5 points of damage per caster level.

## Water's Embrace

*Animates a body of water in order to drown a creature.*

Transmutation
**Level:** Drd 5, Sor/Wiz 4
**Components:** V, S, M/DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target, Effect or Area:** One living creature and a body of water within 15 feet of each other
**Duration:** 1 round/level
**Saving Throw:** Reflex negates
**Spell Resistance:** Yes

### Description

By casting this spell, you cause a nearby body of water to animate, reaching out to drown your opponents. Twisting tentacles of pure water try to force themselves town the victim's throat and into his lungs. If he does not manage to get out of the way, the victim is doomed to a watery death.

### Spell Effect

In order for the spell to function, the targeted creature must stand no more than 15 feet away from a sizable body of water. Drowning a medium-sized creature with this spell requires at least 10 gallons of water. Multiply this requirement by five per size category beyond medium-sized. A huge victim would require at least 250 gallons (10 x 5 x 5), for example.

The targeted creature gets one Reflex saving throw to avoid the watery embrace. If the saving throw fails, the watery tentacles have seized the creature long enough to gush down into the victim's respiratory tract, where the animated water will remain for the duration of the spell, resisting any attempts to cough it out.

The affected creature must begin making Constitution checks each round as per the rules for drowning (*core rulebook II* p. 85). The DC for this check is 10 the first round, and it increases by 1 each round after that. When the creature fails a Constitution check it begins to drown. It loses consciousness on the first round, dropping to 0 hp. The next round, it loses another hit point and begins to die. On the round following that, it dies. While drowning, a creature can do nothing else.

An affected creature has little hope of survival beyond the application of a *water breathing* spell or effect or a timely *dispel magic* spell. The victim spends the next 1-3 rounds coughing up the water (during which time the victim is considered stunned).

Naturally, this spell has no effect on water-breathing creatures or creatures that do not need to breathe, such as constructs or the undead.

*Arcane Material Components:* A small vial of water.

## Widdershins

*Caster jumps back in time.*

Transmutation
**Level:** Sor/Wiz 8
**Components:** V, S, M, XP
**Casting Time:** 1 full round
**Range:** Personal
**Target, Effect or Area:** You
**Duration:** Instantaneous
**Saving Throw:** No
**Spell Resistance:** No

### Description

A sorcerer or wizard may cast this powerful spell to reverse time, sending himself back in time to mere seconds before the spell was cast. Contesting the forces of time takes a heavy toll on the caster.

### Spell Effect

Upon completion of the casting of this spell, the caster reverses time for himself and goes back to the point of his initiative order one round before he began to cast *widdershins*. For example, the caster takes a move action on his initiative order in round one as his party flees from a threat. As they flee, his companion leading the party falls into a pit trap and dies. On his initiative order in round two, the caster invokes *widdershins*, and *widdershins* takes the caster back to the point in time of his initiative order in round one. He may then choose another action such as casting *feather fall* on his companion or just shouting a warning.

Note that the caster is essentially moving back in time one round physically, but not mentally. Therefore, she maintains knowledge of anything that *had* happened but is now undone. Any events, damage, used spells, powers or other effects that transpired in the one-round gap in time reverse as if they never happened. It's a good idea for the GM and players to keep track of round-by-round damage taken and similar details if this spell might be invoked.

The caster is armed with knowledge of what had transpired, and he is now free to attempt to change the course of events. Any activities that had elapsed must be re-determined. For instance, if the caster's fighter friend had rolled a critical hit during the reversed round, that result is now gone. If the fighter chooses to attack on the replayed round, he must re-roll his attack.

Players other than the caster's player and the GM (for determining monster and NPC actions) must attempt to not use metagame knowledge of what happened during the original round to guide their actions. Only if the caster of *widdershins* can alert them to dangers, instruct them on different actions or change the environment through his own actions should other characters' attempted actions differ during the replayed round.

In addition to the XP cost of the spell, the caster ages one year and suffers 2d4 points of temporary Constitution damage when casting *widdershins*.

*Material Components:* An hourglass, which the caster moves in the air in a counter-clockwise motion while casting the spell.

*XP Cost:* 4000 XP

## Wolf's Cry

*Causes animal attackers to flee, imposes -1 attack penalty on intelligent foes.*

Abjuration [Sonic]
**Level:** Drd 2, Rgr 2
**Components:** V, S
**Casting Time:** 1 action
**Range:** Personal
**Area:** Living creatures in a 50-ft. radius
**Duration:** Instantaneous
**Saving Throw:** Will negates
**Spell Resistance:** Yes

## Description

Druids and rangers who are particularly in tune with the natural rhythms and spirits of the wilderness can use this spell to make animal attackers flee. This spell can also unnerve intelligent opponents so that their attacks are less effective.

## Spell Effect

Animals in the spell's area of effect which possess fewer HD than the caster's level must make a successful Will saving throw or flee as if affected by a *fear* spell. Other intelligent opponents or animals whose HD exceed the caster's level, must also make Will saving throws or suffer a -1 morale penalty to attack rolls for 2d4 rounds due to the eerie and frightening nature of the howl. This spell is not effective against vermin.

# Yaral's Totemic Transformation

*Grants caster powers of totem animal.*

Transmutation
**Level:** Drd 3, Rgr 4, Sor/Wiz 4
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** One living creature
**Duration:** 1 round/level
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

## Description

Albadian legend speaks of the sorcerer Yaral the Lame, who was crippled at birth and took up a woman's path a sorcery. The many heroic deeds he undertook while living proved out his manhood among his kinsmen, and they even included defeating a dying huror. Thereafter, Yaral would manifest the great bear's spirit in battle. It is assumed that Yaral took his place as a huror spirit himself upon his death.

Rangers, druids and sorcerers who devote themselves to a specific totemic or spirit animal can use this spell to grant the creature's abilities to himself or his companions. The target changes slightly, taking on some of the characteristics of the totem animal. For example, a wolf totem causes the target to grow leaner, with a longer more lupine face and wild eyes. A bear totem would make the target bigger, burlier and create a more savage expression.

## Spell Effect

The effect of this spell depends on the caster's chosen totem, spirit guide or chosen animal. If the caster has no such creature, the Game Master should allow him to choose one for purposes of this spell. Some of the more common totems and their effects are listed here. Others may be created by the GM using the existing animal descriptions as guidelines (see *core rulebook III*). All bonuses are in addition to the character's normal statistics.

**Wolf:** The target gains an additional bite attack at his normal attack modifier which delivers 1d6 + Str modifier damage, Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +2 and +10 ft. per round movement speed.

**Coyote:** The target gains an additional bite attack at his normal attack modifier which delivers 1d4 + Str modifier damage, Bluff +5, Listen +5, Spot +5, Swim +2, Wilderness Lore +2.

**Bear:** Target gains 1d8 temporary hit points, gains an additional bite attack at their normal attack modifier which delivers 1d6 + Str modifier damage, and he may take two claw attacks at their normal attack modifier - 2 for 1d4+Str modifier damage each in lieu of other, normal melee attacks.

**Eagle:** Target gains an additional bite attack at his normal attack modifier which delivers 1d4 + Str modifier damage, and he may take two claw attacks at his normal attack modifier - 2 for 1d3 + Str modifier damage each in lieu of other, normal melee attacks. Target also gains Spot +8 and exceptional distance vision.

**Fox:** Target gains an additional bite attack at his normal attack modifier, which delivers 1d4 + Str modifier damage, Hide +4, Listen +5, Move Silently +5, Spot +5 and +10 ft. per round movement speed.

**Cougar:** Target gains an additional bite attack at his normal attack modifier, which delivers 1d4 + Str modifier damage, and he may take two claw attacks at his normal attack modifier - 2 for 1d4 + Str modifier damage each in lieu of other, normal melee attacks. Target also receives Balance +5, Climb +5, Jump +5, Listen +4, Move Silently +9.

**Lion:** Target gains 1d8 temporary hit points, gains an additional bite attack at his normal attack modifier (which delivers 1d8 + Str modifier damage) and may take two claw attacks at his normal attack modifier - 2 for 1d4 + Str modifier damage each in lieu of other, normal melee attacks. Target is also immune to *fear* effects and receives Jump +5, Listen +5, Spot +5.

# Zombie Form

*Take the form of a zombie.*

Necromancy
**Level:** Sor/Wiz 4
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Personal
**Target:** Self
**Duration:** 1 minute/level
**Saving Throw:** None
**Spell Resistance:** No

## Description

This necromantic incantation — arguably the most disgusting of spells — locks the caster's soul in a "haven" of negative energy and turns the caster's body into a shambling, decomposing zombie. During this time, the caster gains the benefits and drawbacks of being one of the walking dead.

## Spell Effect

This spells converts the caster's body into that of a zombie. She becomes immune to poison, sleep, paralysis, stunning and disease. She is no longer subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

The caster's Dexterity is -4 for the duration of this spell, and she suffers a -4 situational penalty to Charisma whenever she must make any sort of social Skill check. Also, because of the concentration of negative energy within her, the caster is vulnerable to being turned or rebuked as an undead of the caster's level. Cure spells damage the caster while inflict spells heal the caster.

Lastly, when the spell ends, the caster must succeed at a Fortitude save versus a DC of 15. If the caster fails, she is stunned for one round, and she takes 5d4 damage as the negative energy ravages her body as it is forced out. If this damage kills her, the caster rises the next night as a true zombie unless she has been *blessed* by a priest.

*Material Components:* One handful of zombie flesh.

# Chapter Three: Ritual Magic

Beyond the dusty books and the quick gestures and the sonorous words that convey the power of spellcasters, there exists another level, one that rewards an even deeper understanding of magic. Most magicians and priests remain content to wield the power that they initially learn to control. Some spellcasters explore the subtle changes that they can exercise through metamagic feats, learning the truth beyond the magical tapestry and drawing upon even more powerful effects.

Beyond even these initial explorations, there is ritual magic.

Ritual magic can be broken down into three aspects: augmented ritual casting, combined ritual casting, and true rituals. Ritual magic is available to both divine and arcane casters within the scope of their training. The use of augmented and combined ritual casting is referred to as "ritual casting" of a spell, as these two types of ritual magic are used to augment a caster's normal repertoire of spells. Clerics may therefore apply ritual casting to the converted spontaneous casting of *cure* or *inflict* spells.

True rituals are entirely new "spells" that must be learned or researched individually in order for their power to be harnessed. Due to the exacting nature of preparing true rituals, they are only available to clerics, druids and wizards.

Since all ritualistic magic involves longer casting times and is much flashier in respects to casting techniques, opponents get a +4 circumstance bonus to all Spot and Listen checks against the caster(s) during the casting of any type of ritual magic.

## New Skill

**Ritual Casting** (Con; Trained Only; Armor Check Penalty; Spellcasters only, cross-class Paladin, Ranger)

You have learned to endure the rigors that are required to perform rituals. You can handle the long duration of the casting required to draw in extra magical power.

**Check:** You can attempt to cast augmented and combined ritual casting spells that require an hour or more of casting. Each hour, or portion thereafter, requires a Ritual Casting check against a DC of 10 + spell level. Each check after the first one increases the DC by one until the end of the casting. A failed Ritual Casting check results in a loss of control over the magical powers being harnessed. See augmented and combined ritual casting sections for results of the failure.

**Retry:** No.

**Special:** If you have 5 or more ranks of Concentration, you get a +2 synergy bonus on Ritual Casting checks. This skill is cross-class for paladins and rangers.

## Augmented Ritual Magic

*The elder wizard stretched further, testing the limits of his powers, as he chanted the obscure, highly unorthodox arcane formula. The twisting of the words was not obvious to the apprentice taking notes — but the effects of the power were evident even to the youngster's untrained eye. The gathering power caused sparks to ignite in the air, the smell of ozone and burnt flesh swelling within the cramped stone room. Still the apprentice's quill scratched away as the concentrated magic manifested.*

Weaving a spell is the art of drawing upon the tapestry of magic that permeates all things. The use of metamagic feats subtly alters the normal flow of spells, bringing more power to the dweomer at the cost of a higher spell slot. Augmented ritual casting of spells energizes spells at the time that they are cast as opposed to when they are prepared; thus the spellcaster need not sacrifice any spell levels to cast a spell augmented with metamagic. The ritual provides the extra power.

A spellcaster can ritually cast spells augmented with only the metamagic feats that he knows, but he can include each feat that he knows at the expense of extending the casting time, sacrificing more expensive components and taking greater risk that the ritual will fail. Each extra level of metamagic feats that are applied to a spell through augmented ritual magic that would normally increase the level of the spell instead makes the spell take longer to cast and cost more in material components. The total of these extra levels is called the "added level modifier," and this added level modifier is used to determine several aspects of the augmented ritual casting.

The Silent Spell and Still Spell feats cannot be added to augmented ritual spells. If a spell prepared with the effects of one of these feats is used on an augmented ritual casting, the feat's benefits are negated. Also, the Quicken Spell feat may not be added to an augmented ritual casting, though if the feat is used normally and the quickened spell is then augmented, the resulting ritual casting time can be greatly reduced (see below). The Heighten Spell feat can be used with the difference in the actual spell and the new spell level being used to calculate the added level modifier.

If the caster has the feats of Spell Penetration or Spell Focus, he may use also use these in augmented ritual castings to provide a bonus beyond the normal +2 benefit of these feats. For every extra +1 bonus (above the normal +2 bonus provided by these feats) with which the caster desires to augment his casting, one level is added to the total added level modifier of the augmented ritual casting. For example, to gain a total +5 bonus on Spell Penetration, the caster would add three more levels to the augmented ritual casting's added level modifier.

The level of the spell being cast plus the added level modifier of all feats augmenting the spell cannot exceed the highest spell level the caster is capable of normally using. For example, a 12th-level wizard cannot cast 7th-level spells; the most he could augment a *knock* spell through an augmented ritual casting would be to use feats that result in an added level modifier of four (2nd-level spell + 4 added level modifier = 6th-level spell – the highest the wizard can cast).

To determine the casting time of an augmented ritual casting of a spell, first determine the spell's base ritual casting time on table 3-1 by referencing the spell's normal casting time. The ritual casting time is this base ritual casting time multiplied by the total added level modifier of the augmentations. Any casting time that exceeds an hour requires a Ritual Casting check against a DC of 10 + the spell level. Use the spell's original level, not the augmented level, for this DC. A failure on this Ritual Casting check results in the magical energies warping and recoiling back upon the caster. This results in (level of the spell + added level modifier) hp of damage from the magical backlash as the spell is cast. The augmented ritual is still successfully cast in the event of a failed Ritual Casting check.

Augmented ritual castings require extra material components beyond those normally required for casting the spell. These additional components represent the rare materials that must be expended to draw upon even greater power for the spell effect. For divine casters, these material components are holy incense and other trappings that are expended during the casting as offerings to the gods. Arcane casters use a mixture of herbs, minerals and other components based on their specific methods of working magic. Regardless of what these ingredients are, the general cost of the materials is equal to 25 gold x the added level modifier.

**Example:** The cleric Felmark knows, from a treasure map that he has, that the cave complex his party is about to enter is heavily trapped with deadly devices. Felmark decides that he needs to cast his *find traps* spell with an extended duration and an enlarged area, both metamagic feats that he knows. He doesn't feel that he can afford to use extra spell levels to augment his casting, so he decides to attempt a ritual casting.

Felmark stops his friends and pulls out some incense and other material components. He weaves the extra energies of

### Table 3-1: Augmented Ritual Casting Time

| Normal Casting Time | Base Ritual Casting Time |
|---|---|
| Free action | 1 full round |
| 1 action | 5 full rounds |
| Full round | 5 minutes |
| Other | 10 x normal casting time |

the magic required to augment his spell. Chanting, Felmark pulls the required effects together, with the side effects of his holy symbol glowing and the sound of his loud hymns throughout the casting, culminating in the release of his *find traps* spell. Since *find traps* normally has a casting time of 1 action, the base time is changed to five rounds. The Enlarge Spell and Extend Spell feats add one level each, for a total of a +2 added level modifier. The total casting time for the augmented ritual casting of the *find traps* is now two times five rounds, for a total of ten rounds. The ritual materials cost 50 gold pieces. Felmark now enjoys the benefits of his augmented spell and has expended only a 2nd-level spell.

## Combined Ritual Magic

*The dark of the new moon allowed no shadows except those cast by the torches set at the cardinal points within the stone circle. Swaying figures dressed in white robes stood in stark contrast to the gray and black of the night. The low droning chant occasionally rose in tempo and volume, carrying into the surrounding hillsides. In the center of the silhouetted shapes, a robed sleeve of vermilion lifted a long athame, directing the actions of the assembled people. The air crackled with the energies that were being brought to bear. Soon the ceremony would come to an end — as would the life of the charismatic cult leader's enemy.*

Under the direction of a single spellcaster, a group of individuals can work together to generate greater spell effects. Similar to the use of augmented ritual magic, the primary caster uses ritual casting to enhance the basic prepared spell (or a free spell slot for a bard or sorcerer) to new heights. Although groups with like magic (divine or arcane) work best together, anyone can assist with the performance of the ritual. Of course, non-spellcasters add to the chance of failure.

Groups of bards often refer to combined ritual casting as concert casting. Wizard-only group casting is referred to as cabalistic casting. Most other casters refer to it as a circle casting.

Combined ritual casting works differently than augmented ritual casting in that the caster and participants do not need to have any understanding of metamagic feats. Instead, the leader of the combined ritual casts the spell to be modified, and the auxiliary members of the ritual contribute their will, desire and life energies to supplement the overall power of the spell.

This supplementary power is used as bonus levels that are split between the different aspects of the spell. Each aspect of a spell that varies with caster level (range, number of targets, area, duration, damage dice, etc.) is treated as a separate category that can be increased with bonus levels generated by the combined ritual casting. The supplementary bonus levels provided by the ritual casting cannot violate the restrictions or limits of the spell. For example, a combined ritual casting of *fireball* cannot exceed the spell's 10-dice maximum for damage.

The leader (who casts the actual spell) uses her caster level as the starting level in each category for the casting. The total bonus levels (determined by the formulas in the boxed text) are then divided up and added into each category as the primary caster chooses. The caster's level plus the extra bonus levels now determine the effects for each of the spell's separate categories.

The casting time of the combined ritual is the base time for a combined ritual casting x the number of participants x the spell level. See table 3-2 to determine the base time for the combined ritual casting based on the normal casting time of the spell. The number of participants does not include the leader of the combined ritual, only the

people who are helping to power the spell. Any casting time of an hour or longer requires the leader to make a Ritual Casting check to maintain control of the magical energies for the spell. The DC of this skill check is increased by one for every non-spellcaster participating in the ritual. In the event of a failure in the Ritual Casting check, the energies involved with the combined ritual casting create a backlash that affects all of the participants. These energies assault the bodies and minds of each member of the ritual, resulting in (ritual bonus levels x spell level) hp of damage. A successful Will saving throw (DC of 15 + spell level) reduces this damage by half. The combined ritual is still cast in the event of a failed Ritual Casting check, but only half of the supplementary bonus levels can be harnessed prior to the spell discharge.

Combined ritual casting also requires expensive material components. These additional components are similar to those used in augmented ritual casting and represent the same types of ingredients. The cost of the material components is 10 gold pieces x the number of participants x the spell level.

**Example:** The Cabal of Black Sorcerers of Ukrudan gathers to circle-cast *Evard's black tentacles* spell to guard the entry to their fortress from dwarven invaders. The cabal is comprised exclusively of sorcerers. The leader of the combined casting is 10th level, with two assistants of 8th level and three apprentices of 4th level. Since all the casters are sorcerers, they add 1/3 of their total caster levels as supplementary bonus levels. The participants have a total of 28 levels, which divided by three yield 9.33 bonus levels. The cabal gets +2 bonus levels since each of the 8th-level assistants also knows the *Evard's black tentacles* spell for a total of 11.33 (rounded to 11) supplementary bonus levels. *Evard's black tentacles* has a normal casting time of 1 action, so its base combined ritual casting time becomes 3 minutes. The total casting time for the combined ritual casting of *Evard's black tentacles* is 4 spell levels x 5 members x 3 minutes — a total of sixty minutes. Since the casting time is one hour, the leader must make a Ritual Casting check (DC 14), or each member suffers up to 20 hp of damage (and only 5 bonus levels will be available to the leader). The additional material components for this ritualistic casting cost 100 gp.

After successfully passing the Ritual Casting check, the ritual leader uses three of the bonus levels to add to the duration, two bonus levels to create more tentacles (which is based upon level) and the remaining four bonus levels are added to the range. The net result is the range is now 240 ft. (as a 14th-level caster), the duration is 13 hours (as a 13th-level caster), and the spell has 1d4+12 tentacles (as a 12th-level caster). Because the hit points and attack bonus of the tentacles are based on the caster's level, the leader could have chosen to enhance these attributes instead.

**Example:** An adventuring war band has a gravely wounded companion that they need to heal. The group's cleric gathers all of the adventurers and quickly instructs them to assist in the combined ritual casting of a *cure serious wounds* spell. The group consists of the 6th-level cleric, a 7th-level bard, a 6th-level fighter and a 5th-level paladin. The bard is an arcane caster, adding in 1/5 of her level for 7/5 (1.4) bonus levels; however, since the bard is able to cast the *cure serious wounds* spell, he adds an additional +1 level for a total of +2.4 levels. The paladin is a divine caster and contributes 1/4 of his level for +1.25 levels. The warrior contributes only 1/10 of his total levels, being a non-spellcaster, for a total of +0.6 levels. The combined bonus levels are +4.25, rounded to +4 bonus levels. Since the *cure serious wounds* has a base healing of 3d8 + caster level, the cleric uses all four of the bonus levels to boost his effective caster level in relation to the amount of healing from 6 to 11. All other aspects of the spell are calculated from the cleric's six levels of experience. Note that the added levels do not violate the cap of +15 to the cure spell and are therefore acceptable. The total casting time for the combined ritual casting of the *cure serious wounds* spell is 3 spell levels x 3 members x 3 minutes, or a total of 27 minutes. The ritual materials cost 45 gold pieces, and the *cure serious wounds* heals 3d8+11 hp.

Obviously, the group of sorcerers gains more benefit from the combined ritual casting because they are all the same class. The group of adventurers still is able to support each other with the Combine ritual but with less effectiveness.

## Table 3-2: Combined Ritual Casting Time

| Normal Casting Time | Base Ritual Casting Time |
|---|---|
| Free action | 1 Minute |
| 1 action | 3 minutes |
| Full round | 10 minutes |
| Other | 10 x normal |

*Casting time = Base time x spell level x participants*
*Material Costs = 10 gp x spell level x participants*

## Table 3-3: Combined Ritual Bonus Levels

| | |
|---|---|
| Same caster class | +1/3 of class levels |
| Same magic type (arcane or divine) caster | +1/4 of class levels |
| Other magic type casters | +1/5 of class levels |
| Non-casters | +1/10 of class levels |

Add up all partial levels and drop any partial levels from the total to determine the total bonus levels added to the spell. Add an additional +1 bonus level per participant that has the ability to cast the spell in question, reflecting the added spell knowledge and caster level ability. Note that crossover from arcane and divine versions of the same spells are permissible for this bonus.

## True Rituals

*Anteas and the two other Calastian battle mages had sat in the same position for three days. The true ritual they found in the lair of the dragon had profound power — enough to appropriately punish the rebels and show them their true destiny as a puppet state under King Virduk's thrall.*

True rituals are very complicated spells that are either the stuff of legend or the backbone of religions. They can only be cast in ritual form and cannot be augmented further with any feats or other abilities. True rituals have no schools of magic associated with them; their great power combines all aspects of magic.

True rituals are cast as normal spells with a few exceptions.

**Components:** All true rituals have verbal, somatic, material and experience cost in the spell's components. Each member of the ritual must pay the experience cost. If the ritual is using proxy ritual members (see below) to cast the spell, the experience cost of the replaced caster(s) is divided among the normal casters who are participating in the true ritual.

**Casters Required:** Each true ritual has a minimum number of required casters. Each caster must have the spell prepared in the usual fashion at the time of casting. True rituals are prepared in lieu of one of the caster's spells of equivalent level.

With multiple casters, the power of the ritual is enhanced. Use the level of the highest caster in the group and add the number of other casters (not proxies) participating in the true ritual. The spell effects are based upon this effective caster level.

**Proxy:** Some true rituals allow a proxy in place of one or more of the required casters. The proxy section of a true ritual's description details who can replace a required caster during the ritual. Proxies cannot replace every caster; there must be at least one spellcaster to lead the ritual.

**Saving Throw:** True rituals have more power behind them, which in turn makes them more difficult to resist. Any saving throw against a true ritual spell has a DC of 15 + the level of the spell + the relevant ability modifier (Wis for Clerics and Druids, Int for Wizards) of the highest-level caster participating in the ritual.

## Researching Original True Rituals

Any spellcaster who can cast a true ritual (cleric, druid or wizard) can attempt to create a new, original true ritual. But creating a true ritual is much more demanding than creating a normal spell. Like research of regular spells, the creation of true rituals requires access to a well-stocked library for a wizard and meditation, prayer, and sacrifices in a major temple or blessed natural location for clerics and druids. A wizard's library must be comprised of books, treatises and manuscripts totaling at least 50,000 gp in value. Magical items and spellbooks do not count toward this total for the personal library's value. The research must be conducted by at least three spellcasters of the same type (arcane or divine) who collaborate on the spell's research. During the research, each of the spellcasters must pay 1,000 gp per week with a minimum of one week per effective level of the true ritual. This money goes into the same fees, experimentation and components that regular spell research consumes. At the end of the research period, each of the researchers makes a Spellcraft check against a DC of 20 + the spell level. If all of the researchers succeed, the new true ritual has successfully been created (assuming the spell is viable). If any one of the researchers fail, they must all go through the research process again if they wish to keep attempting to learn the true ritual.

The criteria for a viable true ritual are entirely dependent upon the requirements of the Game Master. Use the guidelines for new spell creations in *core rulebook II*, p. 95. Compare any new true ritual concepts to those presented in the next chapter. The following are required for all true rituals:

- A minimum of three casters is required to perform a true ritual, more depending upon the spell.
- The ritual must have an experience point cost to cast. Higher experience point costs can balance the power level of some true rituals.
- The number of casters required to cast a true ritual is also the number of casters that are required to research

the spell. Requiring a high number of casters can also serve to balance a ritual's power level, though not as much as an experience point cost.

## Variant: Casting Component — Experience Cost

True rituals feed off of the life energies of the casters involved with their creation, which can result in the loss of a level of experience from the experience point cost of the true ritual. In the event that the experience cost lowers one of the caster's levels, the lost level must come from their primary spellcaster class.

## Variant: Power Points

Power points exist throughout the world, where magic gathers in greater amounts. These power points are located throughout the world and can be traced to regions called ley lines. Any magic performed on these points is enhanced as if the caster were a level higher then normal. Dragons naturally gravitate to and attempt to lair at locations with power points. Druids are likewise required to cast all true rituals within the confines of specially prepared power points ringed with standing stones.

## Variant: Power Components

The variant for power components, found in the *core rulebook II*, p. 96, can be used for ritual spellcasting. For augmented and combined casting of spells, this variant of the rules works normally. But for true rituals, the use of power components will not completely replace the need for experience in the spell casting. Power components of true rituals eliminate only half the required experience cost; the casters of the spell must still pay the remainder.

## Countering Ritual Magic

Dispelling or countering augmented and combined ritual castings of spells is similar to countering a normal spell. Of course, the longer casting time offers a larger window of opportunity to disrupt the spell. Throughout the casting, observers get a Spellcraft check (DC 18 + the spell's level). The DC is slightly higher due to the changes in the prolonged casting, but the longer casting time allows for a retry Spellcraft check each round. Using *dispel magic* to counter an augmented and combined ritual casting is much easier due to the extra delicate magical energies being manipulated. The dispel check goes against a DC of 6 + the spell's caster level if the dispel check is made during the casting to counter the ritual spell.

As with countering metamagic feats, any additional effects or added levels are not taken into account when counterspelling a ritual casting. A regular *cone of cold* spell counters a ritually enhanced *cone of cold*.

True rituals cannot be countered with knowledge of the true ritual in question; the preparations are too long and complicated to enact even throughout the hours of casting time required. True rituals can be easily disrupted through combat, distraction or other means. Unlike ritual casting spells, any *dispel magic* checks to counterspell a true ritual go against a DC of 15 + the caster level of the ritual's highest-level caster.

# Chapter Four: True Rituals

True rituals are rare almost beyond words. The character who uses a true ritual when something else would work almost as well is sure to draw the ill will of the gods themselves, who tend to view frivolous use of this power as a sign of hubris. And the very lands themselves attest that the gods are not above taking a direct hand in affairs when necessary....

Clerical true rituals are handed down directly from the gods themselves. Priests are hesitant to share these rituals freely; any misuse of a priestly true ritual is sure to bring down the ire of the gods on not only the offending priest, but very likely on the priest who taught the offender as well.

Druidic true rituals are guarded even more jealously. Although non-druid worshipers may participate in many of the rites, the actual words of the rites proper are in the Druidic secret language, and no translation is provided for the uninitiated. The various orders of druids tend to believe that if a true ritual is misused, it greatly damages the chances of the Scarred Lands ever returning to their original vigor.

True rituals for wizards are similarly rare, but this has less to do with religious reasons and more to do with pure selfishness. Any wizard who possesses knowledge of a true ritual knows full well that he has one of the rarest and most valuable secrets in the entire world. The more people who know the ritual, the less exorbitant the price he can name in exchange for teaching the ritual to another. A wizard is likely to part with knowledge of a true ritual only if the reward is akin to an emperor's ransom — and he is often tempted to eliminate any potential rivals who know the ritual and might be willing to lower its market value.

The true rituals are listed by class and level, as there's no crossover between classes.

## Cleric True Rituals

1 **Marriage.** Blesses a marriage.
2 **Indoctrination.** Allows a character to become a cleric.
3 **Holy Vigilance.** Protects the casters from physical harm.
4 **Armament of the Gods.** Gives blessed enhancement to weapons and armor for a battle.
5 **Thirst for War.** Induces an army into a battle frenzy.
6 **Embalm the Undying Servant.** Transforms one creature into a greater mummy guardian.
7 **Build the Temple.** Creates a fortified temple overnight.
8 **Conversion of the Faithless.** Changes a group into faithful followers.
9 **Absolute Binding.** Traps any creature powerless in the earth.

## Druid True Rituals

1 **Sense the Unwanted.** Scry upon creatures not of the forest.
2 **Rite of Summer.** Bestows the blessing of vitality to an area.
3 **Rite of Spring.** Bestows the blessing of growth to an area.
4 **Rite of Fall.** Bestows the blessing of harvest to the area.
5 **Create Druid Ring.** Creates a druid ring for rituals.
6 **Rite of Winter.** Visits a great winter storm upon an area.
7 **Relocate Town.** Relocates manmade structures within the forest.
8 **Restore the Land.** Heals damage to the earth.
9 **Awaken Forest.** The forest comes alive to defend itself.

## Wizard True Rituals

1 **Locate Power Point.** Locate a magical power node.
2 **Consumption of Fire.** Burn a creature from the inside out.
3 **Control the Soul.** Gain complete control of a creature.
4 **Lich.** Transforms one wizard into a lich.
5 **Lycanthrope Infestation.** Infects an area with lycanthropes.
6 **Sorcerous Power.** Changes a wizard into a sorcerer.
7 **Vampirism.** Transforms one creature into a vampire.
8 **Raise the Keep.** Creates a flying castle.
9 **Immortality.** Causes one creature to become immortal.

# Clerical True Rituals

## Marriage

*Blesses a marriage.*

**Level:** True Ritual — Clr 1
**Components:** V, S, M, DF, XP
**Casters Required:** 3
**Proxy:** Yes: Any individual getting married or 10 worshipers per caster
**Casting Time:** 1 hour
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** Individuals to be married to one another
**Duration:** Instantaneous
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

Marriage blesses the union of two (or more, for religions that allow polygamy) individuals with the protection of the clerics' deity. In the days long before the Divine War, this true ritual was a gift to the divine races from Corean the Champion and Madriel the Redeemer in an effort to bring hope and cultural order to a savage and unpredictable world.

### Spell Effect

If the union between the couple is undertaken for love and altruistic reasons, the two gain a blessing in times of need. Whenever either of the couple is in danger, both members gain a +1 luck bonus to AC, saves and skill checks. This effect lasts for an entire year.

*Material Components:* An offering of food and incense worth 100 gold pieces.

*XP Cost:* 10 XP each caster. Special — the couple can pay the experience cost for up to two of the casters. This XP cost is paid for equally between the two.

## Indoctrination

*Allows a character to become a cleric.*

**Level:** True Ritual — Clr 2
**Components:** V, S, M, DF, XP
**Casters Required:** 3
**Proxy:** No
**Casting Time:** 1 hour
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

### Description

After learning theology and religion, this spell formally allows a character to become a cleric. All of the gods use this ritual within their different sects.

### Spell Effect

Any creature that is judged worthy gains the benefit of becoming a cleric. If the creature already has a character class, this allows her to multiclass to a cleric. Only clerics of a particular deity can indoctrinate another into their religion and beliefs.

*Material Components:* An offering of food and incense worth 100 gold pieces.

*XP Cost:* 10 XP each caster. Special — the new cleric can pay the experience cost for the casters.

## Holy Vigilance

*Protects the casters from physical harm.*

**Level:** True Ritual — Clr 3
**Components:** V, S, M, DF, XP
**Casters Required:** 3
**Proxy:** Yes: 10 worshipers per caster
**Casting Time:** 1 hour
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** Casters
**Duration:** 1 day
**Saving Throw:** None
**Spell Resistance:** No

### Description

In the war against the Titans, the clerics of Corean found that they were being targeted and strategically slaughtered to prevent their using any healing or restorative spells on their armies. As a result, Corean guided his clerics through the creation of this ritual, which generates a mobile aura of serenity encompassing these clerics, to prevent them from physical or magical attack.

### Spell Effect

For the duration of the ritual's effect, the clerics are blessed with damage reduction 10/+1. In addition, any opponent attempting to physically or magically assault the casters must attempt a Will save (DC 14). If they succeed, they can attack the casters as normal. Area-of-effect magical attacks (such as *fireball*) that include the cleric(s) in its effect do not require the attacker to make the saving throw. The clerics may attack without breaking this effect, but any creature they attack does not have to make Will saves thereafter to attack the clerics.

*Material Components:* 5,000 gp and incense.

*XP Cost:* 50 XP per caster

## Armament of the Gods

*Gives blessed enhancement to weapons and armor for a battle.*

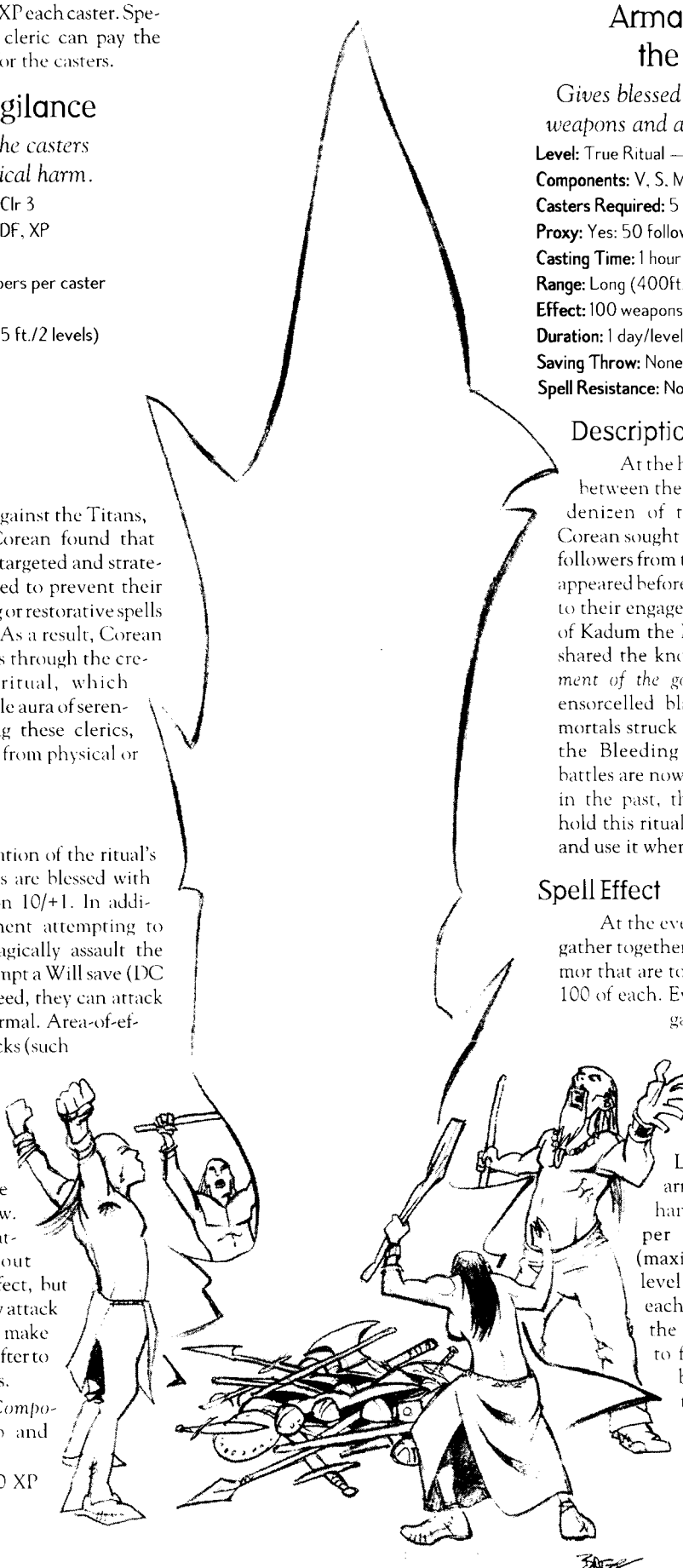
**Level:** True Ritual — Clr 4
**Components:** V, S, M, DF, XP
**Casters Required:** 5
**Proxy:** Yes: 50 followers per caster
**Casting Time:** 1 hour
**Range:** Long (400ft. + 40ft./level)
**Effect:** 100 weapons and 100 pieces of armor
**Duration:** 1 day/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

At the height of the conflicts between the mortal races and the denizen of the titans, the god Corean sought to protect his chosen followers from the raging battles. He appeared before his high priests prior to their engagement with the forces of Kadum the Mountainshaker and shared the knowledge of the *armament of the gods*. Protected with ensorcelled blade and shield, the mortals struck down the minions of the Bleeding One. Though the battles are now more than a century in the past, the priests of Corean hold this ritual as their most sacred and use it whenever the need arises.

### Spell Effect

At the eve of battle, the priests gather together the weapons and armor that are to be enchanted, up to 100 of each. Every weapon affected gains a +1 enhancement bonus to attack and damage per three caster levels (maximum of +5 at 15th level). Likewise every piece of armor gains a +1 enhancement bonus to AC per three caster levels (maximum of +5 at 15th level). Alternatively, for each weapon enchanted the casters can affect up to fifty arrows, bolts, or bullets. These projectiles can be mixed between the different sorts, but the totals must conform to the



fifty projectiles total for each weapon. Projectiles lose their magical enhancement after one use. All weapons are considered blessed while this spell is in effect if the casters are clerics of a good-aligned god. Blessed weapons have special effects on certain creatures.

*Material Components:* A magical weapon and magical piece of armor, both of which must be worth at least 10,000 gold pieces each.

*XP Cost:* 500 XP each caster

## Thirst for War

*Induces an army into a battle frenzy.*

**Level:** True Ritual — Clr 5
**Components:** V, S, M, DF, XP
**Casters Required:** 5
**Proxy:** Yes: 50 follower per caster
**Casting Time:** 1 day
**Range:** Long (400ft. + 40ft./level)
**Target:** 100 people within long range
**Duration:** 1 day/level
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

The Brothers of the Scarred Hand, a contingent of Vangal's Horsemen, were commanded in the creation of this ritual after catching word that Hrinruuk the Hunter had sent a large army of Proud to destroy a town serving as the supply line to an army of divine forces battling on the Plains of Lede. The only readily available army to defend the town was a rag-tag militia comprised of farmers and peasants. To stave off the Proud's attack, the Brothers cast *thirst for war* on these men, thereby transforming them from inexperienced novices into battle-frenzied soldiers. While most of the militia died in the ensuing savagery, the town was spared.

### Spell Effect

The casters must sit in silence for one full day while concentrating on empowering the men of their army. Afterward, the men gain a +2 sacred (or profane depending on casters' alignment) bonus to AC, all saving throws and ability checks, a +2 enhancement bonus to attacks and the special quality of Ferocity (see *core rulebook III*, p. 194).

*Material Components:* 10,000 gp and the heart of a boar.

*XP Cost:* 500 XP per caster

## Embalm the Undying Servant

*Transforms one creature into a greater mummy guardian.*

**Level:** True Ritual — Clr 6
**Components:** V, S, M/DF, XP
**Casters Required:** Five
**Proxy:** None
**Casting Time:** 3 days
**Range:** Touch
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

This true ritual is used by the priests of the darker powers to create a malevolent undead servant, a greater mummy. Witches under Mormo the titan pioneered this powerful magic, but soon the priests of the gods discovered their own uses for the ritual. The ritual has become a coveted secret among the priests of Chardun, Belsameth and even Vangal, though servants of Hedrada the Judge have co-opted the ritual for use on criminals involved in the

most heinous of crimes. Crimes against the priests or the rulers of the land may now be punished not with a prison sentence, not with death, but as eternal servitude as the guardian of a tomb or temple.

## Spell Effect

This spell involves the embalming of a living creature, forever forcing its life force to protect a tomb or a temple. The three days of torturous removal of the internal organs and the warping of the flesh distort the creature's mind and psyche, resulting in a hateful creature. Only the ritual's power lends some semblance of control over the aggressive nature of the greater mummy. Each of the holy symbols of the five casters used during the ritual can thereafter be used to turn the greater mummy, with a +10 sacred bonus. The greater mummy will be turned instead of rebuked with these symbols, and these attempts do not count against the number of attempts that the cleric can perform each day. The true ritual must be cast on the location that the greater mummy will guard, for after the creation, it is forever bound to the area.

*Material Components:* Embalming equipment costing 2,000 gold pieces.

*XP Cost:* 1,000 XP each caster

# Build the Temple

*Creates a fortified temple overnight.*

**Level:** True Ritual — Clr 7
**Components:** V, S, M, DF, XP
**Casters Required:** 4
**Proxy:** Yes: 50 worshipers per caster
**Casting Time:** 1 day
**Range:** Long (400ft. + 40ft./level)
**Area:** One castle
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

## Description

This true ritual has the power to create a fortified temple overnight. Although originally used during the war to quickly erect defensible shrines, a few clerics now use this true ritual to create impressive temples to their gods as beacons of hope to the masses. With the ruined lands and the monstrous war-bred races roaming the wastes, such protective temples have brought some semblance of order. However, a temple raised by magic seems to be less impressive to the gods than one built by determination and hard work.

## Spell Effect

This spell raises a fortified structure from the ground, fashioning it in the shape of the casters' will. Odd and fantastic elements often work their way into the design, though the senior caster generally is able to direct the structure toward his vision. As the temple is being created, it cannot damage creatures or existing structures. The temple is barren and empty when it is first created, and all furnishings must be provided. Gates, doors, windows, and great (if simple) statues to the gods can be added as required during the creation of the keep. Regardless of the form the temple takes, it is stable and permanent after the casting.

*Material Components:* A single flagstone of pure granite, etched with runes of creation. This stone block costs 5,000 gold pieces to manufacture.

*XP Cost:* 3,000 XP each caster

# Greater Mummy—Template

Greater mummies are created by the true ritual *embalm the undying servant*. Greater mummies retain the knowledge that they gained in life and use their powers to prevent the plundering of their charges. Similar in most ways to regular mummies, it is only after they attack that their true power is exposed, often with dire consequences.

## Creating a Greater Mummy

**Hit Dice:** Increase to d12. The mummy gains hit points based on the increase of its hit die type. For example, an embalmed priest (d8) would gain 2 hit points per hit die (as the average of a d8 is 4.5, while the average of a d12 is 6.5).

**Speed:** 20ft. or the original creature's speed, whichever is lower.

**AC:** Natural armor improves by +2.

### Special Attacks

**Despair (Su):** At the mere sight of a greater mummy, the viewer must succeed at a Will save (DC 20) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the victim cannot be affected again by that greater mummy's despair ability for one day.

**Mummy Rot (Su):** See *core rulebook III*, p. 138.

### Special Qualities

**Damage Reduction (Ex):** A greater mummy's body is supernaturally resilient, giving the creature damage reduction 10/+2.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Resistant to Blows (Ex):** Physical attacks deal only half damage to greater mummies. Apply this effect before damage reduction.

**Fire Vulnerability (Ex):** A greater mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

**Saves:** Same as the base creature

**Abilities:** Increase from the base creature as follows: Str +8, Dex -4. As undead creatures, greater mummies have no Constitution score. The base creature also loses all bonus hit points related to Constitution prior to the change.

**Skills:** As base creature

**Feats:** As base creature plus Alertness

**Climate/Terrain:** Any ceremonial burial location

**Organization:** Solitary, often accompanied by 6-10 mummies

**Challenge Rating:** As the base creature +3

**Treasure:** Standard

**Alignment:** Always lawful evil

**Advancement:** By character class

## Conversion of the Faithless

*Changes a group into faithful followers.*

**Level:** True Ritual — Clr 8
**Components:** V, S, M, DF, XP
**Casters Required:** 3
**Proxy:** No
**Casting Time:** 1 day
**Range:** Long (400ft. + 40ft./level)
**Area:** All within the spell range
**Duration:** Special
**Saving Throw:** Will negates (see below)
**Spell Resistance:** Yes

### Description

Following the Titanswar, huge numbers of titan-horde monsters roamed the lands. In an effort to gain more power through their link with the mortal races, the gods gave their high priests the power to bring the faithless followers of the titans under sway. Each of the gods has disseminated this spell within their organized religions.

### Spell Effect

This ritual can only be cast by clerics who all follow the same god. All creatures within the range of spell that are the same alignment or one alignment step away from the casters' god can be converted into faithful followers. For example, clerics who worship a neutral good goddess may affect creatures of lawful good, neutral good, chaotic good, or neutral alignments with this ritual. All affected creatures are treated as though the clerical spell *convert* had just been cast upon them.

Additionally, any new converts are filled with the power of their new deity and gain a +3 sacred (or profane) bonus to all saving throws and a +2 sacred (or profane) bonus to AC for one week. If this effect is dispelled, the bonuses are restored as a free action.

*Material Components:* Offerings appropriate to the god in question worth a total of 1,000 gold pieces.

*XP Cost:* 2,000 XP each caster

## Absolute Binding

*Traps any creature powerless in the earth.*

**Level:** True Ritual — Clr 9
**Components:** V, S, M, DF, XP
**Casters Required:** 3
**Proxy:** Yes: Clerics totaling 30 clerical levels per caster
**Casting Time:** 1 day
**Range:** Long (400 ft. + 40 ft./level)
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

### Description

Legend from the Titanswar has it that the gods were thwarted in their attempts to destroy or imprison the titaness Gulaben, Lady of the Winds, for she could reform herself from the very air. Hedrada, god of knowledge, found the answer in this ritual. While Enkili baited Gulaben on a merry chase around the world and back to the Kelder mountains, the other gods channeled their power through their high priests to successfully bind the titaness once she followed Enkili to the trap. Some versions of the legend go on to tell that Vangal then slaughtered the assembled priests lest any of them ever share the secret of Gulaben's imprisonment. Stunned by the slaughter, Madriel crafted the soul of her high priest into a deva to reward her for her service and sacrifice.

### Spell Effect

This spell strips one creature of its power and binds it helpless within the earth. Though similar to *imprisonment*, this ritual can affect any creature, even those of demigod-

like power or status. This effect cannot be broken by the power of any spell, even *freedom*, *miracle* or *wish*. However, when the spell is being cast, a condition must be put into effect that will allow the release of the captive creature. *Absolute binding* bypasses any saving throw or spell resistance that the creature may have against spells, and the casters are not required to know any information about the target creature. Finally, no known power can result in information on the location of the trapped being. Magical scrying or divination only reveals that they are imprisoned.

*Material Components:* Adamantine and mithril chains worth 10,000 gold pieces.

*XP Cost:* 10,000 XP each caster

# Druidic True Rituals

## Sense the Unwanted

*Scry upon creatures not of the forest.*

**Level:** True Ritual — Drd 1
**Components:** V, S, M, DF, XP
**Casters Required:** 3
**Proxy:** No
**Casting Time:** 1 hour
**Range:** Personal
**Effect:** Forest (maximum 2 mile radius/level)
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

### Description

This true ritual was devised by mortal druids to protect their home from uninvited intruders. The Titanswar proved how readily an invading army could burn a forest to the ground to drive out their enemies, or overhunt a section of wilderness to feed their troops. This true ritual serves as a way for a circle of druids to safeguard their domains.

### Spell Effect

Three druids must join hands to form a circle in the center of the forest. They concentrate on the creatures that naturally reside within their territory. When cast, an image of a specific part of the forest appears in the middle of their circle, revealing any and all creatures within this area. The image shows a 30-foot radius section of the forest in miniature detail and is complete with visual and auditory effects. The druids may shift the scried-upon area at will, though they must concentrate for a full round to do so. For as long as the ritual's duration lasts, the druids may join hands and concentrate to use this scrying effect, or break and conduct other activities then return to join hands and scry again. Like most druid rituals, *sense the unwanted* can only be cast within a druid ring.

While the druids are actively scrying upon an area, a magical sensor appears at that location. This sensor is identical to those created by other scrying effects (see *scrying* in *core rulebook I*, p. 247) and might be detected by intelligent observers at the scried-upon location.

*Material Components:* 500 gp and the eyes of a hawk.

*XP Cost:* 20 XP per caster

## Rite of Summer

*Bestows the blessing of vitality to an area.*

**Level:** True Ritual — Drd 2
**Components:** V, S, M, DF, XP
**Casters Required:** 5
**Proxy:** Yes: 10 worshipers per caster
**Casting Time:** 1 day, during the summer solstice
**Range:** Long (400ft. + 40ft./level)
**Effect:** All wildlife within range and all worshipers within the druid ring.
**Duration:** 1 season
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

Summer is the time of youthful playfulness. Druids gather together to celebrate the cycle of life that this period represents. All those who help in this celebration, which culminates in an almost violent dance to the point of exhaustion, gain some of the vitality associated with this rite.

### Spell Effect

The added vigor of the participants from the celebration of life results in a +2 enhancement bonus to Constitution (or +1 if the participant is not a worshiper of the same deity as one of the druids conducting the ritual). This bonus lasts until the autumnal equinox.

*Material Components:* An offering of food, water and incense worth 1,000 gold pieces is used during the ritual.

*XP Cost:* 50 XP each caster

## Rite of Spring

*Bestows the blessing of growth to an area.*

**Level:** True Ritual — Drd 3
**Components:** V, S, M, DF, XP
**Casters Required:** 3
**Proxy:** Yes: 10 worshipers per caster
**Casting Time:** 1 day, during the vernal equinox
**Range:** Long (400ft. + 40ft./level)
**Effect:** All wildlife within range and all humanoids within the druid ring.
**Duration:** 1 season
**Saving Throw:** Will negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

This ritual is the celebration of spring and the growth that it symbolizes. Members of the druid community, people living in the area and wildlife within the ritual's range all benefit from the uplifting of the spirit. This festivity lasts for the whole day of the vernal equinox. For some druidic faiths, such as druids who worship Denev or Mormo, the vernal equinox is also a celebration of fertility; the assembled worshipers often conduct marriages or baser, carnal rites in conjunction with the ritual's celebration.

### Spell Effect

All creatures and people who benefit from this true ritual gain a +1 resistance bonus on all saving throws against disease and poison. This bonus lasts only until the summer solstice. Furthermore, the countryside within two miles of the ritual benefits from the enrichment aspect of the *plant growth* spell over the course of the next year.

*Material Components:* An offering of food, water and incense worth 1,000 gold pieces is used during the ritual.

*XP Cost:* 50 XP each caster

## Rite of Fall

*Bestows the blessing of harvest to the area.*

**Level:** True Ritual — Drd 4
**Components:** V, S, M, DF, XP
**Casters Required:** 3
**Proxy:** Yes: 10 worshipers per caster
**Casting Time:** 1 day, during the autumnal equinox
**Range:** Long (400ft. + 40ft./level)
**Area:** 1 square mile/level
**Duration:** one season
**Saving Throw:** Will negates (special)
**Spell Resistance:** No

## Description

This rite is performed during the autumnal equinox, when light and dark are in balance for the last time before the long nights of winter. The druids celebrate not only the bounty of the last harvest but also give honor to the dead who have passed from this world. In Scarn, the druids mourn for the dead and tortured lands and for death of the armies during the Titanswar. The bounty created by this ritual is therefore much needed since many areas have yet to heal and produce viable crops.

## Spell Effect

Fall crops affected by this ritual have twice the normal yield.

Also, during the night of the autumnal equinox, on the casting of this spell, the barriers between the realms of the living and the dead weaken. During this time, the casters may attempt to contact the dead, either to gain information or to wish them well in the afterlife. Only creatures that died within the area of effect can be found. The dead do not give up information willingly and must be coerced into talking. The casters get a Wisdom check against a DC of 20 to speak with the dead. The insight gained from these shades will result in the equivalent of either a *legend lore*, *discern location*, *divination* or any other druidic divination spell of 6th level or less. If the Wisdom check roll is a natural 1, one of the spirits becomes irate and breaks through the boundary between the living and dead. This spirit manifests as a ghost and immediately attacks any living creature in the area. The sites of great battle are particularly hazardous, as the shades of the underworld are too numerous and quickly overrun an area touched by this spell. In such areas a roll of 1-5 on the Wisdom check releases 1d4 + 1 ghosts into the world of the living.

*Material Components:* An offering of gifts to the departed worth 1,000 gold pieces is sacrificed during this true ritual.

*XP Cost:* 50 XP each caster

# Create Druid Ring

*Creates a druid ring for rituals.*

**Level:** True Ritual — Drd 5
**Components:** V, S, M, DF, XP
**Casters Required:** 9
**Proxy:** Yes: 10 worshipers per caster
**Casting Time:** 3 days
**Range:** Touch
**Effect:** One druid ring, generally 30 ft. in radius
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

## Description

This true ritual is used by druids to create a place of power, a focus for future castings of true rituals.

## Spell Effect

All druidic true rituals, except *create druid ring*, must be performed within the confines of a druid ring.

Stone blocks that are aligned with cosmic events must be erected prior to the casting of this ritual. This requires the use of a successful Knowledge (engineering) or Knowledge (arcana) check against a DC of 25. After the druid ring has been created, it gains the benefits of a permanent *protection from outsiders* within its boundaries. This effect offers the same protection as *protection from evil*, but the alignment of the attacker does not matter (though the creature must be an outsider). If this protection effect is dispelled, it automatically renews after one minute. Only the physical destruction of the ring followed by a successful dispel attempt ends the protection permanently.

Additionally, if the variant rules for power points (see Chapter Three) are being used, this spell creates an area that becomes a power point. All further spells gain the benefit of being cast at +1 to the caster's normal level.

*Material Components:* An offering of food, water and incense worth 1,000 gp is used during the creation.

*XP Cost:* 1,000 XP each caster

# Rite of Winter

*Visits a great winter storm upon an area.*

**Level:** True Ritual — Drd 6
**Components:** V, S, DF, XP
**Casters Required:** 5
**Proxy:** Yes: 10 worshipers per caster
**Casting Time:** 1 day, during the winter solstice
**Range:** Long (400ft. + 40ft./level)
**Area:** 10 square mile/level
**Duration:** one season
**Saving Throw:** None
**Spell Resistance:** No

## Description

The *rite of winter* emphasizes the end of the cycle of life during the dead of winter. Legends attribute this true ritual to Lethene, titaness of storms, who reveled in the blizzards her faithful called down upon the earth.

## Spell Effect

This spell brings in a great storm cloud that unleashes a blizzard upon an area overnight. This snowstorm drops 10 feet of snow into the area, which stops all movement by most creatures. Overland movement is reduced to the equivalent of heavy obstruction in very bad surface conditions with poor visibility, resulting in a movement penalty of x1/16. Apply the terrain modifier as required.

The remainder of the season maintains this wintry rime upon the land. All creatures that are not protected from the cold, either in heated homes or with magical protection, suffer 5 points of cold damage per day. This damage cannot be healed with fast healing or regeneration during continued exposure. A creature can heal normally only after finding shelter or gaining magical protection. For the duration, each of the casters and any proxy helpers gain protection from this chill as if an *endure elements – cold* protected them. The casters are not as restricted in movement as others within the hoary frost and only have a x1/3 movement penalty.

The winter storm ends if all of the casters (not proxies) who invoked the ritual are slain, or if all the casters assemble at the same druid ring used to cast the ritual and all dismiss the ritual.

*Material Components:* An offering of furs and pelts worth 1,000 gold pieces is used to protect the casters and an offering of 5,000 gold pieces of clear gemstones is used to bring the storm.

*XP Cost:* 200 XP each caster

# Relocate Town

*Relocates manmade structures within the forest.*

**Level:** True Ritual — Drd 7
**Components:** V, S, DF, XP
**Casters Required:** 7
**Proxy:** Yes: 10 worshipers per caster
**Casting Time:** 7 days
**Range:** Special

**Effect:** Up to a town size of constructed buildings
**Duration:** Instantaneous
**Saving Throw:** None (see below)
**Spell Resistance:** No

## Description

This true ritual allows a group of druids to move a complete town to an entirely different location within a forest. This spell was historically used to move wood-elven communities in times of dire need to different parts of the forest. Recent tales of logging communities attempting to log the Virgin Woods only to be "swallowed up by the woods" seem to indicate that Denev's faithful have also found another use for the ritual. Although this spell is used to relocate towns, it can be used to affect any structure within the confines of a forest.

## Spell Effect

Over the course of the week of casting this ritual, the buildings that are to be moved become enshrouded in mist and slowly disappear, only to reappear at the new location within the same woods (no more than 5 miles per level from their original location). This transportation of the buildings is noninvasive to the forest. The new location of the town must be known to the casters. The inhabitants of the buildings do not necessarily know what is happening during the casting; if any discover the nature of their plight and speak aloud their desire to remain in one place, the spell fails.

*Material Components:* The buildings to be relocated must be surrounded by rare wood and herbs. These ingredients have a cost of 10,000 gold.

*XP Cost:* 100 XP each caster

# Restore the Land

*Heals damage to the earth.*

**Level:** True Ritual — Drd 8
**Components:** V, S, M, DF, XP
**Casters Required:** 5
**Proxy:** Yes: 10 druids per caster
**Casting Time:** 1 week
**Range:** Special
**Effect:** 1 mile radius per level
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

## Description

After the wanton destruction of the lands during the Titanswar, Denev wept at the damage that was wrought, so she bestowed as a gift to her followers this true ritual so that they might one day restore the land. As yet, *restore the land* has only been cast twice, mainly due to the taxing strain that the casters must endure. Nonetheless, this true ritual is fervently sought in the Scarred Lands, and many a government has sent emissaries to uncover the ritual's secrets.

## Spell Effect

This ritual causes the corrupted landscape to become more fertile and to grow vegetation and foliage, regardless of the land's current state. The land begins to reform itself, healing the rents in the earth and the corruption of the soil. The druids direct the growth of the land and the reshaping of the warped landscape into a more hospitable environment. Pure water sources become an integral part of the area, allowing the new natural flora to grow swiftly into maturity. Although animal life is not created with this spell, fauna will quickly flock to the fruitful region. This is one of the few true rituals for druids that does not require a druid ring to be cast.

*Material Components:* A sprouted seedling.

*XP Cost:* 10,000 XP each caster

# Awaken Forest

*The forest comes alive to defend itself.*

**Level:** True Ritual — Drd 9
**Components:** V, S, M, DF, XP
**Casters Required:** 5
**Proxy:** Yes: 10 druids per caster
**Casting Time:** 1 day
**Range:** Special
**Effect:** One forest (maximum 3 mile radius/level)
**Duration:** 1 day/level (see below)
**Saving Throw:** None
**Spell Resistance:** No

## Description

When a large forest area is threatened by a grave danger, the druids who live within it can attempt to awaken the spirit of the wood to fend for itself. The forest first hinders and harasses any threat by creating haunting sounds with the wind and leaves,

while forcing animals to scurry away to create an unnatural silence. If this is not successful, the spirit resorts to lethal force. This ritual has also been called "Denev's cleansing."

## Spell Effect

As *awaken forest* is being cast, the druids must beseech the spirit of the forest to stop one threat against it. The threat must directly threaten the forest or the natural order within it. Examples of this are an army of orcs hunting animals as they travel, a band of humans cutting down all of the trees within an area without replanting saplings, or a demon that is burning the forest in malice. If the conditions are not met, the spell fails, but the offerings and experience cost are lost. In the event that the threat is acceptable, the undergrowth hinders the threat as an *entangle* spell during the first two days. On the third day, the threat is visited by an *insect plague* that lasts for up to one minute per day. This *insect plague* is large enough to threaten an entire army if needed and will try and force the threat out of the forest. The *insect plague* occurs each day for three days. If the threat does not leave during this time, or proves too resilient, the trees and vegetation rise up and destroy the threat. Each hour, three trees animate as a treants and two shambling mounds, emerging from the undergrowth. These creatures attack the threat without hesitation and without reserve. When the threat is eliminated, the forest returns to its normal state, even if this is prior to the expiration of the spell's duration.

*Material Components:* An offering of 10,000 gp worth of magical items, used as an offering to the forest and to magically animate the spirits.

*XP Cost:* 2,000 XP each caster

# Wizard True Rituals

## Locate Power Point

*Locate a magical power node.*

**Level:** True Ritual – Wiz 1
**Components:** V, S, M, XP
**Casters Required:** 3
**Proxy:** No
**Casting Time:** 1 day
**Range:** Special
**Target:** Nearest power point
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

## Description

When Mesos, the titan of magic, was slain at the start of the Divine War, the magical life-force of the titan scattered throughout the world and became imbued in every part of the Scarred Lands. Some few items such as the crystalline rocks now known as "dweomer crystals" absorbed more of Mesos' tremendous magical power. It is believed that these crystals lie far beneath the land's surface. Above these crystal beds sit power points of magic. Now, all sorts of casters seek out these places of power, often trying to build their homes on power points in order to enhance their spells.

## Spell Effect

This ritual temporarily enchants a divining rod-like apparatus, which points the wizards in the direction of the nearest power point. On average, the nearest power node is 80 to 100 miles from the casters. If the casters locate the node, the apparatus fuses in a heap of junk as magical energies overload it. If the casters do not find a power point, the apparatus's enchantment fades completely two weeks after its creation. Note that most existing nodes are either locations of druid rings or the lairs of powerful creatures that utilize magic, such as dragons or powerful hags; unclaimed power points are quite rare.

*Material Components:* A complex device that resembles an amalgamation of a compass, a sextant and an abacus must be constructed to lead the way to the power point. This device can be built using either Knowledge (arcana) or Knowledge (engineering) with a skill check against a DC of 15. This apparatus costs 1,000 gold pieces to make due to its complex mechanisms.

*XP Cost:* 10 XP each caster

## Consumption of Fire

*Burn a creature from the inside out.*

**Level:** True Ritual — Wiz 2
**Components:** V, S, M, XP
**Casters Required:** 7
**Proxy:** No
**Casting Time:** 5 days
**Range:** Unlimited
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

## Description

As the Titanswar increasingly involved mortal creatures to fight the battle on both sides, vast armies took the field with increasing frequency. The mortal races needed to target the leaders of the opposing army. After long consideration, *consumption of fire* was created with the help of the goddess Belsameth the Assassin.

## Spell Effect

This true ritual targets any creature for which the casters have a sample of the creature's hair, blood, nails and so on, or an extremely personal item that the creature possessed for over a year. During the five days of the casting, the wizards burn a specially prepared mixture around the personal item and keep a watch upon the targeted creature. This watch is usually through the use of apprentices and scrying magic. If this scrying is foiled, the spell cannot be completed. During the casting, the target starts to feel unpleasantly hot, as if struck with a fever. The culmination of this spell results in the target erupting in fire, burning from the inside out. This causes 1d6 points of fire damage per caster level (maximum of 10d6). This spell does not allow a saving throw or magical resistance since the personal item focuses it directly to the target. If the creature is killed, the body turns to ash as the unnatural fire consumes the corpse in a display of hellish flames. Any creature that survives this spell is severely wounded and suffers a –6 penalty to its Constitution and Dexterity until fully healed. Recognizing the effects of this spell on a person before it's too late requires a successful Spellcraft check, DC 25; at that point, disrupting the scrying or the ritual itself is the target's best hope.

*Material Components:* A personal item that belonged to the target creature is required during the ritual, along with a mix of brimstone, sulfur, mercury and rare alchemical ingredients. This concoction costs 5,000 gp to manufacture, requiring an Alchemy check against a DC of 25. Each attempt to create this mix takes one day.

*XP Cost:* 100 XP each caster

## Control the Soul

*Gain complete control of a creature.*

**Level:** True Ritual — Wiz 3
**Components:** V, S, M, XP
**Casters Required:** 3
**Proxy:** No
**Casting Time:** 3 days
**Range:** Special
**Target:** One creature
**Duration:** One year
**Saving Throw:** Will partial (see below)
**Spell Resistance:** Yes

### Description

Chardun the Slaver collaborated with Enkili the Trickster to create this true ritual. The Slaver found that controlling key enemy troops or monsters allowed great shifts in the tides of battle, while Enkili found that the resulting chaos was much to his liking. Enslaving enemy commanders, the divine-race wizards became the taskmasters for the gods.

### Spell Effect

During the three-day casting of this ritual, the wizards must keep a watch over the target, either directly or with the use of scrying magic. Most wizards use apprentices to maintain the scrying spells for this vigilant watch. If this watch is prevented, with the use of the *nondetection* spell for example, the ritual fails. At the culmination of this ritual, the target becomes linked to a personal item (see material components below) through which a link is forged.

Any of the wizards involved with the casting can thereafter hold the personal item and attempt to establish a telepathic link that gives them control over the target. Such control may be attempted no more than once per hour, and the victim may use its spell resistance and a Will saving throw to resist the control attempt.

If the control attempt succeeds, the wizard controls the target as if he had cast *dominate person* on the victim. The wizard is able to establish control at any range. Once the link is established, the wizard gains the ability to see and hear as the target does. Commands that are given to the target cannot be resisted, except for suicidal commands, which earn the victim a new saving throw at a +2 modifier. The wizard must use the magic partial action of concentrating to maintain control. Once the wizard stops concentrating or sets down the personal item, the link is closed.

During times that control is not being exerted, the victim may acts normally. If the victim is on a different plane than the wizard, the control attempt fails. At the end of one year, the victim is released from servitude, and the same personal item can never be used to recast the ritual.

*Material Components:* A sample of the intended victim's body, such as hair, blood, nails, and the like sealed in wax, or an extremely personal item that the creature possessed for over a year. A waxen sample or the personal item must be used throughout the duration to allow control over the target. During the initial casting, 10,000 gp worth of herbs and gemstones are consumed to create the bond.

*XP Cost:* 1,000 XP each caster

## Lich

*Transforms one wizard into a lich.*

**Level:** True Ritual — Wiz 4
**Components:** V, S, M, XP
**Casters Required:** 3
**Proxy:** No
**Casting Time:** 1 day
**Range:** Personal
**Target:** One caster
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

Early attempts at immortality resulted in the creation of the first lich through the use of this ritual. Although the process has since been refined over the centuries so that a single caster can manufacture the phylactery to protect the soul, this ancient spell bypasses that more common procedure. The steps that were gained here were also used for the creation of the vampirism true ritual.

### Spell Effect

One of the three wizards who cast this spell is transformed into the lich, as per the template found in *core rulebook III*, p. 216. Since the advent of this true ritual, the documented formula for lichdom has been established and is almost exclusively used. However, rare cases of *lich* being cast still occur as a way of bypassing the requirement for the Craft Wondrous Item feat or the level limit. Though few casters seek lichdom early in their career, a small number of lower-level liches were created with this ritual.

*Material Components:* The rare materials required for the phylactery cost 120,000 gp.

*XP Cost:* 2,000 XP each caster

## Lycanthrope Infestation

*Infects an area with lycanthropes.*

**Level:** True Ritual — Wiz 5
**Components:** V, S, M, XP
**Casters Required:** 5
**Proxy:** Yes: Wizards totaling 15 levels per caster
**Casting Time:** 1 week
**Range:** Personal
**Target:** Two humanoids/level chosen at random from humanoids within one mile.
**Duration:** Two months (three consecutive full moons)
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

### Description

During the war, Belsameth bestowed this true ritual to the mortal race's wizards to sow death and madness upon the titans' armies. The *lycanthrope infestation* causes a fell curse to infect an area, randomly and temporarily transforming creatures into infected werebeasts. The casting wizards determine the type of lycanthropy caused by the ritual. The resulting werecreatures then rampage throughout the area, causing mass destruction and fear.

### Spell Effect

Random creatures within the area of effect that fail their saving throws are afflicted with lycanthropy, involuntarily changing during the three nights of the full moon into horrid creatures intent on destruction. The type of lycanthropy that affects the victims is determined by the type of animal sacrificed during this ritual. The victim gains all of the abilities associated with their new form as per the template in *core rulebook III*, p. 217. The only difference is that the werecreatures created by this ritual are unable to infect others with their disease, and they will not attack each other. During the daylight

hours, the victims do not remember their nighttime depredations.

This ritual must be cast on the night of a full moon. It immediately takes effect and thereafter lasts two more months (two more full moons). Victims will involuntarily change on the nights of these full moons as well as when they suffer damage (see the Control Shape skill in *core rulebook III*, p. 218). Upon expiration of the ritual, the victims are "cured."

*Material Components:* Blood from any true lycanthrope, a sacrificial animal matching the type of lycanthropy desired and 1,000 gp worth of herbs.

*XP Cost:* 500 XP each caster

## Sorcerous Power

*Changes a wizard into a sorcerer.*

**Level:** True Ritual — Wiz 6

**Components:** V, S, M, XP

**Casters Required:** 3

**Proxy:** Yes: Wizards totaling 20 levels per caster

**Casting Time:** 1 day

**Range:** Touch

**Target:** One creature with wizard levels

**Duration:** Instantaneous

**Saving Throw:** None and Fortitude partial (see below)

**Spell Resistance:** No

### Description

Powerful as some wizards may be, a few find their reliance on material components and formal spell formulae horribly binding. In an effort to discover a means of spellcasting that required little more than pure willpower, a cabal of wizards devised this particular true ritual. Although the subject of this ritual loses a great deal of his potential power, his new method of spellcasting is particularly... liberating.

### Spell Effect

The target wizard drinks a decanter of titan's blood at the beginning of the ritual. The creature then undergoes a transformation that twists his body and mind. His arcane knowledge of wizardry transforms into internal and innate sorcerous powers. This process converts all of the target creature's wizard class levels into sorcerer class levels. At this time, the new sorcerer must reduce the number of spells that he knows down to a restricted number as listed in Table 3-17 in *core rulebook I*. The body of the

new sorcerer also warps during the casting, tainted permanently by the titan's blood. The Game Master is free to add any odd physical characteristics to the sorcerer that have no game effect. Scaly skin, animal features, odd eyes or a heightened frame are examples of this change. Additionally, the target creature must make a Fortitude saving throw at the end of the spell. If this saving throw is successful, the creature gains a +2 inherent bonus to their charisma ability score and a +2 natural armor bonus to their AC. There is no penalty if the saving throw fails.

*Material Components:* A decanter of titan's blood and 10,000 gp worth of herbs and precious rune stones.

*XP Cost:* 3,000 XP each caster

## Vampirism

*Transforms one creature into a vampire.*

**Level:** True Ritual — Wiz 7
**Components:** V, S, M, XP
**Casters Required:** 3
**Proxy:** No
**Casting Time:** 1 day
**Range:** Close (25 ft. + 5ft./2 levels)
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)

### Description

Attempts at eternal life led many necromancers down dark paths. One such path of experimentation was a ritual to infect a creature with vampirism. Although this ritual yielded much information about immortal unlife, the research into immortality was not yet complete. Using the arcane knowledge from the results of *lich* and *vampirism*, research later uncovered the true ritual of *immortality*.

### Spell Effect

The target of this true ritual becomes a vampire, gaining all of the abilities of the template as listed in *core rulebook III*, p. 221. If the target creature is not one of the wizards, each wizard has the ability to control the new vampire as if they had a permanent *control undead* spell in effect. The new vampire has no save against this ability. This control is absolute and allows for experimentation and examination of the vampire. Wizards have also been known to use the newly undead for different tasks, including assassination. If the target of *vampirism* is one of the casting wizards, the other two wizards have no ability to command the new abomination. Most wizard cabals that cast this spell either transform all the members into vampires or gain a host of undead troops to terrorize an area.

*Material Components:* The alchemy ingredients worth 1,000 gp per level of the target creature.

*XP Cost:* 1,000 XP each caster

## Raise the Keep

*Creates a flying castle.*

**Level:** True Ritual — Wiz 8
**Components:** V, S, M, XP
**Casters Required:** 8
**Proxy:** Yes: Wizards totaling 20 levels per caster
**Casting Time:** 1 week
**Range:** Touch
**Area:** One castle
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

### Description

During the period right after the Titanswar, when the titans were bound to the earth and the tortured lands burned, the mortal wizards who helped the gods found no habitable refuge. Turning to the magic learned from Hedrada, they removed shattered castles and keeps from the earth and raised a new castle into the sky to drift on the winds searching for a better place to rebuild. However, the fabled Sky Keep crashed deep in the Kelder Mountains a mere decade after it was raised. Sages conjecture that the ritual is flawed, that Enkili was unhappy with his rival Hedrada allowing mortals to float up into his realm, or that perhaps some titan race destroyed the keep. None know for certain, as expeditions to the keep are perilous. In the years since the Sky Keep's fall, no sage or treasure-seeker has reached the ruins.

## Spell Effect

This true ritual allows a castle of any size to becoming a permanent flying fortress. During the initial casting, the castle and its foundation separate from the earth, slowly rising into the air. The castle is under the effect of a permanent *levitation*, able to support its total weight and all within it. This effect cannot be dispelled and no *antimagic field* has been found that can prevent the castle from remaining aloft. In the control room at the heart of the castle, control of the fortress can be established by any spellcaster of at least 8th level. If the control room is within an *antimagic field*, the castle maintains its last heading. The castle has a movement rate of 20 miles per day with perfect maneuverability.

*Material Components:* A dragon's heart must be placed within the castle's center. The control room costs 50,000 gold to design and build.

*XP Cost:* 5,000 XP each caster

# Immortality

*Causes one creature to become immortal.*

**Level:** True Ritual — Wiz 9
**Components:** V, S, M, XP
**Casters Required:** 3
**Proxy:** Yes: One creature (special)
**Casting Time:** 1 day
**Range:** Touch
**Target:** One living creature
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

## Description

This true ritual grants the ultimate goal of almost any spellcaster — everlasting life. However, one small detail has prevented a host of immortal wizards from spreading across the world: This spell requires the *willing* sacrifice of a sentient creature. Such a paltry requirement has not stopped King Virduk from tasking his aging advisor and archmage Anteas from seeking out the knowledge to this true ritual. In fact, some believe that Virduk has already received the benefit of this spell, while other sages gossip that Virduk intends to use loyal Anteas to both master the ritual and sacrifice his aging body for his king.

## Spell Effect

Three wizards are required to perform this ritual. One of them must sacrifice his life for the target creature to become immortal. This sacrifice must be completely voluntary and free from any magical coercion. The proxy for this spell can be any one creature of higher HD or level than the target, or any creature of at least 18 HD or level that is willing to sacrifice their life so that the target gains immortality.

If these conditions are met, the target of the spell receives the special quality of timeless body (as per the 17th-level monk ability), no longer has a maximum age, gains Fast Healing 5 and becomes immune to death magic of less than 9th level. These effects are permanent. The creature's type changes to "outsider" as its body changes to such an unnatural state. Meanwhile, the sacrificed martyr is completely destroyed and cannot be restored to life by any means.

*Material Components:* The rare materials for this incantation cost over 100,000 gp. In addition, the creature that is to become immortal must sacrifice a single magical item worth more than 50,000 gp.

*XP Cost:* 5,000 XP each caster

# Chapter Five: Magic Items

In the war-torn Scarred Lands, magic items are perhaps the greatest possessions a king, witch-lord or adventurer can own. They are means to power, protection and prestige that may otherwise elude a would-be tyrant or hero. Or they are valuable items that enhance a warrior's or wizard's existing capabilities, catapulting him into renown.

Magic items in the Scarred Lands include armor and shields, weapons, potions, rings, rods, scrolls, staffs, wands and wondrous items. No champion or rogue would turn down an opportunity to possess any of these prizes, because they could mean the difference between life and death, salvation and damnation—at any time. And yet, the most coveted and awesome of the lands' magic items are relics. These majestic objects are worldly manifestations of the gods and titans, bequeathed directly to mortals to enact the deities' will on earth. Or these artifacts are abandoned or lost possessions of the feuding powers or of ancient heroes who fell in battle and were forgotten. Ownership of a relic attracts either the blessings of or condemnations by the gods and makes any person, regardless of standing, a lord among men. These tools and weapons can mean the difference between victory and defeat for armies, and generals seek out the wielders of relics to stand before their forces as both a threat to the enemy and as a sign of favor from the gods. Then, of course, there are less scrupulous individuals who would steal or kill for any such gift from on high. Only wits and valor determine whether a relic's wielder stands as one of the gods' chosen or as another victim of greed and murder.

The following magic items, created in adherence with the rules set out in *core rulebook II* for the D20 system, can be used in a Scarred Lands campaign or in any game played with the 3rd-edition rules.

## Magic Item Costs

In the aftermath of the Divine War, the cultures, people and very lands of Scarn struggle to rebuild themselves from the ruins, heal their wounds and restore some semblance of order. The demands of the everyday call upon every resource that denizens of the Scarred Lands — whether peasant, merchant or lord of any race — have at their disposal. That includes any and all magical items that a person might be so lucky as to possess. A merchant would rarely consider parting with even an enchanted dagger for fear that it might be the one thing that saves his life some day. A lord would never relinquish a magical rod in case it might help him enforce his tenuous power when he needs it most. Not even adventurers are quick to dispense with their enchanted discoveries, since they of all people put themselves in danger at all times and need every advantage they can get to survive.

The rare magical items hidden and coveted across the Scarred Lands are virtually priceless. Almost no one sells such prizes on the open market, and they cost a king's ransom on the black market — if they can be found at all. Any "market value" of such items is therefore a veritable contradiction in terms. If a price *must* be determined, it's vastly more exorbitant than players and PCs might expect. The GM can literally triple what he believes is a reasonable expense for even a magical bauble. Meanwhile, potent items and artifacts can be beyond the means of even emperors and are typically taken by deception or force before they're purchased.

If your PC is not so fortunate as to win or find magical items during his adventures and he seeks to create them himself, the calculations for determining creation cost, base cost and XP cost can be found in *core rulebook II* for the D20 System, p. 241.

## Magic Items in Your Campaign

There are essentially two ways to decide what kinds of magic items the adventurers in your campaign encounter. You, as GM, can specifically choose them or determine them randomly. The frequency with which you introduce enchanted objects is determined by the prevalence of magic in your game's setting. If you run a minimalist game, forcing heroes to rely on their wits and skills to survive, magic items might be rare. Those you assign to the characters' enemies might also be low-powered, only just outside the realm of the mundane. Conversely, if your setting knows no bounds, magic items might be won, stolen or found almost anywhere, and they probably range from low- to high-powered, perhaps with even some relics thrown in.

Introducing specific magic items allows you to control the power level *and* types of magic that adventurers may access in your campaign. You determine what objects the heroes can claim and use. Selecting items randomly means choosing the power level — minor, medium or major — of each item you want to award, then rolling on Table 5-1 to decide its type. You then roll on the table for that particular magic item type, say Rings, to determine the precise identity of the item encountered, such as a *ring of scribing*. By this means, you still control the relative power of magic items, but not the type.

The Random Magic Item Generation Table presented here combines enchanted devices from *core rulebook II* with those from this book. A roll on Table 5-1 indicates a magic item that belongs to *core rulebook II* (CR II) or to ***Relics & Rituals*** (RR).

Relics are not included on Table 5-1 because they're one-of-a-kind, often immensely powerful objects created by the gods or in ancient times. You must choose relics to assign to adventurers, assuming they ever see one in their lifetime. Likewise, tattoos are absent from the generation table, because they can't simply be found or taken. An artist has to be convinced to apply one to a character and so are never encountered randomly.

### Table 5-1: Random Magic Item Generation

| Minor | Medium | Major | Item |
|---|---|---|---|
| 01-04 | 01-07 | 01-07 | Armor and Shields (CR II, Table 8-3) |
| — | 08-10 | 08-10 | Armor and Shields (RR, Table 5-2) |
| 05-09 | 11-15 | 11-15 | Weapons (CR II, Table 8-10) |
| — | 16-20 | 16-20 | Weapons (RR, Table 5-3) |
| 10-27 | 21-26 | 21-23 | Potions (CR II, Table 8-18) |
| 28-44 | 27-30 | 24-25 | Potions (RR, Table 5-4) |
| 45 | 31-37 | 26-32 | Rings (CR II, Table 8-19) |
| 46 | 38-40 | 33-35 | Rings (RR, Table 5-5) |
| — | 41-48 | 36-43 | Rods (CR II, Table 8-20) |
| — | 49-50 | 44-45 | Rods (RR, Table 5-6) |
| 47-69 | 51-60 | 46-52 | Scrolls (CR II, Table 8-21) |
| 70-81 | 61-65 | 53-55 | Scrolls (RR, Table 5-7) |
| — | 66-67 | 56-67 | Staffs (CR II, Table 8-26) |
| — | 68 | 68-75 | Staffs (RR, Table 5-8) |
| 82-87 | 69-76 | 76-78 | Wands (CR II, Table 8-27) |
| 88-91 | 77-83 | 79-80 | Wands (RR, Table 5-9) |
| 92-98 | 84-95 | 81-98 | Wondrous Items (CR II, Tables 8-28, 8-29 and 8-30) |
| 99-00 | 96-00 | 99-00 | Wondrous Items (RR, Tables 5-10, 5-11 and 5-12) |

### Table 5-2: Specific Armor and Shields

| Medium | Major | Specific Armor or Shield |
|---|---|---|
| 01-15 | — | *Shadowork Armor* |
| 16-30 | — | *Mantle of Hope* |
| 31-45 | — | *Clothborn Armor* |
| 46-60 | — | *Mantle of the Lawkeeper* |
| 61-75 | — | *Virduk's Bane* |
| 76-85 | 01-15 | *Mantle of the Ice Bear* |
| 86-95 | 16-30 | *Iron Shield of Vesh* |
| 96-00 | 31-45 | *Armor of the Sea Monarchs* |
| — | 46-60 | *Monarch's Plate* |
| — | 61-75 | *Chain Shirt of Serpents* |
| — | 76-90 | *Snakeskin Armor* |
| — | 91-00 | *Wight Armor* |

## Table 5-3: Specific Weapons

| Medium | Major | Specific Weapon |
|---|---|---|
| 01-10 | — | *Squire's Sword* |
| 11-20 | — | *Web Arrow* |
| 21-30 | — | *Hornsaw Blade* |
| 31-40 | — | *Assassin's Crossbow* |
| 41-45 | — | *Ice Sickle* |
| 46-50 | — | *Silver Bow* |
| 51-55 | — | *Sword of the Forsaken* |
| 56-60 | — | *Kin-Skull* |
| 61-65 | — | *Mariner's Spear* |
| 66-69 | 01-05 | *Hunter's Spear* |
| 70-72 | 06-10 | *Trident of Sparkfury* |
| 73-75 | 11-15 | *Thunder Crossbow* |
| 76-79 | 16-20 | *Asaatthi Blade* |
| 80-82 | 21-25 | *Judgement Hammer* |
| 83-85 | 26-30 | *Shadowblade* |
| 86-89 | 31-35 | *Scorpion Whip* |
| 90-92 | 36-40 | *Mageblade* |
| 93-95 | 41-45 | *Ratspike* |
| 96-97 | 46-50 | *Sovereign Accord* |
| 98-99 | 51-55 | *Whirlwind Blade* |
| 00 | 56-60 | *Lady of the Valley* |
| — | 61-64 | *Halfling Blade* |
| — | 65-67 | *Bone Dagger* |
| — | 68-72 | *Stormseeker* |
| — | 73-76 | *Slitheren Starmaw* |
| — | 77-79 | *Blade of the Wounded King* |
| — | 80-82 | *War Cleaver* |
| — | 83-85 | *Wormtongue* |
| — | 86-88 | *Star of Terror* |
| — | 89-91 | *Bloodfang Dagger* |
| — | 92-94 | *Thanqual* |
| — | 95-97 | *Hammer of Shattering* |
| — | 98-00 | *Wraithblade* |

## Table 5-4: Potions

| Minor | Medium | Major | Potion |
|---|---|---|---|
| 01-06 | — | — | *Acid Spittle* |
| 07-12 | — | — | *Chameleon Skin* |
| 13-18 | — | — | *Adhere to wood* |
| 19-24 | — | — | *Gaze of Truth* |
| 25-30 | — | — | *Circle of Sounds* |
| 31-36 | — | — | *Clean* |
| 37-42 | — | — | *Disappear* |
| 43-48 | 01-06 | — | *Glue* |
| 49-54 | 07-12 | — | *Quick Sober* |
| 55-60 | 13-18 | — | *Rabbit Feet* |
| 61-66 | 19-24 | — | *Armor in a Bottle* |
| 67-72 | 25-30 | — | *Shade's Sight* |
| 73-78 | 31-36 | — | *Commanding Presence* |
| 79-84 | 37-42 | — | *Gloom* |
| 85-90 | 43-48 | — | *Intoxicate* |
| 96-00 | 49-54 | — | *Divine Wisdom* |
| — | 55-60 | 01-06 | *Potion of False Death* |
| — | 61-66 | 07-12 | *Frog Tongue* |
| — | 67-72 | 13-18 | *Perfect Recollection* |
| — | 73-78 | 19-24 | *Prevarication's Bounty* |
| — | 79-84 | 25-30 | *Sleep of the Dead* |
| — | 85-90 | 31-36 | *Curse of Terror* |
| — | 91-96 | 37-42 | *Kadum's Blood* |
| — | 97-00 | 43-48 | *Dragon's Breath* |
| — | — | 49-54 | *Mind Raid* |
| — | — | 55-60 | *Potion of Mormo's Visage* |
| — | — | 61-66 | *Shadow Touch* |
| — | — | 67-72 | *Terole's Translator* |
| — | — | 73-78 | *Felton's Red* |
| — | — | 79-84 | *Touch of the Eel* |
| — | — | 85-90 | *Hedrada's Balance* |
| — | — | 91-96 | *Limbs of Endurance* |
| — | — | 97-00 | *Vangal's Touch* |

## Table 5-5: Specific Rings

| Minor | Medium | Major | Specific Ring |
|---|---|---|---|
| 1-20 | — | — | *Dimitri's Ring* |
| 21-40 | — | — | *Lesser Rings of Kyel* |
| 41-60 | 01-20 | — | *Ring of Alarm* |
| 61-70 | 21-40 | — | *Ring of Scribing* |
| 71-80 | 41-60 | — | *Magic Animal Ring* |
| 81-85 | 61-70 | 01-20 | *Platinum Ring of Hedrada* |
| 86-90 | 71-80 | 21-40 | *Rings of the Pack* |
| 91-95 | 81-85 | 41-60 | *Ring of True Sacrifice* |
| 96-00 | 86-90 | 61-70 | *Ring of Windfury* |
| — | 91-95 | 71-80 | *Ring of Madriel's Blessing* |
| — | 96-00 | 81-90 | *Asaatthi Battle Ring* |
| — | — | 91-00 | *Maiden of Weaponcall* |

## Table 5-6: Specific Rods

| Medium | Major | Specific Rod |
|---|---|---|
| 01-60 | 01-20 | *Proteus Rod* |
| 61-80 | 21-50 | *Iron Scepter of Hedrada* |
| 81-95 | 51-80 | *Rod of Blessed Rest* |
| 96-00 | 81-00 | *Rod of Blasphemy* |

## Table 5-7: Scrolls

### Arcane Spell Scrolls

#### *1st-Level Arcane Spells*

| d% | Spell |
|---|---|
| 01-05 | *Acid Spittle* |
| 06-10 | *Arrow Charm* |
| 11-15 | *Buoyancy Net* |
| 16-20 | *Chameleon Skin* |

| | |
|---|---|
| 21-25 | *Clean* |
| 26-30 | *Detect Gold* |
| 31-35 | *Disappear* |
| 36-40 | *Flame Bolt* |
| 41-45 | *Flash* |
| 46-50 | *Glue* |
| 51-55 | *Obscure Shadow* |
| 56-60 | *Quick Sober* |
| 61-65 | *Rabbit Feet* |
| 66-70 | *Reshape Shadow* |
| 71-75 | *Salamar's Quiet Contemplation* |
| 76-80 | *Shade's Sight* |
| 81-85 | *Steal Sleep* |
| 86-90 | *Trigger Rune* |
| 91-00 | GM's choice of any 1st-level arcane spell |

### 2nd-Level Arcane Spells

| d% | Spell |
|---|---|
| 01-03 | *Alibi* |
| 04-06 | *Assassin's Senses* |
| 07-09 | *Battlecry* |
| 10-12 | *Blazing Shield* |
| 13-15 | *Cold Snap* |
| 16-18 | *Commanding Presence* |
| 19-21 | *Dark Flames* |
| 22-24 | *Dead Man's Eyes* |
| 25-27 | *Dolomar's Force Wave* |
| 28-30 | *Dolomar's Mapping* |
| 31-33 | *Enkili's Prank* |
| 34-36 | *Ethereal Bolt* |
| 37-39 | *Ever Scent* |
| 40-42 | *Flame/Frost Weapon* |
| 43-45 | *Ganest's Farstrike* |
| 46-48 | *Gloom* |
| 49-51 | *Homunculus Shield* |
| 52-54 | *Intoxicate* |
| 55-57 | *Liliandel's Flurry* |
| 58-60 | *Minor Shadow Conjuration* |
| 61-63 | *Perfect Recollection* |
| 64-66 | *Phantom's Howl* |
| 67-69 | *Prevarication's Bounty* |
| 70-72 | *Rend the Sovereign Soul* |
| 73-75 | *Renewed Focus* |
| 76-78 | *Rune of Darkness* |
| 79-81 | *Shadow Images* |
| 82-84 | *Sleep of the Dead* |
| 85-87 | *Smother* |
| 88-90 | *Song of Heroes* |
| 91-93 | *Swift Water* |
| 94-00 | GM's choice of any 2nd-level arcane spell |

### 3rd-Level Arcane Spells

| d% | Spell |
|---|---|
| 01-04 | *Animal Infusion* |
| 05-08 | *Animate Shadow* |
| 09-12 | *Armor of Undeath* |
| 13-16 | *Bloodstorm* |
| 17-20 | *Call Aquatic Humanoid I* |
| 21-24 | *Curse of Terror* |
| 25-28 | *Dar'Tan's Shadow Bolt* |
| 29-32 | *Dirge of Woe* |
| 33-36 | *Dragon's Breath* |
| 37-40 | *Gas Cloud* |
| 41-44 | *Great Knock* |
| 45-48 | *Iron Storm* |
| 49-52 | *Manaspear* |
| 53-56 | *Mind Raid* |
| 57-60 | *Minor Shadow Evocation* |
| 61-64 | *Pressure Sphere* |
| 65-68 | *Rune of Fire* |
| 69-72 | *Rune of Seeing* |
| 73-76 | *Rune of Sleep* |
| 77-80 | *Shadow Strike* |
| 81-84 | *Shadow Touch* |
| 85-88 | *Terole's Translator* |
| 89-92 | *Touch of the Eel* |
| 93-96 | *Unbuckle* |
| 97-00 | GM's choice of any 3rd-level arcane spell |

### 4th-Level Arcane Spells

| d% | Spell |
|---|---|
| 01-04 | *Belsameth's Strife* |
| 05-08 | *Bottomless Pit* |
| 09-12 | *Ghostdweomer* |
| 13-16 | *Gluttony* |
| 17-20 | *Mind Over Matter* |
| 21-24 | *Minor Circle of Seeing* |
| 25-28 | *Mirror Safe* |
| 29-32 | *Purifying Flames* |
| 33-36 | *Remove Resistance* |
| 37-40 | *Rune of Poison* |
| 41-44 | *Sacrifice Spell* |
| 45-48 | *Seal of Hedrada* |
| 49-52 | *Shadow Form of Lyrand* |
| 53-56 | *Shadow Shield* |
| 57-60 | *Song of the Gods* |
| 61-64 | *Tattoo Item* |
| 65-68 | *Tevikk's Creeping Eye* |
| 69-72 | *Verminplague* |
| 73-76 | *Water's Embrace* |
| 77-80 | *Yaral's Totemic Transformation* |
| 81-84 | *Zombie Form* |
| 85-00 | GM's choice of any 4th-level arcane spell |

### 5th-Level Arcane Spells

| d% | Spell |
|---|---|
| 01-06 | *Call Aquatic Monster* |
| 07-12 | *Curtain of Darkness* |
| 13-18 | *Dark Water* |
| 19-24 | *Dolomar's Limited Liquification* |
| 25-30 | *Doomwail* |
| 31-36 | *Greater Familiar* |
| 37-42 | *Inquisition* |
| 43-48 | *Live Wood* |
| 49-54 | *Meld Object* |
| 55-60 | *Multiplicity* |

| | |
|---|---|
| 61-66 | *Nethergaze* |
| 67-72 | *Pillar of Attraction/Repulsion* |
| 73-78 | *Rie's Dance of Seduction* |
| 79-84 | *Shadow Weapon* |
| 85-90 | *Ship Snare* |
| 91-00 | GM's choice of any 5th-level arcane spell |

### *6th-Level Arcane Spells*

| d% | Spell |
|---|---|
| 01-08 | *Awaken Lesser Titan Avatar* |
| 09-16 | *Call Aquatic Humanoid II* |
| 17-24 | *Death Blade* |
| 25-32 | *Declaration of Death* |
| 33-40 | *Enkili's Lightning Storm* |
| 41-48 | *Pass the Years* |
| 49-56 | *Power Word, Thunder* |
| 57-64 | *Reverse Illusion* |
| 65-72 | *Shadow Smash* |
| 73-80 | *Song of Champions* |
| 81-88 | *Taldock's Spell Inhibitor* |
| 89-00 | GM's choice of any 6th-level arcane spell |

### *7th-Level Arcane Spells*

| d% | Spell |
|---|---|
| 01-10 | *Daggers of Vaul* |
| 11-20 | *Freezing Curse* |
| 21-30 | *Ilajam Fire* |
| 31-40 | *Mormo's Serpent Hands* |
| 41-50 | Sever |
| 51-60 | *Shade Evocation* |
| 61-70 | *Soulstrike* |
| 71-80 | *Transmute Flesh to Shadow* |
| 81-00 | GM's choice of any 7th-level arcane spell |

### *8th-Level Arcane Spells*

| d% | Spell |
|---|---|
| 01-09 | *Blackflame* |
| 10-18 | *Darkstaff* |
| 19-27 | *Greater Circle of Seeing* |
| 28-36 | *Leech Field* |
| 37-45 | *Rapid Journey* |
| 46-54 | *Shadow Storm* |
| 55-63 | *Shadow Twin* |
| 64-72 | *Strength of Kadum* |
| 73-81 | *Time Skip* |
| 82-90 | *Widdershins* |
| 91-00 | GM's choice of any 8th-level arcane spell |

## Divine Spell Scrolls

### *1st-Level Divine Spells*

| d% | Spell |
|---|---|
| 01-04 | *Adhere to Wood* |
| 05-08 | *Buoyancy Net* |
| 09-12 | *Chameleon Skin* |
| 13-16 | *Clean* |
| 17-20 | *Detect Gold* |
| 21-24 | *Distort Shadow* |
| 25-28 | *Dowsing* |
| 29-32 | *Ephod of Melee* |
| 33-36 | *Gaze of Truth* |
| 37-40 | *Grim Feast* |
| 41-44 | *Holy Beacon* |
| 45-48 | *Madriel's Empathic Resonance* |
| 49-52 | *Minor Symbol of Divinity* |
| 53-56 | *Obscure Shadow* |
| 57-60 | *Prevarication's Bounty* |
| 61-64 | *Quick Sober* |
| 65-68 | *Rabbit Feet* |
| 69-72 | *Reshape Shadow* |
| 73-76 | *Salamar's Quiet Contemplation* |
| 77-80 | *Shockwave Strike* |
| 81-84 | *Smite* |
| 85-88 | *Spark* |
| 89-92 | *Steal Sleep* |
| 93-96 | *Tanil's Touch* |
| 97-00 | GM's choice of any 1st-level divine spell |

### *2nd-Level Divine Spells*

| d% | Spell |
|---|---|
| 01-03 | *Animal Infusion* |
| 04-06 | *Assassin's Senses* |
| 07-09 | *Battlecry* |
| 10-12 | *Call Aquatic Animal I* |
| 13-15 | *Circle of Sounds* |
| 16-18 | *Cold Snap* |
| 19-21 | *Commanding Presence* |
| 22-24 | *Dead Man's Eyes* |
| 25-27 | *Divine Wisdom* |
| 28-30 | *Enkili's Luck* |
| 31-33 | *Enkili's Prank* |
| 34-36 | *Flame/Frost Weapon* |
| 37-39 | *Frog Tongue* |
| 40-42 | *Gloom* |
| 43-45 | *Hedrada's Balance* |
| 46-48 | *Hunter's Stalk* |
| 49-51 | *Liliandel's Flurry* |
| 52-54 | *Limbs of Endurance* |
| 55-57 | *Locate Corpse* |
| 58-60 | *Phantom's Howl* |
| 61-63 | *Rend the Sovereign Soul* |
| 64-66 | *Sethris' Potency* |
| 67-69 | *Sethtel's Stick Servant* |
| 70-72 | *Sleep of the Dead* |
| 73-75 | *Swift Water* |
| 76-78 | *Vangal's Touch* |
| 79-81 | *Wolf's Cry* |
| 82-00 | GM's choice of any 2nd-level divine spell |

### *3rd-Level Divine Spells*

| d% | Spell |
|---|---|
| 01-04 | *Animal Spy* |
| 05-08 | *Banish Shadow* |
| 09-12 | *Beast Soul* |
| 13-16 | *Call Aquatic Humanoid I* |
| 17-20 | *Chardun's Torments* |
| 21-24 | *Curse of Terror* |

| | |
|---|---|
| 25-28 | *Denev's Exile from Nature* |
| 29-32 | *Divine Raiment* |
| 33-36 | *Ganest's Farstrike* |
| 37-40 | *Heart of Valor* |
| 41-44 | *Invigorate Dead* |
| 45-48 | *Life Force Transfer* |
| 49-52 | *Listening Ringworm* |
| 53-56 | *Mind Raid* |
| 57-60 | *Pressure Sphere* |
| 61-64 | *Sacred Weapon* |
| 65-68 | *Shadow Strike* |
| 69-72 | *Shadow Touch* |
| 73-76 | *Sunspear* |
| 77-80 | *Thorn Throw* |
| 81-84 | *Unbuckle* |
| 85-88 | *Vangal's Wounding* |
| 89-92 | *Yaral's Totemic Transformation* |
| 93-00 | GM's choice of any 3rd-level divine spell |

### *4th-Level Divine Spells*

| d% | Spell |
|---|---|
| 01-04 | *Belsameth's Strife* |
| 05-08 | *Call Aquatic Animal II* |
| 09-12 | *Cloak of Righteousness* |
| 13-16 | *Condemned* |
| 17-20 | *Control Light* |
| 21-24 | *Ghostdweomer* |
| 25-28 | *Gluttony* |
| 29-32 | *Hand of Justice* |
| 33-36 | *Holy Beacon's Answer* |
| 37-40 | *Holy Channel* |
| 41-44 | *Ironheart* |
| 45-48 | *Live Wood* |
| 49-52 | *Mind Over Matter* |
| 53-56 | *Purifying Flames* |
| 57-60 | *Sacred Journey* |
| 61-64 | *Seal of Hedrada* |
| 65-68 | *Soul of Mercy* |
| 69-72 | *Tanil's Purging* |
| 73-76 | *Tattoo Item* |
| 77-80 | *Terole's Translator* |
| 81-84 | *Touch of the Eel* |
| 85-88 | *Unholy Channel* |
| 89-92 | *Verminplague* |
| 93-00 | GM's choice of any 4th-level divine spell |

### *5th-Level Divine Spells*

| d% | Spell |
|---|---|
| 01-10 | *Belsameth's Blessing* |
| 11-20 | *Brothers in Arms* |
| 21-30 | *Doomwail* |
| 31-40 | *Gutroot* |
| 41-50 | *Imbue Shadow* |
| 51-60 | *Inquisition* |
| 61-70 | *Ship Snare* |
| 71-80 | *Water's Embrace* |
| 81-00 | GM's choice of any 5th-level divine spell |

### *6th-Level Divine Spells*

| d% | Spell |
|---|---|
| 01-10 | *Call Aquatic Humanoid II* |
| 11-20 | *Dark Water* |
| 21-30 | *Enkili's Lightning Storm* |
| 31-40 | *Mormo's Serpent Hands* |
| 41-50 | *Pass the Years* |
| 51-60 | *Power Word, Thunder* |
| 61-70 | *Reverse Illusion* |
| 71-80 | *Sacrificial Heart* |
| 81-90 | *Taldock's Spell Inhibitor* |
| 91-00 | GM's choice of any 6th-level divine spell |

### *7th-Level Divine Spells*

| d% | Spell |
|---|---|
| 01-16 | *Daggers of Vaul* |
| 17-32 | *Freezing Curse* |
| 33-48 | *Greater Healing Circle* |
| 49-64 | *Incite* |
| 65-80 | *Sever* |
| 81-00 | GM's choice of any 7th-level divine spell |

### *8th-Level Divine Spells*

| d% | Spell |
|---|---|
| 01-16 | *Avatar* |
| 17-32 | *Grove of Serenity* |
| 33-48 | *Leech Field* |
| 49-64 | *Recall Champion* |
| 65-80 | *Strength of Kadum* |
| 81-00 | GM's choice of any 8th-level divine spell |

### *9th-Level Divine Spells*

| d% | Spell |
|---|---|
| 01-25 | *Convert* |
| 26-50 | *Incapacitate* |
| 51-75 | *Shatter Soul* |
| 76-00 | GM's choice of any 9th-level divine spell |

## Table 5-8: Specific Staffs

| Medium | Major | Specific Staff |
|---|---|---|
| 01-40 | 01-25 | *Staff of Spirits* |
| 41-65 | 26-50 | *Staff of the Wayfarer* |
| 66-80 | 51-70 | *Staff of Gaurak* |
| 81-95 | 71-90 | *Staff of Hornsaw Wood* |
| 96-00 | 91-00 | *Staff of Divine Flame* |

## Table 5-9: Wands

| Minor | Medium | Major | Wand |
|---|---|---|---|
| 01-05 | — | — | *Buoyancy Net* |
| 06-10 | — | — | *Clean* |
| 11-15 | — | — | *Detect Gold* |
| 16-20 | — | — | *Flame Bolt* |
| 21-25 | — | — | *Madriel's Empathic Resonance* |
| 26-30 | — | — | *Dowsing* |
| 31-35 | — | — | *Ephod of Melee* |

| | | | |
|---|---|---|---|
| 36-40 | — | — | *Flash* |
| 41-45 | — | — | *Salamar's Quiet Contemplation* |
| 46-50 | — | — | *Obscure Shadow* |
| 51-55 | — | — | *Prevarication's Bounty* |
| 56-60 | — | — | *Reshape Shadow* |
| 61-65 | — | — | *Quick Sober* |
| 66-70 | — | — | *Spark* |
| 71-75 | 01-05 | — | *Alibi* |
| 76-80 | 06-10 | — | *Blazing Shield* |
| 81-85 | 11-15 | — | *Call Aquatic Animal I* |
| 86-90 | 16-20 | — | *Cold Snap* |
| 91-95 | 21-25 | — | *Dark Flames* |
| 96-00 | 26-30 | — | *Dead Man's Eyes* |
| — | 31-35 | — | *Dolomar's Force Wave* |
| — | 36-40 | — | *Enkili's Luck* |
| — | 41-45 | — | *Enkili's Prank* |
| — | 46-50 | — | *Ethereal Bolt* |
| — | 51-55 | — | *Flame/Frost Weapon* |
| — | 56-60 | — | *Ganest's Farstrike* |
| — | 61-65 | — | *Homunculus Shield* |
| — | 66-70 | 01-04 | *Intoxicate* |
| — | 71-75 | 05-07 | *Liliandel's Flurry* |
| — | 76-80 | 08-10 | *Locate Corpse* |
| — | 81-85 | 11-14 | *Rend the Sovereign Soul* |
| — | 86-90 | 15-17 | *Sethris' Potency* |
| — | 91-95 | 18-20 | *Shadow Images* |
| — | 96-00 | 21-23 | *Smother* |
| — | — | 24-26 | *Swift Water* |
| — | — | 27-29 | *Animate Shadow* |
| — | — | 30-32 | *Armor of Undeath* |
| — | — | 33-35 | *Banish Shadow* |
| — | — | 36-38 | *Bloodstorm* |
| — | — | 39-41 | *Dar'Tan's Shadow Bolt* |
| — | — | 42-44 | *Gas Cloud* |
| — | — | 45-47 | *Great Knock* |
| — | — | 48-50 | *Invigorate Dead* |
| — | — | 51-53 | *Iron Storm* |
| — | — | 54-56 | *Pressure Sphere* |
| — | — | 57-59 | *Terole's Translator* |
| — | — | 60-62 | *Thorn Throw* |
| — | — | 63-65 | *Touch of the Eel* |
| — | — | 66-68 | *Unbuckle* |
| — | — | 69-71 | *Vangal's Wounding* |
| — | — | 72-74 | *Gluttony* |
| — | — | 75-77 | *Mirror Safe* |
| — | — | 78-80 | *Control Light* |
| — | — | 81-83 | *Live Wood* |
| — | — | 84-86 | *Purifying Flames* |
| — | — | 87-89 | *Remove Resistance* |
| — | — | 90-92 | *Seal of Hedrada* |
| — | — | 93-95 | *Tanil's Purging* |
| — | — | 96-98 | *Verminplague* |
| — | — | 99-00 | *Water's Embrace* |

## Table 5-10: Minor Wondrous Items

| d% | Item |
|---|---|
| 01-08 | *Amulet of Peaceful Repose* |
| 09-16 | *Beads of the Altered Voice* |
| 17-24 | *Artemesia's Garrote* |
| 25-32 | *Luthia's Tools of Precision* |
| 33-40 | *Banje's Turban of Discernment* |
| 41-46 | *Spider Webs* |
| 47-52 | *Boots of Landing* |
| 53-58 | *Kelder Feedbag* |
| 59-63 | *Bag of the Pyre* |
| 64-68 | *Burdensome Coin* |
| 69-73 | *Confessor's Quill* |
| 74-77 | *Flagon of Imbibing* |
| 78-81 | *Helm of the Reaver* |
| 82-85 | *Scabbard of Hiding* |
| 86-88 | *Cat's Claws* |
| 89-90 | *Hourvan's Handglass of Holding* |
| 91-92 | *Enkili's Cloak* |
| 93-94 | *Nomari Candles — Candle of Smoke* |
| 95-96 | *Oathbreaker's Bracelet* |
| 97 | *Bone Needles* |
| 98 | *Dragonstein* |
| 99 | *Shell of the Ocean's Call* |
| 00 | *Star Gazer* |

## Table 5-11: Medium Wondrous Items

| d% | Item |
|---|---|
| 01-05 | *Amulets of Love* |
| 06-10 | *Bloodstone* |
| 11-15 | *Pack of Safekeeping* |
| 16-20 | *Cloak of Whispers* |
| 21-25 | *Nomari Candles — Candle of Sleep* |
| 26-30 | *Alluna's Lenses of Discovery* |
| 31-35 | *Belsamaug Amulet* |
| 36-40 | *Amulet of Ghost Armor* |
| 41-45 | *Prophetic Tablet* |
| 46-50 | *Nomari Candles — Candle of Exhaustion* |
| 51-53 | *Gloves of the Gladiator* |
| 54-56 | *Book of Knowledge* |
| 57-59 | *Cloak of Evasion* |
| 60-62 | *Cloak of Pestilence* |
| 63-65 | *Saddle of the Master Riders* |
| 66-68 | *Hornsaw Flute* |
| 69-71 | *Mask of Desire* |
| 72-74 | *Nomari Candles — Candle of Paralysis* |
| 75-77 | *Champion's Helm* |
| 78-80 | *Emerald Quiver* |
| 81-83 | *Horseshoes of the Vanishing Steed* |
| 84-86 | *Canopic Urn of the Undead* |
| 87-89 | *Impregnable Strongbox* |
| 90-91 | *Medallion of the Veshian Vigils* |
| 92-93 | *Spectral Yoke* |
| 94-95 | *Amalthean Helm* |
| 96 | *Necklace of Immunity* |
| 97 | *Soul Brazier* |

| | |
|---|---|
| 98 | *Revenge Doll* |
| 99 | *Shackles of Apathy* |
| 00 | *Solar Brooch* |

## Table 5-12: Major Wondrous Items

| d% | Item |
|---|---|
| 01-10 | *Circlet of Warning* |
| 11-20 | *Cloak of Fame* |
| 21-29 | *Pipe of Visions* |
| 30-38 | *Blood Bands of Awakening* |
| 39-47 | *Circlet of the Iron Mind* |
| 48-55 | *Breath of Life* |
| 56-63 | *Vengaurak Mask* |
| 64-70 | *Everseeing Eyepatch* |
| 71-77 | *Nomari Candles — Candle of Death* |
| 78-83 | *Bestiary of Binding* |
| 84-90 | *Gemgate* |
| 91-95 | *Despot's Circlet* |
| 96-98 | *Robe of the Netherworld* |
| 99-00 | *Kadum's Pearls* |

# Armor and Shields

The following descriptions detail specific types of armor and shields.

## Armor of the Sea Monarchs

**Description:** This armor, made of coral and shells that are fused together when still alive, is harvested when the desired size and shape are achieved. It's produced by a handful of blood krakens, members of the Carnival of Shadow's Krewe of Waves. Information gained from survivors of krewe attacks and from those spies who have returned from the Blood Bayou suggests that Queen Ran demands that some of her undersea minions forge armor for her shark-folk, champions and allies of the krewe. How such fine mastery of undersea life is attained is a mystery to most surface dwellers. The most attractive coral or shell pieces are worn to the Laughing Man's carnival as decorations (and protection) unto themselves and are occasionally boasted by Waves' ambassadors as displays of splendor and authority.

Acquiring a piece of *sea monarch armor* demands that an adventurer dare enter Blood Bayou, whether through the wretched swamps or by water through the Bay of Tears. Neither venture is likely to succeed since so little is known about the place. A breastplate or other item could also be a prize won for defeating a shark-folk warrior (and one of the more human-shaped ones at that). However, since such an encounter usually means a larger krewe attack is under way, the odds of surviving this venture are also slim.

**Powers:** *Armor of the sea monarchs* typically consists of a masterwork breastplate made of shell, with connecting areas and joints fashioned from coral and treated seaweed. It confers a +2 enhancement bonus. When immersed in water, the armor also grants the user the abilities *water breathing* and *freedom of movement* (as per the spells), assuming he does not already possess these capabilities.

**Caster Level:** 8th

**Prerequisites:** Craft Magic Arms and Armor, *freedom of movement*, *water walk* Chain Shirt of Serpents

## Chain Shirt of Serpents

**Description:** This interesting chain-link shirt was first worn by the warrior-general Galdor, a Horsemen of Vangal said to ride with his brothers to this day, despite his death some score of years ago. At the time, all of Galdor's soldiers adopted versions of the shirt as a tribute to their fierce leader. At first glance, Galdor's shirt and its pretenders didn't seem particularly noteworthy. All that differentiated them from a traditional mail shirt were their loose, dangling chains. But when marching or charging into melee, Galdor's troops thusly dressed clanged and chimed like an ill-tuned musical instrument, which motivated the troops and frightened the enemy. Before long, the soldiers attached war tokens — like broken bits of daggers, enemies' teeth and arrowheads — to the ends of their chains.

The troops' enthusiasm inspired the general in turn. He too decorated the chains of his armor, but in a deadly manner. He attached hooks and barbs to his armor, and some whispered that the general might have gone mad. Surely the warlord himself would be the victim of his own weapons. But Galdor took the precaution of soliciting the blessing of Vangal's priests. Not only did the armor protect Galdor, but it also became a weapon unto itself that he could command at will.

**Powers:** Galdor's magical chainmail shirt — and any enchanted imitations of it — bears up to five chain extensions that end in terrible hooks. The shirt offers a +1 armor bonus, and the hooks animate to become weapons. Each chain conforms to the parameters of a small animated object: 1d10 HD (5 hp), Initiative +1 (Dex), Speed: per the wearer, AC 14, Attacks: Hook +2 melee, Damage: 1d4, Face/Reach: 5 ft x 5ft/5 ft, Saves: Fort +0, Ref +1, Will –5, Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1.

The chains never turn upon the wearer voluntarily and do not attack any friend or ally near the wearer unless he commands them to. The activity of the writhing steel does hamper spellcasting a little more than would a normal suit, increasing the spellcasting failure rate by 5%.

**Caster Level:** 11th

**Prerequisites:** Create Magic Arms and Armor, *animate objects*

## Clothborn Armor

**Description:** *Clothborn armor* is a delight to the followers of Enkili, wayfarers, rangers and members of the Veshian Vigils, but it was originally developed for and most known by its use among the Observers of Darakeene. The wizard Nerith of Darakeene perfected the magical process that creates this armor earlier in her career in order to assist the Observers remain mobile yet be well-protected as they watched battles among the other nations of Ghelspad.

**Powers:** *Clothborn armor* appears to be common armor. However, this armor's enchantment renders it soft and supple. The transmutation process allows a piece of only masterwork-quality armor to retain its protective benefits while becoming light and flexible (treat any armor type worn, even chainmail or full plate, as padded armor for purposes of determining Maximum Dex Bonus, Armor Check Penalty, Arcane Spell Failure, Speed and Weight). Thus, half-plate armor that has been altered into *clothborn armor* still offers an Armor Bonus of +7, but is otherwise as cumbersome as padded armor. *Clothborn armor* rarely has enhancement bonuses beyond the suit's inherent Armor Bonus, and attempting to make existing

magical armor into *clothborn* undoes any of the suit's original inherent magical benefits.

**Caster Level:** 11th

**Prerequisites:** Craft Magic Arms and Armor, *stone to flesh*

## Iron Shield of Vesh

**Description:** This large shield is named after its last known wielder, Darrash of Vesh, a ranger whose battles against the ratmen of the nearby Mourning Marshes are legendary. The shield's origins, before being claimed by Darrash, are unknown. The ranger disappeared 20 years ago during an assault on a stronghold of Red Witches, and his possessions disappeared with him. It is generally assumed that Darrash died in battle and that the coven claimed his body for unspeakable purposes.

If the shield could ever be reclaimed, it might be duplicated. Certainly the Vigil would reward anyone who could present some sign of Darrash's final fate, though it might be loath to relinquish his original shield. Anyone seeking to keep the legendary shield for himself, without securing the permission of the Vigil, would be sought out and "persuaded" to relinquish it.

**Powers:** The *Iron Shield of Vesh* is a large shield crafted from the black-bristled hide of an iron tusker (see ***Creature Collection***, p. 121). The shield confers a +3 magical armor bonus and invulnerability (damage reduction 5/+1). Its iron tusker hide also gives it an incredible hardness that can cause unenchanted weapons striking it to break. Whenever an attacker using a weapon misses the target's AC by 5 or less, the attacker has hit the shield. A weapon (including magical ones with an enchantment bonus of +3 or less) striking the shield suffers 2d8+2 damage (see *core rulebook I*, p. 135, for rules concerning breaking items).

An attacker may choose to specifically avoid the shield at all costs in his attacks. He must declare this before attacking. The shield bearer benefits from one-quarter cover (+2 AC) from such attacks, but an attack that misses the target's AC by 2 or less means the attacker has hit the shield regardless of his efforts. The shield has no special effect against unarmed attackers.

The *Iron Shield* has a hardness of 33 and 33 hit points.

**Caster Level:** 18th

**Prerequisites:** Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*

## Mantle of Hope

**Description:** This piece of armor was designed to protecting a warrior's neck from weapon strikes and may be attached to any proper suit of nonmagical armor. The valiant warrior Arriclese, who prepared to enter a camp of Chardun-slain that were bent on resuming a siege fought and lost a year before, inspired its creation. While praying for strength in a house of Madriel, Arriclese confided his fear of the slain's mercilessness to the temple's priestess. The woman promptly took a shield from the temple wall and instructed Arriclese to give it to a local smith to fashion a collar to protect the knight's neck. Within a day, the smith produced a simple piece to add to Arriclese's suit, but the knight knew this was no mere piece of armor. Madriel herself had blessed it.

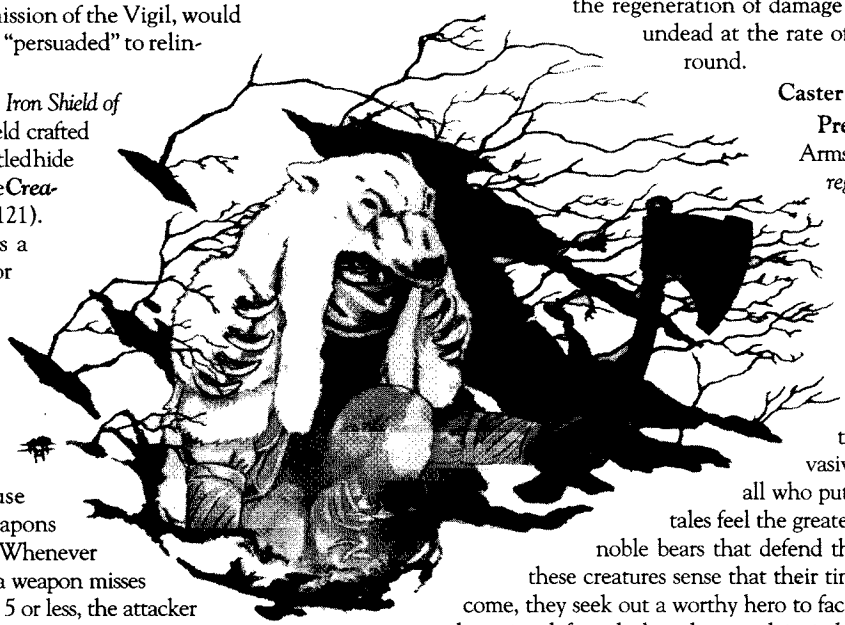
Arriclese defeated the vile undead when they arose and returned to the temple triumphant. As thanks for the priestess' favor, he gathered all of the slain's trophies of war captured the previous year and delivered them to the temple. Although Arriclese later died in battle against worshipers of Vandal, his page recovered the collar and vowed to wear it in a crusade against the evils that haunt mortal men.

**Powers:** The *Mantle of Hope* bestows a +2 sacred bonus to AC over the wearer's entire body versus attacks made by undead creatures. Additionally, the item allows the regeneration of damage inflicted by the undead at the rate of 1 hit point per round.

**Caster Level:** 15th

**Prerequisites:** Craft Arms and Armor, *bless*, *regeneration*

**Weight:** 3 lb



## Mantle of the Ice Bear

**Description:** Legends of the huror are pervasive in Albadia, and all who put credence in the tales feel the greatest respect for the noble bears that defend the wastes. When these creatures sense that their time of passing has come, they seek out a worthy hero to face in battle. If the champion defeats the bear, he may claim its hide as a prize. The few *mantles of the ice bear* in existence seem to lend credence to this tale, and the pelts' owners usually defend them to the death out of respect for the sacrifice made by the huror. And yet some mantles are known to have fallen into the wrong hands, suggesting that the rightful owners have been killed or robbed of Denev's blessing. Either that or a huror has been stalked and killed for its hide by a particularly capable, powerful and disrespectful hunter. Anyone foolish or arrogant enough to wear a *mantle* in Albadia and publicly profane the name of Denev or the huror in general would attract the ire of the northerners. Such slander has provoked an entire barbarian tribe to war, sometimes even in time to save one of the great beasts, such as when the Frostbeard Tribe encircled a Calastian hunting party that was about to deliver death blows to a huror. The threat was understood: Kill this beast, and we will slay you.

**Powers:** The *mantle of the ice bear* has the weight and bulk of hide armor, but offers the protection bonus of chainmail (+5 Armor Class). It also confers a +2 natural armor bonus. The wearer may *resist elements* (cold only) as per the spell at all times.

**Caster Level:** 6th

**Prerequisites:** Craft Magic Arms and Armor, *resist elements*

## Mantle of the Lawkeeper

**Description:** The craftsmen of the Walking City of Gondąwe boast that they first created this remarkable armor, supposedly inspired by Hedrada himself. Whether this is true or not (and woe to anyone who dares accuse the Ubantu of deception), most *mantles of the lawkeeper* are decorated elaborately with the script of the desert people. The Ubantu believe that the armor "knows" the sins of all men and punishes them accordingly. As such, anyone who wears it in the Desert of Onn is taken at his word since "the unjust cannot long bear the weight of his own crimes."

**Powers:** This simple leather armor (often of Small size) confers a +1 sacred bonus to AC and a +10 insight bonus to all Sense Motive checks made by the wearer. Furthermore, he may effectively cast *zone of truth* once a day. All *mantles of the lawkeeper* are lawful. Chaotic creatures that wear the armor acquire a negative level. The lost level is restored 24 hours after the armor is removed.

**Caster Level:** 3rd

**Prerequisites:** Craft Magic Arms and Armor, *zone of truth*, creator must be lawful

## Monarch's Plate

**Description:** This full-plate armor, covered with intricate carvings and gold inlay, is quite beautiful to behold. It was made for the warrior-hero Adurn of Vesh before the Battle of Twisted Timbers. When Adurn fell during the battle, he was set adrift upon his pyre in full regalia. Although Adurn's soul is widely believed to have transcended as the Great Swan, it is assumed that his mail lies somewhere beneath the waters of Adurn's Tear. If the armor could be recovered, its workmanship might be duplicated — or hoarded by anyone who would keep its secrets to himself.

**Powers:** *Monarch's Plate* grants the wearer a +2 armor bonus and a +2 morale bonus to Charisma saves. Further, the wearer may *calm emotions* of others at will and may create the *suggestion* effect three times per day (both as per the spells).

**Caster Level:** 6th

**Prerequisites:** Craft Magic Arms and Armor, *calm emotions*, *suggestion*

## Shadowork Armor

**Description:** One of the few humans who can be correctly called a master craftsman, Hourgrim Kale has created a few suits of this fine leather armor for a select clientele throughout the Scarred Lands. A suit's devising involves a secret process that not even Kale's apprentices have been taught. Different patches of dark leather are stitched together in a seemingly random pattern. But the pattern seems to shift subtly and change of its own accord when not looked at directly or under a bright light. While the armor is thin, it is soft and supple, moving easily with its wearer. A small symbol representing Tanil the Huntress is stitched on the inside of each suit, alongside Kale's own hallmark.

**Powers:** This armor provides a +5 circumstance bonus to Hide checks and a +5 circumstance bonus to Move Silently checks.

**Caster Level:** 5th

**Prerequisites:** Craft Magic Arms and Armor, *invisibility*, *silence*

## Snakeskin Armor

**Description:** Some claim that these fearsome suits of leather armor are cut from the skin of Mormo herself, but the truth is that they're made from giant serpents raised on Mormo's blood. The Queen of Witch's secretive minions whisper of serpent pits maintained deep within Hornsaw Forest. These fouls nests are supposedly tended by Mormo's most devout followers, and the vipers raised within grow fat until they are sacrificed to the titan to gird her worst and darkest.

**Powers:** Treat *snakeskin armor* as leather with a +3 enhancement bonus. It also confers the silent moves (+10 circumstance bonus to Move Silently checks) and slick (+10 circumstance bonus to Escape Artist checks) abilities. If a follower of Mormo wears *snakeskin armor*, there is no chance of spell failure, thanks to the mystical energies infused in the skin. The armor inflicts one negative level on a neutral character and two on a good character. These negative levels are not permanent, but cannot be overcome in any way while the character wears the armor.

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *silence*, *grease*, creator must be an evil follower of Mormo

## Virduk's Bane

**Description:** The origin of these shields is well-known across the Scarred Lands. After the Battle of Twisted Timbers, dwarven King Thain commissioned the creation of six special shields from his people's greatest craftsmen and priests. Thain and the leaders of the human army he had adopted understood that their days were numbered; King Virduk would ultimately rally his faltering forces and storm Burok Torn in force. The united armies needed even more allies if the Calastian tyrant was to be stopped.

Six of the fastest men from among the human host were selected as runners — messengers who would spread word of the allies' desperation. As protection to literally run Virduk's gauntlet, each messenger was bestowed a shield that would turn any weapon drawn against him. As a gesture of disdain for Virduk, each of the shields was emblazoned with a picture of the great swan that had so recently inspired courage within he dwarves and Veshians at Mountain's Tear Loch.

Rumor has it that Virduk offers a standing bounty to anyone who can deliver one of these shields to him, even today.

**Powers:** Each of these darkwood tower shields offers a +1 armor bonus to its bearer. The bearer of the shield is under a permanent *sanctuary* spell, except that those who wish to attack him must make a Will save (DC 16) every round, so that even if the attacker can attack in one round, he may be unable to do so the next. If the bearer of the shield ever attacks, then this effect of the shield is disabled for one hour.

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *sanctuary*

## Wight Armor

**Description:** The Reaper Queen Lovitar, archpriestess of Belsameth during the Titanswar, created these suits of dead-black, perpetually cold plate armor for the mortal champions of her goddess. The armor grants its wearer a wight's power to drain life force by touch, as well as the ability to see in darkness and hide among shadows.

Legend says that this reaper queen forged the armor in cold flames fueled by wraiths and that the leather backing of the steel plates is tanned ghoul-skin. Unlike some magic armor, that of the reaper queen is stark, simple and devoid of ornament. It is surprisingly comfortable, clasping the wearer's body like a second skin, and the armor's chill quickly seems pleasantly refreshing. You hardly have to take it off at all....

**Powers:** *Wight armor* confers a +1 armor bonus. It also has the shadow power, granting a +10 circumstance bonus to Hide checks. The wearer receives darkvision with a 60-foot range. Sentient undead, such as ghouls and wraiths, do not automatically perceive the wearer as prey (although they still fight if attacked). Less intelligent undead instinctively regard the wearer as one of their own. The wearer is immune to the Constitution drain of wraiths, the paralyzing touch of ghouls and ghasts and the level drain of wights.

Most importantly, the wearer can drain energy levels at will by striking or grappling opponents. The victim gains one negative level per successful attack. As with wights, each negative energy level lasts 24 hours. At the end of that time period, the victim attempts a Fortitude save against DC 18 (10 + one-half the armor's 16th-level magic, substituting for hit dice). If the save succeeds, the negative level goes away. If the save fails, the negative level goes away but the victim's level drops by one. (See *core rulebook II*, p. 75, for other effects of energy drain.)

A person killed by energy drain attacks becomes a true wight 24 hours later. The armor's owner does not have any special control over the new wight — it's a free-willed monster.

On the other hand, a non-evil wearer of this armor gains one negative level as long as he wears the armor. The negative level goes away when he takes off the armor. For each combat in which the wearer uses the level-draining power, he must succeed at a Will save against DC 26 (10 + 16th level magic) or move his alignment one step closer to neutral evil. The character moves to evil first, then loses her law/chaos alignment. A person who dies while wearing the armor becomes a wight instantly.

**Caster Level:** 16th

**Prerequisites:** Craft Magic Arms and Armor, *create undead*

# Weapons

The following descriptions detail specific types of magic weapons.

## Asaatthi Blade

**Description:** These magical scimitars are crafted exclusively by the asaatthi to combat enemies of Mormo. They are always made with a hilt carved from the horn of a large reptile and a blade crafted from "serpentsteel," a metallic-green alloy of copper and iron infused with poison. The blade exudes an oily substance at all times. Hilts often bear serpentine themes and are frequently decorated with emeralds. No one knows how many of these weapons exist, but all are guarded ferociously by the fanatic asaatthi.

**Powers:** The blade of this +2 scimitar is nonmagically toxic (a result of the serpentsteel process). Anyone stuck by it must make a Fortitude save (DC 12) or lose one point of Constitution for 1d4 hours. The effect is not cumulative if more than one blow is suffered. A strike from the blade can also activate a *poison* spell at will, up to three times per day. The victim must make a Fortitude save (DC 16) or suffer damage as per the spell. *Poison* damage can be cumulative with Constitution loss, although repeated exposure to the poison in the same day has no increasing effect after the first exposure. The wielder must decide to activate the *poison* ability before striking, and the effect is considered used if he misses.

A command word transforms the sword into a blade hood snake (Large) once per week. This creature is under the mental control of the sword's owner. It remains in this form until the wielder cancels the effect, the snake is killed or one hour passes. In any case, the snake reverts to scimitar form in its current location. The owner's control of the snake has no range limit.

**Caster Level:** 7th

**Prerequisites:** Craft Magic Arms and Armor, *poison*, *polymorph other*, creator must be an asaatthi

## Assassin's Crossbow

**Description:** A fair number of these weapons can be found throughout the Scarred Lands. Prized for their speed and accuracy, they are favored by those who ambush or who relying on speed and stealth alike. Most are light crossbows, but a few hand versions have been reported.

In many civilized countries (as far as that can be said for the Scarred Lands), such weapons are restricted to military use. Civilians found bearing them are imprisoned under suspicion of treason and murder, given the bow's usefulness in assassination and considering the damage it inflicts at point blank range. Particularly paranoid rulers and lords, such as Calastia's Virduk, ban the bows completely, fearing a military uprising that can make its point — literally — with one of these weapons. Virduk's fear is justified, however, in that a particular kind of *assassin's crossbow* has been confiscated in Calastia. It's designed to look like a swan with outstretched wings. Try as they might, Calastia's soldiers have yet to identify the bow's creator, although a handful of halfling sorcerers are suspected.

**Powers:** In addition to a +1 enhancement bonus, an *assassin's crossbow* has two abilities. First, reloading the weapon is simplified immensely, making it a free action instead of a move-equivalent action. This means the crossbow may be fired to the limit of the wielder's capabilities, without impinging on movement in any fashion. Second, point-blank range for the weapon is doubled. The effective

range of a rogue's sneak attack is similarly doubled. Note that point-blank shots from the crossbow cause an additional 1d6 points of damage.

**Caster Level:** 5th

**Prerequisites:** Craft Magic Arms and Armor, *haste*

## Blade of the Wounded King

**Description:** While most stories recall the Wounded King as a hero cursed by the titans, other tales hint of a darkness to his nature. Certain songs suggest that wounds inflicted by his blade never closed unless touched again by the point of that sword. The truth of this legend is unknown, but anyone subjected to such a wound would certainly seek out his attacker to be healed, once and for all — or would seek out any blade like the Wounded King's (if such exists) with the hope that it might heal his weeping wounds.

**Powers:** Consider the *Blade of the Wounded King* a +2 long sword. One point of damage from each blow from the sword cannot be healed normally. Additionally, each time the afflicted character engages in strenuous activity, there is a 5% chance that each such persistent wound begin to bleed one hit point per round until that damage is stanched or healed naturally. A *dispel magic*, *heal* or *remove curse* spell restores the single hit point lost to this sword, but only temporarily. The wounds reopen 1d6 hours later. A *wish*, *limited wish* or *miracle* can heal the wounds permanently. Additionally, the *Blade of the Wounded King* itself heals all remaining wounds caused by the sword when its point touches (is not swung at) a subject.

**Caster Level:** 7th

**Prerequisites:** Craft Magic Arms and Armor, *bestow curse*

## Bloodfang Dagger

**Description:** Rogues prize these rare daggers for the exceptional advantages they offer. They typically have a metal hilt and a long serpent's tooth for a blade. The weapons are rumored to be of asaatthi origin, but the serpent men claim nothing. Yet, if an asaatth learns of the whereabouts of a *bloodfang dagger*, it may try to acquire the item, through bargaining or less scrupulous means.

**Powers:** A deadly weapon in its own right, the true power of a *bloodfang dagger* can only be witnessed in the hands of an asaatth or rogue. In these hands, the extra damage caused by a successful sneak attack changes from d6 to d10. In addition, the weapon's normal damage is that of a shortsword (d6) instead of a dagger (d4) and has a +3 enhancement bonus.

When a successful sneak attack is made with this weapon, the victim must make a Fortitude save (DC 10 plus the amount of damage taken). If the save fails, the victim automatically takes an extra d6 points of damage in each of the subsequent three rounds from a poisonlike effect. This effect doesn't derive from a natural poison; it is a debilitating, poisonlike magical phenomenon.

Once per day, this weapon can imbue its user with a form of *improved invisibility*, identical to the spell of the same name, with one exception: the dagger remains visible while the user is not. The wielder does not become visible if he attacks, and the invisibility effect lasts 15 minutes. The wielder also gets all the defensive benefits of being invisible, but as long as an opponent can see the dagger, the wielder does not get any of the attack bonuses associated with fighting while invisible.

**Caster Level:** 11th

**Prerequisites:** Craft Magic Arms and Armor, creator must be asaatthi, *improved invisibility*, *acid fog*

## Bone Dagger

**Description:** This potent weapon consists of a shard of bone crudely fixed into an ivory hilt. It is almost always found sheathed, often in human or humanoid skin. In truth, it's a weapon made from the femur of a long-dead necromancer, and those vile enough to use it gain power over the undead. The necromancers of Hollowfaust have been accused of making these weapons, but who can say for certain — except perhaps those who have sold their remains in advance, while still alive, in order to live among the wizards.

**Powers:** The *bone dagger* is a +2 unholy weapon. On a successful strike, the dagger may inflict one negative level upon a target. The victim must make a successful Fortitude save (DC 23) to resist. If the blade is unsheathed and a negative level is not inflicted within 10 rounds, the wielder incurs one automatically and continues to do so for each 10 rounds thereafter in which a level is not imposed and the weapon remains drawn and in his possession. (A *bone dagger* may be drawn and abandoned before its wielder incurs a negative level. That means the next person to touch the weapon must make a successful Fortitude save or gain a negative level.)

Wherever the *bone dagger* goes, the area around it is treated as though an *unhallow* spell had been cast, with the dagger as the point of origin (though there is no additional spell effect tied to the dagger).

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *enervation*, *unhallow*, *unholy blight*, creator must be evil

## Halfling Blade

**Description:** This shortsword looks like a battered, beaten old weapon. Its blade is severely dulled and rusted, and the pommel is pitted with corrosion. In the hands of anyone other than a halfling, the sword lives up to its pathetic looks. But if wielded by a member of the diminutive race, the true powers of this weapon become apparent. The first *halfling blade* was forged in part by the militant halfling sorcerer Orzu, who has constantly spoken against allying with Calastia's King Virduk or relocating to Virduk's Promise. He insisted that his people find their own way, exclusive of men and dwarves. Orzu's words did not inspire great numbers, as halflings in general have reacted with enthusiasm to the opportunities Virduk has offered. Regardless, *halfling blades* — easily overlooked and small yet deadly — have been turned against more than a few who abuse halflings, including the soldiers of Calastia. These weapons are prized by members of that subversive group known outside its ranks only as the Swans and to which Orzu is presumed to belong.

**Powers:** When used by a halfling, this +3 shortsword exhibits several powers. If the blade is poisoned, the DC of the victim's save is increased by two, because the weapon

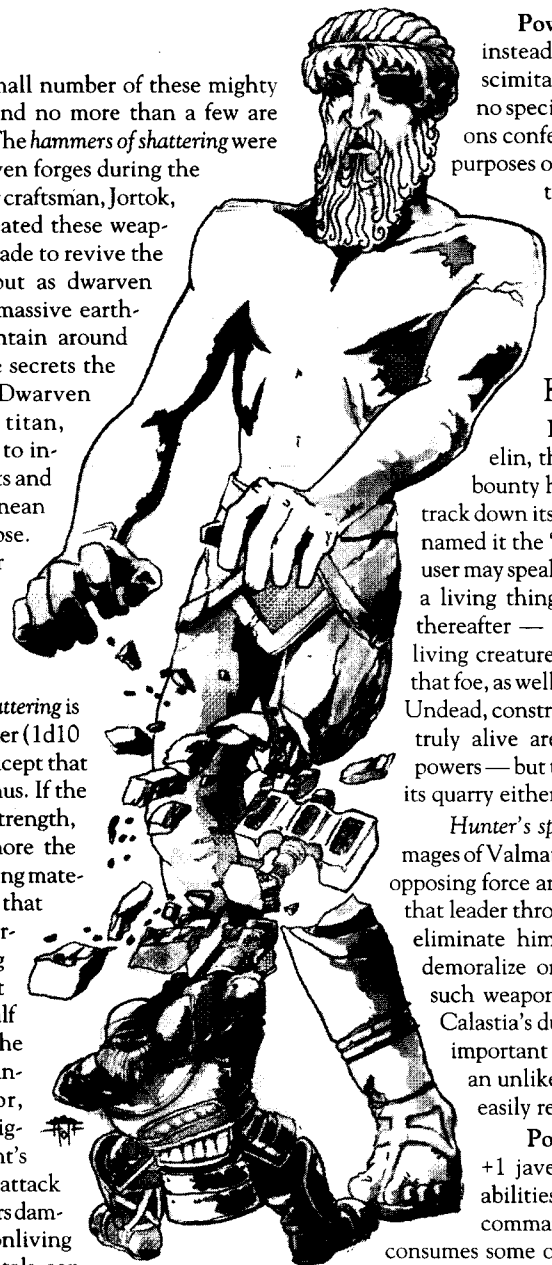
magically augments the venom's effectiveness. The blade also looks so pathetic and useless that anyone searching for weapons on a halfling must make a Spot check (DC 20) or ignore the weapon as a threat, considering it too battered and rusted to harm anyone. Even those explicitly told to look for a weapon matching this weapon's description must make the check.

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *mirror image*, *poison*

## Hammer of Shattering

**Description:** Only a small number of these mighty weapons were ever made, and no more than a few are thought to exist to this day. The *hammers of shattering* were created in the deepest dwarven forges during the Divine War. Only one master craftsman, Jortok, was ever known to have created these weapons. A recent attempt was made to revive the lost art of their crafting, but as dwarven smiths neared their goal, a massive earthquake collapsed their mountain around and upon them, burying the secrets the dwarves had uncovered. Dwarven priests claim the buried titan, Gaurak the Glutton, sought to interfere with the smiths' efforts and rolled over in his subterranean prison, triggering the collapse. Even now, efforts are under way to exhume the buried smithy in the Kelder Mountains. If only they had such a hammer to open to way!



**Powers:** A *hammer of shattering* is a type of dwarven great hammer (1d10 damage, x2 critical, 25 lb), except that it has a +3 enhancement bonus. If the wielder has a 16 or higher Strength, blows from the hammer ignore the hardness rating of any nonliving material struck. Living creatures that derive some part of their Armor Class from wearing nonliving materials find that their armor suffers as well. Half the damage inflicted upon the wearer (rounded up) is also inflicted upon his armor, automatically (hardness is ignored). Targeting an opponent's weapon or shield invites an attack of opportunity, but also delivers damage as if the target is a nonliving object. Golems, earth elementals, constructs and animated objects (but not undead) suffer item damage as well.

**Caster Level:** 11th

**Prerequisites:** Craft Magic Arms and Armor, *disintegrate*, Weapon Specialization in great hammer

## Hornsaw Blade

**Description:** These magical scimitars are constructed from the horn of a Hornsaw unicorn, a ferocious beast that arose during the Titanswar. The serrated blade is composed of a bony substance harder than steel. It is light, sharp and extremely dangerous.

The Renewers, a sect of good druids committed to undoing the damage of the Titanswar, hold the secret of constructing these blades. *Hornsaw blades* are sometimes granted to heroes who show a true regard for nature and a desire to destroy the remaining minions of the fallen titans in order to pave the way for a future of prosperity under the watch of the new celestial order.

**Powers:** These blades do 1d8 damage instead of the 1d6 damage that normal scimitars usually do. Although they offer no special bonus to attack rolls, such weapons confer a +4 enhancement bonus for the purposes of determining damage and ignore a target's damage reduction altogether, no matter its rating.

**Caster Level:** 12th

**Prerequisites:** Craft Magic Arms and Armor, *greater magic fang*

## Hunter's Spear

**Description:** Though actually a javelin, the *hunter's spear* is highly valued by bounty hunters everywhere for its ability to track down its wielder's enemies; some have nicknamed it the "vigilante spear." Once per day, the user may speak a command word before wounding a living thing with the weapon. For one week thereafter — or until the spear strikes six other living creatures — it may be used to track down that foe, as well as any of the last six enemies struck. Undead, constructs and other creatures that are not truly alive are immune to the spear's tracking powers — but they do not "distract" the spear from its quarry either.

*Hunter's spears* were first used by the warrior-mages of Valmatas in order to strike the leaders of an opposing force and thereafter be capable of tracking that leader through the chaos of a battle in order to eliminate him and perhaps more expeditiously demoralize or defeat the opposing forces. One such weapon is said to be in the hands of the Calastia's dungeon master. He is said to "mark" important prisoners with it, so in the event of an unlikely escape the prisoner can be more easily retrieved.

**Powers:** A *hunter's spear* operates as a +1 javelin, with the following additional abilities. When an opponent is hit after the command word is spoken, the spear literally consumes some of the creature's blood on its blade. The weapon also never remains fixed in its target. After thrown (whether it hits or not), it immediately vanishes and reappears in the hand of he who cast it. The *hunter's spear* thereafter points in the direction of any of the last six foes it has struck, and the owner of the weapon need simply concentrate on which one the weapon should track. If the creature is dead, has fled to a different plane or is under the protection of a *nondetection* spell, the spear falls point-first into the ground.

**Caster Level:** 13th

**Prerequisites:** Craft Magic Arms and Armor, *locate creature*, *Draw's instant summons* (*core rulebook I*, page 198)

## Ice Sickle

**Description:** With a leather-wrapped handle and a blade that resembles a glassy, translucent icicle warped into a curved shape, an *ice sickle* inspires equal parts curiosity and awe in those who see one for the first time. An *ice sickle* functions like the mundane sickle. Indeed, it was first created in Albadia when successive years of exceedingly short growing seasons killed crops before they could be harvested and threatened to starve entire villages. Wheat, corn and vegetables harvested with such a sickle *after* a killing frost were still edible and nourishing, allowing Albadian villagers to survive the imminent winter. Of course, it wasn't long before the more barbaric northern Albadians turned the blades to warfare instead of farming, although the peasants of the south country frown on such disrespect for what was meant to be a life-*giving* implement.

**Powers:** An *ice sickle* is a +1 cold weapon and inflicts an additional 1d6 cold damage on a successful strike. Whenever an *ice sickle* scores a critical hit, the victim must make a Fortitude save (DC 16) or suffer the effects of a *slow* spell for the next round, induced by numbing cold. Creatures immune to cold do not suffer this additional damage or *slow* effect. A creature that is not normally subject to critical hits can still suffer from the *slow* effect if it is not immune to cold.

An object struck by an *ice sickle* is considered to have only half its usual hardness for purposes of breakage, because the weapon causes the target to become unnaturally brittle.

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *cone of cold*

## Judgement Hammer

**Description:** Modeled after Hedrada's own weapon, a *judgement hammer* is the ultimate armament for and sign of a devout follower of the Lawgiver. It is a two-headed warhammer, with the image of a culturally accepted figure of good (traditionally Corean) carved on one head and one of perceived evil (often the titan Hrinruuk the Hunter) on the other. Although any worshiper of Hedrada could seek to wield a *judgement hammer*, the weapons are often reserved as signs of office and are carried by administrators, justices and governors. Indeed, where an actual hammer cannot be carried or is not convenient, such politicians and leaders have taken to wearing pins and amulets shaped into double-headed hammers as a sign that they possess the real thing. Whether such symbols are worn genuinely by some is uncertain, but false claim to such favor from Hedrada is punishable in some circles. In the city of Hedrad, for example, carrying or purporting to possess a *judgement hammer* without license or authority is punishable by disfiguration.

**Powers:** A *judgement hammer* is a +2 warhammer with one holy head and one unholy head. The "good" head deals an additional +2d6 sacred damage to evil creatures, and the "evil" head deals an additional +2d6 profane damage to good creatures.

Only a neutral character my use a *hammer's* special powers, and it bestows one negative level on any good or evil creature attempting to wield it. This penalty persists for one month.

If either head is ever used to strike a target of like alignment, whether knowingly or unknowingly, that head loses its powers temporarily. Damage bonuses can be restored with an *atonement* spell or by reconsecration at a temple of Hedrada. If both heads lose their powers simultaneously, the weapon becomes normal permanently.

**Caster Level:** 6th

**Prerequisites:** Craft Magic Arms and Armor, *holy smite*, *unholy blight*, creator must be neutral

## Kin-Skull

**Description:** This item looks like a disembodied humanoid head with its eyelids, mouth, nose, ears and neck sewed shut. It is normally half-decayed and has small bite marks on it, as though rats have chewed it. Pus, boils and skin infections cover the rotted visage, and small insects lay eggs in its festering skin.

The slitheren nest known as the Diseased use these grotesque objects as ranged weapons. *Kin-skulls* are typically made from slaves or from slitheren clerics that have displeased their priest-king. (These weapons get their name from the fact that the slitheren are so base as to use their own people for raw materials.) Before these objects are made, the "willing" host is fed a concoction of herbs and is subjected to a series of spells to make his body suitable for the weapon's creation. After the necessary preparations are complete, the creature is slain in ritualistic fashion, the head is removed and its soul is offered up to Chern to power the magic within.

Openings for the eyes, ears, neck and nose are sewn shut to prevent explosive gases from escaping. More magic and herbs are stuffed into the mouth to make sure that the pressure builds sufficiently for the skull to explode upon impact. Those affected by such a missile are not only struck by a concussive force from noxious gases, but are exposed to the contagions that the Diseased spread.

Even if intended victims of a *kin-skull* resist the ailments to which they're exposed, they might unwittingly carry a disease and infect others with it. Yugman the sage suggests that the spread of disease from these vessels is both an homage to a relative whose head might have been used and something of a competitive game among the slitheren. Evidently, some of the ratmen breed a strain of disease with very identifiable characteristics and then gloat to their brothers and sisters as it spreads and spreads and spreads...

**Powers:** A *kin-skull* takes effect on impact when thrown or if struck with an aggressive blow. A skull does 4d6+5 damage to all in a 20-foot radius. A successful Reflex save (DC 20) reduces this damage to one-half. Anyone who takes damage from a skull must make a successful Fortitude save (DC 18) or be stricken with a disease of the GM's choosing. An individual who makes this save cannot be infected with the disease carried by the skull or by anyone else who fails to resist it.

However, even if a personal resistance save is successful, a second Fortitude save (DC 18) must be made or an individual will transmit the disease to others in his presence or to any person who makes close contact with him over the course of three days. A successful Fortitude roll (DC 15) allows someone exposed to a disease bearer to resist infection. Infected people may also pass the disease onto others in turn at the same DC.

**Caster Level:** 5th

**Prerequisites:** Craft Magic Arms and Armor, *contagion, glyph of warding* or *inflict serious wounds*, the creator must be evil

## Lady of the Valley

**Description:** In the long shadow of years that followed the Titanswar, there arose a number of titanspawn bent on recovering all that had been Mormo. But the most prominent — and most obvious about their intentions — are the Dar al Annot , or "Those Who Will Find," a black coven dedicated to resurrecting their beloved mother. Even today, the Dar al Annot, led by a circle of crones, maintains a citadel in a desolate vale deep within the Hornsaw Forest. Carved from the heart of a single huge tree, the "citadel's" branches are festooned with the hanging and rotting bodies of those who have fallen prey to the coven and its minions. Crows and dread ravens circle the tree constantly and are visible from leagues away.

Although witches control the Dar al Annot, the coven has an extensive network of thieves and sell-swords that scour the Scarred Lands in search of Mormo's remains. The most black-hearted and loyal champions are granted a special weapon, called *lady of the valley*, allegedly crafted by a moon hag central to the coven. In the hands of a new wielder, the *lady* is a black longsword, with a silver hilt and crossbar decorated with the face of a beautiful, long-haired woman. Once an evil wielder bloodies the blade, though, the *lady*'s face changes into a horrible hag, and the blade screams shrilly. The *lady* retains this visage and voice until the current battle is over. After it ends, the face on the sword reverts to "normal," awaiting the chance to change and scream when blood is drawn again.

**Powers:** In the hands of a neutral- or good-aligned character, a *lady of the valley* functions as a simple +2 longsword. Her other abilities are activated only when wielded by a servant of evil. She then has the Keen special ability (*core rulebook II*, p. 187) and can cast each of the following spells once per day at the wielder's command: *protection from good, darkness* and *bull's strength* (all spells are cast at 5th level). When an evil character wields the sword and blood is drawn during battle, the face on the hilt changes and the blade wails terribly. This screaming acts as a *cause fear* spell (again cast at 5th level) that targets the opponent who was just wounded.

Use of the sword by an evil character does come at a price. The *lady* must taste human or humanoid blood before each full moon. If she does not, she confers one negative level per day upon the wielder until her hunger is sated.

**Caster Level:** 10th

**Prerequisites:** Craft Magic Arms and Armor, *protection from good, darkness, bull's strength, cause fear, alarm, keen edge*

## Mageblade

**Description:** Although originally created for use by the warrior-mages of Valmatas, *mageblades* are useful weapons for all individuals who disdain armor, and several have found their way into the hands of the newest warrior-mages, those of Calastia. A traditional *mageblade* is a longsword, but variations exist for almost any type of sword. When a *mageblade* is drawn and readied, a shimmering suit of armor envelops the wielder. This can be quite impressive to behold, and when the Legions of Thul drew their swords in carefully practiced unison, many opponents surrendered without a fight. The appearance of the mystical armor varies and is designated by the sword's creator. The *mageblades* of Thul, for example, generated an image of gold, silver or scarlet plate armor, depending on the bearer's rank.

**Powers:** A typical *mageblade* is a +1 longsword with *mage armor* cast on it. When the weapon is drawn, it surrounds its wielder with a shimmering suit of armor that increases his AC by 4, thanks to a deflection bonus. This armor carries none of the mundane penalties of true armor, but disappears as soon as the wielder puts down or sheaths the weapon; thus, he is particularly vulnerable to disarm attacks.

**Caster Level:** 8th

**Prerequisites:** Craft Magic Arms and Armor, *mage armor*

## Mariner's Spear

**Description:** Following the death of Kalista, the Saint of Tempests and priestess of Madriel, the clerics of the Redeemer created the *mariner's spear* to honor their fallen leader. The spear is a lesser version of the *Spirit of the Tempest*, which Kalista herself forged in Madriel's name shortly after being proclaimed a saint. The so-called *mariner's spears* have become symbols of prestige among ship captains, who claim that just having such a weapon aboard brings Madriel's blessing to the ship.

**Powers:** A +2 longspear, the *mariner's spear* bestows the ability to breathe water while wielded. The spear also grants a +2 sacred bonus to saves versus fire spells and fire-based attacks. Finally, all non-evil creatures aboard a vessel at sea that carries a *mariner's spear* are *blessed* (as per the spell) for the duration of the voyage.

**Caster Level:** 10th

**Prerequisites:** Craft Magic Arms and Armor, *water breathing, divine power, bless*

## Ratspike

**Description:** *Ratspikes* are enchanted throwing daggers crafted primarily by slitheren Red Witches. The daggers have a treble (three-sided) blade with a barbed tip and are invariably crafted from a single piece of black iron. *Ratspikes* also have a pit gouged along each of the blade's three faces that allows the dagger to hold three separate doses of poison.

**Powers:** When thrown, a *ratspike* strikes the intended target unerringly, very much like a *magic missile* spell. No roll to hit is needed, even against targets that have moved out of sight (e.g., around a corner) but are still within range, although a roll should be made to determine if a critical hit is struck. A *ratspike* threatens a critical on a roll of 18-20 and does an additional die of damage.

A *ratspike* may be wielded in melee, but all such attacks suffer a -2 circumstance penalty, because the weapon is not designed for such use.

A target struck by the dagger, whether thrown or used in melee, must make a successful Fortitude save (DC 12) or suffer an additional 1d6 poison damage.

**Caster Level:** 8th

**Prerequisites:** Craft Magic Arms and Armor, *magic missile, true strike*

## Scorpion Whip

**Description:** A favored magical weapon of the coal goblins, a *scorpion whip* looks like an oversized scorpion tail:

a long stinger grafted to the leather handle of a whip. In the hands of a coal goblin cleric of Belsameth (or any spellcaster for that matter), this item is fearsome. The whip is able to concentrate the magical energies of spells normally delivered by touch and transmit them through the whip into the stinger at the end. Coal goblins delight in using these weapons to deliver spells such as *slay living* from a safe perch above a path or narrow tunnel. In addition, the whip's barbed tip is often treated with poisons created from the coal goblins' mushroom patches.

**Powers:** A *scorpion whip* operates much like a standard whip but with a few magical improvements. It has a +1 enhancement bonus, and the whip's barbed end allows it to deal normal damage to any target, no matter what its AC. If the wielder casts a spell with a range listed as "touch," she may choose to transmit the spell through the whip. On the round after the spell is cast, the whip may deliver the spell if it hits a target during that round. (Damage is not inflicted; only the spell takes effect.) If the whip is not used in a successful attack within one minute of the spellcasting, the spell is lost.

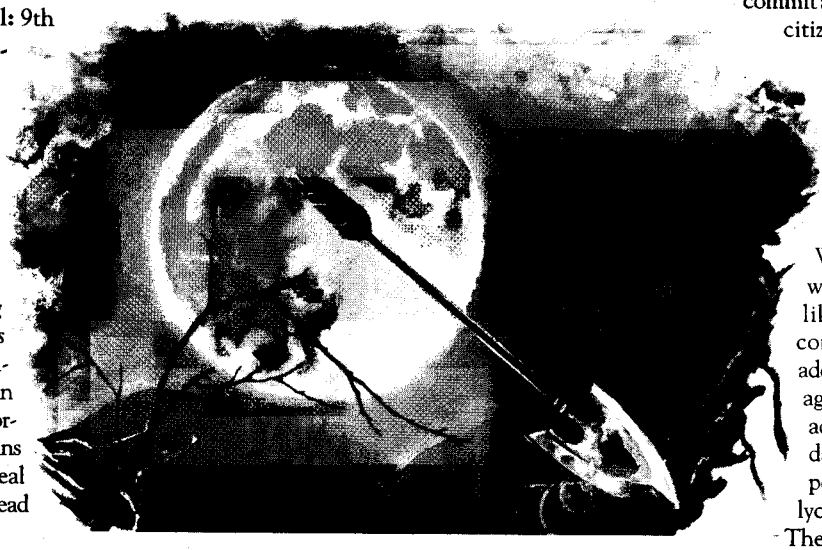
Poisons administered to the tip of the whip effect targets as per the venom used.

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *insect plague*

## Shadowblade

**Description:** Despite their somewhat ominous-sounding name, *shadowblades* were, in fact, originally crafted for an ancient and long-forgotten sect of paladins to fight incorporeal and ethereal undead and evil creatures.



A *shadowblade* is finely crafted and surprisingly light. The elegant, silvery, glasslike blade seems to flicker in and out of focus, seemingly solid one second and ephemeral the next. The hilt is simple yet elegant in design, and the pommel is set with a single, perfect, square-cut diamond that is easily worth more than 1,000 gp in its own right.

*Shadowblades* often bear a holy symbol embossed on the quillons of the sword, where it meets the grip. The symbol varies based on the deity to which the blade is dedicated — often Corean.

Members of the monastic Order of the Morning Sky sometime solicit the aid of paladins known to possess one of these weapons. It's not just that a *shadowblade* can be used to support the order's hunt for morgaunts; the wielders can also dispatch the numerous angry spirits often created during a morgaunt's reign of terror.

**Powers:** A *shadowblade* functions as a +2 sword (often longsword) with one significant advantage: the blade exists simultaneously on the material and the ethereal planes. This attribute of the blade does not grant its user any sort of extrasensory perception to detect ethereal creatures, but if the wielder knows that one is nearby, he may try to attack at as though attacking an invisible creature (see Concealment, *core rulebook I*, p. 133). A shadowblade may also be used to attack incorporeal creatures as if they were material.

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *ethereal jaunt*

## Silver Bow

**Description:** Often sought by followers of Tanil or by any who struggle to survive in lands such as Albadia, where werebeasts are prevalent, this finely wrought weapon shoots arrows that are magically silvered once loosed. Because the bow is such a danger to many children of Belsameth, her minions attack a bearer on sight — or at least seek allies who can do so. Occasionally, such weapons are found in the treasure troves of Belsameth's creatures, but most destroy the weapons when they have the opportunity.

Word has it that city administrators, such as those in Hedrad, seek out possessors of these weapons to hunt down any man-beast predators that lurk within the urban throng. Dedicated servants of Hedrada are particularly offended by werecreatures hiding within cities, not just for the threat they pose, but also because of the basic deception they commit against law-abiding citizens.

**Powers:** A *silver bow* is a +1 longbow. Arrows fired from it are considered bane and wounding to lycanthropes. When used against werewolves and the like, the bow becomes +3, does an additional +2d6 damage and inflicts an additional point of damage per wound per round until the lycanthrope is healed. These effects are good against a lycanthrope in any form, making it easier to identify and hunt when it seeks to hide itself among people or other animals.

**Caster Level:** 10th

**Prerequisites:** Craft Magic Arms and Armor, *summon monster I*

## Slitheren Starmaw

**Description:** Reports of these unusual weapons first surfaced among the forsaken elves at the edge of Virduk's Promise, but word soon spread to the neighboring humans allied to Calastia. Terrified villagers told of monstrous ratlike men who wielded grotesque weapons shaped from bone, twisted metal and rough stone. (The shaft of a *starmaw* is actually made of dark steel, with a head composed of four teeth — one each of iron, lead, brass and bone.)

These weapons supposedly burned their victims to death with a single touch or inflicted upon them horrible plagues. Armor and weapons struck by the foul things rusted, and those lucky enough to survive their wounds found that their injuries could be healed only through divine aid. Even worse, the few such weapons that were captured were elaborately decorated with slitheren prayer icons devoted to not

one but many of the titans, perhaps explaining the items' horrible capabilities. People in the assaulted region desperately hope that these weapons are isolated to small bands of slitheren. Implications that a large group of ratmen is dedicated to *all* the titans are staggering.

**Powers:** Each *starmaw* is considered a +1 heavy mace. Every time one is used to make a successful attack, determine damage normally and also roll 1d4 to see which tooth's effect applies.

On a 1 (iron), the target suffers the effects of *rusting grasp*.

On a 2 (lead), the target suffers an additional 1d4 profane damage that can be healed only by magical means.

On a 3 (brass), the target suffers an additional 1d4 of fire damage and bursts into flame. Each subsequent round he takes an additional point of fire damage. Ongoing burning damage is not cumulative if a target is hit with a fire attack multiple times. The target may take a full action to attempt a Will save (DC 20), which puts out the fire if successful. A person doing so is subject to attacks of opportunity.

On a 4 (bone), the target is exposed to a virulent disease of the GM's choice (as per the *contagion* spell). The target must make a successful Fortitude save (DC 17) or be infected.

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor; *rusting grasp*; one of *flame strike*, *flame blade* or *fireball*; *contagion*; creator must be slitheren

## Sovereign Accord

**Description:** The dwarves of Burok Torn first crafted these mystic whips as a token of gratitude to the people of Vesh. They are also known as the *braids of accord*, because they are made from three interwoven strands of dwarf-spun steel. The handle is carved from living stone that shapes itself to fit the hand of whoever wields the whip. Those persons adept in its use can disarm any foe and can never in turn be disarmed. Furthermore, those persons devoted to protecting others are themselves protected by the whip.

**Powers:** A *sovereign accord* is a +2 whip that deals normal damage, not subdual damage, even to targets with an armor or natural-armor bonus. When used to disarm an opponent, the whip confers a +6 enhancement bonus to the wielder's opposed attack roll, along with the benefits of the Improved Disarm feat. On a successful disarm attempt, that seized weapon is sent into the whip brandisher's off-hand (if free), requiring a Reflex save (DC 12) in order to grip it. Otherwise, a seized weapon is tossed wherever or to whomever the wielder chooses (in this case the Reflex save is DC 14). In the latter case, a recipient may take a weapon from the whip as a move-equivalent action. All attempts to disarm someone of a *sovereign accord* fail automatically. Trip attacks are made as per a standard whip, though the wielder need not drop the *accord* to avoid being tripped himself. Finally, a character who possesses a whip and who actively protects someone other than himself may cast *sunburst* once per week. The searing light created has no effect on neutral or good creatures, and the wielder gains a +3 deflection bonus to AC for the remainder of combat.

All *sovereign accords* are of good alignment and produce a continuous *sunburst* effect should an evil being seek to take hold of one.

**Caster Level:** 15th

**Prerequisites:** Craft Magic Arms and Armor, *mage armor*, *sunburst*, creator must be good and dwarven or human

## Squire's Sword

**Description:** In Ankila, the noble Lord Angor had a problem. His son, Lorin, displayed no aptitude for the arts of war — a weakness that might one day be exploited by neighboring Calastia. The boy had long been told of the importance of assuming command of his father's knights, but he had no passion for or interest in learning martial skills. Lord Angor was eventually forced to concede that his son would never become the successor he — and Ankila — needed. Lord Angor thus focused on diminishing the humiliation Lorin could cause. He commissioned the creation of a weapon that would compensate for his son's lack of acumen. The wizard, Eldred Morwich, produced such a sword, and Lorin has since competed at several contests, his grim, disapproving countenance mistakenly interpreted as seriousness and concentration.

A *squire's sword*, if its secrets can be discovered and reproduced, is unwieldy to use at first. It guides the wielder's arm, and he must learn to relax and let the sword do the work. Competent fighters disdain such weapons.

**Powers:** This +1 longsword is always used as though the wielder possessed the Martial Weapon Proficiency (longsword) feat. The sword also has the Defending special ability (*core rulebook II*, p. 186). If the wielder possesses the feats Weapon Focus, Power Attack, Expertise or any other that requires those feats as prerequisites, none of them can be used while the character swings this weapon. A *squire's sword* does not glow.

**Caster Level:** 8th

**Prerequisites:** Craft Magic Arms and Armor, Martial Weapon Proficiency (longsword), *shield* or *shield of faith*

## Star of Terror

**Description:** A general falls dead in Lageni, pierced precisely in the most sensitive parts of the body. A priest lays draped over his altar, blood pooling at his feet after what seems a very painful and untimely death. Avin, the leader of the Tanners' Guild — his front as leader of the local thieves' guild — is murdered in his bed, each joint of his body carefully smashed.

Since the end of the Titanswar, the *star of terror* has left its cruel and bloody calling card throughout the Scarred Lands. Responsibility for the weapon's creation popularly falls upon the followers of Kadum the Mountain Shaker. After the Divine War began, a tentative Denev bade her worldly followers to negotiate peace among the various forces of the titans and gods. Folklore holds that Kadum was outraged at the gods' arrogance and sought to undermine any hope for peace, going as far as having Denev's diplomats murdered to precipitate a punitive war. Now, decades later, few people seem to notice that many of "Kadum's weapons" seem to be in the hands of the chosen of Vangal.

**Powers:** This +3 morningstar has a well-deserved reputation throughout the Scarred Lands. When an opponent is struck with a *star of terror*, the weapon changes the wound to appear more horrifying and terrible than the true damage warrants. Each time the victim of a *star of terror* is struck, he must make a Will save (DC 16) or suffer a -1 morale penalty to saving throws, attack rolls, ability checks, skill checks and weapon-damage rolls for the remainder of the combat. If use of the *star* kills the opponent, the victim's wounds are altered such that he appears to have suffered a slow, methodical and very painful death. Any of the murder victim's allies or loved ones, upon seeing the body, must

make a Will save (DC 19) or suffer the same morale penalties as suffered by the victim before his death for the next three days.

Note that the *star of terror* physically changes the wounds it inflicts; they are not illusory. These changes confer no damage bonuses, and wounds from a *star* heal normally.

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *emotion, polymorph other*

## Stormseeker

**Description:** A *stormseeker* spear enables its wielder to summon storms and lightning at will. The first *Stormseeker* is believed to have been crafted by the High Druid of Scarn (as many druids still refer to the world), and it is presumed to be in the possession of the druids to this day. Other spellcasters have since learned how to create these items, but copies lack the raw power of the original. Some whisper that the High Druid was inspired — or aided directly — by Denev. Since Denev is widely believed to slumber while the Scarred Lands heal their wounds, it has been proposed that the High Druid's spear is actually something of a lightning rod for the restless titan's dreams, which manifest in the world as abrupt weather changes. Such a bond would certainly explain why imitations of the true *Stormseeker* pale by comparison.

**Powers:** A copy of the first *Stormseeker* is a *+2 shortspear* that permits its wielder to call up storms. The user must be outdoors. The spear cannot be used to dispel storms — only summon them. Storms extend over a two-mile radius and endure for 4d4 hours. Once a storm has been summoned, the wielder has no further control over it.

When a storm is overhead, the wielder can plant his spear in the ground and speak a command word. The weapon can then *call lightning* (as per the spell) up to three times against whatever target the wielder indicates.

**Caster Level:** 13th

**Prerequisites:** Craft Magic Arms and Armor, *call lightning, control weather*

## Sword of the Forsaken

**Description:** The forsaken elves who gathered to help fell the titan Chern made several of these marvelous blades (now sometimes called *swords of revenge*), expending whole treasuries to complete their creations. At first, Chern was unconcerned when the legions of warriors clashed against him and his minions. In fact, it is said the world shook from his laughter as he watched the elves scurry to battle — that is, until he felt the sting of their swords. Lashing out, he flailed at the diminutive people like a child swatting at swarming wasps and stopped only once he was defeated.

Since that battle, the swords were scattered throughout the Scarred Lands. Most *swords* were interred with their dead owners or have since been passed down from one cursed generation to the next. As some forsaken elves grow ever more despondent over their short-lived existence and inability to renew their kind, the once-inconceivable notion of passing such a weapon to a member of another race becomes increasingly tolerable. Some forsaken elves might even demand that would-be recipients prove their valor and worth through quests and challenges before awarding one of these swords.

**Powers:** In the hands of any person who is not of elven or fey blood, these ornately etched weapons are +2 rapiers. In the hands of a half-elf or one of the fey, such a sword also bestows a +1 inherent bonus to the user's Strength. This Strength bonus is increased to +2 when the sword is wielded by a full-blooded elf.

**Caster Level:** 6th

**Prerequisites:** Craft Arms or Armor, *greater magic weapon, bull's strength*

## Thanqual

**Description:** Once the companion of the now notorious and always secretive Leader of Lede, Thanqual is a highly intelligent, magical longsword. While magical weapons are valuable in their own right, Thanqual is especially appealing to treasure seekers. During the Leader's long career, he has hidden much of the treasure he's amassed in secret locations, evidently trusting Thanqual to remember how to retrieve most of his caches. (Long ago, the Leader had raided a dwarven caravan in the still relatively new Cordrada Corridor between Vesh and Mithril. During a sudden and violent counterattack waged by the paladin, Cordrada, the Leader died [the first time]. The emancipated dwarves tossed the blade aside, as its properties were largely unknown at the time. Popular legend has it that the vast majority of the Leader's caches have gone unclaimed since then, as his sword is the only being in the Scarred Lands [including the Leader, it can only be assumed] that knows where booty valued over hundreds of thousands of gold pieces lies hidden.) Over the years, rumors of the sword's fate have periodically surfaced, usually accompanying the sudden appearance of a previously unknown adventurer bearing vast treasure acquired under uncertain circumstances. Few who are rumored to bear Thanqual have long survived the predations of greedy treasure hunters (not to mention the Leader's wrath), and many people who have innocently fallen into wealth have been fingered or framed as the sword's possessors.

Thanqual itself is said to be thoroughly evil. The blade, mercenary in nature, tends to betray its user if presented with a foe that could be a more powerful ally. The sword is snide, conniving and highly critical of its bearer. Though the blade itself cannot actually make use of gold or valuables, it still lusts for them and dreams of accumulating a massive horde. Adventurers who find the sword can cajole the location of the Leader's treasure from the blade, but the caches were left guarded, and the sword remembers only where they're located, not how they're warded — or so it claims.

It also claims not to know the secret of the Leader's recuperative powers or the location of his hideout, and these claims are slightly more believable. Slightly.

**Powers:** As an intelligent blade, Thanqual has the following properties: Int 17, Wis 10, Cha 16, Alignment LE, Ego 18. Thanqual's special purpose is to accumulate wealth. To this end, the wielder can use the following special abilities at will: *detect magic, find traps, locate object* and *true seeing*. In addition, Thanqual operates as a +2 longsword. It communicates with its wielder using speech and telepathy. The sword *might* be duplicated, but it would certainly not actively participate in such a procedure. Even if copied, the duplicate would not inherit Thanqual's memories, but it probably would be lawful evil in alignment.

**Caster Level:** 18th

**Prerequisites:** Craft Magic Arms and Armor, *detect magic, find traps, locate object* and *true seeing*

## Thunder Crossbow

**Description:** A favored magical weapon of the forsaken dwarves, this variation on the repeating crossbow strikes terror into the heart of an enemy. This heavy crossbow looks much like the standard version, except for two unique design features. First, it lacks the winch normally used to load a heavy crossbow. Second, an ornately detailed ivory mechanism, on the bottom of the bow's body, easily slides back toward the wielder and pops forward once released. This slide mechanism reloads the crossbow with a loud, magical thundering "crack" that terrifies foes. The forsaken dwarves love to use these items to herd enemies blind with fear down dead-end mountain trails, trapping their quarry and letting starvation and thirst weaken it before the dwarves close in for a leisurely kill.

**Powers:** A *thunder crossbow's* magical loading mechanism allows this weapon to be reloaded as a free action. The crossbow creates a bolt magically when the pump is worked, giving it unlimited ammunition. The bolts vanish one round after they are created and/or fired. In addition, the user may activate the crossbow's special power once per day. When working the pump action, the wielder may cause the thunderous report to be enhanced magically, forcing all intended enemies within 40 feet to make a Will save (DC 14) or be affected by a *scare* spell. Otherwise, a *thunder crossbow* operates as a +1 heavy crossbow.

**Caster Level:** 7th

**Prerequisites:** Craft Magic Arms and Armor, *minor creation, scare*

## Trident of Sparkfury

**Description:** Crafted for their greater trogodon servitors by the asaatthi, the *tridents of sparkfury* acquire potency from the festering swamps of the Scarred Lands. When used in its native element, a *trident* is deadly without peer. A wielder can unleash wave upon wave of lightning-fast attacks, vanish then reappear without warning. Thankfully, the children of the Serpentmother are few and far between. An army led by trogodons armed with such weapons would be formidable indeed.

Of course, use of weapons that generate an electrical attack (the only kind of damage trogodons cannot regenerate) is at once empowering and humbling to the trogodons. It is simply one of the means by which the asaatthi keep this race under control.

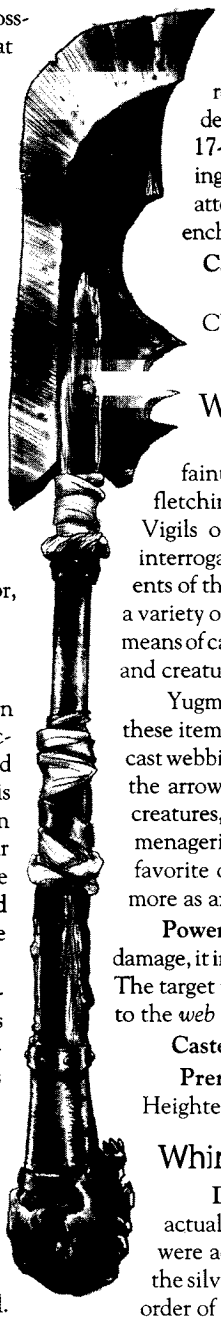
**Powers:** This +1 trident bestows a *haste* effect upon any creature using it in combat. The bearer may also *teleport* at will (as per the spell) within, between or to any swamplike area in his line of sight (this is a move-equivalent action). Finally, a trident can be commanded to hurl a *lightning bolt* three times a day as if the spell were cast at 5th level.

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *haste, lightning bolt, teleport*

## War Cleaver

**Description:** A great number of brutal yet effective weapons have emerged from the expansive Plains of Lede. The forge of the orc alchemist Cangor has been the source of much pain and death over the years, but no weapon has garnered more respect and loathing than his fearsome *war cleaver*. Something between a falchion and a huge butcher knife, this impressive weapon is extremely heavy and unbalanced and always requires two hands to use. It has been known to split an armored knight from head to abdomen in a single blow. Whatever drawbacks it is perceived to have are often overlooked owing to the raw, brutal destruction that a warrior can unleash with it.



**Powers:** A person wishing to use this oddly balanced weapon must have a minimum 15 Strength. While brandishing a *war cleaver*, an individual cannot move more than five feet in a round and always acts last in a round. A *war cleaver* delivers 2d6 damage and threatens a x4 critical on a 17-20. These blades always have the Mighty Cleaving ability (one additional Cleave feat may be attempted per round), though none is known to be enchanted above a +1 enhancement bonus.

**Caster Level:** 11th

**Prerequisites:** Craft Magic Arms and Armor, Cleave, *divine power, keen edge, harm*

**Weight:** 30 lb

## Web Arrow

**Description:** *Web arrows* are black, with faint traces of silver along their shafts and crimson fletching. These items were originally devised by the Vigils of Vesh to capture titanspawn creatures and interrogate them about plans for or plots against adherents of the gods. The arrows have since proved useful to a variety of bounty hunters, wardens and adventurers as a means of capturing rather than harming and killing people and creatures.

Yugman the sage has also reputedly been inspired by these items and has explored means of creating ones that cast webbing over vast areas on impact. His dream is to see the arrows used to capture and subdue even enormous creatures, with which he will populate a monstrous menagerie — an idea that has supposedly become a favorite of King Virduk, though he evidently sees this more as an arena than a zoo.

**Powers:** If this arrow strikes a foe so as to cause damage, it instead explodes into thousands of sticky strands. The target must make a Reflex save (DC 19) or be subject to the *web* spell.

**Caster Level:** 5th

**Prerequisites:** Craft Magic Arms and Armor, Heighten Spell, *web*

## Whirlwind Blade

**Description:** These weapons are said to harness actual storm winds. Most are either of great age and were acquired in the forgotten past or still belong to the silver-helmed Windguard of Uria — that reclusive order of elven knights that resides on an island west of Ghelspad. These elves can sometimes be seen in the skies over Darakeene, Calastia or Vesh, astride their great harriers, and they are respected in Mithril for the trained (and now dead) birds they presented to the paladins there. But the Urians are a deeply isolationistic people who have turned their backs on even their own blood. These elves sought refuge on their remote island when the Divine War broke out and refrained from becoming directly involved in the epic struggle. Indeed, they hid so well that not even the

titans themselves could find them. Today, they do not seem to consider themselves elves, but simply "Urians," and there's little chance of anyone visiting their island to gain one of these fabulous weapons. It is far more likely that one of the few elsewhere in the world might be discovered.

**Powers:** A *whirlwind blade* has a +2 enhancement bonus. It also grants the bearer the Whirlwind Attack feat, regardless of whether she has the prerequisite feats. If the wielder already possesses the Whirlwind Attack feat, two such attacks can be attempted with the sword, one at the primary attack bonus and the next at the secondary attack bonus. If the bearer has no secondary attack, no additional Whirlwind Attack is made.

**Caster Level:** 11th

**Prerequisites:** Craft Magic Arms and Armor, Whirlwind Attack, *cat's grace*, *control weather*

## Wormtongue

**Description:** A *wormtongue* is a +3 shortsword with a wavy blade and a point that's forked like a viper's tongue. These weapons are crafted by evil sorcerers and wizards for the Cult of Ancients—the secretive assassin's guild with cells and safehouses in many (well, probably all) of Ghelspad's major cities. As if the insidious magic of these foul weapons weren't enough, many Cult assassins envenom their blades. Anyone found in possession of a *wormtongue* is immediately assumed to be a member of this foul guild and is treated appropriately (i.e., executed upon capture).

**Powers:** When a critical hit is struck with this weapon, the blade lengthens and burrows into the victim's body, its vile tongue searching out the target's heart. The bifurcated tip finds the heart in 1d4+1 rounds (1d4 on a critical hit), at which point the victim may be killed instantly. While the blade burrows, the victim suffers 1d6 damage automatically per round. Once the blade finds its mark, the victim must make a successful Fortitude save (DC 18) or die. If the roll succeeds, the victim still suffers 1d10+4 damage.

A resisting victim can fight to free himself of the blade; it can be pulled out with a successful Strength test (DC 22). A removed blade appears as a writhing snake for a moment before reverting to normal. The sword also returns to normal if the attacker's grip on the hilt is removed or broken (ending any ongoing damage caused by the burrowing sword).

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *enlarge*, *keen edge*

## Wraithblade

**Description:** An exceptionally evil and powerful weapon, the *wraithblade* is a normal sword bound to the spiritual essence of a wraith. The weapon is usually black, spiked and wicked looking—its hilt set with a single smoky diamond. *Wraithblades* are sometimes passed from powerful necromancers to favored servants. They may also be carried by intelligent undead such as vampires and liches.

**Powers:** A *wraithblade* functions as a +3 broadsword. It affects those it wounds with a penalty identical to that of a wraith's special attack: those hit must succeed at a Fortitude save (DC 14) or suffer 1d6 points of permanent Constitution drain.

Anyone slain by a *wraithblade* must make a Will save (DC 15) or become a wight under the control of the sword's wielder in 1d4 rounds. A *wraithblade* may create and control a number of wights equal to its wielder's experience level at any one time. Any victims in excess of this number are simply killed and do not return as wights.

A *wraithblade's* Constitution drain does not work under natural sunlight. Furthermore, the GM should keep track of how many Constitution points the weapon has drained in its existence. When the points reach a certain value (anywhere from 100 to 600), the wraith inside may attempt to escape. Once per night thereafter, the spirit may make a Will save (DC 25). If the roll succeeds, the wraith escapes and the *wraithblade* becomes a normal broadsword. The wraith probably attacks the sword's wielder in retribution for its imprisonment. The spirit may fight until its tormenter is killed or it is destroyed, or the wraith could be more cunning, stalking and tormenting the sword's wielder for the rest of his natural life. An escaped wraith has maximum hit points due to the sword's Constitution drain. Any controlled wights in the wielder's presence at the moment of a wraith's escape also attack their former master.

**Caster Level:** 15th

**Prerequisites:** Craft Magic Arms and Armor, *create undead*, *binding*

# Potions

The following descriptions detail specific types of magic potions.

## Armor in a Bottle

**Description:** When decanted, this mist-based potion spreads over the body of its possessor and acts as a magical armor. Mist armor is not encumbering, although it is as resilient as the hardest of metals. The "wearer" is clearly enveloped in a thin fog for the duration of the potion's effect.

The watchmen of the city-state of Mithril know to be particularly alert on nights when ocean storms bring bad weather and when heavy rains raise a fog that settles in the urban streets. Such nights have become notorious for robberies and occasionally even murders by an unidentified, masked rogue. Sentries who have faced and drawn weapons on the criminal report that the mists seemed to move with him, as if he controls them or — unbelievably — that they conspire to protect him. Stories of this so-called "Mist Creeper" gained the attention of the paladin Barconius, who nearly caught the thief but who did at least manage to wrestle a bag from the thief that contained a vial of this potion.

**Powers:** It takes time for this "potion" to spread completely over the body of the user. The strength of its protection depends on how long the user allows for this process, which requires him to remain still during this time. If only 1 action is spent waiting, then the protection conferred is +1d4 AC. A full round confers +1d6 AC. Allowing a complete minute allows the mist to spread quite well so the AC bonus is +1d12. The maximum useful time to allow the mist to spread is 10 minutes, after which time all the mist has settled, and the AC bonus is 1d6+6. No matter how much time the mist is given to settle, it persists for 2d6 hours, after which time it dissipates. If the AC of armor or of other defenses already worn exceeds that

conferred by this potion, the mist has no effect on the user and is wasted.

**Caster Level:** 7th

**Prerequisites:** Brew Potion, *solid fog*, *stoneskin*

## Felton's Red

**Description:** *Felton's red* is a drug used to make horses (and mules, donkeys and similar beasts) run faster and longer. It is essentially a form of grain alcohol cut with a special treatment of red willow reed roots. Red willow reeds grow wild in Blood Bayou and in other swampy places fed by the blood of Kadum. Their roots can be dried and powdered and then mixed with grain or corn alcohol.

When used, this elixir is typically combined with the intended animal's fodder and fed to it. Horses actually enjoy the flavor and gobble it down willingly. Kadum's power floods through the animal's system, increasing heart rate and flow of oxygen to the muscles, granting highly enhanced stamina and strength for the following days. However, this power comes at a cost; the horse can die afterward.

Lord Felton commissioned the invention of *Felton's red* during his recent explorations of the land now known as Virduk's Promise. His king's wizard, Anteas, is credited with the mixture.

The military messengers and scouts of King Virduk's army, as a desperate measure to relay information, now use *Felton's red*. Of course, anyone fond of horses despises the practice of using this drug, especially its abuse.

**Powers:** While under the influence of this drug, a horse (or other animal) can travel at twice its normal overland movement rate. The drug primarily enhances endurance, but also increases combat movement rates by one-half. The animal does not need to eat or rest for the duration of the effect — and does not even want to. For each 24-hour period after eating, the animal must make a successful Fortitude save (DC 18). If the roll fails, the animal loses 1d8 points of Constitution permanently and the drug wears off. If points lost exceeds the animal's Constitution score, its heart bursts and the creature dies. If three consecutive Fortitude saves succeed, the animal survives the drug's effects without harm and its body passes the potion; however, the horse collapses from exhaustion for at least 24 hours.

This drug could be used as a poison, but it's not a particularly effective one because it must be ingested in a fairly large quantity and its taste is obvious (a potential victim should get a few attempts to notice the drug before ingesting a full dose).

A person could drink *Felton's red* to increase his movement speed and endurance, if he chose. Only half the dose normally given to a horse is required, but all other effects and dangers are handled in the same way.

**Caster Level:** 4th

**Prerequisites:** Brew Potion and spellcaster level 9th+ *or* Alchemy skill rank 10+ and Alchemy skill check DC 25 (retries allowed, but failures use up half the base materials)

## Kadum's Blood

**Description:** The primary ingredient of this potion is a sample of seawater laced with the blood of the titan Kadum, which is mixed with a magical solution to preserve the concoction. Its effect when imbibed is similar to the long-term effect that the Mountainshaker's blood has on the sea creatures that dwell where he lies chained. A powerful but dangerous draught, it sometimes does greater harm than good to those who drink it. Unlike some creatures living in the polluted depths of the Blood Sea, no surface mortal is known to have developed an immunity to the titan's blood.

**Powers:** An entire vial of *Kadum's blood* must be consumed in order to have any effect on the drinker. No effect occurs from a sip, beyond encountering a sharp coppery taste. If the character drinks an entire dose of *Kadum's blood*, he must succeed at a Fortitude save (DC 10) or be overwhelmed with sickness (1d4 temporary Constitution damage) and gain no benefits from the potion. If the sickness is resisted, the drinker gains a +8 enhancement bonus to both Strength and Constitution for one hour. After this effect wears off, the drinker must make another Fortitude save (DC 18) or suffer 1d4 points of temporary Constitution damage. Lost Constitution points are recovered with a full night's sleep. Once a potion has been imbibed successfully, without inflicting immediate illness, other doses may be consumed in the future without threat of rejection, but the drinker still suffers a Constitution loss after the effects of the potion pass.

**Caster Level:** 6th

**Prerequisites:** Brew Potion, spellcaster level 9th

## Potion of False Death

**Description:** The *potion of false death* has numerous uses, from faking the demise of an individual and foiling an assassination plot by "killing" the target prematurely to rendering an abduction victim "dead" so that no one suspects a kidnapping. The necromancers of Hollowfaust devised this potion. Their original intent was to create a fluid that would kill its victim very slowly and in stages that could be observed clinically. In many ways it benefited their study, because subjects did indeed seem dead. However, when they failed to achieve that final step into the Beyond, the death-wizards realized that they had achieved something far more important in the elixir they had devised. Imagine the torment that the necromancers of Hollowfaust inflicted upon the initial subjects of this substance — subjects whom they thought dead and who could not talk, yell or scream, despite their desperate efforts. It has become known among insurrectionists, bodyguards, the politically ambitious and others that making the correct inquiries can secure a dose of this potion. Amazingly, all that the agents of the necromancers demand in return is the recipient's mark on a parchment, promising his body to the wizards after his death. Unfortunately, it has also become known that the necromancers *do* ultimately get their hands on the bodies of those who have made this arrangement.

**Powers:** The drinker is allowed a Fortitude saving throw (DC 16), but regardless of success he falls into a deep coma within 1d6 rounds of drinking this potion. Those who make the save can rouse themselves as soon as they succeed in a Will saving throw (DC 14). Those who fail the initial Fortitude save may not rouse themselves and remain in a state of apparent death for 6d6 hours, during which time their Strength is reduced to 0. An affected individual shows no discernible signs of life — no breathe, no heartbeat, no pulse, etc. He is dead to all outward appearances. A full dose of the potion must be consumed; a sip is not enough and has no effect at all. The concoction has no color, taste or odor; one might mistake it for water! A victim's true condition can be discerned by magical means (by a *deathwatch* spell, for example).

The affected individual is aware of all that goes on around him in so far that it occurs before his fixed eyes (at least until they're physically closed) and is audible enough for him to hear.

**Caster Level:** 6th

**Prerequisites:** Brew Potion, spellcaster level 9th+

## Potion of Mormo's Visage

**Description:** Created long ago by the followers of Mormo, this potion changes the appearance of the one who drinks it. The beautiful become hideous. The ugly become lovely. Jilted lovers and suitors desperate for the hand of another seek this potion. One of the unique aspects of the concoction is that it is its own antidote, and some enemies of King Virduk of Calastia are attempting to slip a draught of the substance to that king's new wife, Geleeda. There are stories about how Virduk ordered the most hideous young woman of his kingdom to be brought before him and how he transformed her with a potion such as this. Queen Geleeda laughs at this story, and while refuting it as completely ludicrous, she has not lost sight of the unintended compliment. Those who dislike the haughty queen would be glad for the potion to reach her lips — whether or not it would be the first or second time she'd imbibed such magic.

**Powers:** A victim's transformation occurs when a full dose of the potion is ingested. Nothing happens if only a sample is tasted, and nothing unusual or magical occurs that might suggest the kind of elixir at hand. For each point of Charisma that a victim has over 10, subtract that number of points from 10 to determine his new Charisma rating after drinking. For each point of Charisma that a beneficiary has under 10, add that number of points to 10 to determine his new Charisma after drinking. For example, if the affected individual started with a Charisma of 14, then his new Charisma would be 6. Most brews of this potion impose the ability change for anywhere from one month to one year (the GM rolls a d12). A more potent and permanent version is said to exist.

**Caster Level:** 7th (temporary)

**Prerequisites:** Brew Potion, *polymorph other*

# Rings

The following descriptions detail specific types of magic rings.

## Asaatthi Battle Ring

**Description:** These rings first came to the notice of the god-worshipping races during the Titanswar, when it seemed that one could be found on the body of every asaatthi spellcaster. Only 20 years ago did the wizard Dolomar become the first non-asaatthi to produce one, but the rings are still associated with the snakemen by most people today.

Of all the victims of the Garadrud, the Obsidian Hound, recorded in song and story, perhaps the most infamous is that of the sane wizard Dolomar, who hid from the beast in the dwarven city of Burok Torn. Despite Dolomar's efforts to survive, he eventually went mad and killed himself after being tormented by dreams of the relentless beast.

Although the asaatthi primarily venerate Mormo, they still pay respect to all the titans. It's well-known that one of Gaurak the Glutton's favorite feasts is human arrogance. Prudent wizards understand that Dolomar may have been hunted by Gaurak's hound because of his vanity in imitating asaatthi magic and its inherent blessing from the titans. Although Gaurak may be buried beneath the earth with his teeth pulled forcibly from his mouth, his hound still wanders the Scarred Lands. Perhaps the titan vicariously enjoys the experience of dining, courtesy of his pet?

**Powers:** This ring grants the wearer a *spell resistance* of 13 and a +1 deflection bonus to AC. Once a day, it also allows the wearer to recall a spell (of up to 4th level) she cast in the last 24 hours, prepared as if it had not been cast previously that day.

**Caster Level:** 13th

**Prerequisites:** Forge Ring, *shield*, *spell turning*, *Mord's lucubration* (see *core rulebook I*, page 231)

## Dimitri's Ring

**Description:** This magical piece of jewelry is a thin silver band large enough to fit on a human male's finger. There are no decorations or markings on the outside of the ring. Inside, however, is an etching of three arrows lying side by side.

Although the stories of the ring's origin are vague, it is generally accepted to be a creation of Tanil's followers, a fact supported by its arrow designs. It was said that the ranger, Dimitri, used such a ring to escape from orc raiders and save survivors of the destroyed village of Stoln. Hence the ring's name.

**Powers:** When *Dimitri's ring* is worn with the arrows resting on top of the finger, it confers no special effects. When the ring is worn with the arrows under the finger, the wearer has the ability to hide completely behind an inanimate object 1/4 the wearer's width or larger. A typical human male wearing the ring could hide behind a sapling with no penalties, for example.

**Caster Level:** 3rd

**Prerequisites:** Forge Ring, the blessing of Tanil, alignment restrictions (LG or NG), *invisibility*

## Lesser Rings of Kyel

**Description:** Kyel D'ref, the Silver Bard, was counted among the greatest of diplomats of the human nations during the Divine War. As a devout follower of Denev, he sought to achieve peace between the minions of the gods and titans, for in various ways all were blood relations of the Earth Mother. Many communities owed their survival to his capacity to cement treaties and alliances between factions, and many dark hearts were assuaged of their rage by his soothing words and music. Kyel and his seven followers traveled the length and breadth of Scarn promoting peace and friendship among all who would listen. It was only when Denev herself finally sided with the gods that Kyel offered his sword to their cause as well.

To aid his followers, Kyel created seven rings, lesser versions of his own, that granted them the abilities to better perform their mission of diplomacy. Each ring is nondescript: a simple band, the inside of which is engraved with the phrase, "Peace, friendship, amity," in the Common tongue. Three rings are still held by descendents of Kyel's assistants, while four have been lost (and found and lost again several times over the years). Several wizards have copied the original design, as well, and there are known to be at least five other rings with similar powers, though of slightly different potency.

Anyone who uses one of *Kyel's lesser rings* today to encourage peace and harmony among denizens of the Scarred Lands might win the favor of Denev, who seeks to heal the wounds of her world.

**Powers:** The wearer of this ring gains the following abilities and bonuses at all times: +3 deflection bonus to AC; +5 competency bonus to each of Bluff, Diplomacy, Gather Information and Sense Motive tests; and the capacity to *detect thoughts* at will, once per day (DC 16). Once per week, the wearer can cast a *stoneskin* spell upon himself (for two hours or to a maximum of 120 hit points, whichever comes first). While *stoneskin* is active, the wearer's skin has a very obvious silver sheen.

**Caster Level:** 12th

**Prerequisites:** Forge Ring, *stoneskin*, *detect thoughts*; five ranks each of Bluff, Diplomacy, Gather Information and Sense Motive skills

## Magic Animal Ring

**Description:** *Magic animal rings* vary considerably in size and shape, but all include an image, carving or glyph representing the animal they allow the user to emulate. Each ring is named accordingly; one allowing the wearer to transform into a mouse is called a *magic mouse ring*, while one that allows a wearer to transform into a wolf is called a *magic wolf ring*.

The rogue, Jorgul Fenesh, first created these rings. He wanted a means of escaping the scenes of his burglaries and other crimes. Having hidden his ill-gotten gains, he would assume the form of an animal — his was a *magic swine ring* — and get away undetected, to return and claim his loot when the pressure was off. Ironically, when a cocky Jorgul broke into and stole from the very throne room of Calastia's King Virduk and made his getaway as a pig, he was attacked on sight by the starving peasants who gathered outside Virduk's tower to beg for mercy, alms — and food. Jorgul resumed human form upon his death, which stopped only some of the famished people from making due with what they had.

Other cunning thieves, rogues, assassins and adulterers have had similar rings made since, failing to learn from Jorgul's example.

**Powers:** Each *magic animal ring* allows the user to change into one specific type of animal, as per the spell *polymorph self*, once per day. A grunt, snort, or bird song whispered to the ring activates the change, depending on the animal form indicated on the jewelry.

**Caster Level:** 7th

**Prerequisites:** Forge Ring, *polymorph self*

## Maiden of Weaponcall

**Description:** The sinuous shape of this iron ring resembles a single wave of water. It bears the image of a young maiden holding a longsword aloft in her hands. The people of Mithril say that the first *maiden of weaponcall* was forged by Madriel herself and given to Corean such that he would never find himself unarmed. Further (probably hopeful) speculation has suggested that Corean in turn passed that first ring to a mortal who might well have lost it or died and have been relieved of it. Rings bearing the same image, whether magical or mundane, are considered a sign of luck among the citizens of Mithril and are given as the greatest tokens of friendship.

**Powers:** The wearer may designate a number of weapons by holding each in his hands and concentrating upon the ring. Each weapon thusly dedicated disappears from his hands to be stored within the ring; it can be manifested later by the ring upon command. No more than one-third of the wearer's experience level, rounded up, in weapons can be "stored" at one time. Once a wearer has dedicated a weapon to the ring, it cannot be changed. Even magical or enchanted weapons can be stored, although each "plus" of the weapon counts as an additional weapon for purposes of the storing limit (e.g., a +2 sword would count as three weapons). When a *maiden of weaponcall* changes hands, all weapons previously stored in it are erased and forever lost, except to spells such as *wish*. Magical weapons may not be destroyed, however, and each one within the ring receives a saving throw (DC 20).

As a move-equivalent action (or free action if the character has the Quick Draw feat), the wearer may summon one of the designated weapons and is considered armed with it. If the weapon is ever separated from him, he may summon it back as another move-equivalent action. This last ability is not subject to range and works even if another being holds the weapon in question. The wearer may make a move-equivalent action to "put away" a weapon again at any time.

**Caster Level:** 9th

**Prerequisites:** Forge Ring, *plane shift*

## Platinum Ring of Hedrada

**Description:** There are actually 10 of these rings in existence, created for the attendants of the High Priest of Hedrada, located in the city of Hedrad. Over the years, only 3 of the original 10 have been lost, and those all at once. Allegedly, a bandit chieftain known only as the Leader of Lede attacked a retinue of clerics and their guards, who were returning from a visit to Mithril. Only a handful of guards survived to speak of what occurred that day. Why the group was attacked remains a mystery; the priesthood still seeks an answer. The Leader has always seemed more interested in profit than simple harassment, and the diplomatic missions supposedly carried nothing of value (beyond, perhaps, these rings themselves).

Whenever word surfaces that one of these rings has been located, a group of clerics is immediately dispatched to recover the item. One of the rings has since been reclaimed, but the priesthood continues its search for the other two.

Each of these rings is a platinum band. Engraved into it is the symbol of Hedrada: a two-handed hammer. Each head is composed of a small, flawless diamond.

**Powers:** These rings function for clerics of Hedrada only. They confer three capabilities. First, a permanent *magic circle against chaos* spell protects the wearer. Second, by concentrating on any target within 25 feet, the wearer can also *discern lies*, as per the spell. Finally, when the cleric casts *spiritual weapon*, one extra hammer appears for every five levels of the caster. Thus, two hammers appear at 5th level and three appear at 10th level. These hammers function in all respects as the one created by the spell and can attack independently of one another, striking even multiple targets.

**Caster Level:** 7th

**Prerequisites:** Forge Ring, cleric of Hedrada, *magic circle against chaos*, *discern lies*, *spiritual weapon*

## Ring of Alarm

**Description:** One cannot underestimate the fear or awe that the titans instill in the denizens of the Scarred Lands. As the world's inhabitants slowly rebuild their civilizations, many individuals, groups and entire societies shun anything having to do with the world's former masters. Others — for good or ill — seek out the remnants of the titans' former power. For both groups of beings, there is the *ring of alarm*.

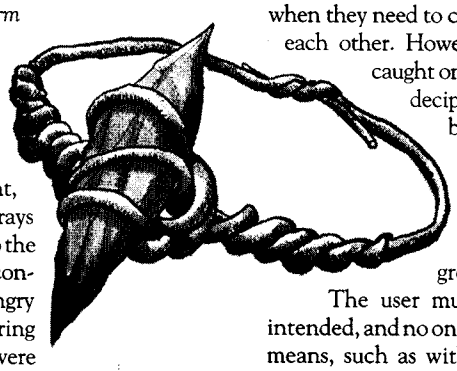
Some rumors suggest that Queen Geleeda, the young wife of Virduk, possesses one of these rings and has used it to find and gain power directly from the titans — whether to assist or undermine her husband's rule remains unclear. (Conflicting stories fail to reveal what Queen Geleeda actually feels for Virduk or even whether she' s actively pursuing any agenda at all!)

**Powers:** This ring gives the wearer a sharp electrical jolt when brought within 300 feet of a site, being or item associated with the titans. The jolt neither does any harm to the wearer nor does it reveal the precise location of the site, being or item that activates it. The shock may, however, disrupt a spellcasting under way at the moment of titan detection (c0nsider the shock to be "vigorous motion" for the purposes of concentration).

**Caster Level:** 3rd

**Prerequisites:** Forge Ring, *alarm*

## Ring of Madriel's Blessing



**Description:** Enemies of the undead seek a *ring of Madriel's blessing*, a magic item made of gold and fashioned in the likeness of a radiant, human-faced sun, with two long rays forming the band. Priests dedicated to the goddess create these rings. The rings contribute to Madriel's effort to put the angry spirits of the Scarred Lands to rest. During the Divine War, countless beings were killed in horrific ways, leaving their souls to wander the lands and torment those who would "dare" outlive them. Just as winter turns to spring and heralds a new season of rebirth and life, so too must the Scarred Lands' winter of tragedy pass to allow for new vitality. By creating these rings, the priests of Madriel seek to help turn the wheel.

**Powers:** A *ring of Madriel's blessing* has a variety of powers, but its strength is conditional. The ring is a specially charged item. For every hour it is left to bask in direct sunlight, it gains the energy to fuel its powers for one minute, to a limit of three minutes. A command word is used to activate and deactivate its powers (in the latter case, to cease draining what energy remains within).

The ring's powers are described below, along with their strength, in the following format: More than two minutes' energy remaining /Between one and two minutes' remaining /Less than one minute. The ring's powers stop functioning once all energy is drained. In a depleted state, the ring is still considered magical and can be recharged.

- +3/+2/+1 sacred bonus to turning checks (if the wearer can turn undead)
- +3/+2/+1 resistance bonus on saves versus undead attacks (attacks that require an immediate save, such as with a ghoul's paralysis or a wraith's Constitution drain; this bonus doesn't apply to saves made after a battle, such as that to remove a negative level incurred from an undead creature)
- +3/+2/+1 morale bonus on attack and damage rolls (melee and ranged) against undead
- 60'/40'/20' radius of light upon command as per the *daylight* spell

**Caster Level:** 9th

**Prerequisites:** Forge Ring, *daylight*, *negative energy protection*, creator must be a cleric of Madriel

## Ring of Scribing

**Description:** This somewhat ugly ring looks like little more than a circle of wire holding a piece of sharpened stone. To the inhabitants of the Hornsaw Forest, such items are indispensable, allowing them to produce enduring signs and warning markers that would otherwise be lost in the twisted (some say *twisting*) depths of the wood. The ring works by allowing the bearer to trace in the air with his fingers, producing a glowing script or line drawing that can be seen later by others.

An innovative craftsman from the town of Trenesh has recently created a more potent version of the ring. Superficially identical to its lesser cousin, it allows for the production of far more elaborate messages.

Members of the Vigil find these items particularly useful when they need to communicate directions and warnings to each other. However, if their titanspawn enemies ever caught onto this use of the symbols and learned to decipher and manipulate them, frightful ambushes could be set for the defenders of the gods' followers.

**Powers:** With the lesser ring, the wearer may leave script or line drawings to a specified person, to a group of people or to all passing creatures. The user must designate to whom a message is intended, and no one else may perceive it except by magical means, such as with a *detect magic* spell cast in a sign's vicinity. The image persists for a week per level of the wearer or until dispelled (the creator may do so at will, from any distance). A greater ring functions in exactly the same way, except that it allows a wearer to produce a *major image*, if desired.

**Caster Level:** 3rd (lesser), 5th (greater)

**Prerequisites:** Forge Ring, *silent image* (for lesser the version), *major image* (for greater the version)

## Ring of True Sacrifice

**Description:** These rings, fashioned after the head of a king cobra, are created and worn mainly by a sect of titanspawn shamans known as the Brothers of the Scarred Hand. Just as their own divine magic requires self-inflicted injury, these rings allow others to join their cause and likewise risk making martyrs of themselves. The Brothers of the Scarred Hand are dedicated to healing the beings of the Scarred Lands through personal suffering, and they for some reason believe that the victors in the Divine War (those who worship the new gods) are enlightened enough to accept the Brothers among them. The sect has largely found this not to be the case. Even so, they persevere and sometimes offer these rings to those who would aid their cause.

Such martyrdom for the well-being of the people of the Scarred Lands is eminently commendable. And yet,

when the Brothers are asked which of the gods they venerate in particular for their cause, they are evasive and espouse generalities such as "none of the beloved gods can be held higher than the others." Even this notion is noble, but defies the common Scarred Lands practice of praying to each of the gods on different holy days or of seeking blessing according to the strengths of each deity. This equivocation makes worshippers of the new gods reluctant to sponsor the Brothers or commend their activities. In truth, most charge that the Brothers are a charade and that they seek to pass their tainted titan magic to those capable of better.

**Powers:** A *ring of true sacrifice* ring holds six charges per day. Each point can be used to cast one of the following spells: *cure critical wounds*, *remove disease* or *remove paralysis*. After casting a spell, the wearer suffers 1d4 Constitution damage from the loss of energy to power the magic. These temporary points are regained after a full eight hours' sleep.

**Caster Level:** 7th

**Prerequisites:** Craft Magic Ring, *bestow curse*, *cure critical wounds*, *remove disease* or *remove paralysis*

## Ring of Windfury

**Description:** Just like their forsaken elf creators, these rings are a dying breed. Many of those that remain are in the hands of the elves who have been crowded out of Virduk's Promise because of the influx of settlers and who have retreated to their decaying cities further within the forests. Though not technically alive, these rings are bound to their wearers — a ring crumbles to dust when its wearer dies. It was once a tradition to bequeath a ring to a child before an elder's death so that the heirloom would live on with a lineage and testify to a family's longevity. Of course, this is no longer possible for the forsaken elves, and some have taken to giving the rings to trusted (and young) friends of other races.

**Powers:** Arrows (only; not crossbow bolts, for instance) fired by archers who wear this ring inflict normal damage, but also strike targets with a *gust of wind*. Such arrows can also be fired unhindered under the effects of natural or magical storms. Such a missile flies through the air unaffected by strong winds, heavy rain or any other environmental affect that might deter its flight.

**Caster Level:** 7th

**Prerequisites:** Forge Ring, *gust of wind*, *protection from elements*, creator must be elven

## Rings of the Pack

**Description:** Extremely useful items for parties of adventurers and bandits alike, *rings of the pack* allow wearers to sense the proximity of their fellows. The orc alchemist Cangor first designed these devices so that his fellows' hordes could better coordinate raids and attacks in the time before the Cordrada Corridor between Mithril and Vesh was completed. The rings were only partially successful, ultimately limited by the capacity of those of orcish heritage to work well together; since then, many rings have fallen into hands of enemy races.

**Powers:** *Rings of the pack* are linked to one another magically, allowing a wearer to sense any other ring-wearing group member's direction within a one-mile radius. If more than five of these rings are worn within a 100-foot-diameter area, all wearers suffer a -1 circumstance penalty to all attacks and skill checks due to sensory overload. The unusual side effect of these rings is that they not only sense those rings worn by allies, but also those rings worn by anyone else who happens to be within one mile.

**Caster Level:** 9th

**Prerequisites:** Forge Ring, *telepathic bond*

# Rods

The following descriptions detail specific types of magic rods.

## Iron Scepter of Hedrada

**Description:** The clerics of Hedrada, like their deity, dedicate themselves to the pursuit of justice and the fulfillment of law. Within Hedrad itself, the Givers of Law order specializes in assisting lay judges in their duties. The Givers of Law, in addition to providing aid and counsel in person, have distributed magical rods to select judges. A rod burns anyone who swears falsely while grasping it and has begun to replace other forms of judicial ordeals and oaths. Skeptics insinuate that the scepters are hardly infallible, while the paranoid whisper that the Givers of Law intend to use the scepters to enforce laws of their own creation.

**Powers:** An *iron scepter of Hedrada* can discern whether its holder tells the truth. (A successful Will save — DC 25 — fools it.) If it detects a falsehood, it turns red hot and deals 1d6 damage to the person holding it. A Fortitude save halves the damage suffered, but everyone in the vicinity sees the rod turn color.

**Caster Level:** 5th

**Prerequisites:** Craft Rod, *zone of truth*

## Proteus Rod

**Description:** This featureless wooden stick measures about a foot in length. Despite its mundane appearance, the rod contains magical energies that allow it to transform into a multitude of useful objects. Always popular among criminals, this easily concealed rod provides many instruments especially useful for thievery.

After the Divine War, the societies of the Scarred Lands were in ruins. Although the gods and their minions had gone to extraordinary lengths to fight a war, none had considered how to survive in the world after the war ended. The first of the *proteus rods* was created when tools, other than those meant for the battlefield, were in short supply or nonexistent. But as with all things originally created with good intentions, the rods' purpose was sometimes twisted to the worst of endeavors.

The Ubantu tribesmen have crafted a variation of this rod, from the cured limbs of cacti, to ease travel and survival in the desert.

**Powers:** With one of various spoken command words, the rod transforms into one of the following objects: a crowbar, a hammer, a 10-foot pole, a 50-foot silk rope, a spyglass or a masterwork dagger. A different word is needed for each type of item and to transform it back into a rod.

**Caster Level:** 14th

**Prerequisites:** Craft Rod, *fabricate*, *polymorph any object*

## Rod of Blasphemy

**Description:** The servants of Belsameth, who first crafted this rod, have since been killed or driven into hiding, but this menacing item is a fitting testament to their corruption. Approximately 2 1/2-feet long and carved of blackened

oak, these rods are polished to a dull shine and inlaid with curling scars of silver. A visibly flawed and clouded diamond of considerable size is set at each end. While held, the rod whispers fears, evil thoughts and temptations into the mind of the wielder, which only the most black-hearted can endure for any extended period of time.

**Powers:** The rod has the properties of a +2 light mace. By touching a creature, the rod may draw forth and absorb its life force in order to enhance the wielder's own. Treat this effect as the *death knell* spell, which may be called upon up to three times per day, but the wielder can benefit from only one creature's life force at a time.

Three times per day, the wielder may also touch a living creature with the tip of the rod (treat as a touch attack) and attempt to transfer wounds from herself to the creature, unless the target makes a successful Fortitude save (DC 14). Failure indicates the rod wielder heals 1d8+5 hit points while the creature suffers the same in damage. The wielder activates this second power as a free action.

Once per day, a *rod of blasphemy* may be used to send an enervating ray at a creature (treat as a ranged touch attack). All Fortitude saves made for the victim in the next minute suffer a -6 circumstance penalty. A *death ward* spell protects a target from this ray and negates the Fortitude penalties suffered by someone who has already been affected.

Undead with four or fewer Hit Dice ignore the rod's wielder, assuming she does not attack them or otherwise put them in harm's way.

A *rod of blasphemy* also seeks to corrupt its owner. The wielder's mind wanders to thoughts of cruelty and malice. Each full moon, the GM makes a Will save (DC 20) on the owner's behalf. Each failure changes the wielder's alignment one stage toward neutral evil. The only way to regain one's former identity and alignment is to dispose of the rod, but wielders do not do so willingly.

**Caster Level:** 7th

**Prerequisites:** Craft Rod, *death knell*, *bestow curse*, *inflict critical wounds*, *invisibility to undead*, spellcaster level 12th+

## Rod of Blessed Rest

**Description:** These white-jade scepters are typically carved to resemble a bundle of large decorative feathers. Legends describe the rods as a favorite item of Ubantu wanderers. The most famous tale describes a group of travelers who journeyed from one end of the Desert of Onn to the other, undeterred in their wanderings until they invoked the wrath of Madriel. According to the story, the goddess sent a pack of storm kin to destroy the explorers. Though some—especially among the Ubantu themselves—believe this tale to be nothing more than legend, more than one group of treasure hunters has ventured into the desert with questions for the tribesman in hopes of finding the mythic white scepter.

**Powers:** The wielder of this rod may invoke its power three times per day. When activated, the following effects occur. First, all friendly living creatures within a 20-foot radius of the rod receive one serving of highly nourishing food and drink of their preference. If not already consumed, the food and drink disappear when the rod moves beyond the original 20-foot radius. Second, all friendly living creatures within that 20-foot radius have 1d8+9 hit points cured. Finally, *Mord's faithful hound* (*core rulebook I*, p. 230) is cast as if at 9th level with the rod at its center.

In the hands of a character already able to turn undead, the rod has additional effects. The wielder gains a +3 morale bonus on Charisma checks to turn undead. Undead also suffer a -1 circumstance penalty on attack rolls, damage rolls and saving throws against the wielder. In addition, when the rod is initially activated (i.e., once per battle), each undead within a 20-foot radius suffers 1d8+9 hit points of damage.

**Caster Level:** 9th

**Prerequisites:** Craft Rod, *consecrate*, *create food & water*, *healing circle*, *Mord's faithful hound*

# Scrolls

Determine the spell contents of scrolls by rolling on Table 5-7 of this book and referring to *core rulebook II*, p. 199.

# Staffs

The following descriptions detail specific types of magic staffs.

## Staff of Divine Flame

**Description:** At the height of his career, the wizard Valstor crafted a mighty magical staff so that he might serve Corean to the best of his abilities. The tales of Valstor's now-legendary exploits suggest that his original staff still exists— a testament to his holy and arcane might.

As the decades passed, young wizards seeking to follow in Valstor's footsteps have copied Valstor's staff. In order to create a *staff of divine flame*, a wizard must gain approval from the priests at the temple of Corean located within Mithril, where the wizard's plans for the staff are preserved. Indeed, the wizard's very remains are interred within the temple and might themselves offer vast power if anyone with the arcane knowledge could steal and manipulate them.

**Powers:** A *staff of divine flame* attacks as a +2 quarterstaff and allows a wielder to cast the following spells:

- *Firestrike* (1 charge)
- *Shield* (1 charge)
- *True Strike* (1 charge)
- *Fire Shield* (2 charges)
- *Flame Arrow* (2 charges)
- *Resist Elements (fire)* (2 charges)

**Caster Level:** 9th

**Prerequisites:** Craft Staff, lawful good alignment, *flame arrow*, *true strike*, *shield*, *fire shield*, *firestrike*, *resist elements*

## Staff of Gaurak

**Description:** This staff is fashioned from the boiled leg bone of a giant, from which the marrow is painstakingly removed and replaced with moldy grain that rattles within. Once prepared, the bone is then carved with a relief that represents a stretched out visage of Gaurak, complete with globules of fat, lard worms and a grotesque head with a dispro-

portionately large mouth at the top of the staff. The bottom of the staff is capped with a tooth from a carnivorous creature.

The first of these foul items was crafted decades ago by fatlings to defend their largest shrine to Gaurak. One is currently wielded by a fatling high priest known as Hammel the Ravenous, who presides over the shrine.

Fatlings fanatically guard the secret to creating these staves.

**Powers:** This disgusting item is considered a +1 quarterstaff, and it has three powers. The first and most deadly power, an *acid fog* effect (as per the spell), centers on the bearer of the staff for 10 rounds when activated. The spell does not affect the wielder or any items he wears or holds. Using the power costs two charges, and it has a DC of 16.

The second power activates when the staff is wielded as a weapon. On a critical hit, the mouth of the staff bites the victim, inflicting another 1d8 damage, in addition to the extra damage conferred by the critical. This effect does **not** cost any charges.

The third power causes a flood of lard worms to vomit up from the mouth of the staff, attacking any non-fatling in the immediate area. It summons roughly 200 of the disgusting creatures. This affect costs 3 charges and can be used only once a day. Any lard worms left over after combat seek out a fatling host.

**Caster Level:** 11th

**Prerequisites:** Craft Staff, *acid cloud*, *animate objects*, *summon swarm*

## Staff of Hornsaw Wood

**Description:** A handful of these staffs exists, each one made of twisted wood from the Hornsaw Forest. Resembling an extremely warped length of wood, it oozes a red, sticky sap from its base. Having been tainted by the blood of Mormo, these staffs are instilled with power even before they're cut and crafted.

The wizard Anteas, counsel to the then Boy-King Virduk of Calastia, created one of these staffs. He fashioned it from serpent root after using the plant to destroy the dwarven stronghold of Iron Tooth Pass. Anteas did not keep his creation, instead bestowing it upon a witch among the red slitheren that lived beneath the forest and drank Mormo's blood. The rat-witch had taught the human the secret of harvesting serpent root in exchange for a promise that he would act as a spy in the young king's court. Anteas foolishly hoped that the gift of the staff would fulfill any further obligation he had to the red sorceress.

Presumably, that *staff of Hornsaw wood* remains in the Red Witch warren, perhaps now in the hands of the Witch Queen herself, although the vermin may have duplicated it since for invasions of the surface world and other foul ends.

**Powers:** A *staff of Hornsaw wood* is a +2 quarterstaff. When it strikes a victim, the wielder may activate one of the following spells and affect the struck victim (no more than five charges can be expended in one day):

*Blindness* (1 charges)

*Poison* (2 charges)

*Power word stun* (3 charges)

**Caster Level:** 15th

**Prerequisites:** Craft Staff, *blindness*, *poison*, *power word stun*

## Staff of Spirits

**Description:** The Titanswar killed so many warriors and people in such horrific ways that all the Scarred Lands are haunted by ghosts, wights and other spirits. A cult of Madriel's priestesses has been created to travel the lands and banish these entities, and each member is given a *staff of spirits* to aid her. One end of this long wooden staff is shod with brass. A brass chain hangs from the other end. This chain jingles so that spirits may hear a priestess' approach and flee. It has now become a custom to hang brass chains in homes and buildings to ward off the spirits of the dead.

Chimes of any kind are banned within the walls of Hollowfaust — the infamous pit of the Scarred Lands' necromancers. Madriel's priestesses fight a quiet war against the death-wizards, seeking to interfere with the necromancers' business and travels outside their dark haven. However, the wizards claim they are wrongfully persecuted by Madriel's servants; they explain that they are intent upon gathering and studying restless spirits, not loosing them upon the world.

**Powers:** A *staff of spirits* functions as a +1 quarterstaff. In addition, if it is planted in the ground, the brass chain shakes and rings if any undead are within 300 feet. If undead are within 150 feet, the staff clangs and chimes loudly. When undead are nearby, the brass chain will prominently swing in their direction. Undead hit with the staff suffer 1d6 additional points of damage. If the undead touch or hold the staff or it is pressed against them, they take 1d6 damage per round.

**Caster Level:** 5th

**Prerequisites:** Craft Staff, *disrupt undead*, *detect undead*

## Staff of the Wayfarer

**Description:** In the aftermath of the Divine War, many people were left homeless, as their towns were destroyed, their lands were burned or their houses were razed. The *staff of the wayfarer* was created when some villagers of eastern Darakeene were forced to become refugees and seek a new home after the quickly breeding orcs repopulated and pillaged their valley. Praying to Tanil for guidance, the village priest pleaded with the goddess to help him guide and protect his people. Tanil responded by blessing the very tree limb the cleric used as a crutch, making it the means of the peoples' salvation.

Although much of society has been rebuilt in the decades since the war, travel in the Scarred Lands remains fraught with peril, and the need for such blessed items persists. Rangers of the Vigil in particular find the staffs useful in their duties. These people are careful to thank Tanil for safe journeys, because popular belief holds that disrespecting the goddess or taking a successful expedition for granted invokes her ire and plagues a person with ill weather and fortune wherever he goes thereafter.

**Powers:** When a ranger or druid speaks the command word, a *staff of the wayfarer* allows use of the following spells:

- *Leo's secure shelter* — see *core rulebook I*, p. 220 (1 charge)
- *Heroes' feast* (1 charge)
- *Endure elements* — fire or cold (1 charge)
- *Create water* (1 charge)

The staff cannot expend more than three charges per day.

The staff may be used as a weapon, functioning as a +2 quarterstaff to all character classes.

**Caster Level:** 11th

**Prerequisites:** Craft Staff, *Leo's secure shelter, heroes' feast, endure elements, create water, pass without trace*

# Wands

Determine the spells cast by wands by rolling on Table 5-9 of this book and referring to *core rulebook II*, p. 206.

# Wondrous Items

The following descriptions detail specific wondrous items.

## Alluna's Lenses of Discovery

**Description:** Uncommonly curious even for a wizard, Alluna also collected unusual and obscure magic items. After an unfortunate incident with a *bag of devouring*, she set out to create a safe way of learning the properties of her discoveries without hours of tedious study.

She enchanted two polished-glass lenses to fit over her eyes, linked by two rock-crystal prisms to a third lens over her forehead — the place of mystical sight — all of which was held in place by a delicate brass frame encircling her head. Imbuing the apparatus with potent magic, she adjusted the tiny screws that held the lenses in place and beheld... nothing.

Furious at the waste of time, the disappointed wizard discarded the flawed lenses and began work on an improved model. Impatient, but also a stubborn perfectionist, Alluna persevered through many experiments before reaching an acceptable standard.

Since her disappearance on a journey to discover the lost forge of Corean, several sets of *lenses of discovery* have been reported, all of dubious provenance. It is rumored that Alluna carried her final, perfect set with her.

**Powers:** *Alluna's lenses of discovery* function as a variably reliable means of discovering the powers of a magical item. Roll a d% to determine which lenses are found. If the roll is 50% or less, the lenses function with a 75% chance of success. On a 51 to 85%, the chance is improved to 85%. On a roll of 86% or more, the chance is 90%. Thereafter, roll equal to or under the lenses' chance to determine all the powers of a magic item, whether cursed or obscured. Remaining charges and doses are revealed accurately, as well. The user must wear the lenses to activate them and must examine the chosen item closely for 30 minutes of uninterrupted study in a calm environment.

If the wearer fails to identify the item, the lenses cannot be used to try again (i.e., they cannot grasp the item's properties), and the item must be studied by some other means. Only wizards and sorcerers may use the lenses.

If the wearer views an artifact, she gains the knowledge that it is such, but artifacts are beyond the analytical capabilities of the lenses.

**Caster Level:** 9th

**Prerequisites:** Craft Wondrous Item, *identify*

**Weight:** 1 lb

## Amalthean Helm

**Description:** High within the Kelder Mountains, at the thin-aired aerie of the ruins of Amalthea, a handful of druids oversee and protect Amalthean rams and ewes — found in greater abundance there than in most other areas of the Scarred Lands. Each of the five druids wears a headdress apparently made from the scalp and horns of a ram! These men, though venerable, enjoy the most robust health, possessing amazing physical stamina and longevity. This mystical good health is attributed to their headdresses, which, in addition to conferring great stamina and agility, seem to allow the holy men to communicate directly with the animals. The druids defend the rams, as well as any secrets ancient Amalthea might yet hold, especially for those who worship Denev, as did the founders and residents of the city. To date, only these druids know how to create these fantastic headdresses. However, those few worshippers of Denev who have befriended the druids have reaped the rewards of that friendship.

**Powers:** The *Amalthean helm* fits the wearer much like a skullcap, with the horns of the ram curving to either side of the head. Upon donning the helm, the wearer gains immunity to all natural poisons and diseases, a +1 enhancement bonus to Constitution, and the ability to speak with goats and sheep (as the spell *speak with animals*) at will. The wearer can also make charge attacks for 2d8 points of damage, using the horns of the helm.

Should a druidic follower of Denev don the helm, he receives immunity to all poisons and diseases, a +2 enhancement bonus to Constitution, and a +1 enhancement bonus to Dexterity. The wearer can also regenerate two hit points a round, as Amaltheans do, in addition to the ability to speak with goats/sheep at will. When the wearer charges, he does 2d10 points of damage with the horns. Additionally, the wearer can make a double-damage charge attempt once a day. This attempt must be announced before the wearer begins the attack phase. If the attack does not hit, it still counts as the sole attempt. Charging and double-damage charging are both full-round actions.

There is, however, one drawback to wearing an *Amalthean helm*. The wearer must be supplied with a steady diet of Amalthean ewe milk: one draught a week. Should the wearer forgo his weekly drink, he must make a Fortitude

save (DC 20) or lose a point each of Intelligence and Constitution. This loss continues week by week until both Intelligence and Constitution scores reach 2 or until a draught of Amalthean milk is consumed. Once the milk is ingested, the wearer returns to full health in 24+2d6 hours. Alternatively, the helm can be removed, stopping the loss of Intelligence and Constitution until Amalthean milk can be administered. Affected ability scores neither increase nor decrease when the helm is removed, though. Should the wearer's Intelligence score reach 2, he behaves like an Amalthean ram in all ways.

**Caster Level:** 9th

**Prerequisites:** Craft Wondrous Item, Alchemy, Animal Empathy, Handle Animal, Heal, *speak with animals*

**Weight:** 5 lb

## Amulet of Ghost Armor

**Description:** A large, multifaceted blue diamond set in an intricately carved gray, metallic setting comprise this piece of magical jewelry . The setting is made from a piece of armor worn by a warrior who fell in battle. Runes are carved into the setting, while the diamond itself has a different abjuration glyph carved in the center of each facet. The diamond glows faintly from within and sparkles brilliantly in the light. The amulet is worn around the neck on a chain made from mail links from the same suit of armor used to construct the setting.

Amulets of this sort first appeared among the warrior-mages of the Valmatians during the Titanswar. These wizards fought side-by-side with warriors of Corean against the forces of evil. So successful were the amulets that other magical brotherhoods — both good and evil — copied the design. Although the amulets are far from common, enough of the mages died during the war that their creations have since been scattered throughout the Scarred Lands.

**Powers:** When activated, an amulet creates a semi-transparent suit of mystical half-plate armor around the wearer's body. The ghost armor acts in all advantageous ways as half-plate armor, providing +7 to AC. However, the ghost armor in no way inhibits the wearer's movement or speed. Neither does it impose an armor check penalty or arcane spell failure chance. Thus, an individual wearing the armor may move, fight, swim, sleep and cast spells as though he wore no armor. The amulet does not function if the wearer dons any other form of armor or if he uses any magical item that confers an AC bonus.

For every hour (or fraction thereof) that the amulet is active, it drains one hit point from the wearer to power its effects. The amulet is activated or deactivated by means of a mental command from the wearer. There is otherwise no way to deactivate the amulet, except with *dispel magic* or a similar spell. The amulet cannot be removed from around the wearer's neck while it is active. Likewise, physical contact with the wearer is impossible through ghost armor. Thus, the treatment of injuries and other touch effects cannot be attempted while the amulet functions, so a wearer who falls unconscious with bleeding wounds while the amulet is active is in grave danger.

**Caster Level:** 10th

**Prerequisites:** Craft Wondrous Item, *mage armor*, spellcaster level 14th+

**Weight:** 1 lb

## Amulet of Peaceful Repose

**Description:** While many mighty mortals successfully resisted the power of the titans while alive, they could not prevent their bodies and souls from being bound to serve them after death. The fear of returning as an undead minion of the titans proved so great that mages devoted to Madriel created an amulet as protection against this most horrific of fates.

**Powers:** This amulet features a bright-blue diamond carved with the symbol of Madriel. When worn by a good- or neutral-aligned person, its magic speeds the wearer's soul to his final reward, thereby eliminating the chance that he will be turned into any kind of undead creature after death. The amulet prevents the wearer only from becoming true undead; it does not prevent the wearer from becoming an *undead-like* creature, such as a morgaunt (see ***Creature Collection***, p. 138).

The amulet does have one drawback: reviving the amulet's wearer by means of *raise dead* or *resurrection* has a 50% chance of failure. If any such attempt ever fails, the former wearer can never be restored to life by any means short of a *wish* or *miracle*.

**Caster Level:** 8th

**Prerequisites:** Craft Wondrous Item, *gentle repose*, *halt undead*

**Weight:** —

## Amulets of Love

**Description:** The *amulets of love* look rather plain, belying their power. They are two polished gold discs, only two inches wide — one bearing the symbol of Madriel, the other lacking visible markings. Bards throughout the Scarred Lands tell the tale of the first *love amulets'* creation: In ancient times, before the gods and titans battled, there lived a valiant paladin, named Ardor. A scourge of evil and protector of the poor and innocent, the mighty hero loved the fairest of maidens, a young woman named Alina. Their love filled both with great joy. They would have married, but war erupted between gods and titans. Ardor's patron, Corean, commanded him to vanquish the foul creatures of the titan Gaurak, which were devastating the lands of Scarn. The warrior knew that the war would be long and cruel and that he could not be with his Alina. He despaired and searched for a resolution to the conflict between his love and loyalty. Ardor's good friend, a priest of Madriel, prayed to the goddess for help. The goddess heard his prayers and gave him the secret of crafting *amulets of love*. The priest worked for seven days and presented his creation to Ardor before the paladin rode into battle. Ardor himself carved a love poem onto the blank disc, a song that bore out all his love for Alina. He presented the amulets to his love. Giving her the disc with the poem, he kept the plate with Madriel's symbol, saying, "From now on, our hearts will beat as one and we will never be separated. Our love shall last for eternity!"

No bard knows what happened to Alina and Ardor, but some say the power of their love was enough to render them truly immortal — always separated by the scars the Divine War inflicted but forever searching for one other, linked only by the amulets they carry.

**Powers:** The creation of these amulets can succeed only with the blessing of Madriel. One amulet must be inscribed with a love poem. If the inscribed disc is given to a person whom the bearer of the other disc truly loves, the

powers of the amulets are activated. The lovers have an empathic link, forever sharing their feelings. This gives them a +2 morale bonus on all saving throws against emotion-altering spells and effects, such *charm person*, *emotion* or *fear*. Furthermore, they are able to exchange hit points freely, healing the wounds the other has suffered, but receiving the other's wounds in return. If one lover is ever killed by an effort to heal his love, the other suffers a great curse and must make a quest to appease Madriel for disrespecting her favor. Each amulet also gives the bearer the power to cast *charm person* two times per day, although the victim of this spell never falls in love with the wearer!

**Caster Level:** 15th

**Prerequisites:** Craft Wondrous Item, *charm person*, *emotion (friendship)*, must be a devout servant of Madriel

**Weight:** 1 lb each

## Artemesia's Garrote

**Description:** During the war between the gods and titans, an army of monstrous creatures besieged the elven kingdom of Uria. It is said that the queen of the land, seeing that her army could not defeat the enemy, met their monstrous king in parley. Swallowing her bile at his repulsive appearance, she made to seduce him and they retired to his tent. But first, he surrounded his quarters with an antimagic shell and required her to enter naked to prevent concealment of a weapon. She kept him so plied with potent wine that he fell asleep, staining his golden cushions with the pus that oozed from his skin. Before he could rouse himself, Queen Artemesia strangled the monster using her hair — the fineness of which cut through his flesh and severed his head. She leapt from the tent and fled the enemy camp by means of her magic. When the king's generals learned of his death, they fought to determine his successor. Their internecine conflict reduced their forces such that the elves later routed them in battle. Yet it is said that the foul king's blood so tainted Artemesia's locks that forever after they would reach out to strangle any man who ventured into her arms.

*Artemesia's garrote* resembles a thin length of woven golden hair, stained red at one end. Whether it actually belonged to the legendary queen or is simply a poetic name for this assassin's tool, no one knows.

**Powers:** The owner of an *Artemesia's garrote* may command it to seek out and kill any one target of the owner's choice. Typically, the item needs to be placed close to the target because the garrote moves so slowly (and carefully!), but a patient killer with a largely, sedentary target can do fine as well.

*Artemesia's garrote* moves like a snake toward its target at the rate of about one foot per minute, stopping and biding its time if it senses motion nearby. (Treat the cord as having a Hide skill of 5 and a +16 bonus for being of Fine Size.) It twines itself about the target's neck as slowly as possible, then suddenly tightens into a strangling loop. *Artemesia's garrote* is as tough as a steel cord (hardness 10, 15 hit points), but is only as wide as a few hairs. It cuts into the target's neck for 1d4 damage per round, as well as strangling the victim. (Use the drowning rules, *core rulebook II*, p. 85.) Tearing *Artemesia's garrote* off a person's neck requires a Strength test (DC 18) and inflicts another 1d4 damage to the victim, whether successful or not. Cutting the hair requires a Dexterity test (DC 25). If it fails, the weapon damage is instead inflicted upon the victim.

*Garrotes* that survive and complete a mission will return to the point where its owner last touched it. The only safe way to store *Artemesia's garrote* is in a jar or other sealed container.

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, ***snare***

**Weight:** 0 lb

## Bag of the Pyre

**Description:** In the chaos immediately following the Divine War, a cult of wizards, foul worshippers of Belsameth, decided to carve out a portion of Ghelspad to create a country dedicated to their dark goddess. Established in the heart of the continent, the result of this scheme is the devastated place known only as the Stricken Woods. (The wizards decided nationhood was too onerous a task and thus annihilated the land and its populace in the worst catastrophe since the Divine War itself.) Thereafter, these wizards began to call themselves the Obsidian Pyre, after the little-known formation near the heart of the Stricken Woods. Of the many twisted items these wizards created, the most common is the *bag of the pyre*. All members carry this small bag of ash and use it to make quick escapes when confronted by brave (or foolish) heroes. While simple and inexpensive, creating this bag requires the cadaver of a victim of murder or treachery and the milk from a woman whose baby died as an infant. Few dare collect such ingredients.

**Powers:** The *bag of the pyre* is activated by a standard action of throwing a handful of ash into the air. This ash swirls around, creating a 10-foot-radius cloud around the user. Inside the cloud are ghostly images of victims howling miserably. The cloud provides total concealment against all forms of sight, both into and out of it. In addition, anyone except the creator who wishes to enter the cloud must make a Will save (DC 13) to overcome a *fear* spell.

The ghosts within the cloud do not attack and cause no harm to anyone. They can be turned collectively as a 4 HD creature. They can also be destroyed as an incorporeal creature possessing 20 hit points and a Charisma modifier of +1. If the ghosts are turned or destroyed, the cloud remains but provides only one-half concealment and can be entered at will.

The cloud lasts for 2d4 rounds, after which time the ashes fall to the ground and the ghosts flee. Each bag has enough ash for four uses.

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *fear*

**Weight:** 1 lb

## Banje's Turban of Discernment

**Description:** Banje, an Ubantu sorcerer from the lands of the far east, discovered that a turban wrapped in a particular arrangement around his bare head could influence the flow of positive energy so as to dramatically increase his power of discernment. These dark-indigo-dyed turbans are usually found on Ubantu or Examplars, but others have been gifted or otherwise transferred over many years now.

This headpiece was created to help its wearer see through mirages created by the desert sun. Over time, the wraps proved effective against the tricks and spells of desert spirits and sorcerers as well, making Banje and his nomadic cultists a force with which to be reckoned. The group soon carved out its own territory, and as word of Banje's vision spread, peasants and commoners began to seek him out for sage advice on everything from military tactics to crop-

planting methods. Banje's group now nets a sizeable income from donations and contributions alone, let alone the sale of these turbans.

**Powers:** A *turban of discernment* gives its wearer the Alertness feat and a +4 insight bonus to Intuit Direction. It also gives a +2 morale bonus to saves involving disbelief and to see through illusion spells and effects.

**Caster Level:** 3rd

**Prerequisites:** Craft Wondrous Item, *see invisibility*

**Weight:** 2 lb

## Beads of the Altered Voice

**Description:** When this pair of stone beads, one black and one white, on a leather string is worn around the neck and activated with the proper command word, it enables the user to alter his vocal quality to sound perfectly like a member of the opposite sex. A number of these devices found use in southwestern lands where misogynistic followers of Chardun rule. Women wishing to escape the yoke of servitude used these beads as part of a male disguise, which they wore to escape to lands where they could be free.

**Powers:** When the white bead is activated, the user's voice is that of a woman. When the black bead is activated, it is that of a man. When used as part of a disguise as a member of the opposite sex, the beads eliminate the -2 penalty to the Disguise skill check that normally applies, and they provide an additional +5 circumstance bonus to Disguise checks. The beads may operate continuously for an indefinite period of time.

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *sculpt sound*

**Weight:** —

## Belsamaug Amulet

**Description:** A *belsamaug amulet*, also known as an *amulet of the nightstalker*, is crafted from the hunk of basalt left behind when a belsamaug rests each day. Wrought of irregular stone, these amulets tend to be somewhat ugly. Precious metals and jewels are sometimes added for decoration, but many are simply chunks of rock attached to steel chains.

Despite their appearance, *belsamaug amulets* are strange and powerful items, much sought after by rogues and assassins. When worn at night, an amulet grants its wearer the invisibility powers of a belsamaug.

**Powers:** The amulet captures the essence of a belsamaug and grants its wearer the creature's invisibility. Between moonrise and moonset, "the wearer can be seen only in the moonlight. Where moonlight does not strike her, she is invisible. Reflected moonlight reveals the wearer, but acute visual senses do not" (see ***Creature Collection***, p. 16). Additionally, the wearer gains the ability to see other belsamaug (but not other invisible creatures) while they are hidden. Note that the wearer has no control over her invisibility once the amulet is active.

Activation of the amulet's invisibility power occurs when the wearer is outdoors at night (cloud cover or being under trees does not prevent activation) or when the amulet is otherwise struck by natural moonlight (reflected moonlight will do). The amulet remains active until the moon sets or the item is removed, and the wearer is free to move indoors or underground without interrupting the invisibility. Removing the amulet and then putting it back on renders the amulet dormant, and reactivating it requires another trip outdoors. The ability to see other belsamaug is always on and requires no activation while the amulet is worn.

It is believed that the creation of a *belsamaug amulet* kills the belsamaug whose stone is used. However, some amulets appear to capture the residual malevolence of one of the creatures. Approximately 1 in 10 *belsamaug amulets* attempts to corrupt its wearer when activated. The wearer must make a Will save (DC 15) to avoid having her alignment change to neutral evil until the amulet becomes dormant again or is removed. This alignment change is only temporary, although it can have profound effects on good-aligned characters (especially clerics and paladins), who may lose spells and abilities temporarily due to alignment changes. These characters may, at the GM's option, be required to atone for any misdeeds committed while under the influence of the amulet. A wearer corrupted by the amulet never willingly removes it while under its sway.

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *improved invisibility*, *see invisibility*

**Weight:** —

## Bestiary of Binding

**Description:** Created by the naturalist sage Citas, the bestiary was originally intended to be a great reference work of all life on Scarn. Citas wanted to chronicle the myriad creatures of the world — both those that seemed unlikely to survive the Divine War and those created by it. To that end, he crafted a book that would allow him to not only capture flawless depictions of people or creatures within its pages, but also pull the creatures bodily into the book. Tearing a page out and uttering the word that originally imprisoned the creature would release it. After filling several such volumes, Citas is said to have turned his bestiaries upon himself. However, the few editions of this wondrous item found throughout the lands are clearly not any of those from his as yet undiscovered cache, so no one knows the sage's fate for certain.

**Powers:** A *bestiary of binding* typically contains 12 to 18 pages (2d4+10). Newly created bestiaries have all blank pages, while those found in treasure hoards and the like may be 30 to 50% filled (use random encounter tables or something similar to determine what occupies filled pages). Each page can hold one creature — the pages are not "double-sided."

To capture a creature, the bearer must hold the book open to a blank page, face his intended quarry and speak a command word followed by the name of what he wants to capture. The "name" can be as specific or general as the bearer desires — saying "a bandit" captures a random bandit from a group, whereas saying "Zorak" captures the bandit with that name (if he's in the group). If the creature specified by the bearer cannot reasonably be determined to be in the target area, the capture does not succeed. If the target makes a Will save (DC 20), he resists being pulled into the book (though additional attempts may be made).

When a creature is captured in a bestiary, the open page is no longer blank, but instead contains a perfectly detailed sketch of the subject. The creature is now bound in the page, in a state identical to the spell *temporal stasis* (although if the book is destroyed, those bound within it are also destroyed).

To free a creature from a bestiary, the page containing it must be torn from the book, and the command word must

be spoken. One round later, the creature is free. The page does not have to be lying flat, nor does it have to be in any particular condition (it can be crumpled and thrown, for instance). While within a bestiary, pages cannot be torn (unless torn *out*) or burned by nonmagical means. Tearing a page from the bestiary can be done by anyone with a Strength score of 3 or higher.

A page can also be torn from a bestiary without releasing the creature within: simply remove the page without uttering the command word. Thereafter, the command word need only be uttered, and the creature will be liberated. A bearer should therefore be careful of his casual dialogue when he carries loose pages. Tearing a page that's already separated from a book requires a Strength check (DC 30) and kills whatever is trapped on it.

There is no Size limit to what can be stored on a page. A trapped creature is aware of what goes on around a book, but can do nothing to affect the world or the bearer of the bestiary. A liberated creature is not necessarily the bearer's ally. A freed creature might attack anyone in its vicinity out of rage and frustration, might run off for fear of recapture or might thank whomever freed it (although probably not if she is the same person who captured it).

Undead and constructs cannot be captured within a bestiary.

A successful *dispel magic* spell cast directly on the book immediately looses all creatures within.

**Caster Level:** 17th

**Prerequisites:** Craft Wondrous Item, *temporal stasis*

**Weight:** 3 lb

## Blood Bands of Awakening

**Description:** On a small atoll in the uncharted reaches of the Blood Sea lies a brackish pool of thick, reddish-black liquid that exudes a stench and aura of utter corruption. The pool, known as Kadum's Blessing by those few who know of its existence, is thought to hold the distilled blood of the titan. A group of demented and evil sorcerers loosely associated with the Krewe of Mangroves tends the pool. These sorcerers, the Keepers of the Blood, use the pool itself and its magical and cursed waters to power their dark rituals and creations.

Those who know of the pool and its keepers are few, and even Queen Ran cannot be sure she knows the whole truth of it. The sorcerers seek to keep the dark secrets of Kadum's Blessing to themselves. They have learned to use the pool in the creation of foul beasts and wondrous items, and they are loath to share its secrets. For now, Queen Ran seems content, allows the keepers their autonomy, and has been known to call on them for assistance.

Some of the most interesting items created by the Keepers of the Blood are the *blood bands of awakening*. The magical bands allow a user to imbue a creature with a dark intellect so that it can be used as a servant. Two items comprise the set: an awakening band and a control band. The awakening band is an open leather collar suitable for a large dog or similar animal. Tie strips on either end secure the collar about the neck of a creature. The control band, also made of leather, can take the form of a ring, armband, headband or collar. Both bands are a deep reddish-black color and have matching magical symbols etched on their surfaces.

**Powers:** To use the blood bands, a sentient creature must first don the control band and then secure the awakening band about a subject creature. The subject can be a normal animal, dire animal, beast, plant or vermin (but not a person, magical beast or creature with supernatural or spell-like abilities) with an Intelligence score of 2 or less. The awakening band magically resizes itself to fit any Tiny, Small, Medium or Large creature. Once the awakening band is secure, the wearer of the control band wills the creature to awaken. This requires one hour of uninterrupted concentration, during which the two bands can be no more than 30 feet apart. At the end of the hour, the controller makes a Will save (DC 10 + the target's HD or the HD the plant will have once awakened) as per the *awaken* spell. Success means the creature gains 3d6 Intelligence, +1d3 Charisma, +2 HD and the ability to speak one or more languages. The awakening band is absorbed into the creature's flesh, the creature's alignment immediately changes to neutral evil and the controller loses 250 XP. If the controller's Will save is unsuccessful or if his concentration is interrupted before the hour passes, no change takes place in the target creature; the bands become dormant for one month during which time they cannot be used again (the controller still loses the 250 XP from the effort).

The blood of Kadum corrupts the newly awakened creature, hence the immediate alignment change. The controller also gains mental domination of the creature. The creature must obey the commands of its controller, although it has license to pervert commands left open to interpretation. The controller can impart verbal commands or can instruct the creature mentally at a distance of up to one mile. This is a one-way mental connection, and the bands grant the controller no indication of the condition or whereabouts of the creature. The user's control band must be worn at all times to be effective. Removal of the control band releases the creature from the master's influence until it is donned again. Each control band is tied to its initial user and cannot be used by another. Destruction of a control band frees the awakened creature from all commands, but the awakened creature retains all of its abilities.

Awakened creatures are treated as special cohorts for the controller as per the Leadership feat (see *core rulebook II*, p. 45) except that they are not limited in terms of hit dice. A controller may awaken and master a creature with more hit dice than he possesses. Further, awakened creatures are sentient creatures with the capability to learn new feats and skills and to progress as characters in their own right.

The form of a control band — headband, collar, bracelet or ring — determines what space the magic item occupies on the wearer (see *core rulebook II*, p. 176).

A lost awakening band renders the associated control band useless. If a controlled animal is killed, its collar materializes on its body, can be removed and can be applied to another animal. The individual parts of a pair of collars cannot be used with those of other pairs.

**Caster Level:** 9th

**Prerequisites:** Craft Wondrous Item, *awaken*, *dominate animal*

**Weight:** —

## Bloodstone

**Description:** A *bloodstone* resembles a smooth, lustrous gem, deep red in color. Large quantities of these items were created during the war between the titans and gods as a means of healing among the titanspawn. Today, most *bloodstones* are lost or destroyed, but some are still in use.

The grisly means of recharging one of these items may present a dilemma for scrupulous people. Heroes who fight for honor and good or priests dedicated to healing might justify possession of such an item if they immerse it in only their blood and use it strictly to heal others. Indeed, for some people, being the recipient of a bloodstone's healing might be a mark of shame that must be cleansed with a quest or the payment of some other tribute to the gods.

**Powers:** The gem's power is activated when held against the forehead of a wounded creature. Life force streams from the *bloodstone* into the recipient, immediately restoring 2d4 hit points. A fully charged *bloodstone* holds enough energy for five uses. The color of the stone fades with each use until it is a pale white, indicating its total depletion. Immersing the *bloodstone* in fresh blood of any kind recharges it, and this requires the slow and continuous loss of 20% of a being's hit points to constant bleeding. While thus immersed, the stone regains one charge per hour, up to a maximum of five. However, a *bloodstone* immersed in someone's own blood is useless to him; to be personally useful, the blood of another must power it.

A *bloodstone* has no effect on highly supernatural creatures or creatures that are not truly alive. It does not work on constructs, elementals, outsiders or undead. The blood of such creatures (if there is any) can still be used to recharge a gem, though.

**Caster Level:** 9th

**Prerequisites:** Craft Wondrous Item, any *cure* spell

**Weight:** —

## Bone Needles

**Description:** As the name suggests, these items are needles carved from bone (any creature's bones serve this purpose). Members of the Viren, the first people created and then forgotten by the titans (see "The Abandoned" in ***Creature Collection***, p. 6), create and wear these items as decorations and weapons. Although the titans and the world may have turned their backs on these people, the Viren possess many magic and survival skills.

A Viren warrior who pushes a needle through an ear, cheek, hand or other body part can thereafter call upon the needle to guide his blows in battle.

If the Viren are encountered in their secluded jungle realm and astonishingly put at ease around outsiders, the forgotten people *might* share the art of creating *bone needles*. However, if they did so it would be in exchange for the secret to perform any trick that they perceive intruders capable of. The Abandoned would then seek to turn their newly acquired knowledge on their "guests."

**Powers:** Each needle has an activation word (more like a sound, actually) that is called out as the Viren strikes. When activated, the needle applies a +20 insight bonus to that attack, and the user is not affected by the "miss chance" caused by attacks against a concealed target.

Each *bone needle* has three charges. A *bone needle* can only be worn by a single person, but it does not count against his "Limit on Magic Items Worn" (*core rulebook II*, p. 176), no matter where and how he wears it.

**Caster Level:** 3rd

**Prerequisites:** Craft Wondrous Item, *true strike*

**Weight:** —

## Book of Knowledge

**Description:** The vast library of Lokil hosts many great works that amazingly survived the ravages of the Titanswar, despite the vast magma flow that utterly destroyed the entirety of the city with the improbable exception of this fantastic structure. Among the most useful of the books are the *books of knowledge* — slender tomes that can hold great secrets. Each book has bound within it the spirits of 20 mind sprites, each of which can wander up to 20 miles from the book, peer into the minds of living creatures, return to the book and record the fruits of their observations upon its pages. Scholars, especially those studying foreign cultures, delight in using the books to gather information about an area quickly and easily. Over time, though, the books have disappeared, one by one. Only three remain within the library (though a fourth is said to have been removed from the shelf and loaned to an unknown person for mysterious reasons). However, some say that Okim, the Keeper of Knowledge, is constructing a new set. The latest rumors suggest that he needs adventurers to track down a few special components necessary to complete the tomes.

**Powers:** A person who possesses a *book of knowledge* may use the spirits bound within in different ways. First, he can gather general information from the local population. A character using the book in this manner may make a Gather Information check with a +4 inherent bonus, even if he uses the skill untrained. Using the book in this manner takes one hour.

Second, he may send the spirits to a particular sage and read him for information on an esoteric subject. Such use is functionally similar to a Knowledge skill check. However, the user must first locate someone who has the Knowledge skill he wishes to tap. Since the sprites can only scan an individual's mind rather than actively pose questions, information gathered is not always relevant. In game terms, the owner of the book makes a Knowledge skill check on his subject's behalf, using only half of the subject's normal skill bonus. Getting an answer this way takes about four hours.

Each book has room for 20 answers to be written on its pages. When found, a book has already been used 2d10 times. Writing on a page fades one year after it is entered into the book, allowing pages to be reused over time. Whenever the book is used and a skill check fails, there is a 10% chance that the sprites inadvertently collect misleading or incorrect information.

**Caster Level:** 11th

**Prerequisites:** Craft Wondrous Item, *detect thoughts*, *summon monster II*

**Weight:** 3 lb

## Boots of Landing

**Description:** These black leather boots — often made from the skin of cats — are always in excellent shape and are very comfortable to any size feet. They have extra-thick soles that add as much as two inches to the wearer's height.

A spectacular use of these boots has resulted in wildly exaggerated versions of how the halfling sorcerer Orzu recently escaped capture by Calastian soldiers. Orzu, returning from a trip to see Virduk's Promise firsthand, had mounted the less-famous version of Hedrad's Two-Thousand and Ten Steps, which extend from the docks below to the city of Rahoch above. During his ascent, he was spotted

and recognized by a soldier eager for the reward Virduk offered. Unfortunately, there were a large number of soldiers nearby, and the resulting volley of arrows kept Orzu from casting a spell to speed his escape. So the little man, wearing a pair of these magical boots, leapt off the precipice to a balcony scores of feet below. The eager soldier forgot himself and leapt after Orzu. So, another charge of murder has been leveled against the halfling.

**Powers:** These boots are active whenever they are worn. If the wearer falls more than six feet, the boots reorient him so that he lands on his feet. The wearer suffers no damage from falls or jumps of 100 feet or less. If the wearer falls more than 100 feet, subtract 100 feet from the height fallen when determining any damage. Note: unlike the effects of *feather fall*, the boots do not slow the falling character; they simply absorb the impact of landing.

**Caster Level:** 6th

**Prerequisites:** Craft Wondrous Item, *feather fall*

**Weight:** 1 lb

## Breath of Life

**Description:** When the dead of Agavir were raised to a state of undeath by the titan Gormoth and sent staggering across the Plains of Lede, the faithful of Madriel had to hold the front lines. The paladins of Corean and the hunters of Tanil could have helped push back this Dead Tide, but they were embroiled in other conflicts. The Dead Tide had unending strength, and its constituents could reform and repair their undead bodies after having been reduced to broken bones and severed limbs.

At the Battle of Crystal Basin, the wizard-priestess Nakkaru discovered something curious: the healing magic she'd been reserving to keep her own troops renewed in fact inflicted irreparable harm on these walking dead. Finally, Madriel's forces had a means to defeat their ever-renewing enemy.

The *breath of life* is actually a magically altered censer that seems to contain the very light of Madriel itself — and some priests dedicated to the goddess say it does! The censer emits beams of light where one would normally expect to see curls of incensed smoke. The Redeemer's followers closely guard these rare items, and agents of her temples are sometimes commanded to take the censers out and end the uprisings of the restless dead.

**Powers:** The *breath of life* acts as if a *healing circle* spell has been cast with a bright flash, centered on the item. Up to three times a day, it can be used to heal allies and harm undead, as though it were a 13th-level cleric. Otherwise, the censer always casts light like a lantern.

The wielder need not be a cleric or even an adherent of Madriel for the item's powers to operate. He need merely recite a prayer to the goddess.

**Caster Level:** 13th

**Prerequisites:** Craft Wondrous Item, *healing circle*, creator must be of good alignment, creator must be a cleric of Madriel, access to the Healing and Sun domains

**Weight:** 2 lb

## Burdensome Coin

**Description:** Plagued by a rash of thefts at local money exchangers and merchants, the crafty Baron of Ontenazu struck upon a plan. He hired an alchemist to create a handful of special coins that could cause other coins to dramatically gain weight if separated from the magical one. When the affected coins were taken more than 20 feet from the magical *burdensome coin* to which they were attuned, the mass of each coin doubled every hour until it reached a maximum weight of 1,000 pounds (without a concomitant size change). Touching the magical coin to each affected coin dispelled the increased density.

Ultimately, the coins had very little effect locally, as the thieves usually spent or exchanged them before their weight increased significantly. Not long after their introduction, the *coins* caused a major logistical nightmare when a cart collapsed under the weight of heavy coins in the momentarily wind-free Canyon of Souls. However, *burdensome coins* have since been reproduced and are carried by some traveling merchants and those who must personally transport wealth to distant locales.

It is also quite likely that the remains of a thief or creature still lie somewhere, immovable for no apparent reason.

**Powers:** A *burdensome coin* is virtually indistinguishable from any other coin of the realm. A successful Appraise or Search check (DC 18) reveals that a coin is slightly heavier than normal (a half ounce instead of the usual one-third), assuming someone wastes the time to examine individual coins collected. A *detect magic* or *identify* spell cast on one of these coins indicates their magical nature. Any coin to which a burdensome coin is touched (which could be several if it jangles around in a sack of other mundane coins) will double in weight every hour that it remains more than 20 feet from the magical one. Assuming that a coin so separated weighs 1 pound after 5 hours, it will weigh 32 lb in 10 hours. A coin will reach a maximum weight of about 500 lb after being separated from its master coin for 14 hours. Affected coins brought back within range of a burdensome coin lose half their weight every hour until they return to normal. If a heavy coin is touched by the master coin again, any weight gained is immediately lost. Likewise, touch re-touching will keep the effect from occurring in the first place.

*Dispel magic* cast at sufficient potency can render *burdensome coins* mundane again, permanently.

**Caster Level:** 4th

**Prerequisites:** Craft Wondrous Item, *enlarge*

**Weight:** Special

## Canopic Urn of the Undead

**Description:** Necromancers across the Scarred Lands create these crude clay urns. Crafted by placing both a humanoid corpse's dissected heart and the cremated ashes of the body within the canopic urn, and then treating the remains with a dark alchemical mixture, the necromancer fashions a portable undead servant. When the urn is opened and a command word is spoken, the corpse's body rises up out of the urn to serve whoever possesses the vessel.

**Powers:** When the command word is spoken, a mummy forms from the urn and serves whoever possesses it, beginning the following round. The mummy conforms to the statistics found in *core rulebook III*, p. 138. The urn's owner is immune to the conjured mummy's *despair* supernatural power.

The mummy serves until it or its clay urn is destroyed. If the mummy is destroyed, a necromancer may craft a new

mummy for the empty urn at one-quarter the normal cost and time to craft a new canopic urn. If the urn is destroyed while the mummy is active, the mummy becomes uncontrolled.

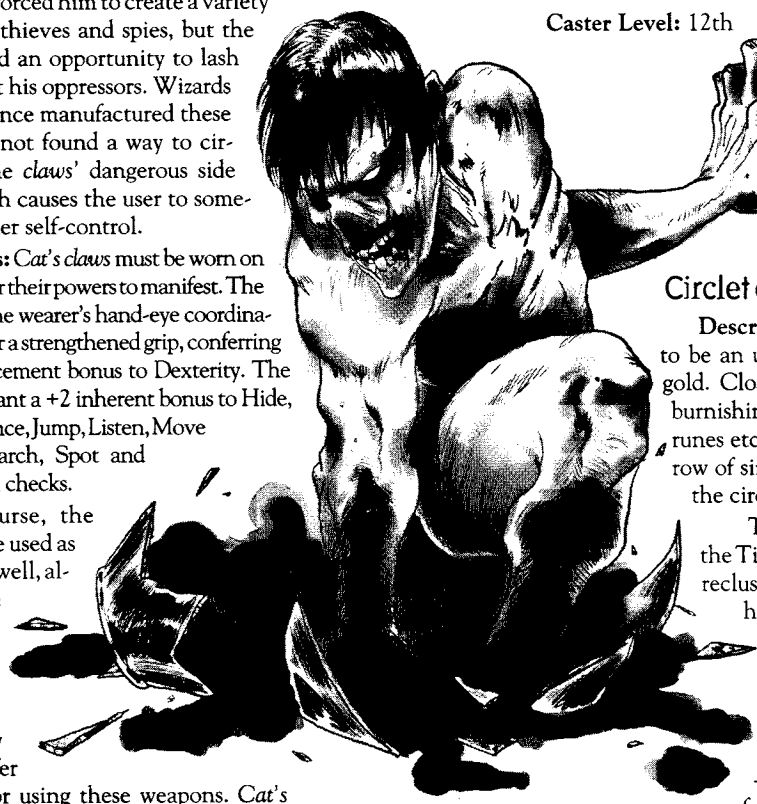
**Caster Level:** 15th

**Prerequisites:** Craft Wondrous Item, *create greater undead*

**Weight:** 6 lb

## Cat's Claws

**Description:** *Cat's claws* are coveted by thieves, burglars and any character who earns her living by shadow, silence and secrecy. Black, iron claws that strap around the hands, these valuable tools aid climbing, hiding, moving silently and attacking. *Cat's claws* also tend to influence their wearer, making her somewhat rash and aggressive, like the animals after which they're modeled. A wizard, blackmailed by rogues, fashioned the first pair of *cat's claws*. The rogues forced him to create a variety of tools for thieves and spies, but the wizard found an opportunity to lash out subtly at his oppressors. Wizards who have since manufactured these items have not found a way to circumvent the *claws'* dangerous side effect, which causes the user to sometimes lose her self-control.



**Powers:** *Cat's claws* must be worn on each hand for their powers to manifest. The tools assist the wearer's hand-eye coordination and offer a strengthened grip, conferring a +2 enhancement bonus to Dexterity. The claws also grant a +2 inherent bonus to Hide, Climb, Balance, Jump, Listen, Move Silently, Search, Spot and Tumble skill checks.

Of course, the claws can be used as weapons as well, although the user must have the Exotic Weapon Proficiency feat or suffer penalties for using these weapons. *Cat's claws* inflict 1d6+1 damage, and their construction allows the use of other, small handheld weapons or items. *Cat's claws* qualify as a +1 magical weapon.

The drawback to wearing *cat's claws* is that they diminish the wearer's self-control. For any saving throw or ability check that pertains to maintaining control of anger or desire, the character suffers a -1 penalty for each consecutive day (or fraction thereof) the claws have been worn. The claws must be removed for a full 24 hours for this penalty to reset to -1.

**Caster Level:** 6th

**Prerequisites:** Craft Wondrous Item, *cat's grace*

**Weight:** 1 lb per claw

## Champion's Helm

**Description:** Often a finely crafted steel piece of armor, a *champion's helm* is polished to a brilliant sheen and etched with images of dragons, griffons or other fantastic beasts. Although typically associated with paladins and good-aligned fighters, this headgear' s powers are not limited to such people. One of the more unusual individuals to wear a *champion's helm* was an orc chieftain, Goresnik, who led a motley band of his people, ratmen and similar outcast creatures in raids on human and dwarven communities. Covered with filth, the helm was never recognized as unique until Goresnik was killed by the Vigil of Vesh, who donated the item to the temple of Corean.

King Thain of the Kelder Mountain dwarves has laid claim to the helm worn by Goresnik. He insists the helm was stolen from his cousin, who went missing on a reconnaissance mission for the dwarven leader. Little does Thain know that the message requesting the return of the helm was intercepted by Calastian agents, who destroyed the letter in hopes of straining the dwarves' relations with the humans of northeastern Ghelspad.

**Powers:** The wearer of a *champion's helm* is immune to critical hits and receives a 15 SR. The wearer can never be surprised.

**Caster Level:** 12th

**Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item, *alarm*, *spell resistance*

**Weight:** 5 lb

## Circlet of the Iron Mind

**Description:** This headgear appears to be an unobtrusive band of burnished gold. Close inspection reveals that the burnishing is, in fact, innumerable tiny runes etched upon the surface. A single row of similar runes is inscribed around the circlet's inner circumference.

The first such circlet predates the Titanswar. Gaelens, a wealthy but reclusive wizard of Ghelspad, is said to have crafted it, fearing that his many rivals sought to seize his lands by bewitching him. The *circlet* indeed protected Gaelens as he had hoped, so that when he died — by poison — he was very much in control of his faculties. Nevertheless, his circlet was an impressive magical item and has since been copied by a few capable wizards.

**Powers:** The wearer of the circlet is immune to all forms of magical mind-affecting and illusion spells. Spells such as *detect lie*, *ESP*, *know alignment* and *suggestion* simply do not work on the owner. Illusions likewise do not function unless their caster is at least 11th level. Illusionlike spells and abilities, such as *mirror image*, *invisibility* and a *cloak of displacement*, also do not effect the wearer.

Only the wearer can remove the circlet; someone else may remove it after a successful *dispel magic* has been cast on it. The circlet takes one week to attune to its wearer after having been placed on his head. None of its abilities function for the wearer during the attunement period.

**Caster Level:** 15th

**Prerequisites:** Craft Wondrous Item, *true seeing*, *mind blank*

**Weight:** —

## Circlet of Warning

**Description:** This circlet, fashioned by braiding two cords (black and white) into a loop, is tied around the head of the wearer. These items are often created for the outriders and far-reaching scouts of Calastia. These sentries watch for Calastia's many enemies, and though King Virduk is arguably responsible for inciting hostilities throughout his lifetime, the titanspawn races pose a threat even to his people and must be watched for. Anyone wearing such a circlet within the borders of Calastia immediately garners the respect and hospitality of peasants and outlying lords of nations such as Lageni. However, those unauthorized persons caught wearing a circlet by a member of the king's guard face interrogation and perhaps death, for possessing one of the items implies that the possessor has attacked or stolen from the king himself.

**Powers:** A *circlet of warning* sensitizes the wearer to nearby dangers. He gains the benefits of the Evasion class feature (see Monk, *core rulebook I*, p. 39). If the wearer already benefits from Evasion as a class feature, the circlet bestows Improved Evasion (*core rulebook I*, p. 40). Additionally, the *circlet* grants the wearer a +1 insight bonus to all Reflex saving throws. Finally, the wearer is never truly caught flat-footed (*core rulebook I*, p. 120). If a situation dictates that the wearer would be unable to apply his Dexterity bonus to his AC (due to being unaware of the attack), he still benefits from an amount of his Dexterity bonus equal to his Wisdom bonus (if his Wisdom bonus is positive). The circlet is always active and does not need to be activated.

**Caster Level:** 17th
**Prerequisites:** Craft Wondrous Item, *foresight*
**Weight:** —

## Cloak of Evasion

**Description:** This billowing silk cloak of thin, light fabric— though more of a body wrap than a true cloak — provides little protection from the elements. Its true protective powers become apparent during combat. A *cloak of evasion* serves to distract enemies, flapping about its wearer and allowing her to pass unharmed through a swarm of attackers. The *cloaks* were originally made for the many wives of Yanzu the Rider, an Ubantu from the Desert of Onn. Yanzu can be identified from afar by the troupe of exotically dressed courtiers that rides with him, all of whom are mounted on uku, the small, swift bactrian camels of the Ubantu. According to rumor, Yanzu's wives are in fact a highly skilled band of spies, and the barbarian chief himself is merely one of his "wives" in disguise. If true, numerous questions arise: For whom and on whom do the women spy? Is it true that Yanzu is the master of the Walking City? What activities in the distant Desert of Onn demand the constant, roaming attention of a band of covert observers?

Whatever the case, Yanzu has gifted several of these *cloaks* during the course of his travels, though some have fallen out of his hands through less-than-honorable means.

**Powers:** A *cloak of evasion* is activated whenever its wearer moves, at which point its flimsy material becomes as hard and impenetrable as steel and whips wildly around its wearer. When targeted by attacks of opportunity triggered by movement (not those forced by spellcasting, missile fire or any other nonmovement activity), the wearer gets a +4 deflection bonus to AC.

**Caster Level:** 9th
**Prerequisites:** Craft Wondrous Item, *major creation*
**Weight:** 1 lb

## Cloak of Fame

**Description:** Made from the cured and polished hide of cattle and adorned with silver buttons, the *cloak of fame's* beauty draws attention without benefit of its magic nature. However, wearing this cloak magically focuses attention on the wearer and his every word. Currently, the less-than-talented bard Rundeen wears such a cloak to compensate for his poorly received voice.

**Powers:** All humanoids of up to 16 hit dice and within a 20-foot radius of the wearer must succeed at a Will save (DC 17) or become enthralled with the wearer. Those who fail their saves take an overzealous interest in the subject and fall over themselves to win his favor or just his gaze. Victims can defend themselves if attacked by another and may even attack opponents, but only in so far as they can fawn over the wearer uninterrupted once again. If the *wearer* attacks a victim of the cloak, that person may defend himself and even counterattack. After all, striking at the cloak's wearer still means giving him attention.

The cloak is always active whenever worn.

**Caster Level:** 15th
**Prerequisites:** Craft Wondrous Item, *mass charm*
**Weight:** 5 lb

## Cloak of Pestilence

**Description:** This tattered and worm-eaten cloak is usually a gray-green color, reminiscent of rotting flesh.

Chief among the cults of Vangal is the cleric known by the title Plague Lord, who claims to have received the secrets of making the *cloak of pestilence* while in the throes of a fever-dream. His cloaks are awarded to those priests of Vangal who survive similar "fever rites" and are declared Plague Hounds. Before a martial assault is staged, merciless generals or fanatic cults can call upon these priests, who infiltrate targeted cities and weaken the citizenry with disease. The Plague Hounds are therefore recognized as harbingers of a war without rules or honor. Just the appearance of Plague Hounds can inspire panic; people flee from their homes and abandon their lands without putting up a fight.

Wearers of *cloaks of pestilence* ultimately assume a sallow, skeletal appearance, which is believed to be evidence of Vangal's favor. But even a Plague Hound's allies tend to keep their compatriot at a distance.

**Powers:** The wearer of the *cloak of pestilence* is able to use the spell *contagion* with a mere command word. He can also cause a *remove disease* effect at will, both as per the spells.

This item is usable only by people of neutral or evil alignment. The wearer must make a Fortitude save every week or otherwise suffer a permanent one-point Charisma reduction. This loss cannot be recovered until a *remove curse* spell is cast upon the cloak to separate it from the wearer and a *restoration* spell is cast upon the owner (one per Charisma point lost!). However, if the owner resumes wearing the cloak, weekly Fortitude saves are called for again. If a wearer's Charisma reaches three, then the cloak may not be removed by any power short of a *limited wish*; when that statistic reaches zero, Fortitude saves continue, except the wearer begins to lose Constitution. If and when that statistic reaches zero, no more saving rolls are made.

However, for wearing the cloak that long, the wearer gains additional powers. At Charisma 3, the wearer's *contagion* power may be cast up to close range (touch is no longer required). At Constitution 3, the wearer may *harm* at will (touch still required).

**Caster Level:** 8th

**Prerequisites:** Craft Wondrous Item, *contagion*, *remove disease*

**Weight:** 1 lb

## Cloak of Whispers

**Description:** A finely crafted cloak of rich black velvet, a *cloak of whispers* is extremely luxuriant and impossibly soft to the touch.

Queen Geleeda, wife of Calastia's King Virduk, possesses one of these cloaks. In fact, she initially used it to spy upon the king and learn his secrets, allowing her to slyly gain his confidence.

**Powers:** The wearer of a *cloak of whispers* may eavesdrop on any conversation that he can see being conducted, hearing every word as though he were standing right next to the people speaking. This effect grants a +10 circumstance bonus to Listen and Gather Information checks. Furthermore, the cloak warns the wearer of any impending assault, making him sensitive to the even the slightest sounds made by would-be assailants. His Dexterity bonus still applies to AC, regardless of being caught flat-footed or struck by invisible creatures. This ability does not work against incorporeal creatures or if the character is immobilized when attacked.

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *alarm*, *clairaudience/clairvoyance*

**Weight:** 1 lb

## Confessor's Quill

**Description:** Those who would do wrong have more to fear than Hedrada's Inquisitors. Through the use of a *confessor's quill*, also known as the *quill of law*, even the humblest sheriff can ensure that justice is served.

While a *quill* appears nondescript, it is always sharp and never breaks through casual misuse. When an individual holds a quill, it begins to write of its own accord — even if the holder is illiterate — and records all of the holder's infractions against the law since the last new moon. Hence, crime tends to run with the lunar cycle in those very few places where use of a *confessor's quill* is common knowledge. Some places have come to depend on their quills; if one were stolen, a reward would almost certainly be offered for its safe return.

**Powers:** A quill affects its user in two ways. First, he is subject to a *charm person* effect to keep him complacent. This effect can be negated with a successful Will save (DC 16). The quill also compels the user to confess to all illegal activities committed during the current lunar cycle. This effect acts as a *zone of truth* (with a DC of 16). Note that a user may make a save against the *truth* effect only if he has successfully saved against the *charm* effect. If a character saves against the *charm* but fails to save against the *zone of truth*, he is subject to the *zone of truth* but is aware of it. Hence, he can make a Bluff check (DC 18) to hide information from justices without actually lying. Assuming a target fails both saves, then he will proceed to list his crimes of the prior month in one-word fashion, such as "murder" and "theft."

A confession is held strictly in terms of law; good and evil are of no consequence. Hence, if a confessor has killed a sadistic slaver, the quill records the murder, but not the circumstances surrounding the act.

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *charm person*, *zone of truth*

**Weight:** —

## Despot's Circlet

**Description:** Thirteen circlets comprise this set of headgear. Twelve are made of iron and one is made of gold, the latter being inlaid with an icy-blue gem. Being crowned with the golden circlet grants the wearer power over those who wear the iron circlets *from the same set*.

While the origin of these items has been lost in antiquity, the arch-wizard Gest Ganest rediscovered the means of their construction nearly a century ago. The existence and use of the crowns are kept secret, primarily because those who apply them don't wish to reveal that they impose their will upon others. Revelation of the existence of these circlets might also inspire meddlers to save subjects from a controller's influence.

**Powers:** Anyone wearing one of a set's 12 iron circlets is at the mercy of whoever wears the golden one. Anyone wearing the golden circlet can read the minds of those who wear the iron ones, at will and over any distance. Ordinarily, only surface thoughts can be read, but the controller can delve deeper by concentrating. The wearer of an iron circlet is allowed a Will save (DC 15) to prevent such delving. If successful, the controller has to wait a full hour before trying again.

Furthermore, when controller and subject are within speaking distance, the wearer of the golden circlet can create a *suggestion* effect at will, as per the spell.

Finally, the controller can cause any wearer of one of the iron circlets, who is within sight, to suffer incapacitating pain. The victim must pass a Fortitude save (DC 15) each round or be unable to act that round, for a number of rounds that the controller concentrates (which takes a full

action). Even if a Fortitude save succeeds, the victim suffers a -3 penalty to any attack rolls and skill checks that round.

Anyone wearing an iron circlet is unable to remove it without the consent of his master. An outsider can remove an iron circlet from another, though. If no one wears a set's golden circlet, the iron ones can be removed by their wearers without resistance.

**Caster Level:** 15th

**Prerequisites:** Craft Wondrous Item, *detect thoughts*, *suggestion*, *symbol*

**Weight:** 1/2 lb per circlet

## Dragonstein

**Description:** Carved from jade, as have all the others since, the first of these magic cups was given as a gift to an Ilajam warrior who had shown valor on the battlefield in the defense of his lord when the latter was threatened by a dragon. The warrior accepted the gift, but as with all of his kind when they existed long, long ago, he did not admit to having done anything extraordinary or heroic. Most *dragonsteins* are carved to look like a dragon's claw holding a chalice, though sometimes this traditional form has given way to a more applicable depiction of a new heroic deed, for the cups have become something of a traditional gift for such outstanding displays. The red *dragonstein* is discussed below, though *dragonsteins* have been carved from all known colors of jade, with green and blue being only slightly less common than red.

Although these items are generally bequeathed to good and/or chivalrous people, they are a menace in the wrong hands. Assassins have been known to drink from such cups, disguise themselves as nobility and attend lordly functions, only to get close enough to a target to subject him to an unseen, undetectable and almost inexplicable weapon, as King Ankila the 9th discovered (and, fortunately, survived).

**Powers:** Once per day, these wondrous items produce a draught that alters the very nature of the drinker. Only four draughts can collect in a dragonstein (over a period of four days, of course), after which it will simply overflow on the fifth day. Any liquid that is removed from the stein in any manner but drinking is immediately rendered inert, nonmagical and tasteless. For six hours after ingesting each draught of nectar from a red *dragonstein*, the drinker is resistant to fire; he can ignore the first 12 points of fire damage in any given round. In addition, the red *dragonstein's* draught allows the drinker to belch out flames one time per draught during the six-hour period. The flame may be used to start small fires (which may then grow into large fires given sufficient fuel) or as a ranged attack doing 2d8+2 points of damage up to a distance of six feet. Flame belches not used by the end of draught's effect explode in the drinker's stomach, doing an automatic 10 points of damage per belch not released, no saving throw allowed. The time limits for draughts are cumulative, so someone who takes three doses has 18 hours to use all three flame attacks.

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *endure elements*, *burning hands*

**Weight:** 1 lb

## Emerald Quiver

**Description:** This low-slung quiver is crafted from fine leather, dyed green and embossed with a scene of Tanil the Huntress pursuing a creature — a different one on each quiver.

The *emerald quivers* were believed to have been lost when the lands of Scarn buckled and heaved, ravaged by the awesome powers released during the Titanswar. Various *quivers* have recently been recovered, and they are cherished treasures among the few followers still guided by the Huntress.

One quiver is known to be in the possession of the halfling bard Andrometus, and he is said to have a song for each of the arrows that he draws and fires. Each song is about the freedom and prosperity of his people, and halflings as a culture perpetuate many of these tunes. One song suggests that if a person of worthy heart seeks Tanil's aid, Andrometus will bestow an arrow upon him that will strike down the oppressor whom the hero challenges.

**Powers:** Upon close examination, the interior of a quiver seems to be bottomless and it remains empty until the item's command word is spoken. When activated, one of the following can be drawn from the quiver as a move-equivalent action:

01 - 60% silver arrow +1

61 - 90% silver arrow +2

91 - 100% silver slaying arrow — shapechangers (see *core rulebook II*, p. 189)

There are 50 arrows (charges) in a quiver. Once exhausted, a quiver becomes a mundane item with a physical bottom. While it is still active, an *emerald quiver* has only its own weight — not that of any arrows remaining in it. Arrows' enchantments disappear when used, but they retain all of their other properties (such as being masterwork and silver-headed).

**Caster Level:** 13th

**Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item, *Leo's secret chest* (see *core rulebook I*, p. 220), *finger of death*

**Weight:** 1 lb

## Enkili's Cloak

**Description:** These are hideously ugly cloaks, resembling a patchwork collection of dozens of colors and fabrics and textures, all in different shapes and sizes. Despite the ugliness of these garments, worshippers of Enkili prize the cloaks highly.

Legend holds that these cloaks were originally created by Madriel for her followers, but Enkili stole them, changed them to suit his tastes (and to sufficiently disguise the originals so that he could not be incriminated) and passed them down to his chosen. Given this story, followers of the Trickster who possess these cloaks take special pains not to apply their powers against followers of Madriel or her temples or sometimes to even use them in the presence of such people. They fear the goddess' wrath, should she discovered the treachery, and such rage would be terrible after all these years of deception. Some cloak wearers even go so far as to say a small prayer of thanks to Madriel each time they use their cloak's powers, to appease the goddess rather than rouse her.

**Powers:** The wearer of an *Enkili's cloak* may *change self*, as per the spell, at will. This power is active only if the cloak is worn about the shoulders and the hood is pulled down over the head. The changed form remains until the hood is pulled back or the cloak is removed. In addition, the wearer can will the cloak to act as a *color spray* once per day over a 10-foot radius.

**Caster Level:** 5th

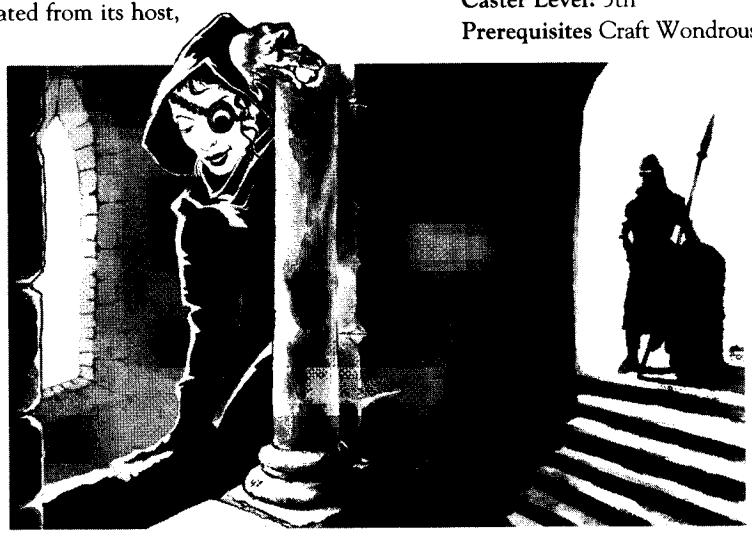
**Prerequisites:** Craft Wondrous Item, *change self*, *color spray*

**Weight:** 1 lb

## Everseeing Eyepatch

**Description:** The *everseeing eyepatch* is a useful albeit gruesome item — to both acquire and use. When worn over an empty eye socket, the *eyepatch* allows the wearer to see through the eye that once occupied the hole (assuming the eye still exists). Originally commissioned by the master assassin Azahda, its creation and use have become public knowledge among the low, nefarious and criminally fanatic. Only the most committed — many would say insane — spies and killers have sought out wizards to commission their creation. Of course, the process involves putting out the intended owner's eye, and it's assumed that a hired enchanter will magically harden the eye and protect it from rotting or deteriorating.

**Powers:** An *everseeing eyepatch* allows a wearer to see through the associated eye as if the user was present at the eye's remote location. Seeing into other locales is a conscious effort and can be ended at will. The patch does not confer *true seeing* or reveal things that are not normally apparent to the naked eye, such as invisible or ethereal creatures. The eye is visible and subject to the normal deterioration that would threaten any body part separated from its host, unless it is protected somehow (such as by encasing it in glass or using preservative magic on it). If a new eye is ever regenerated in the empty socket, the link between the *eyepatch* and the old eye is broken, although the new eye can be removed and used in the same way.



There is no limit to the range between the viewer using the *eyepatch* and the remotely secreted eye.

Anything that would positively or negatively affect the viewer, were he at his eye's location — a sandstorm, dust, bright light or absolute darkness — applies to his remote vision.

Casting *dispel magic* on the eye suppresses its link to the eyepatch for 2d10 rounds). Destroying the eye obviously terminates the link to the *eyepatch*.

Finally, gaze attacks (such as with the spell *eyebite*) can be conveyed to the wearer through the detached orb. No other kinds of spells or attacks may be made.

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *arcane eye*

**Weight:** —

## Flagon of Imbibing

**Description:** These nondescript drinking mugs are popular with nobles and aristocrats, especially among dwarves. Although the flagons appear to be nothing special to casual observation, their powers and use have been discovered in the past, and their checkered history has caused them to be banned from negotiation tables.

The dwarven King Thain of the Kelder Mountains is fond of telling the story of his father's negotiation with a forsaken dwarf ambassador. Then-King Gontric met with the representative of the lost dwarven tribe after a night of monumental celebration. Gontric and his people were overjoyed that they were being reunited with their own kind in the wake of the Divine War. Little did they know how the forsaken dwarves' spirit and intentions had been twisted by the war, by their exodus and by whatever lurked within Krakadöm. When Gontric finally sat down to negotiate territorial terms with the ambassador, who as it turns out had brought a *flagon of imbibing* to the table, the king would not be swayed by the foreigner's tricks. Allegedly, Gontric's hangover from the revelries the night before was so bitter that no amount of charm or flattery could brighten his mood.

**Powers:** A *flagon of imbibing* grants the drinker the ability to *charm person* once per three fillings (the contents must be consumed, not poured out, or the *charm person* effect is negated and cannot be used for a week). Obviously, these items can be quite useful only so long as a user can hold his alcohol.

**Caster Level:** 5th

**Prerequisites** Craft Wondrous Item, *charm person*

**Weight:** 1 lb.

## Gemgate

**Description:** It is rumored that a *gemgate* was responsible for the improbable fall of the "impregnable" citadel of Beozzia in the days shortly before the Divine War. What is known for certain is that these devices were originally devised by asaatthi warlocks to allow infiltration of even the most impenetrable defenses, provided one of their number could spirit one of the paired gems inside the target.

**Powers:** A *gemgate* consists of two identical gemstones of unsurpassed quality. The gems seem to sparkle gently with a magical inner light. When the gems are touched together and a command word is spoken, one becomes "fixed" in place (usually in mid-air) and cannot be moved by any means short of a *dispel magic* or *limited wish* spell. The other gem begins pulsing with a slow, steady rhythm. After being touched together, neither gem can be translocated by any magical means (*dimension door, teleport, plane shift*). Furthermore, if the bearer of the second gem is affected by any harmful spell of 3rd level or higher, his gem returns instantly to the point where the command word was first spoken, and both gems fall to the ground.

When the command word is spoken again, this time to the pulsing gem, it too "fixes" into the exact place where it is held. One round after this happens, a magical doorway that's four feet wide and seven feet tall appears, centered upon the location of each of the two gems. The "doorways" are opaque, black shapes that reveal nothing of what lies on the other side. Each round the doorway is open, up to three

Medium-Size or smaller creatures or one Large creature may pass through in either direction. A *gemgate* remains open for 10 rounds, until a sufficiently powerful *dispel magic* spell is cast on it or until the command word is spoken a third time — whichever comes first. When the gate closes, the two gems fall to the ground undamaged at the point where the command word was *first* spoken. There is a cumulative 5% chance that each use will destroy one or both gems. Surviving gems become mundane (they no longer sparkle) and are worth 2d3 x 500 gp.

**Caster Level:** 9th

**Prerequisites:** Craft Wondrous Item, *teleport*

**Weight:** 1/4 lb per gem

## Gloves of the Gladiator

**Description:** The decadent inhabitants of the now-ruined Kingdom of Elz (the free-city of Shelzar is the sad, sole remnant of this nation) once held frequent gladiatorial games to propitiate the titan Gaurak. In time, the inhabitants' craving for longer and more exotic pit matches led to the magical enhancement of their gladiators. The *gloves of the gladiator* were one of the weaker — and thus common — magic items created to sate this jaded lust for bloody entertainment.

In time, the tastes of Elz and its gladiators deteriorated even further, until it reached the point that victorious pit fighters consumed their defeated enemies. Of course, no one cared that cannibalism was committed. In fact, such was the pleasure of Gaurak that he is thought to have imbued the gladiators as a separate race of "Goreguards," who developed their own skills and powers. When the Titanswar erupted, many Goreguards were released, and more than one general or knight dedicated to the gods was eaten on the battlefield.

Some people tell stories that bloody gladiatorial festivals still take place in Shelzar (what *doesn't* take place in that city?), Fangsfall and even a rumored subterranean "Slaughterhouse" beneath Virduk's castle.

**Powers:** While wearing these gloves, an individual fights with a +1 enhancement bonus to attack and damage rolls and fights as though he possessed the Ambidexterity and Two-Weapon Fighting feats, whether or not he meets their prerequisites. If he already possesses either or both of these feats, neither his attack bonus nor his number of attacks is increased beyond what these feats grant. (The +1 enhancement bonus persists, though).

A wearer of these gloves must make a Will save (DC 16) whenever he kills an opponent in combat. If the roll fails, the wearer cannot resist the urge to stop fighting and start eating his victim while it remains warm. Another attack staged on the wearer allows him to fight a new opponent, but if that enemy is defeated, the victor may crave its flesh as well. Allowed to eat uninterrupted, a wearer continues feasting for one round for each point by which he failed his Will save (a roll of 7 versus a DC of 16 means the wearer eats for 9 rounds). If an ally or someone else tries to stop the wearer from feasting, he is allowed another Will save to cease. If that roll fails, he continues until sated or physically restrained.

Even if a wearer succeeds at his Will saves, he finds himself craving the taste of fallen opponents. It is possible that some people might succumb to these desires of their own accord in time, regardless of any magical compulsions.

**Caster Level:** 8th

**Prerequisites:** Craft Wondrous Item, *bull's strength*, *cat's grace*

**Weight:** 2 lb

## Helm of the Reaver

**Description:** The leaders of the terrible Horsemen, the servants of Vangal, wear these helms. The helm's very appearance is enough to terrify anyone who dares oppose the riders. *Helms of the reaver* are crafted mostly from metal, except for the faceplate, which is made from the front half of a jawless skull. This skull appears to be that of a human,

except for the twisted horns that erupt from the brow and the pointed, needle-sharp teeth that jut from the upper jaw.

**Powers:** The wearer of a *helm of the reaver* gains totally immunity to *fear* effects, whether from spells or natural abilities. He can cause magical *fear* (as per the spell) at will on anyone who looks directly at him. Obviously, blind foes are immune to this effect, and total darkness negates it (unless the victim has darkvision). The victim need only glance at the wearer to be affected. A victim who makes his saving throw is immune to the effect for one full day. The *helm's* wearer has no control over who is affected by *fear*; once the *helm* is activated, anyone who looks at its owner is susceptible. A *helm of the reaver* is evil, and any good character attempting to wear it gains two negative levels. These negative levels remain as long as the *helm* is worn, and they disappear when the *helm* is removed. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the helm is worn.

**Caster Level:** 8th

**Prerequisites:** Craft Wondrous Item, *fear*

**Weight:** 3 lb

## Hornsaw Flute

**Description:** Carved from hardwood gathered cautiously from the deepest parts of the Hornsaw Forest, these blood-red flutes look and sound like ordinary instruments except for the deep-timbered quality of their notes.

Word of mouth has made these instruments the object of quests to prove one's manhood, especially among such people as the Riders of the Kelder Steppes and the barbarians of northern Albadia. The idea of daring the Hornsaw Forest to collect the wood needed to fashion a *Hornsaw flute* has become recognized as a rite of passage. The fact that music played from such a flute inspires bravery testifies to the value of undergoing the rite.

Among some Albadian tribes that have heard the stories, *Hornsaw flutes* are called "rage pipes," and Albadian sorcerers craft the wood into instruments more impressive than "mere flutes."

**Powers:** The player of a *Hornsaw flute* must make a successful Perform test (base DC 15 + 1 for each intended listener to be affected). More people can hear the music than the player plans to influence, and these other listeners gain no special benefit from the music. People or creatures that are not allied with or that are actively hostile to the musician cannot be affected.

Chosen listeners receive a +2 morale bonus to attack and damage rolls and to skill, feat and ability tests. Affected listeners who are capable of entering rages, such as "barbarian rage," receive the benefits of that state instead. A rage induced by the flute is "free"; it doesn't count as one of the frenzies that a barbarian or other character may enter willingly each day. The raging person is not fatigued after the song or encounter.

Those who wish to resist the pipe's influence for whatever reason must make a Will save (same DC the pipe player faced). Morale or rage benefits cease when the music stops.

Any distraction suffered while playing, such as damage or moving faster than a walk, calls for another Perform check (same DC as before). If a song is interrupted, all the benefits it confers are lost for the encounter (that fight, for example). Resuming play does not restore morale or rage benefits.

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *emotion*

**Weight:** 1 lb

## Horseshoes of the Vanishing Steed

**Description:** Helsgar, a rather rotund and lazy illusionist, created these horseshoes. He despised having to walk anywhere and felt it beneath a man of his status. However, he was allergic to every imaginable type of animal hair. When he was in need of a mount, he simply placed these shoes on the ground and activated them with a word. Helsgar lost his creations when a scoundrel who had just escaped from local sentries knocked Helsgar from his steed. Unable to determine how the shoes worked, the thief sold them the first chance he got, to a traveling peddler he met along the road. It has been a few years, but Helsgar continues to search for his beloved creations. Since a few copies have been made, he knows his invention still exists, and each set he encounters brings him one step closer to the originals. Ironically, Helsgar's search has given him focus and physical vitality such that he doesn't need the shoes for their original purpose any longer, but he doesn't realize that his one-time search has become an obsession. Or perhaps Helsgar knows more about the shoes than anyone else has discovered, and he wants to keep it that way.

**Powers:** Each of these four horseshoes is made of solid mithril and is etched with arcane symbols that spell "windsmoke" to anyone who casts *read magic*.

When these horseshoes are laid on the ground and "windsmoke" is said, a *phantom steed* appears. Each horseshoe can individually create a mount, but if multiple horseshoes are activated together, the creature's potency increases. With only one horseshoe, the phantom steed acts as if created by a 5th-level caster. Two shoes, an 8th-level caster. Three, a 10th-level caster. And all four, a 12th-level caster. Once summoned, the steed remains for 12 hours, until it takes the appropriate amount of damage or is dismissed by the user. Once the steed vanishes, the horseshoe cannot be reactivated for another 12 hours. If one person has more than one horseshoe, he does not have to create only one steed. He can conjure more than one in any different combination that his number of horseshoes allows.

**Caster Level:** 12th

**Prerequisites:** Craft Wondrous Item, *phantom steed*

**Weight:** 1 lb each

## Hourvan's Handglass of Holding

**Description:** This small but ornate hand mirror is yet another decadent device designed to feed the passions of the wizard Hourvan. The mirror can indefinitely retain the image of anything reflected in its surface, until its power is invoked again.

Rumor has it that Hourvan has created a full-length version of this device for his abode to which images from the handheld one may be transferred. If true, there can be little doubt that currently trapped within it is the reflection of one of the many beautiful women Hourvan claims to love above all others.

Superstitious people (and who isn't, in a world where the gods have been *proven* to exist?) can be terrified by one of these mirrors. It is quite easy for them to assume — or be led to believe — that their very soul has been captured within a frozen image. Regrettably, in this case, it's true! Such people can be blackmailed into doing anything to secure the release of their spirit and might well smash a mirror if they got their hands on it, assuming they don't fear that damaging the mirror will release their soul irretrievably into the air. In fact, King Ankila the 9th is said to have recently invited Hourvan to his home in Sussephra, where the wizard received a kiss from one of the king's daughters in return for her release from his mirror. The poor girl had been ill for weeks, and when a court sorcerer informed her of the possible cause, she went to great lengths not too expose herself to anyone who might be gazing upon her in such a mirror.

**Powers:** The utterance of the mirror's command word causes it to hold the reflection currently cast. If the reflection is of a landscape (i.e., any reflection that does not include a living being), the image is static. However, if the reflection of a living being is caught within the mirror (if there is more than one subject, the most prominent in the reflection is the one affected), the mirror thereafter acts like a crystal ball for distant viewing of the subject. The victim of this affect does not know she is being watched, and no communication or spellcasting is possible through the mirror. The person so captured in the mirror does lose a bit of herself, however, and suffers 1d3 hit points a day for as long as her image is the one held by the mirror. This damage may be healed normally, so generally the subject simply feels a bit weak or exhausted and does not know why.

The mirror cannot capture the magic of gaze attacks, such as that of a medusa. Speaking the command word again cancels the current image and captures the new image. If the owner kisses the mirror or someone casts *dispel magic* of sufficient potency, the held image is eliminated, and the item functions as a regular mirror until the command word is invoked again. Obviously, creatures or objects that cast no image (vampires and invisible or perhaps incorporeal beings) cannot be captured in the mirror.

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *mirror image, clairaudience/clairvoyance, ray of enfeeblement*

**Weight:** 1/2 lb

## Impregnable Strongbox

**Description:** Centuries ago, before the wars betwixt the gods and titans, these boxes were commonplace — as much as any magical item could be. Many successful merchants owned one and used it to store their wealth. Despite the fact that they were once plentiful, many of these boxes have been lost, and many of those that survive harbor secrets even from those who own and use them.

Each of these boxes is crafted of excellent-quality wood, although timbers of all sorts are used. The boxes are cubic, approximately 18 inches to a side, and each side is set with three locks — one iron, one bronze and one silver. To one corner of each box is attached a virtually unbreakable chain from which hangs three keys — again, one each of iron, bronze and silver.

Regardless of what the box holds, its weight never increases and it betrays no physical or audible evidence of its contents.

**Powers:** Each side of the box functions as a lid that opens into a separate and distinct cubic space. No more than one lid may be opened at any one time. To open a side, the keys must be inserted into the correct locks in the correct order and turned in the correct sequence and the correct direction. This is no mean task. With three locks and three keys, there are many possible combinations (almost 300), and no combination is used more than once on a single box.

To add to the difficulties, each box is designed with magical means to discourage tinkerers and would-be thieves. The first time a wrong combination is attempted on a lock, a somniferous gas is released. Anyone within 10 feet of the box suffers the effects of a *sleep* spell, and it affects creatures of any level or hit dice. When a second failed attempt occurs in the same day, the opener suffers a 1d6 electrical shock (subdual damage). On a third attempt, this shock increases to 3d6 real damage. If the potential opener is foolish enough to try again, the box delivers a staggering 6d6 points of electrical damage to anyone within 20 feet. (A box's defense mechanisms reset each day, so that single attempts each day activate only the box's gas effect.)

An *identify* spell may be used to attempt to gain knowledge of a particular combination. Each casting of an *identify* spell offers information about only a single step of the combination, such as "Insert the gold key in the silver lock," "Insert the iron key first" or "Turn the silver key first." It takes six castings of *identify* to learn the combination of a single side of a box.

Needless to say, many current owners of *impregnable strongboxes* have yet to gain full access to their contents. Who knows what forgotten treasures they may still hold?

Even when subjected to abuse and damage, a strongbox proves itself almost indestructible. It turns swords and axes and defies spells to undo its enchantment, unless the caster is 12th level or higher. Even then, a spell used on a box might destroy it, rather than open it and make it reusable.

Normally, objects up to Tiny Size can be stored in one of these boxes. Anything larger needs to be folded or reduced to that size.

**Caster Level:** 11th

**Prerequisites:** Craft Wondrous Item, *open/close, hold portal, sleep, lightning bolt, chain lightning*

**Weight:** 6 lb

## Kadum's Pearls

**Description:** These red pearls glisten like freshly spilled blood, but are not innately magical. However, they are quite receptive to enchantments that inflict pain or injury. The pearls are harvested from the strange and baroque clams that live in the blood-saturated ocean waters near the chained titan Kadum. They are suffused with the titan's torment.

Clerics of Belsameth, Chardun and Vangal pay the Krewe of Waves great sums to harvest the pearls as vessels for magical investment. Clerics of each deity have their own preferred enchantments for the bloody pearls.

Kadum's secretive worshippers consider the pearls blasphemous and will stop at nothing to kill anyone they discover possessing them and will destroy the jewels without hesitation.

**Powers:** Each variety of *Kadum's pearls* has its own specific power. In order to use a pearl, the owner must be within 50 feet of the intended victim and must speak his name aloud, but the items are otherwise considered to be

"use activated." Effects are described below. Each variety of *Kadum's pearls* has one use per day. The pearls are not subject to space limitations.

- ***Agony:*** *Pearls of agony* inflict waves of crippling pain on a target. The victim must make a Fortitude save (DC 14) or automatically suffer 1d6 points of subdual damage per round. Saves are made each round thereafter until the victim succeeds at one. While tormented, a victim incurs a -2 circumstance penalty to attacks, AC and saves, including ongoing Fortitude saves.
- ***Night Terrors:*** The *pearl of night terrors* causes the target to perceive the world as nightmarish and surreal. If the target fails a Will save (DC 14), the distraction inflicts a -4 enhancement penalty on attack rolls, saving throws, ability checks and skill checks. This effect persists for 1d4 days, but can be removed as one would remove a curse (see *core rulebook I*, pp. 177-8, *bestow curse*).
- ***Pestilence:*** *Pearls of pestilence* inflict a specific disease upon the chosen victim. This effect works just like the *contagion* spell (*core rulebook I*, p. 187). The target must roll a successful Fortitude save (DC 14) to resist.
- ***Slaying:*** *Pearls of slaying* kill their target. The user must succeed at a ranged touch attack. The victim must make a Fortitude save (DC 17) or die. If the save is successful, the victim still suffers 3d6+10 points of damage.
- ***Strife:*** *Pearls of strife* sow discord among one's adversaries. A specified individual must make a Will save (DC 17) or perceive his allies as deadly enemies for 10 rounds, reacting accordingly.
- ***Wounding:*** *Pearls of wounding* cause already open wounds to bleed copiously, thus inflicting more damage through blood loss. The victim must make a Fortitude save (DC 14) or suffer 1d6 points of damage per round for 10 rounds. This pearl does not work on someone who is not wounded (that is, at full hit points).

**Caster Level:** 10th

**Prerequisites:** Craft Wondrous Item, *inflict light wounds* (Agony), *bestow curse* (Night Terrors), *contagion* (Pestilence), *slay living* (Slaying), *mind fog* (Strife), *inflict serious wounds* (Wounding)

**Weight:** —

## Kelder Feedbag

**Description:** The cavalry masters of the dismal city of Mansk (the only true settlement of the famed horseman of the Kelder Steppes), coerce an anonymous monk (a wizard of dubious achievement seeking sanctuary from Vesh) to create divine feedbags capable of nourishing multiple horses over many days' heavy riding. *Kelder feedbags* have proved so popular that the busy wizard monk is unable to leave his monastery. When the riders of the Steppes discovered his abilities, they bluntly threatened to expose and extradite him unless he continued to produce the bags. Indeed, for all intents and purposes, the cavalry masters keep him under house arrest as he works to complete bags enough for all their elite. In his growing frustration, the wizard-monk is increasingly tempted to disguise and pass off one of his *bags of devouring*, but escape seems a more likely solution. Still, few could evade a Rider of the Kelder Steppes—especially when escaping on foot.

**Powers:** By placing one day's worth of feed into a *Kelder feedbag*, the user is able to provide 10 days' worth of food to his beasts of burden. The user can feed 10 animals for one day, one animal for 10 days or any combination thereof.

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *create food and water*

**Weight:** 1 lb

## Luthia's Tools of Precision

**Description:** Gest Luthia, a member in good standing with the Shelzar thieves' guild, creates these sets of tools to assist recruits earn their keep with the organization. *Luthia's tools* resemble any standard kit of lock picks, files and other roguish implements. Although Luthia was once censured for providing novices with "crutches," no one could argue with the long-term, profitable results. Now exonerated for his work, Luthia collects a 10% tithe from any rogue who uses his magical inventions. He ensures payment by invoking a different command word for each set of tools and attuning that word to a designated user. If a set of tools ever changes hands, the previous owner's command word fails to activate the devices, even if the word was willingly revealed. New owners must seek out Luthia personally to make full use of their possessions.

**Powers:** Once activated with their command word, the tools grant the user a +6 circumstance bonus to Disable Device and Open Lock checks. Without a command word, the gear acts as masterwork thieves' tools and provides a +2 bonus. In this case, command words are as valuable as the magic items themselves.

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *knock*

**Weight:** 2 lb

## Mask of Desire

**Description:** This mask transforms its wearer into a vision of beauty and grace. It does not actually change the wearer (as with a *shapechange* or similar spell), but alters viewers' perceptions instead, causing them to ignore any physical imperfections of the wearer.

These items were once (and in some places still are) popular with courtesans, lotharios and madams. Now, most *masks of desire* are created by the minions of the Laughing Man and are worn by his ambassadors and servants, particularly those among the Krewe of Plagues. Typically, a Plague krewe member wearing a mask ventures forth to a foreign land on a mission of mischief, using his powers to manipulate and seduce victims, serving the interests of both the Laughing Man and Lord Quick. Sadistic wearers sometimes remove their masks at critical moments, revealing a plague-ridden monster instead of the beautiful creature that onlookers believe they know.

**Powers:** When worn, the *mask of desire* grants the wearer a +3 enhancement bonus to Charisma and affects all observers in the same fashion as a *hypnotism* spell, applying to up to 9 HD. Those who fail their saving throws (DC 20) against the mask's effects can take no offensive action against the wearer and will attempt to stop any offensive actions staged against him by others.

**Caster Level:** 9th

**Prerequisites:** Craft Wondrous Item, *hypnotism*, *emotion*

**Weight:** 1 lb

## Medallions of the Veshian Vigils

**Description:** The country of Vesh is a place of safety and goodness, so it is no surprise that in the dangerous world of the Scarred Lands, the rulers of Vesh have taken special precautions to defend their borders against invaders. For this purpose, the Vigils were created. The Veshian Vigils are organized, highly mobile military bands, primarily composed of some of the Scarred Lands' finest rangers. Wizards, sorcerers, druids and fighters also serve the Vigils as auxiliaries. The Vigil rangers ceaseless and tirelessly guard Vesh's frontiers — an often thankless job that involves tracking, reconnoitering and skirmishing. In the years since the Vigils' foundation, Vesh has become ever more interested in establishing a larger region of safety, so the Vigils can now be found in areas outside the country's borders.

To aid their loyal and brave vigilants, the rulers of Vesh sought out the finest craftsmen of magic items and commissioned the creation of special medallions to aid Vigil rangers in their tasks. (Only these crafters possess the knowledge to create these medallions; characters may not create them, though they may attempt to duplicate them.) The medallions' powers vary, depending upon the specific Vigil's geography, history and purpose. All medallions feature a metal chain and head, in which is held a chunk of polished amber. Each Vigil's medallion has a unique object encrusted within the amber — a symbol that represents the Vigil.

Different Vigils have their own rules about when their rangers earn their medallions, but most Veshian Vigil rangers acquire their medallions during their middle levels.

The Vigils, their associated medallions and some brief notes on each are listed below.

**Arcernoth Delta Vigil: Medallion of the Caterpillar**

Stationed on the edge of the Blood Sea at the Arcernoth Delta, this Vigil concerns itself with the slitheren of the Mourning Marshes. Its amber-symbol is the caterpillar.

**Behjurian Vigil: Medallion of the Conifer**

Perhaps the most prestigious Vigil, it was originally situated on Vesh's northern frontier but was recalled and assigned to Vesta for many years, before its present assignment to Mithril to aid that city-state suffering from its geographic separation. Its amber-symbol is a sprig of conifer needles.

**Beltanian Vigil: Medallion of the Fly**

This was the original Vigil, formed in the March of Beltan after the establishment of Vesh. This Vigil is noted for its fierce stands against the orcs of Lede, and some companies have gone so far as to strike at the orcs near Ruthop itself. Its amber-symbol is the fly.

**Dark Motak: Medallion of the Scorpion**

This was once a proud Vigil whose leader betrayed its contingent by treacherously leading it into an enemy's ambush. The entire Vigil was destroyed and has never been remustered. Nonetheless, the scorpion medallions worn by or made for its members have been found.

**Ganjus Vigil: Medallion of the Flower**

As its name implies, this Vigil is known for its many elven members, who help to serve in the Virgin Woods. Its amber-symbol is a petal of Tavistia, a flower dear to the hearts of the elves residing there.

**Horthswythe Vigil: Medallion of the Mosquito**

This is the second oldest Vigil. It is headquartered at the mouth of the Horthswythe River, which it guards. Its amber-symbol is the mosquito.

**Lolhardran's Vigil: Medallion of the Acorn**

This newest Vigil, named after Ranger Lord Collit Lolhardran (who is still very much alive and in command), is noted for its many druidic members. Its amber-symbol is the acorn.

**Maritime Vigil: Medallion of the Seashell**

This is a newer Vigil, assigned to the dangerous coast along the Blood Sea, south of the Sorporatra Swamp and all too close to the nation of Calastia. These rangers specialize in aquatic proficiencies, and magic-users and druids associated with the Vigil often prepare aquatic spells. Its amber-symbol is the seashell.

**Metyrian Vigil: Medallion of Wheat**

This Vigil is noted for the horsemanship skills of its members, which makes sense considering it guards the frontiers west of the Kelder Mountains against bandits and other titanspawn. Its amber-symbol is the genny-seed (a wild wheat).

**Mullis Town Vigil: Medallion of Adamantite**

This newer Vigil is based in Mullis Town — something of a rowdy frontier town. Its commerce centers around mining the nearby hills and handling trade cargo between Mithril and Vesh. Its amber-symbol is a pebble of adamantite.

**Pelpernoi Vigil: Medallion of the Moth**

This Vigil is named for the Ranger Lord Hadras Pelpern, who two centuries ago led a ragtag squad against the sorcerer Muslijher and his four djinn; Pelpern died in the battle. Its amber-symbol is the moth.

**Semanye's Vigil: Medallion of Grass**

This Vigil was named for Patrushin Semanye, the half-Veshian, half-Durrovorian ranger lord who first commanded this Vigil, which now does what it can to assist the underground resistance in Durrovor. Its amber-symbol is a blade of shivitsk, a wild tundra-grass.

**Powers:** All medallions enable the wearer to employ *tongues* three times per day for one round; other powers vary by medallion. All powers that require a level function at the greater of the wearer's ranger or vigilant level. If the wearer possesses no levels in either of these classes, then no level-dependent ability functions at all. Only inherent powers (e.g., save or AC bonuses) function in such a case.

- **Medallion of the Acorn:** This medallion gives its wearer +2 resistance bonus to all saves versus fire, and *fly* twice per day for three rounds.
- **Medallion of Adamantite:** The medallions of this Vigil grant their wearers *bull's strength* for 1 round per level per day. The medallion also grants *stone tell* three times per day.
- **Medallion of the Caterpillar:** This medallion's wearer gains a +10 competence bonus to her Hide skill and the ability to *water walk* two times per day.
- **Medallion of the Conifer:** This medallion gives its wearer the power to *regenerate* one hit point of damage

every 10 minutes. The medallion also grants the wearer giant strength — a +6 enhancement bonus to Strength once per day for 10 minutes.

• **Medallion of the Flower:** This medallion gives its wearer the power to *speak with plants* three times per day and the ability to create a *wall of thorns* once per day, and it grants a +1 competence bonus to attacks made with long- and shortbows.

• **Medallion of the Fly:** Not surprisingly, the medallion gives its wearers a +2 competence bonus to attacks versus evil humanoids and a +2 resistance bonus to all saving throws versus cold.

• **Medallion of Grass:** This medallion allows its wearer to *repel metal or stone* once per day for one round per level, and it gives its wearer a +1 dodge bonus to AC.

• **Medallion of the Mosquito:** This medallion *cures serious wounds* twice per day and grants its wearer a +1 natural armor bonus by magically toughening the wearer's skin while the medallion is worn.

• **Medallion of the Moth:** This medallion gives its wearer a +1 resistance bonus to all saves versus magical attacks and allows the ranger to cast *dispel magic* once per day.

• **Medallion of the Seashell:** This medallion gives its wearer the power of *water breathing* for one round per level per day and a +1 competence bonus to attack any aquatic creature.

• **Medallion of the Scorpion:** If found, this medallion confers the following powers: *cure poison* three times per day and *shadow form* twice per day for one round per level.

• **Medallion of Wheat:** This medallion grants its wearer a +10 competence bonus to Ride skill and a +1 dodge bonus to AC.

**Caster level:** 10th

**Prerequisites:** Craft Wondrous Item, and secret techniques and spells

**Weight:** 0 lb

## Necklace of Immunity

**Description:** The plain appearance of this black-and-silver choker belies both its nature and its power. General Garlen the Despised designed the item early in his military career. History tells that Garlen was sick of his mages failing him, losing their spells when they were wounded, so he had these necklaces made and forced his wizards to wear them, despite their resistance.

A necklace spares its wearer the pain suffered from injuries, wounds and accidents, allowing spellcasting to occur uninterrupted. After a battle is over, however, the pain surges back to the wearer, magnified by the magic of the necklace, sometimes resulting in a quick and agonizing death. After his retirement, Garlen sold his design to the temple of Chardun, whose members appreciated the general's lust for victory, no matter the cost.

**Powers:** This necklace operates for arcane spellcasters only. If the wearer fails a Concentration check after sustaining damage while casting a spell, the necklace provides an immediate retry with a +20 circumstance bonus. Success on the retry negates the previous failure, allowing the spell to be cast. Of course, this assumes the attack staged against the spellcaster wouldn't debilitate by some means other than pure damage, such as with a net or by severing a limb.

The necklace imposes an *inflict serious wounds* effect on the wearer 1d4 hours after the item helps him cast a spell (remember to add 10 points to that damage for the item's caster level). The necklace cannot be removed until that damage is delivered, unless a *wish* spell is cast on the wearer. If the necklace helps cast more than one spell in the space of an hour, add one point of damage to the total suffered by the wearer for every spell after the first when injuries are finally incurred. Damage for all spells recast within the last hour is sustained at the time determined by the first 1d4 roll.

**Caster Level:** 10th

**Prerequisites:** Craft Wondrous Item, *calm emotions*, *inflict serious wounds*

**Weight:** —

## Nomari Candles

The vanished Nomari sorcerers were able to graft magical properties into ordinary wax candles. The tribes' secrets were passed onto select allies and friends. Even today, a small but significant market remains for these unusual candles. Each candle has a distinct spell or condition that takes effect within 2d4 minutes of the candle's being lit. If a candle is extinguished before this time, the effect is preempted. The candles are usually used surreptitiously — placed secretly in a banquet hall, a throne room or the home of a wealthy family — and left to do their work. Unless otherwise specified, each candle affects a circular area 15 feet in diameter, and all victims are subject to the candle's effects simultaneously. Larger rooms require more candles, and if the candles are not all lit at approximately the same time, some victims may show effects before others, tipping off observant subjects.

The candles are reusable, but have a limited life span. Each candle burns for a total of 30 minutes, but can be extinguished prematurely and re-lit for its effects to be used again. They appear to be normal candles and can be any color. *Nomari candles* radiate magic, but their precise nature must be determined through the use of *identify* or similar spells.

Unless noted otherwise, *Nomari candles* are usable indoors only; outside, wind and weather conditions render their effects useless.

The applications of these candles, especially to the unscrupulous and criminally minded, should be obvious. The wedding party of Lord Nykollia, for example, was rendered paralyzed by several of these candles, allowing the notorious Mist Creeper of Mithril to make off with all of the wedding gifts and most of the guests' finery. The death of Albadian Chieftain Grax is attributed to the use of one of these items, but this rumor remains unconfirmed.

• **Candle of Death**

**Description:** The *candle of death* is one of the most infamous of the Nomari candles, and its use today is quite rare, usually confined to the most skilled assassins and evil artificers. Its use is illegal in most civilized nations, with violations punishable by death. Concern over and the scarcity of these items result mostly from dreadful legends in which *candles of death* exterminate entire royal courts, revelers, peace conferences or sacred congregations. Allegedly, a high priest of Corean was slain by one of these candles, along with a half-dozen of his most devout paladins. It is another atrocity attributed to the Calastian wizard Anteas, who is said to have pieced together the means of creating such candles from a couple of old, cracked Nomari tablets.

**Powers:** This candle emits a *cloudkill* spell within 2d4 rounds of being lit.

**Caster Level:** 9th

**Prerequisites:** Craft Wondrous Item, *cloudkill*

**Weight:** —

• **Candle of Exhaustion**

**Description:** These notorious candles are the bane of generals and elite army corps. Several of these candles were smuggled into and hidden among the provisions for the forces of Lord Ankila the 8th prior to the Battle of Bleached Shore. The candles were burned as Ankila and his premiere warriors prayed. In the ensuing battle, Ankila and his knights were so weakened that they were driven from the field, causing the remainder of the lord's army to flee in panic. This was Ankila's last stand against Calastia, and the terrible retribution for the uprising (the execution of Lord Ankila the 8th) has kept the small country under the thumb of King Virduk ever since. This sad history sparked a new tradition among the generals of some armies to meet and pray in darkness before battle. The origin of this custom has largely been forgotten, although lighting brands indoors on the eve of battle is still considered bad luck.

**Powers:** Victims who fail a Fortitude save (DC 18) are considered exhausted (see *core rulebook II*, p. 84).

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *endurance*

**Weight:** —

• **Candle of Paralysis**

**Description:** The master thief known only as the Mist Creeper, currently plying his trade in Mithril, is credited for the most infamous recent use of *candles of paralysis*. He incapacitated an entire party gathered by Lord Nykollia for his daughter's wedding. Even though the guests of the party remained conscious of the theft, not a single clue that might lead to the apprehension of this brazen thief was secured. Even though there was ample opportunity for mischief, the Mist Creeper went about his work quickly and efficiently, without ever allowing a great hood that hides his face to fall and reveal his identity.

Among the gifts stolen were reputed to be *amulets of love* that were going to be exchanged by the betrothed. As if the embarrassment of the disrupted wedding and theft weren't enough, Lord Nykollia's son-in-law has recently been killed during a battle with the pirates of the Blood Sea, leaving the lord's daughter heartbroken and without a lasting memento of her beloved.

**Powers:** Victims of this candle must make Fortitude saves (DC 17) or be paralyzed (see *core rulebook II*, p. 85) for 1d6 hours.

**Caster Level:** 8th

**Prerequisites:** Craft Wondrous Item, *ghoul touch*

**Weight:** —

• **Candle of Sleep**

**Description:** Although these candles are often used for nefarious purposes, the royal nanny at the palace of Duke Traviak of Lageni instead uses them to put the duke's 32 children to sleep at bedtime. Little does anyone outside the duke's court know that the esteemed family should actually have 33 children, but one died under mysterious circumstances. The deceased child now haunts the duke and his wife as one of the unholy children (***Creature Collection***, p. 208). The deceased child was one of the duchess' own, and despite her loss, she is taking some pleasure in the fact that the ghost seems to be protecting her other five children — at the expense of the illegitimate children sired by her husband on all manner of servants and prostitutes.

**Powers:** Those in this candle's area of effect must make a Will save (DC 18) or be affected by a *sleep* spell.

**Caster Level:** 8th

**Prerequisites:** Craft Wondrous Item, *sleep*

**Weight:** —

• **Candle of Smoke**

**Description:** This candle has proven useful to adventurers and members of the Vigil. As few as two of them can produce sufficient smoke to cover a retreat or slow pursuers. Unlike most other Nomari candles, *candles of smoke* can be used outdoors without detriment, unless weather conditions are so severe that all smoke created is dissipated immediately.

The town of Fenside was burned to the ground after a rash of false alarms had been raised, owing to use of *candles of smoke*. The local thieves guild had acquired some of the items and secreted them into buildings and homes they intended to rob. When the candles were lit, unsuspecting occupants thinking their houses were on fire fled, leaving the buildings unprotected and open to intruders. Unfortunately for the burglars and the townsfolk, the fifth such "fire" that broke out in as many days proved real and turned into an inferno before anyone realized it was an actual threat that needed attention.

**Powers:** This candle emits the equivalent of a *fog cloud* spell. Those caught in the cloud also suffer effects as described under "smoke" (see *core rulebook II*, p. 89).

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *fog cloud*

**Weight:** —

## Oathbreaker's Bracelet

**Description:** Influential ambassadors, assassins, thieves and other criminals with enough influence or ruthlessness to acquire one favor the use of these items. As a slender silver bracelet, adorned with simple etchings, it is small and easily concealed; in fact, it is very seldom worn in plain view, although nothing about it immediately belies its true nature.

When Queen Geleeda of Calastia married King Virduk, she wore an *oathbreaker's bracelet* to invalidate the vows that she spoke during the ceremony. She was not the only attendant guilty of wrongdoing, though; Virduk had the hall prepared to make Geleeda's vows magically binding — a blatant attempt to rob her of her free will and make her the king's possession. But the soon-to-be-queen's bracelet allowed her to evade the spells prepared for her, because it allowed her to speak falsely and thus not be bound to her promises. Since then, though, a surprised Geleeda has discovered that Virduk knows of her deception and has done nothing about it. In fact, while the cunning king might once have simply wished for a stunning bride to attend him in his twilight years, Virduk seems even more pleased to find himself partnered with a predator perhaps as wily as himself.

**Powers:** An *oathbreaker's bracelet* provides its wearer with a +7 competence bonus to Bluff tests. Those wearing the bracelet are always thought to be telling the truth when targeted by *discern lies* and are unaffected by any magical effect that would force them to tell the truth, such as if they were within a *zone of truth*.

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *misdirection*, *confusion*

**Weight:** —

## Pack of Safekeeping

**Description:** This specially designed but ordinary-looking backpack keeps items within it safe from damage, magic and exposure to the elements. These packs are exceptionally useful to adventurers in dangerous locales and to those who frequently carry delicate objects (glass vials, papers, etc.).

The truly remarkable aspect of these bags that few people ever consider is that they can endure almost any abuse and withstand most damage — perhaps even more so than its bearer. If a person is ever trapped or killed, his bag may outlast him and keep his possessions safe indefinitely. No one is certain when these bags were originally devised, but if it were a long time ago, some ancient scroll, relic or potion might still lie within, awaiting discovery, completely intact, as new as the day it was first safely stored away.

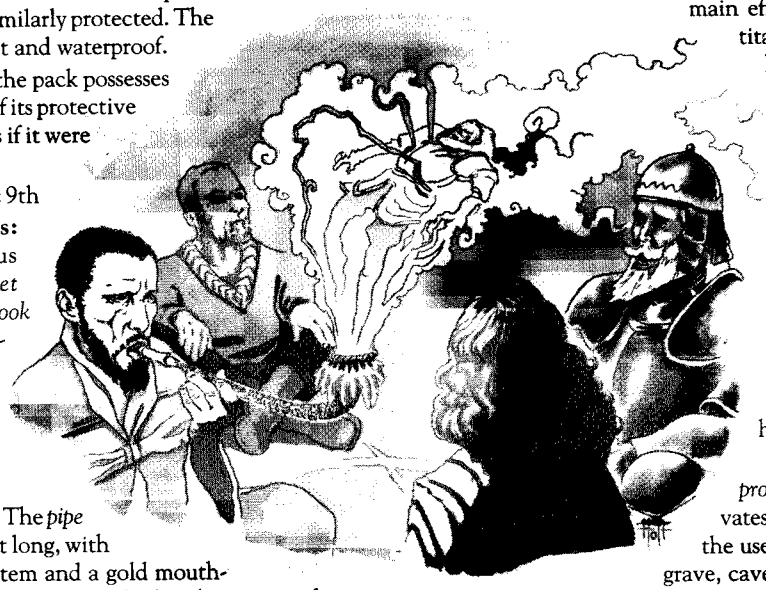
**Powers:** The contents of the pack are protected from harm. While the pack is closed, all items within benefit from a +10 enhancement bonus to their toughness (see *core rulebook I*, p. 136, for rules on breaking items), a SR of 21, and a +3 resistance bonus to all required Fortitude saves. The pack itself is similarly protected. The pack is also airtight and waterproof.

When open, the pack possesses and confers none of its protective qualities; treat it as if it were a normal bag.

**Caster Level:** 9th

**Prerequisites:** Craft Wondrous Item, *Leo's secret chest* (see *core rulebook I*, p. 220), *spell resistance*, *protection from elements*

**Weight:** 2 lb



## Pipe of Visions

**Description:** The *pipe of visions* is two feet long, with a slender curved stem and a gold mouthpiece. Crafted of ivory and etched with intricate designs, the *pipe* is further decorated with bold, multicolored feathers, tied around the bowl with leather straps. It is commonly used during ceremonies that reflect on the past or inquire into the future.

**Powers:** The *pipe of visions* must be filled with a precise blend of exotic tobaccos and rare herbs. These ingredients cost 500 gp (less only in Shelzar, where a *pipe* is also rumored to available for rent in the Den of Dreams) and are sufficient for one use. Once the pipe has been lit, four to six people must sit in an enclosed space no more than 20 ft x 20 ft and take turns smoking and concentrating on an event that has transpired or that might occur in the near future. After the pipe has been passed several times, the smoke that has gathered in the enclosed area begins to swirl and take form. All people present must make a Will save (DC 15). If at least one roll succeeds, the group's collective thoughts influence the movement of the smoke. If they have focused on an event from the past, the smoke displays the scene as if witnessed firsthand, albeit through a haze. No sound is heard, however.

If participants seek to gather information about the future, the pipe's visions are less clear. Vague, indistinct images play about the room, revealing small details about upcoming events, but they do not provide a complete picture of what will transpire. (The GM decides exactly what they see of the past or future, but what they infer from it is up to them.)

**Caster Level:** 13th

**Prerequisites:** Craft Wondrous Item, *greater scrying*, *commune*

**Weight:** 1 lb

## Prophetic Tablet

**Description:** In the southlands of Termana, certain kinds of minor magic are as old as living memory. To this day, rural adepts still prepare sheets of lead or stone inscribed with invocations to the fallen powers. Superstitious folk believe that, by reading a tablet's text aloud then hurling it into an open grave or deep chasm, the spirits of the underworld take heed and do as they have been commanded — whether it's infecting someone with a disease, killing a rival's livestock, or causing a person's death. More sophisticated loremasters speak of these tablets as a crude form of wand, but wonder whether they still remain efficacious now that the titans have been sundered. Regardless, word has leaked out among the magical community that the halfling sorcerer Orzu may have recently returned from Termana with a number of these tablets (or at least one of them, which may have been fragmented after a particularly dramatic escape Orzu made upon his return).

**Powers:** Reading a *prophetic tablet* aloud activates it. Most also require that the user throw the item into a grave, cave or an underground location of some kind. A few come with a wax or leaden doll that the user must transfix with nails, or the target's name must be scrawled on the tablet. The item has a 60% chance of proving efficacious. If it does, the spell stored within activates the next midnight and affects the intended target if he is within 20 miles of the tablet. The user need not know the spell or be a spellcaster to activate a tablet, but must still carve the name of his subject in the material. A tablet carries only one "charge," so can be used only once. A spellcaster cannot use the tablet to learn the spell it contains.

The following spells may be stored in a *prophetic tablet*: *bestow curse*, *blindness/deafness*, *contagion*, *remove blindness/deafness*, *remove curse* or *remove disease*.

**Caster Level:** As creator (at least 3rd)

**Prerequisites:** Craft Wondrous Item and the appropriate spell

**Weight:** 2 lb

## Revenge Doll

**Description:** While Belsameth's cult of the Nine Goats was known far and wide for its spite and vengefulness, the

cult's members also experienced it firsthand. Three days after the cult's inner circle voted to expel Otyon the Wicked from its number, because they learned he had titanspawn (in this case, orcish) blood, two members of the inner circle, both childless, were found poisoned. They were the lucky ones. One child of each of the remaining inner-circle Goats received a package within three days. In each package was a handcrafted doll (beautiful, according to one Goat's servant). Before nightfall, two Goats had committed suicide, though exactly what provoked them was not known. Later, one councilor accidentally stepped on her daughter's doll and crushed its ceramic head. She discarded it with a shrug, only to find it restored and in her child's arms later that evening. All the remaining recipients were disturbed to find that, in the dark of night, some trick of shadow transformed each doll into a macabre, grimacing creature. Most tried unsuccessfully to pry the dolls from their children's arms the following day. Within a week, all the members of the Nine Goat's inner circle were dead, by accident or suicide. Thus was born the Order of Goat, with Otyon at its head. The Order is renowned for its close ties to the Order of Ancients, so any Nine Goats who shared the inner circle's idea of cultural purity quietly went his own way.

The children are now orphans, and when wise townsfolk see them walking through town with their dolls in tow, they make the sign of Madriel for their own protection and the children's salvation.

**Powers:** A *revenge doll* emanates an effect like a *desecrate* spell in a 20-foot radius, wherever it goes. When a *revenge doll* is received as a gift, the recipient must make a successful Will save (DC 15) immediately or try to commit suicide within six hours. If the recipient succeeds at the first Will save, he must make a Fortitude save (DC 12) or succumb to accidental death (drowning in the bath, tripping down stairs) every subsequent day that the doll remains within his household. All attempts to destroy the doll or remove it short of a *limited wish* fail (even to the point of obvious supernatural intervention, such as the doll suddenly shooting across the room to escape its destroyer). Only a *remove curse* or *consecrate* spell of a level at least as high as that of the doll's creator can dispose of the toy permanently.

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *desecrate*

**Weight:** 1 lb

## Robe of the Netherworld

**Description:** These robes seem to be made from cloth spun from threads of darkness — they reflect no light at all. It is rumored that they are made of condemned souls dragged from hell.

Typically, the only people who wear these items are members of the Obsidian Pyre, a sect of wizards that reveres Belsameth. On the back of each robe is the member's magically inscribed rune. Invisible to normal vision, a *detect magic* or a similar spell reveals the rune.

Few others outside the group wear these robes, since they are made by and for these wizards. Some robes are stolen, but retribution is usually swift and brutal. A wizard stops at nothing to retrieve his robe; the order will not acknowledged him without it. Those robes possessed by outsiders are usually the spoils of victory over a member of the Pyre. The wizards view such people with a grudging respect and may not try to recover such a robe. If an outsider was able to defeat a member, then that outsider deserves the robe, having culled an obviously weak member from the Pyre's ranks — a process the wizards themselves frequently undertake. Indeed, if a foreign wizard defeats a member and claims his robe, the Pyre may extend an invitation to join the cult. There is no punishment for declining, although the victor may be tailed and observed by magical means for months or even years for signs of a change of heart.

**Powers:** The robe grants the wearer a +5 deflection bonus to AC. If the wearer is an arcane spellcaster, the robe grants two additional gifts: It allows the wearer to *control undead* (as the spell) twice per day. It also grants the ability to prepare one additional necromantic spell of each level that the wearer can cast. Each additional spell *must* be from the school of Necromancy.

**Caster Level:** 13th

**Prerequisites:** Craft Wondrous Item, *mage armor*, *control undead*

**Weight:** 1 lb

## Saddle of the Master Riders

**Description:** Finely crafted items — their metal intricately etched and inscribed with tiny horses and their leather tooled and decorated with elaborate knotwork and patterns — *saddles of the master riders* are used by the Riders of the Kelder Steppes who maintain their crude capitol in the settlement of Mansk. While these *saddles* grant remarkable skills to anyone who uses them, they are bestowed upon only the finest and most skilled horsemen, as a tribute to their abilities. The nomads sometimes grant one of these *saddles* to a valued friend or ally, although the Riders' friendship is hard to earn and unbreakable once given. Those who use the *saddle* without having earned the right to do so are attacked and killed without hesitation. Anyone using such a *saddle* on the Kelder Steppes had better be prepared to explain where the *saddle* came from and which chieftain or champion granted it.

If the mount is of a size comparable to a light to heavy horse, a *saddle of the master riders* can be fitted even to a flying beast and still bestow its benefits.

**Powers:** When placed on a horse, the *saddle of the master riders* grants the horse's rider a +3 competence bonus to Handle Animal tests and a +5 competence bonus to Ride rolls. The rider can never fall from his horse unless he chooses to do so. Riders who have proficiency receive a +3 circumstance bonus to attack rolls with heavy and light lances.

**Caster Level:** 9th

**Prerequisites:** Craft Wondrous Item, *animal friendship*

**Weight:** 15 lb

## Scabbard of Hiding

**Description:** Many rogues and not a few fighters have found this item to be extremely useful. The first *scabbard of hiding* was created by a cleric of Enkili, who attended the royal court in Sussephra, the capitol of Ankila. Perhaps wise in his paranoia, after learning that the boy Virduk had killed his own father and assumed the throne in neighboring Calastia, King Ankila the 7th insisted that anyone entering his presence first surrender any weapons at the door. The cleric crafted the scabbard to show the king the folly of his actions, but Ankila was not amused. The cleric was forced to flee for her life. The Trickster God was perhaps not pleased by the king's poor treatment of his servant, as all manner of problems have beset Ankila in the last 50 years. As a result, the people of this humble yet determined country bear no love for Enkili, and his worshippers while not overtly threatened are clearly not welcome there.

**Powers:** Any weapon sheathed in a *scabbard of hiding* is invisible to all save the wearer. The scabbard must be worn by a living (or animate) creature to function. Any spell that permits a user to see invisible objects can penetrate this defense; *invisibility purge* or a sufficiently potent *dispel magic* negates the item's effect temporarily, but the scabbard functions normally again once the spell wears off. Only a sheathed *weapon* can be turned invisible. Sticking a wand in the scabbard has no effect, for example, although some rogues are rumored to have a version of this item (a pocket for lockpicks). Note that a *scabbard of hiding* crafted for a dagger cannot hold a sword, although the wearer could probably drop a dagger into a scabbard made for a sword. The majority of these scabbards are designed for longswords. To determine the size of the scabbard, roll d100:

| | |
|---|---|
| 01-60 | Longsword |
| 61-75 | Shortsword |
| 76-85 | Dagger |
| 86-90 | Greatsword |
| 91-00 | GM's choice (exotics, etc.) |

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *invisibility*

**Weight:** —

## Shackles of Apathy

**Description:** Chardun gifted some of his followers with the knowledge of this item's creation, inspired by the very chains with which he bound the titan, Kadum. Those locked in *shackles of apathy* become dull, listless and virtually resigned to their situation. The applications of these items are almost limitless, from transporting prisoners or slaves without resistance to impairing spellcasters. Bounty hunters seek out wizards capable of creating such items. King Virduk of Calastia is reputed to have a specific pair of these set aside for the halfling insurrectionist, Orzu.

**Powers:** Creatures bound in *shackles of apathy* find it difficult to take any violent action against others. A bound creature may defend itself if attacked, but may not retaliate. A Will save (DC 20) must be made to lash out at anyone or to perform any aggressive or physically demanding action, such as running. Even if one roll succeeds, another save is rolled for each round thereafter to continue an action or attempt another. The shackles can suppress a barbarian's rage, mind-affecting spells cast on the subject and a bard's ability to inspire courage in the victim. Anyone bound who attempts to cast a spell of any level or kind, divine or arcane, must make a Concentration check (DC 20 + the level of the spell being cast).

A victim also becomes subservient and must obey one-word commands from any source if a Will save (DC 20) is failed.

**Caster Level:** 8th

**Prerequisites:** Craft Wondrous Item, *calm emotions*, *command*

**Weight:** 2 lb

## Shell of the Ocean's Call

**Description:** *Shells of the ocean's call* are made from rather large conchs and clams. They are usually enchanted in pairs, but triplets and quadruplets are known to exist. By speaking into one shell, the user can be heard clearly through all others created in the same batch. By taking turns, two or more people may communicate over vast distances. Only the constant sound of waves crashing in the background — which grows stronger the further a shell is from the ocean — interferes with communication. The shells' primary and still most prevalent uses are to alert coastal cities of seaward attacks and to warn incoming ships of potential docking hazards.

The officials in the Calastian cities of Rahoch and Tashon possess an enormous set of these that allows them to communicate across the Blossoming Ocean that separates Ghelspad and Termana. The officials in Rahoch have recently become concerned that one or more additional shells of the same set are in existence. They worry about bringing this to the attention of the king and his ministers, fearing that perhaps they possess the extra shells and are using them to monitor their work. If true, the Rahoch officials don't want to jeopardize an opportunity to utilize the spying to their own advantage.

**Powers:** *Shells of the ocean's call* that are enchanted as a set can be used to communicate within 30 miles of each other. Speaking into any shell allows one to be heard by anyone bearing one of the related shells. Simultaneous conversations result in all shells projecting ocean-wave noise. The shells always emit wave noise in the background of every message. The further any one shell is from the ocean that spawned it, the less comprehensible messages are from and to that shell (a Listen test — DC 16 — might be called for by the GM). In excess of 30 miles from another shell, all that can be heard is the ocean.

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *clairaudience*

**Weight:** 2 to 3 lb each

## Solar Brooch

**Description:** A solar brooch is nothing more than a solar scarab (see ***Creature Collection***, p. 184) that has been transformed from a living beetle into a magical piece of jewelry—whether turned into or captured within a crystal. The brooch maintains the sunlight storage and release capabilities of the creature. A few cults of Madriel are known to create these items.

**Powers:** With its command word, a fully charged *solar brooch* can release stored sunlight, lighting the area around it in a 60-foot radius with genuine solar radiation. This light counts as pure sunlight for purposes of affecting creatures that are vulnerable to such. This luminescence can be maintained for up to two hours before a recharge is required. A second command word stops this effect.

A third command word allows the wearer to release the brooch's stored solar energy as a solar beam. This action releases all the item's energy at once, inflicting both heat and light damage. The wearer must make a ranged touch attack to strike a foe with the beam. Creatures struck suffer 4d4 damage, with a Reflex save (DC 13) to halve damage. The beam has a range of 120 yards.

Fully recharging a spent solar brooch requires exposure to direct sunlight for four hours.

Some solar brooches (15%) are ensorcelled to provide heat resistance to the wearer as well. Thus, these brooches also act as a *ring of elemental resistance* (minor, fire, 15 points).

**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *light*, *protection from elements* (15%)

**Weight:** —

## Soul Brazier

**Description:** A civilized culture did not invent the *soul brazier*. So far, only troll shamans are known to produce this item of evil necromancy. A troll shaman fashions a *soul brazier* from the skull of a slain enemy by lining the brainpan with gold hammered from nuggets and setting jewels in the eye sockets. Three daggers or fire-hardened sticks tied with wire form a tripod upon which the brazier stands.

The user builds a fire in the brainpan and adds a handful of stinking herbs and a piece of flesh or bone from the dead person to be contacted. A phantom of the deceased emerges from the brazier's smoke, moaning and howling in torment, begrudgingly ready for questioning.

People of good alignment might suffer a moral dilemma when using this item, because it seems to disturb the souls of the dead. The brazier also raises the question: If souls go to their reward after death, to be with the gods or to suffer their punishment, how can mere *mortal* will retrieve them?

**Powers:** The person whose skull forms the item can be invoked by a *soul brazier* and interrogated once per day. The user can ask the phantom up to 10 questions in five minutes. The answers may be somewhat vague or cryptic, and the phantom is limited to what the person knew in life. If that person was misinformed, so is the phantom. Other restrictions from the *speak with dead* spell apply as well, except that a mostly intact corpse is not necessary.

**Caster Level:** 8th

**Prerequisites:** Craft Wondrous Item, *speak with dead*

**Weight:** 15 lb

## Spectral Yoke

**Description:** Doraho, high priest to Mansk's temple of Enkili, created this useful item when an epidemic killed hundreds of cattle in and around the settlement. At first shocked and terrified by the spectral oxen that towed their carts, carriages and plows, the people eventually learned to tolerate the ghostly beasts of burden. Although all the priests of Enkili were initially pleased with what they took to be Enkili's gift, some have grown concerned. Townsfolk have reported increased instances of hauntings and encounters with people known to be dead. A rash of deaths has also occurred in the vicinity of one butcher's shop, where angered animal spirits are reported to linger. The initiates of the temple have presented their concerns to the high priest, but he has thus far dismissed any problem, pointing to the continued value of *spectral yokes*. Whether the beasts of burden that suffer the yoke are summoned by it or the yoke is empowered by some kind of nearby hole to the Underworld is unknown. Certainly, Enkili's actual involvement in the creation of the yoke has come into question (or has been confirmed!), as have questions about the high priest himself.

**Powers:** Attaching the yoke to any device normally towed by beasts of burden eliminates the necessity of using live animals. Two spectral oxen of great size and strength manifest within the yoke at nightfall. The two ghostly beasts tow a cart or plow all night without needing food, water or rest — but they still need a taskmaster to direct them. The limits to the work these oxen can do are unknown; the limits of carts or plows have been exceeded before those of the beasts of burden.

A spectral beast of burden is incorporeal. If an attack or spell cast against one could harm or affect it, the spirit disappears and doesn't reappear until the next night.

**Caster Level:** 11th

**Prerequisites:** Craft Wondrous Item, *phantom steed*

**Weight:** 30 lb

## Spider Webs

**Description:** This light-gray, slightly sticky dust appears mundane to the naked eye, but proves magical upon enchanted investigation. The dust can be sprinkled upon a surface, and spider webs weave and extend across the surface immediately. The material is useful for adding appropriate decor to a crypt, perhaps to mislead intruders about the nature of any occupants or to disguise recent use of a place. When cast over a large area, the webs can fill a small room, disguising tracks, concealing dust disturbance and making invisible movement almost impossible.

**Powers:** A bag of *spider webs* contains enough dust to fill a 10-cubic-foot volume with strands and tendrils. If used sparingly on various small objects, a bag of *spider webs* contains about a dozen uses. The only requirement for activation is a light sprinkle of the dust outside its pouch. Use of sufficient dust offers a +4 circumstance bonus to Hide tests and imposes a -4 penalty to others' Search, Spot and Track checks.

**Caster Level:** 3rd

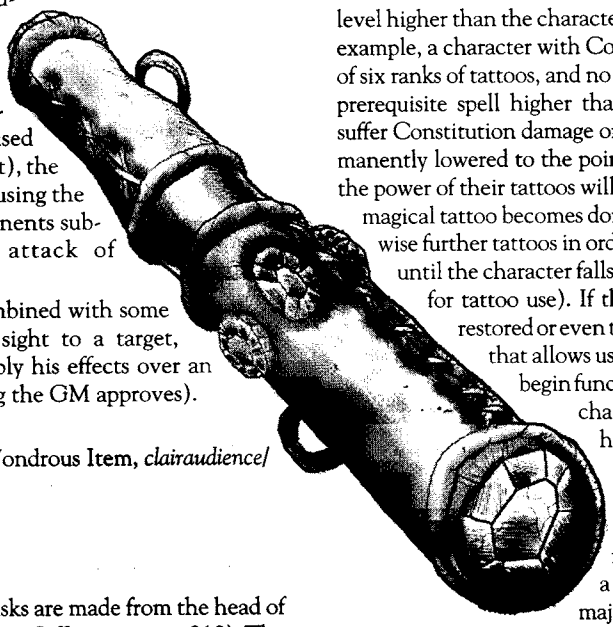
**Prerequisites:** Craft Wondrous Item, *prestidigitation*
Weight: —

## Star Gazer

**Description:** This seemingly normal spyglass is crafted from finely cured lion-hide leather and has two lenses fashioned from cut diamonds. Clerics and other worshippers of Belsameth value these items, because they allow the faithful to gaze upon their mistress' dwelling from afar.

The sage Yugman is reputed to own one of these items. If stories are true — and the most outlandish ones about the wizard often are — he actually uses his glass to stare at the sun in search of Madriel's throne.

**Powers:** This powerful device of far-seeing allows the user to gaze upon the heavens and stars as though he were among the stars, though they're just out of reach. It gives a +5 circumstance bonus to all Knowledge (Astrology) checks. When used to gaze on land, the user's normal vision is multiplied by 100 and even extends to low-light vision. A user with darkvision can see as well at a distance as he can in his own surroundings. The glass eliminates all range penalties on Spot checks. It also allows the user to see invisible beings or objects automatically. To be used at a short range (up to 10 feet), the glass must be retracted, but using the glass to look at nearby opponents subjects the bearer to an attack of opportunity.



A *star gazer* can be combined with some spells that require line of sight to a target, allowing a spellcaster to apply his effects over an extended distance (assuming the GM approves).

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance*

**Weight:** 1 lb

## Vengaurak Mask

**Description:** These masks are made from the head of a dead vengaurak (see ***Creature Collection***, page 210). The mask grinds its mandibles constantly when worn, and its eyes flash as though they are still alive. From a distance greater than 100 feet, the person wearing such a headpiece looks part insect.

**Powers:** A mask confers a +4 deflection bonus to the wearer's AC.

The mask itself has a hardness of 12 and 24 hit points. If the wearer chooses to attempt a bite attack, it delivers 2d6+3 damage. If a Grapple, Bull Rush or Improved Bull Rush feat is successful, bite damage is inflicted automatically. The wearer also receives the benefits of the Blind-Fight feat, if he does not already possess it, and can invoke *fear* (DC 15 to resist), as per the spell, against anyone who looks at the mask and has two or fewer hit dice.

**Caster Level:** 12th

**Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance, summon swarm, animate dead, fear*

**Weight:** 10 lb

# Tattoo Magic

Tattoo magic is a rare form of magic that allows a spellcaster to imbue tattoo ink with magical energy. This ink may then be used to create a tattoo on a target, which may be enchanted with a spell like any other magical item. The target gains the ability to activate the tattoo and benefit from the spell's effects.

Tattoo magic is not without its drawbacks; unlike normal magic items, the spell in question is not enchanting an object, but rather a person. While living beings may normally be affected by spells with no lasting ill effects, they typically do not have to store the energy powering those spells for extended periods of time. Bearers of tattoos, however, must become the conduits for the powers they channel. As a result, each tattoo conveys unique side effects that mirror the magic it channels.

The number and type of magical tattoos a character may possess is determined by his Constitution modifier. The character may wear a total number of ranks of tattoos equal to his Constitution modifier x 2, and no character may receive a tattoo which has a prerequisite spell with a spell level higher than the character's Constitution modifier. For example, a character with Con 16 may receive a maximum of six ranks of tattoos, and no tattoo he receives may have a prerequisite spell higher than 3rd level. Characters who suffer Constitution damage or have their Constitution permanently lowered to the point they can no longer support the power of their tattoos will find their highest tattoo rank magical tattoo becomes dormant and unusable (and likewise further tattoos in order from highest rank to lowest until the character falls under the Constitution limits for tattoo use). If the character's Constitution is restored or even temporarily increased to a level that allows use of the dormant tattoo, it will begin functioning normally as long as the character's Constitution remains high enough.

Unless a tattoo description specifies otherwise, tattoos must be activated to be successfully used. The user must make a Wisdom check (DC 5 + level of major spell effect) to successfully unleash the powers of the tattoo, and must make a similar check to successfully deactivate the tattoo, if applicable. Activation is a standard action that does not provoke attacks of opportunity. If the activation check fails, the tattoo does not function and its daily uses are not expended.

Like other magical items, tattoos may not simply be bought in a marketplace; rather, they must be inscribed by a spellcaster who knows the Inscribe Magical Tattoo feat (described below) and also meets the prerequisites for inscribing that particular tattoo. Even though tattoos do not require a verbal command word to activate, base prices for tattoos are normally calculated as command word activated, spell effect items (see table 8-40 in *core rulebook II*). Further, many tattoos have a limited usage per day, which may affect their base price. Since tattoos have their own space limitations, their base price is not affected by the "no space limitation" modifier. Also, the Game Master should make some allowance for the side effects of a tattoo by lowering the base price commensurately with the difficulties that result from the side effects (if any).

Removing tattoos once in place requires high magic, as the process is similar to disenchanting any other magical item. Spells such as *Mord's* ***Disjunction*** may remove the

### Inscribe Magical Tattoo [Item Creation]

You can infuse mundane tattoos with powerful magic, allowing the wearer of the tattoo to cast spells and access magical effects.

**Prerequisite:** Spellcaster level 3rd+, Craft (tattoo) skill

**Benefit:** You can inscribe any magical tattoo whose prerequisites you meet. Inscribing a magical tattoo takes one day for each 1,000 gp in the base price of the tattoo, and requires a Craft (tattoo) rating equal to 3 + the highest spell level of the spells that are a prerequisites for the tattoo. To inscribe a tattoo, you must spend 1/25 of its features' base price in XP and use up raw materials (tattoo inks) costing half of this base price. See below for descriptions of magical tattoos, the prerequisites associated with each one, and their prices.

magic from a tattoo (but not the tattoo image itself), and thereby eliminate the disenchanted tattoo from the limits on the number of magical tattoos a character can possess. Nonmagical tattoos can be removed from a subject's skin with a *regenerate* spell cast upon the inked area.

## Tattoos in the Scarred Lands

The Scarred Lands campaign setting contains two particular groups of people that are culturally disposed to decorating themselves with tattoos and are therefore especially adept at crafting magical tattoos. These are the wood elves of the Virgin Woods in central Ghelspad and the Albadian people (particularly the women sorceresses) in northern Ghelspad.

Peoples of other races can learn the craft of inscribing magical tattoos (assuming they meet the prerequisites as outlined below), and can be found with tattoos inscribed upon them, but at a time when travel is still quite limited in the lingering devastation of the Divine War, few people have benefited from this variety of magic to the extent of these two groups. Close on their heels, however, are several Titanspawn races whose people perpetuate the ancient practices of decorating their bodies with tattoos. When a caster among them is able, such tattoos will sometimes be magical as well.

Tattoos in the Scarred Lands tend to be more decorative and less pictorial. That is, the designs involve patterns of lines, dots and geometric shapes almost exclusively, as opposed to tattoos that are a picture of something, such as a unicorn or sword. These patterns can be found on absolutely every possible part of the body from the toes to the scalp, although the limitation on the number of *magical* tattoos a character may possess must heed the rules above.

## Tattoo Descriptions

The tattoos described below are meant to be examples; individual tattoos are often unique items, and should follow the guidelines described above using the tattoos which follow as templates. The tattoo rank is a sum total of the spell levels that are prerequisites for creating the tattoo.

### Belsameth's Servant

**Tattoo Ranks:** 5

**Powers:** The crafter of this tattoo must choose one lycanthrope to be incorporated into the tattoo. Thereafter, upon activation, the tattoo allows the wearer to assume that lycanthropic form and gain all the benefits and handicaps of that form. The wearer may also learn Control Shape as a class skill (see *core rulebook III*, page 218).

**Side Effects:** The wearer must check for involuntary transformation through the use of this tattoo as outlined in the Control Shape skill explanation.

*Caster Level:* 9th; *Prerequisites:* Inscribe Magical Tattoo, *Belsameth's blessing*; *Market Price:* 48,600 gp

## Chardun's Might

**Tattoo Ranks:** 4

**Powers:** When activated, this tattoo grants the wearer the strength and speed of an enraged warrior. The character gains a +4 enhancement bonus to both Strength and Dexterity for a number of hours equal to the caster level of the tattoo. The tattoo cannot be activated more than once per day.

**Side Effects:** As soon as the tattoo is deactivated or the duration of its effect expires, the character suffers one point of temporary Strength and Dexterity damage.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *bull's strength*, *cat's grace*; *Market Price:* 3,500 gp

## Corean's Forge

**Tattoo Ranks:** 4

**Powers:** This mighty tattoo gives the user all the benefits of a *stoneskin* spell when activated. The *stoneskin* is treated as if cast at the caster level of the tattoo, so it normally will last 70 minutes and prevent 70 points of damage before dissipating.

**Side Effects:** Gaining the fortitude forged by Corean has its price. When the tattoo's magic dissipates, the wearer suffers 3 points of temporary Constitution damage. The tattoo may not be reactivated until the character's Constitution has fully recovered.

*Caster Level:* 7th; *Prerequisites:* Inscribe Magical Tattoo, *stoneskin*; *Market Price:* 6,300gp

## Denev's Sending

**Tattoo Ranks:** 4

**Powers:** This tattoo is automatically activated if the character dies; no Wisdom check is necessary. The character's body withers away, leaving only ash and all equipment the character was carrying. Three days later, the character appears *reincarnated* in the place she found most secure in all the world, with no loss of ability or spell levels. As per *reincarnate*, the character loses one level of experience; further, she also loses the tattoo. The character may choose to be unwilling to return via *reincarnate* (such as if she knows a cleric may restore her instead), but if she is raised from the dead, the magic of the tattoo will be gone.

**Side Effects:** None.

*Caster Level:* 7th; *Prerequisites:* Inscribe Magical Tattoo, *reincarnate*; *Market Price:* 1,400 gp

## Dragon

**Tattoo Ranks:** 3

**Powers:** This tattoo allows the user to perform a breath attack as though he had cast the spell *dragon's breath* at a caster level equal to his tattoo's caster level. The type of breath gained by the caster is determined by the form of the tattoo; a red dragon provides fire breath, a black dragon provides acid, etc. Only one type may be represented by the tattoo. This power may be activated more than once per day, but each activation after the first suffers a +5 cumulative to the character's Wisdom check to activate the tattoo (so +5 on the second breath, +10 on the third, etc.). The DC is reset to normal once the character goes 24 hours without using the breath attack.

**Side Effects:** The wearer takes one point of damage of the appropriate type (no save) for each die of damage he inflicts when breathing.

*Caster Level:* 5th; *Prerequisites:* Inscribe Magical Tattoo, *dragon's breath*; *Market Price:* 8,000 gp

## Elder Rod

**Tattoo Ranks:** 2

**Powers:** Elder rod is a bamboolike growth found in thickets within the Virgin Woods (and elsewhere) that is legendary for its strength and fortitude. This tattoo allows the wearer to gain the effects of the spell *endurance*, cast at the level of the spellcaster who inscribed the tattoo. The character may be check to activate or deactivate this tattoo as often as he likes.

**Side Effects:** While its fortitude is great, elder rod is stiff and breaks before it bends. The wearer loses a number of Dexterity points equal to the number of Constitution points gained while the tattoo is active.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *endurance*; *Market Price:* 6,000 gp

## Enkili's Blessing

**Tattoo Ranks:** 2

**Powers:** This tattoo incorporates all manner of good luck charms and motifs, and allows the wearer to once per day invoke the granted power of the Luck Domain to reroll any one roll and take the result of the reroll, even if it's worse than the original roll. This tattoo does not require a Wisdom check or a standard action to activate.

**Side Effects:** Sometimes luck turns against you, but there's no side effect other than that the wearer must take the second roll no matter whether it's better or worse than the first.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *Enkili's luck*; *Market Price:* 2,160 gp

## Hedrada's Insight

**Tattoo Ranks:** 2

**Powers:** Coolness of mind leads to clarity of thought. This tattoo allows the wearer to gain the effects of the spell *divine wisdom* as if cast at the caster level of the tattoo. This tattoo may be activated once per day.

**Side Effects:** Participation in intense activity (such as combat) can disrupt calm thoughts, so the wearer of this active tattoo must roll every round to keep it invoked. The wearer is stunned for one full round after the tattoo fails.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *divine wisdom*; *Market Price:* 1,200 gp

## Lethene's Touch

**Tattoo Ranks:** 3

**Powers:** On activation, this tattoo builds up the powerful electric charge of a thunderstorm that is automatically transferred to any creature coming into physical contact with the wearer of the tattoo. The shock inflicts 20 points of electrical damage, which is halved if the target makes a successful Fortitude save (DC 13). The tattoo may be activated twice per day.

**Side Effects:** Touch attacks may not be made while this tattoo is activated. Further, the charge may only be maintained for one round per point of the character's Constitution

modifier. If the wearer continues to hold the charge beyond that time, he must make a Fortitude save each round to avoid accidental discharge (which shocks the wearer for half damage, or none with a successful Fortitude save).

*Caster Level:* 5th; *Prerequisites:* Inscribe Magical Tattoo, *touch of the eel*; *Market Price:* 10,800 gp

## Madriel's Light

**Tattoo Ranks:** 1

**Powers:** The sun and sky are powerful forces for life. This tattoo allows the character to heal himself of 1d8+1 points of damage per activation. The tattoo may be activated three times per day.

**Side Effects:** The tattoo's magic requires one round per point healed to take effect. The character must also be outdoors in the sunlight, or the tattoo's magic fails.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *cure light wounds*; *Market Price:* 2,500 gp

## Muskhorn

**Tattoo Ranks:** 2

**Powers:** The muskhorn is an animal of tremendous strength. This tattoo allows the wearer to gain the effects of the spell *bull's strength*, cast at the level of the spellcaster who inscribed the tattoo. The character may be check to activate or deactivate this tattoo as often as he likes.

**Side Effects:** Muskhorn bulls are reckless and headstrong. The wearer loses a number of Wisdom points equal to the number of Strength points gained while the tattoo is active.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *bull's strength*; *Market Price:* 7,000 gp

## Observer's Shawl

**Tattoo Ranks:** 1

**Powers:** The "primitive" magic of tattoos has even found use in Darakeene, where their Observers often have this inscribed upon them. The tattoo operates as the spell *sanctuary* cast at the tattoo's caster level.

**Side Effects:** The powers of this tattoo cannot be invoked for 30 minutes after the character has invoked any other tattoo.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *sanctuary*; *Market Price:* 5,000 gp

## Tar Dragon

**Tattoo Ranks:** 8

**Powers:** When successfully activated, the bearer of the tattoo gains the effects of *bull's strength* as if cast at the caster level of the tattoo. While activated, the tattoo also bestows immunity to the blows of most non-magical weapons with damage reduction 10/+1. Finally, the bearer is able to vomit a sticky substance from his mouth in a 20-feet cone effect. Anyone within the cone must make a Reflex save (DC 15) or be treated as if they had just been hit with a tanglefoot bag (see *core rulebook I* page 114). This vomit attack can be used once per day. If not deactivated sooner, the tar dragon tattoo deactivates when the *bull's strength* duration expires.

**Side Effects:** Once the tattoo is deactivated, the wearer is considered *exhausted* (per *core rulebook II* page 84) for a period of time equal to the duration of the tattoo's prior activation period.

*Caster Level:* 7th; *Prerequisites:* Inscribe Magical Tattoo, *bull's strength*, *web*, *stoneskin*; *Market Price:* 70,000 gp

## Wraith Hand

**Tattoo Ranks:** 2

**Powers:** The wearer's unarmed strikes and any weapons she wields gain the *ghost touch* power while this tattoo is activated. The wearer may strike incorporeal creatures without penalty. The ability lasts one minute per caster level of the tattoo and may be used twice per day.

**Side Effects:** None.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *spiritual weapon*; *Market Price:* 4,320 gp

## Tanil's Grace

**Tattoo Ranks:** 2

**Powers:** Lithe and graceful is Tanil the Huntress, and tattoos invoking her allow the wearer to gain the effects of the spell *cat's grace*, cast at the level of the spellcaster who inscribed the tattoo. The character may be check to activate or deactivate this tattoo as often as he likes.

**Side Effects:** This agility comes at the cost of strength. The wearer loses a number of Strength points equal to the number of Dexterity points gained while the tattoo is active.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *cat's grace*; *Market Price:* 6,000 gp

## Titanspawn

**Tattoo Ranks:** 1

**Powers:** This tattoo allows the character to see in conditions of very low light. In game terms, the character gains the trait low-light vision, and is able to see twice as far as normal humans in dimly lit areas. The character may check to activate or deactivate this tattoo as often as he likes.

**Side Effects:** While the tattoo is activated, the wearer is highly vulnerable to the blinding effects of light, and suffers a -2 penalty to saves involving dazzling lights or other light-related effects.

*Caster Level:* 3rd; *Prerequisites:* Inscribe Magical Tattoo, *light*; *Market Price:* 2,500 gp

## Cursed Tattoos

Some societies, especially the rugged tribes of Albadia, mark their culture's most heinous criminals with cursed tattoos. These tattoos function identically to normal magical tattoos, except they always active and cannot be deactivated by their bearer. Also, cursed tattoos are not limited by their victim's Constitution; they can be applied to anyone. They do not count against the victim's maximum number of uncursed magical tattoos.

## Mark of the Kinslayer

**Tattoo Ranks:** Zero (cursed)

**Powers:** Those Albadian barbarians found guilty of slaying their own kinsmen are marked on both cheeks with this cursed tattoo to insure they are forever exiled from the northlands. The victim's tolerance for the cold is magically stripped. They cannot tolerate cold environments and take double damage from all cold attacks.

**Side Effects:** Similar to *endure elements*, the wearer of the mark ignores the first 3 points of damage each round from fire or heat-based attacks.

*Caster Level:* 5th; *Prerequisites:* Inscribe Magical Tattoo, *bestow curse*; *Market Price:* 20,000 gp

# Chapter Six: Relics

Even in worlds where magic is commonplace, there exist rare items of great or terrible power coveted by the most powerful wizards and kings. Such items are inevitably shrouded in all manner of stories, legends and adventures, and many of these artifacts are ages old, having been wielded or possessed by renowned heroes or infamous villains. Presented in this chapter are a number of such minor and major relics.

In the Scarred Lands campaign setting, artifacts can often be traced directly to the god or titan who created them. Such items were typically made expressly for use in the Divine War, when the gods defeated the titans and claimed the world for themselves and their devout followers. But some artifacts are older still, and an item and perhaps even memory of it has vanished in the decades since the war. There's no telling what magical bounty might lie buried beneath ground that once undulated like the tide, within the vaults of fallen nations, or in the twisting gorges of the Canyon of Souls.

Items of surpassing power are created now, as well. Wizards have reclaimed much scholarship in the last 150 years and there are some who possess the ability to create items that may be called artifacts in their own right. And of course, there are sources of vast power — such as the remains of the fallen titans — available now as never before.

# Minor Artifacts

## Amulet of Ebon Dreams

**Description:** On very rare occasions Drendari, the demigoddess of shadow, finds a mortal admirer that impresses her with his charm, wit and guile. She has been known to gift such devotees with an *Amulet of Ebon Dreams*, sometimes anonymously; a recipient may simply "find" an *Amulet* after some event that gained the goddess' notice. An *Amulet of Ebon Dreams* is a useless, albeit expensive, trinket to any but Drendari's favored ones.

As befits the Lady of Intrigue, Drendari has an ulterior motive for spreading these items. No matter where the wearer of an *Amulet* may be, Drendari can read his thoughts and enter his dreams, whispering sweetly of his greatest desires and stealing away all knowledge of what he has seen or heard. Drendari seldom uses this power to come to the aid of an *Amulet*'s wearer; those who get into a situation which calls for her aid are not worthy of her gift in the first place. Instead, those who bear her *Amulets* provide Drendari with extra eyes and ears across the Scarred Lands. Even those few who suspect the purpose of Drendari's gift are often so enamoured of her that they do not care. An *Amulet of Ebon Dreams* appears as a small hematite disk with a large diamond center mounted and eight star sapphires evenly spaced around the outer edge.

**Powers:** The wearer of An *Amulet of Ebon Dreams* gains the following:

- The ability to move shadows in his immediate area causing them to envelop him, giving him a +10 circumstance bonus to all Hide checks where shadows are present.
- A +10 circumstance bonus to Spot checks to see anything in or related to shadows, from a hidden rogue to a grafted Slarecian Shadowman.
- A +2 save bonus vs. any effect, or attack from a spell or creature that has "shadow" or "shade" in its name or title. This also includes any spell whose main function deals with shadow.
- Darkvision to 60 feet. If the wearer already has this ability, increase his current range by 30 feet.
- 3/day the wearer may use *dimension door* (800 foot range), but only to move from one shadow to another. If no shadows are present in either the wearer's location or the destination, the spell fails to function and none of the daily uses are expended.
- Lastly, as a free action Drendari can *teleport without error* or *plane shift* an *Amulet*'s wearer to her location.

## Armor of Flesh

**Description:** Created in the Titanswar by Mormo's Slitheren, these magical suits of armor were crafted by patching pieces of skin from humanoid creatures. Legend tells of five suits crafted — one from dwarven skins, one from elven, one from half-elven, one from halfling and one from half-orc. Each was blessed by the foul touch of Mormo. All but two of these evil creations were presumed lost in the aftermath of the war. The dwarven and half-orc suits, the only ones known to still exist, are still jealously guarded by a coven of Red Witch Slitheren in the tunnels below the Soporatra Swamp, the most stagnant region of the dreadful Mourning Marshes. If others exist, they have yet to surface anywhere that their existence might be noted.

**Powers:** These suits are most certainly contaminated with evil, and they are contagious. Anytime a good or neutral character dons one of these suits, she gains two negative levels; every 24 hours of wear, she must make a Fortitude save (DC 20) or lose one level permanently. Each suit is +5 hide armor with no armor check penalty and 10% arcane spell failure. The individual suits each possess their own unique powers as well. The wearer gains all of the racial abilities of the race the armor is from, with the exception of languages. For instance, the elven *Armor of Flesh* grants +2 to Dexterity, -2 to Constitution, base speed of 30 feet, immunity to magic *sleep* spells and effects, and so on. The wearer will remain their original race, but with the added racial aptitudes, so a spell that targets only humans will affect a human wearer, but a spell that targets only elves has no effect on the wearer of the elven *Armor of Flesh*.

## Armor of Grace

**Description:** Forged from bright mithril by the god Corean himself, these magical suits of full-plate armor embody the very ideal of paladinhood. Like many other works of the god, the *Armor of Grace* was first created in Golthagga's forge to aid the greatest champions of Scarn. These ancient suits gleam from magic, mithril and divine power, and manifest their power with a visible holy aura and the almost inaudible weight of fighting in the Titanswar.

The vast majority of these holy artifacts were forged by Corean before the rebellion of the gods, to aid the mortal races that worshipped him. There have been, however, a few notable instances in the last century and a half when Corean has judged a great mortal worthy of such a suit of armor, and created a new suit of *Armor of Grace*, either through a proxy such as a holy cleric, or by his own appearance. These later suits are often forged from some metal other than mithril, adamantine and steel being the most common alternate materials. Each of these latter created suits has slightly different properties, directly related to the material from which it is forged.

**Powers:** Each suit of *Armor of Grace* is +5 full plate, although suits of different material may grant their own bonuses, and in all cases bonuses from the material stack with those of the magic. (For example, mithril *Armor of Grace* is considered medium armor and gains all the other normal benefits of mithril, while adamantine *Armor of Grace* has a +9 enhancement bonus to armor in addition to the full plate's +8 armor bonus.) When first manifesting any of its powers, *Armor of Grace* emits light as a magical sword (equal to a torch, 20-foot radius of colorless light.)

In addition, each *Armor of Grace* bestows upon its wearer the following benefits, as the paladin's class abilities: *aura of courage*, *divine grace*, *divine health* and *lay on hands*. Treat the wearer's character level as class level for determining abilities. If she is already a paladin, her class abilities and the powers bestowed upon her by the *Armor* stack. (For example, *divine grace* lets her apply her Charisma bonus to all saving throws twice.)

All suits of *Armor of Grace* are intelligent and of lawful good alignment. They can all, at least, use *detect evil* at will, which counts as one minor power. Determine each suit's actual sentience level, ability scores and other powers as normal.

The great power of *Armor of Grace* does not come without price, though. The armor is instantly aware of the alignment of any who attempt to don it, and can inflict one negative level to anyone who is not lawful good and fails to overcome the Ego of the armor. (Determine Ego as normal for Intelligence, and add 20 for the enchancement bonus, inherent powers and *detect evil* ability.) Wearers who are evil or actively associate with evil cohorts are further

endangered, as the *Armor* will try to compel the wearer to die in battle against superior evil forces, destroying as many evil creatures as possible before its wearer falls.

Unlike standard intelligent items, *Armor of Grace* can make a new attempt to assert itself every 10 minutes. It can also use any action that an intelligent item could do against a wielder whose Ego it defeats.

## Black Book of Belsameth

**Description:** Among the followers of Belsameth there are few honors greater than bearing one of her *Black Books*. Among many sects of the Slayer, signing a *Black Book* is a vital part of serving her.

A *Black Book* is 16 inches tall, 5 inches wide and about an inch thick. Much of that thickness is due to the heavy, blank obsidian covers. Inside are silvery pages covered in signatures. There are 32 pages in each *Black Book*. Full books are sacred treasures of the cult.

Those who sign a *Black Book of Belsameth*, even unwillingly, are consigned to the goddess. The other gods avoid interfering with or offering aid to one who has signed such a book, and the character will go to Belsameth's domain when dead.

A powerful *wish* may allow a character some hope of removing his name from a *Black Book*, but this will require a difficult quest. It is possible that appealing to Belsameth may allow a person to remove a name from a *Black Book*, but doing so will likely involve damning others to her lands.

Some believe that if a *Black Book* is destroyed, all claims to those who signed it is negated. There are no reliable accounts of this, however, and an equally credible rumor hints that such an act would just as readily slay anyone named within.

**Powers:** Once someone signs one of these books, he is consigned to Belsameth. This fate applies even if the character has been lied to, pressured or even mind-controlled into signing it. Signing a *Black Book* has no effect on alignment, though signing one willingly may. The *Black Book* may be signed by any intelligent being capable of writing.

Any cleric or paladin of another faith cannot sign the book, even willingly. Characters in some way chosen by a god may also be immune.

A character that has signed a *Black Book* cannot be resurrected or reincarnated without the permission of Belsameth. She is rather unlikely to return those who were forced to sign.

*Dispel magic* and *antimagic field* have no effect on a *Black Book*, or the effects of having signed one. The book has an effective caster level of 30, for saves against spell damage or other effects. The book is unaffected by non-magical damage.

If a *Black Book* is destroyed, all those who have signed it are free — however, such a deed is sure to attract Belsameth's direct attention in no good way.

## Clotstone

**Description:** Occasionally a trickle of blood of Kadum the Bleeding One solidifies into a fist-sized dark red gem and washed up on the shores of the Scarred Lands. These *clotstones* are said to possess great healing power, and are often sought out for this purpose. While *clotstones* are able to heal, they are actually the physical embodiment of Kadum's desire for vengeance, and as such they have a much more insidious purpose. *Clotstones* subtly undermine the reliance of priests on the gods (or medicinal skills) for healing, and they eventually destroy those who use them.

**Powers:** At will the wielder of a *clotstone* is able to cure himself or another for 1d8+5 hp. Every time this healing is used, however, the subject's blood becomes more watery, causing him to suffer an additional hit point of damage from any attack. This effect is very subtle, and will probably go unnoticed unless a healer examining the victim is able to make a successful Heal check (DC 25). The healing effect of the *clotstone* is also addictive. Each time a character upon which a *clotstone* has been used is injured, he will seek the *clotstone* for healing, ignoring all other sources unless he passes a Willpower save (DC 10 +1 for each time stone has been used on that person). A *remove curse* spell cast at 12th level or higher will remove both of these effects, but it will also make the subject immune to any further healing by a *clotstone*.

## Divine Tokens

**Description:** During the Titanswar, the gods saw fit to reward many of their most faithful followers with small tokens, each bearing some blessing of the god in question. Each *divine token* takes a different form, usually resembling the holy symbol of the deity in question. They are prized artifacts among the various followers of the gods, and many high priests vie to wear such a badge of favor.

**Powers:** A *divine token* grants a set of powers appropriate to the deity who fashioned it. They grant their full powers only to worshippers of the god in question, although some offer minor blessings to other wearers as an enticement for conversion. The following are a few recommended examples; more types of *divine tokens* may exist. Enkili grants no *divine tokens*, preferring his priests to rely on fortune and their wits. Denev does not consider herself a god, and therefore grants no such favor.

- Most *tokens of Belsameth* take the form of a basalt and silver amulet in the shape of her lunar eclipse symbol. Many change hands during the assassinations that are common among her followers. Any faithful spellcaster wearing a *token* of the Slayer has her spell effects increased as she were one level higher at night, two levels higher when the moon is within sight. She also gains access to the clerical domain of Magic, regardless of whether or not she could ordinarily use divine spells. The *token* is useless to a non-evil character, and inflicts one negative level on any good character wearing it. This negative level is not permanent, but cannot be overcome in anyway while the character bears the *token*.

- A *token of Chardun* typically appears as a small golden clasp, as for a robe or cloak, bearing his symbol. Chardun never gives away such a gift, but places it where a worthy follower may claim it for himself through might or conquest. A *token of Chardun* allows an evil bearer to add his Strength bonus to his Charisma bonus for any rolls related to command, intimidation, domination or conquest. In addition, those faithful to the Great General can *smite good* once per day. Possession of a *token of Chardun* fulfils the special requirement needed for the blackguard class, allowing the bearer access to it if all other criteria have been met. If a good character dons a *token of Chardun*, he gains a negative level for as long as he wears it. This negative level is not permanent, but cannot be overcome in any way.

• A true *token of Corean* is rare, and sometimes given to a devout believer by Corean himself. Many tales tell of a beleaguered farmer or soldier who prayed to the Avenger, only to have a wandering knight or old man later appear and offer a silver or mithril charm etched with Corean's symbol. A *token of Corean* allows a faithful bearer to take a defensive stance once per day, as a dwarven defender. If the character is already a defender, he can take a defensive stance an additional time. It allows a faithful non-dwarven character to become a defender if all criteria besides race are met, and a Coreanic paladin to multi-class (with defender only) without penalty. The *token* also gives any good or lawful character +2 on Fortitude saves.

• A *token of Drendari* normally takes the form of an earring with a small, dangling gem of a smoky color. Occasionally a devout worshipper hiding in the shadows hears the demigoddess's laughter, and when he steps back into the light finds that he has suddenly acquired a new piece of jewelry. A follower of Drendari wearing one of her *tokens* can shadow jump (as the shadowdancer special ability) 10 feet times his Charisma bonus every day (minimum of 10 feet). If the character is already a shadowdancer with this special ability, it is added to his class abilities. If a faithful character becomes a shadowdancer, he has access to special abilities one level earlier than normal. Regardless of class, the skills Hide and Move Silently are always considered class skills for a faithful character wearing a token of Drendari. Once worn, the token can be concealed, but it cannot be removed for any reason (unless Drendari herself grants permission) without losing all power and becoming worthless. The only exception to this is if one of her followers is able to steal (not take by force) it from the current owner.

• A *token of Hedrada* is often fashioned in the likeness of some symbol of authority, such as an officer's rod or a guild official's badge. The bearer of such a *token* gains a +4 competence to all Appraise, Intimidate and Sense Motive checks. If the bearer is also faithful to Hedrada, she gains the ability to *detect lie* three times a day, and gains a +2 enhancement bonus to Constitution.

• A *token of Madriel* usually takes the form of a peacock-feather tassel meant to attach to a weapon's shaft or pommel. Its bearer may invoke the *token*'s power once per day to cast *holy sword* on the weapon so adorned; the weapon acts as a +5 magical weapon and inflicts double damage against evil opponents for 15 rounds. A bearer who is also a devout worshipper of Madriel also gains a +2 circumstantial bonus to all Fortitude and Willpower saves made against spells cast by evil creatures. If the *token* is attached to a weapon wielded by an evil creature, said creature suffers a –10 penalty to all attack rolls as long as the token is within 20 feet of it.

• A *token of Tanil* often appears as a foxtail, in particular the tail of one of Tanil's foxes. It grants any good or chaotic bearer the low-light vision of an elf. A faithful worshipper wearing the *token* can *pass without trace* at will and gains a +4 competence bonus to all Hide and Move Silently rolls made in the woodlands. In addition, once per day a faithful bearer can apply a +4 competence bonus to any bow attack.

• A *token of Vangal* often appears as a filthy, rotting wooden amulet with Vangal's symbol scratched or slashed into it. Such tokens are normally given out to the most potent of Vangal's warriors. When the bearer of a *token of Vangal* achieves a threat for a critical but fails to hit with the second roll, he can force the roll to succeed by taking an amount of damage equal to the margin by which he missed. For example, if a warrior rolls a natural 20 to hit, but rolls a 12 on his second roll when he needs a 15, he can change the roll to a successful critical hit at the expense of 3 hit points. In addition, a devout follower of Vangal bearing a *token* can make any hit a potential critical hit (as if he had rolled a natural 20) at the cost of one point of temporary Constitution damage. Anyone of good or neutral alignment wearing one of Vangal's *tokens* gains a negative level for as long as the *token* is worn.

## Dweomer Crystal

**Description:** These crystals sparkle iridescently with prismatic color. They are extremely rare, but extremely powerful. *Dweomer crystals* are mined from the deepest subterranean regions of the Scarred Lands (which may be the reason they are so rarely seen on the surface world), and they are postulated to be the only known remains of the titan Mesos whose disintegration was the beginning of the Divine War. Some of the energy released when Mesos's very atoms were scattered is thought to be contained within these crystals. They are considered priceless by wizards and sorcerers, as well as druids of Denev who may also invoke their powers.

**Powers:** A *dweomer crystal* allows its wielder to cast any arcane spell applicable to his class, regardless of material component, focus and XP requirements. The caster need not have access to the spell or even the spell's level. Spells are treated as if cast at their minimum required caster level or the caster's actual level, whichever is higher. Rather than subtracting from the caster's daily spell allotment, each spell level drains one charge from the *dweomer crystal*. If the wielder casts a spell of a level equal or higher to the remaining number of charges, then the spell works, but the *dweomer crystal* crumbles to dust.

When found, an average thumb-sized shard of *dweomer crystal* might have 10 charges. It has 1 hit point, a hardness of 2, and a DC of 12 to break. If destroyed, it explodes in a spread with a radius of 10 feet for each remaining charge. All creatures within range take 1d6 points of magical fire damage for each remaining charge. This can be halved by a successful Reflex save, or negated by spell resistance (caster level equals the number of remaining charges).

## Fist of the Forsaken

**Description:** These hammers are mighty weapons crafted for the ruling members of the Cabal of the Fist, an demented cult of forsaken dwarves worshipping Vangal the Destroyer. They are dedicated to destruction and the eradication of their foes in battle.

The head of the weapon is crafted from a massive piece of black iron with a cloven, blood-dripping shield — the symbol of Vangal — worked in copper on both sides. The striking faces of the hammer are deeply chiseled with an image of a clenched fist. The haft of the hammer is fabricated from a fragment of bone taken from a titan and is bound with thick bands of copper, silver and iron.

There are seven of these weapons known to exist, each of which has its own name and bloody history; these are Imris, Kelabrix, Elbar, Enli, Felcor, Ayoti and Drac.

These hammers are tremendously heavy, weighing almost 20 pounds each, and may be wielded by only the most powerful of warriors.

**Powers:** A *Fist of the Forsaken* is a +4 warhammer. Anyone struck by this weapon must make a Fortitude save (DC 25) or be knocked backward 20 feet and land prone on their back. Should the victim strike another size S, M or L creature whilst flying backward, both individuals suffer 1d6 damage and fall prone. If the knocked-back individual strikes a solid object or creature above size L, he takes 2d6 damage and falls prone. Creatures above size L or below size S are immune to the knock-back effect.

A prone target struck by the hammer takes double damage.

To wield the hammer effectively, the user must have a Strength score of at least 15. If the wielder has a Strength score lower than 15, he cannot use his Strength modifiers to hit or damage. Furthermore, for each point of Strength below 15, the wielder suffers an additional -1 penalty to hit and damage.

## Mask of Whispers

**Description:** A *mask of whispers* could easily be passed over as a simple ceramic thespian's mask, with a smiling face and a single black tear painted under the right eye. Though no one can say for sure where these items, favored by assassins and manipulators, come from, rumor points to the Jack of Tears. Only he, they say, could be behind such a device — and perhaps even those who use them. Others scoff at this and say that even the Jack of Tears is not powerful enough to create such a thing, but perhaps even he has a master.

**Powers:** When placed over the face, this item holds itself in place without any straps or ties. Once it is affixed on someone's face, the *mask* becomes invisible (DC 30 to Spot) as long as it is worn. When the *mask* is worn, the user gains the following abilities at the 18th caster level:

- *dominate person* (DC 25) may be used on one subject without regard to the spell's normal duration. If the user attempts to use this ability on a second target, all effects on the first target are instantly negated.
- *hypnotism* at will
- *suggestion* at will
- *mass suggestion* 3/day
- So long as the mask is grafted to its user, the wearer is protected by a *mind blank* spell.

The drawback, however, is that a *mask of whispers* does indeed seem to be intended to garner more puppets for an unknown master. Each *mask of whispers* is tied to a specific evil alignment (lawful evil, neutral evil or chaotic evil). The wearer suffers a flat –8 penalty to any Willpower saves made to resist spells, spell-like effects or other "attacks" made by beings of that alignment.

## Master's Brush

**Description:** The origin of these peculiar artifacts is highly speculated among both artists and thieves, and it is unknown whether there is more than one in existence. Thought by some to be a gift of Trelu, the demigod of form, to favored painters, others have declared it was the creation of a painter turned thief in the court of Gwatra, Queen of the Bridged City.

What is known is that the owner of the last known *master's brush* is still on the run after a failed attempt to steal the engagement ring of King Jaren's consort, Hannatha, daughter of Gwatra. Trapped in the guise of the consort, the thief has yet to be able to change back into his own form because the painting, which displays his true shape, was discovered before he returned to it and is now under heavy guard in the Bridged City.

The paintbrush is constructed of dark brown wood with a tapered sable hair brush. It is just over one foot long and is obviously well-used, but still in wonderful condition. The brush is designed to apply thinner paints and most useful in creating fine portraits.

**Powers:** These artifacts have a number of inherent powers that are activated on use. First of all, the brush gives its user a +5 to all Craft (painting) checks. But this is only incidental to its primary power. When a portrait of a person is created, the painter may walk into the painting and emerge looking and sounding exactly like the subject in the portrait. While the painter has assumed the appearance of the subject in the portrait, the painting appears to be a portrait of the painter. The painter gains none of the subject's powers or abilities and no knowledge the subject has. In fact, he loses much of his own memory, though he will always remember why he created and walked into the portrait. This memory loss does not affect any of the character's skill ranks.

Once the painter has walked into the portrait, he may not use the brush's powers again until he has passed back through the painting and regained his true form. For this reason the portrait must be carefully hidden, for if he does not pass back through the portrait, he will never regain his memories or true appearance. The effect cannot be dispelled by *dispel magic*, nor can the user be *polymorphed* or have an *illusion* cast upon him to return him to his original form, though *illusions* and *polymorph*-like spells can be used upon him for other purposes. If the painting is destroyed, the effect of the brush is permanent, leaving the painter forever with fragmentary memories of his past and in a body not his own.

## Natural Order

**Description:** Denev, the Earth Mother, made dozens of these staves following the Titanswar in hopes that her own druids could serve as instruments to maintain the balance of power between the gods and her earth. Knowing that the gods could just as easily fall into the hubris that her brothers and sisters did, she devised a tool to be used by the races to even the score on all sides. Hence the staves known collectively and individually as "*Natural Order*" were created. The staves themselves are unassuming, aside from the interchanging black and white pigment that covers them.

These staves are given to druids of all races that still venerate the titan of earth, and possess no small amount of skill. Some look at the staves as a reflection of the Earth Mother herself in the fact that the staves are only interested in maintaining equality and tend to give the user liabilities if they are the obvious superior in a conflict.

**Powers:** *Natural Order*'s abilities depend on the hit dice of all the beings that are in melee with the wielder. Add the hit dice of all the beings in direct combat with the wielder and compare it to the hit dice of the wielder. For every hit die above the hit dice of the wielder the combatants have, *Natural Order* gains a +1 bonus. For every hit die below the hit dice of the wielder, it gains a -1 penalty. Attackers using ranged weapons and effects only count to this total if the weapons or effects are being used directly

against the wielder. For example, a wizard casting a *magic missile* against the wielder would apply his hit dice where as a wizard casting a *fireball* would not.

Regardless of the above effects, *Natural Order* allows the druid to prepare an extra spell for every spell level the druid has attained.

## Roaring Wand

**Description:** A *roaring wand* is a 3-foot long adamantine cylinder, hollow and counterbalanced with a slightly tilted handle and pommel. Shaft, hilt and pommel are decorated with platinum and gold, which depict scenes of ancient people who lived in a time unknown to current historians.

**Powers:** *Roaring wands* are mechanically activated, requiring a Search roll (DC 20) and a Disable Device (DC 18) to determine how to operate the artifact. If any of these rolls are failed, there is a 35% chance the wielder is affected by the spells *sound burst* and *slay living*. Once the wielder has successfully determined how to operate the wand, the DCs fall to 15 each, although the rolls are still required for each operation of the wand.

If the rolls are successful, any opponents in a 5-foot by 20-foot cone are affected by the aforementioned spells at a 20th level. *Roaring wands* are usually found with 1d6+1 charges.

Any character killed by a *roaring wand's slay living* effect must have a *remove curse* cast upon her body before any attempt to *raise*.

## Robe of the Earth Mother

**Description:** A *Robe of the Earth Mother* is a forest green druid's robe, of simple design but spun of wonderful quality. Where such divine vestments are obtained and how they are created is as much a mystery to those who wear them as much as anyone else — or so they claim.

**Powers:** These robes can only be worn by a druid. Anyone else who dons the vestment must pass a Fortitude save at DC 15 or be permanently *polymorphed* into an oak tree. The robe increases the power of the wearer's spells as if he were two levels higher, grants a +3 deflection bonus to AC, and spell resistance 10. It confers the following powers at will, all at the caster's level +2: *protection from elements, detect snares and pits, tree shape, meld into stone, water breathing* and *freedom of movement*. Once per day, the wearer may cast: *call lightning, sleet storm, insect plague, transport via plants* and *control weather*.

## Shard of the Forsaken

**Description:** During the Titanswar, the demigod sacred to the elves of the western plains of Termana was betrayed by his most trusted lieutenant, and fell in battle to the titan Chern. As he felt his spirit dispersing, the demigod imparted shards of his essence to seven of his most faithful priests, embedding them into the priests' holy symbols. These shards granted the priests the ability to harm the titan, though the weapons of the other elven defenders had no effect on the mighty Chern. The surviving elves attacked Chern, their priestly leaders dealing lethal blows to the vicious monster.

Most of the priests suffered mortal injuries and died soon after their victory. When the rulers of other races beset in the Divine War learned the power of the *shards of the forsaken*, the remaining elf-priests were hunted and the *shards* taken into possession as insurance against the machinations of the other titans.

In more recent times, the more ambitious of the forsaken elven clergy have quested to regain the *shards*, which may still be in the possession of the rulers of various states. A legend has arisen, prophesizing of an elven savior who will unite the seven *shards* and return life to their slain

god. The veracity of this prophecy is questionable, but it seems unlikely that it will be fulfilled. The chaotic forsaken elves often turn on each other upon finding more than one *shard*, each hoping to wield greater clerical capabilities.

A *shard of the forsaken* itself appears to be much like the holy symbol of the forsaken elves — a golden leaf growing from a braid of golden hair, usually hanging from a thin chain. More than one shard can be braided together at the hair, and worn together.

**Powers:** A *shard of the forsaken* has two main powers. The first is only applicable to a forsaken elf or forsaken half-elf of the cleric class who still worships the fallen demi-deity. Forsaken elves, whose own faith empowers their few spells, are normally limited to a maximum of 2nd-level cleric spells. A forsaken elf cleric gains the potential to cast spells of one additional spell level per *shard* possessed, if his level would normally indicate he could cast spells of that level. For example, a 7th-level forsaken elf cleric with two *shards* could cast spells up to 4th level. Each *shard* must be tied together to grant more than one additional potential spell level.

The second power has not been used since the Titanswar. Possession of a *shard* grants the ability to deal damage to the titans with normal weapons. Only the possessor of the *shard* can deal such damage, though any non-subdual weapon can be used. There is no additional effect for possessing more than one *shard* in this case.

## Slarecian Memory Sphere

**Description:** A *Slarecian memory sphere* is a small silver or brass orb, roughly a foot in diameter and covered with strange glyphs and ancient runes. The power held within, however, is much greater than the size would indicate. No one knows how many of these devices exist, and no one living today has been able to decipher the Slarecian script written upon it (thanks to the Slarecian language virus). Scholars debate its purpose and function. Some say it was a defensive device, long since exhausted of magic. Others claim it is a representation of a Slarecian god of some sort. Still others claim it is nothing more than a lighting device. In reality, it was used by the now-extinct Slarecians in the creation of their gargoyles and golems.

**Powers:** Usually found in threes, the *spheres* appear to be merely an odd silver or brass ball. Once possessed, however, this artifact begins to work its horrible magic. One day after it is touched, the *sphere* bestows one negative level on the creature closest to it (if more are the same distance, determine randomly). The difficulty to regain the level is 25. Draining a level in this way causes one of the 10 sections of the sphere to glow gently, casting an eerie blue light to a distance of five feet. It can drain one level for each of the 10 sections. Curiously, the sphere never drains the same victim, unless no others are available. When all 10 sections are alight, the orb gains an additional power. When touched to any crystal, the orb begins a startling transformation. The orb begins to grow, enveloping the crystal as it transforms it into either a golem of random sort (brass) or a Slarecian gargoyle (silver). The newly formed creature retains the memories it absorbed as a *sphere*, accounting for the creature's uncanny intellect. The creature immediately sets out to kill anyone around, with a +8 competence bonus to attack rolls against any victim whose memories were used in its creation (it knows how they think and fight). It then burrows into the earth to an unknown location to wait for further orders from its dead masters.

## Sunray Spear

**Description:** The war against the titans saw the creation of many devices of war. Those mortals loyal to the gods who proved their worth in battle often saw themselves rewarded with powerful items. One such example are these magnificent weapons given to the chosen warriors of Madriel. When dormant, these devices appear as large staves forged of rune-etched gold, yet light as elder rod and hard as steel. When the word of activation is uttered, however, they burst into radiant light, becoming spears of pure energy designed to cut down the spawn of the titans. Though they are still sometimes seen in the hands of great heroes long after the war, it is said that Madriel keeps a close eye on those who bear the weapons of her chosen.

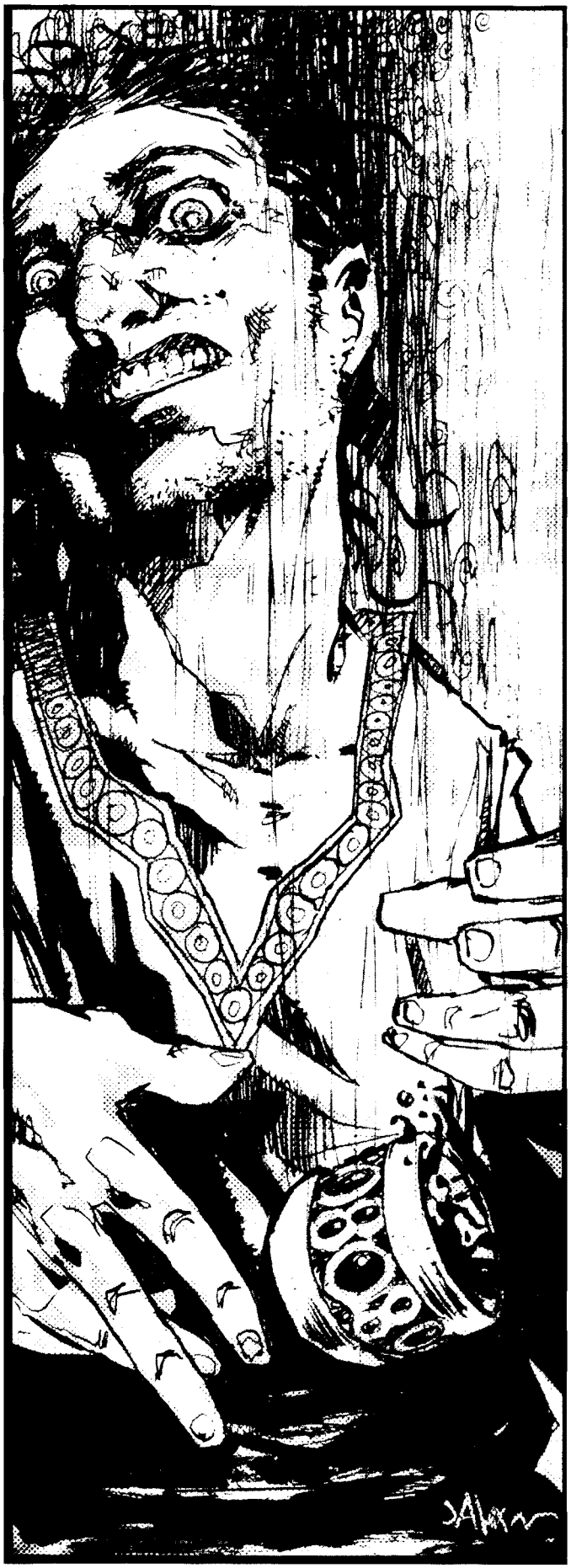
**Powers:** When dormant, the golden staff functions as a quarterstaff +2, +4 vs. Titanspawn. On speaking the command word, it transforms into a mirror image of the holy weapon of Madriel. Resembling nothing so much as a spear of solidified sunlight, the artifact now functions as a halfspear +4, and when fighting the spawn of the titans, the weapon has a critical of 18-20, x 3. The weapon can be thrown normally, but returns to the hand of the wielder at the beginning of his or her next action in combat. Lastly, being composed of sunlight, the weapon does double damage against undead and other beings which are vulnerable to such rays. The spear lasts until combat is over, then returns to its dormant form until called forth again. If ever used to threaten a priest or any truly devout worshipper of Madriel, the weapon flees the hand of the wielder and finds a worthier bearer.

## Tanil's Screaming Arrow

**Description:** The first known appearance of one of these artifacts was given one as a gift from Tanil to the leader of the Behjurian Vigil prior to the quest for the fabled Hall of Crumbling Bone that was thought to be the origin of the Dead Tide. This journey later became the famous ballad "The Shadow Foray" and tells of the strange things the Vigil *did* uncover. The ballad speaks of the powers of this mighty arrow, and has driven many an archer to seek out the others of its kind.

There are rumored to be no more than 20 of *Tanil's screaming arrows* in existence. They are said to be singular in appearance; the shaft of this long arrow has a gritty, scalelike texture, white in color. The arrowhead is an ivory miniature carved to resemble the head of a spire wyvern. The twin tailfins are made of bone, not feathers, shaped similar to the spire wyvern's wings.

**Powers:** When fired into the air from the bow of a ranger of good intent, a *screaming arrow* transforms into a full-grown spire wyvern (***Creature Collection***, p.187). The wyvern acts as if it was raised and trained from birth by the launching archer. The beast will ally with the ranger for the next 12 hours, usually for the purpose of serving as a lookout. Just prior to the end of the 12 hours, the spire wyvern attempts to return to the ranger and transform back into its arrow form. The creature cannot be called into existence again for another 12 hours (a resting period for the beast). Should the archer attempt to invoke the wyvern before it has finished resting, the *arrow* falls from the bow 5-10 feet in front of the archer. Good-aligned creatures who are not rangers may touch and hold this artifact, but it will fall harmlessly from



their bows should they try to invoke its power or even use it as a weapon. Anyone not of good alignment who touches the *arrow* must make a Fortitude save (DC 20), or take 2d6 shock damage for each round they hold the item.

## Titans' Blood

**Description:** The Scarred Lands were devastated during the Titanswar 150 years ago and the world has yet to heal. The mighty titans suffered great wounds, but their godlike stature has prevented their final deaths. From Kadum who still spews the ichor that colors the Blood Sea to the venomous gobbets of Mormo embedded in such desolate places as the Hornsaw Forest, the Scarred Lands are a restless tomb for the defeated godlings.

Crafty alchemists without the skill of true magicians have long since learned that the *titans' blood* is a source of incredible but dangerous power. Not a few foolhardy explorers make their living skimming the Blood Sea for clots of Kadum's gore or returning seeping bits of Mormo or the other fallen ones. This is a task made doubly difficult because many of the titans are still worshipped by sinister cults who seek to protect or gather their lords' remains. The *blood* itself is too dangerous to devour in its pure form — unfortunates who have done so have often joined the ranks of the terrible monsters who still threaten the Scarred Lands — but certain diluted forms have been discovered to grant strange powers.

**Powers:** Unless the individual type of *blood's* description says otherwise, all rules for *titans' blood* are the same as those for potions. It is worth noting that the following effects are simply the most common; a given *titan's blood* might posses an entirely different power if drawn in a different locale or diluted in a different fashion. The effect of ingesting the *blood* of other titans is a matter of pure speculation.

*Chern's blood* retains its terribly infectious nature. Luckily for the person who imbibes it, its treated form turns the user into a carrier without harming him. For one hour after drinking the *blood*, anyone who is touched by the user of this preparation must make a Fortitude save (DC 13) or catch one or more diseases immediately. Roll d8 and consult the chart:

| Result | Disease Contracted |
|---|---|
| 1 | Blinding Sickness |
| 2 | Cackle Fever |
| 3 | Filth Fever |
| 4 | Mindfire |
| 5 | Red Ache |
| 6 | Shakes |
| 7 | Slimy Doom |
| 8 | Roll Twice |

At the end of the duration, the user is no longer a carrier, though any who have contracted diseases continue to suffer with the affliction.

*Gaurak's blood* instills a bit of the endless hunger of the titan into one who imbibes it. For three hours, the user may drink or eat anything that she can manage to swallow without suffering any ill effects

directly derived from actually devouring it. Thus, she could drink a gallon of cyanide or devour 100 pounds of sewage without effect, but lava would burn her face away before she could even try to swallow it. When the blood's effect wears off, it is as though the user had not eaten or drank any of the things she swallowed during the three-hour duration. Unfortunately, the Glutton's *blood* instills a dangerous hunger of its own; henceforth the user must make a Willpower save (DC 15) whenever any *titans' blood* of any sort (even unpurified) is present or do anything to drink it immediately. This compulsion lasts until a *remove disease* spell is successfully applied.

*Golthain's blood* temporarily brings about certain changes that are both horrific and beneficial. For one hour after imbibing the *blood*, the drinker's face, ears and hair fade away, leaving his head smooth and featureless. He suffers a –5 Charisma penalty, but is rendered immune to all attacks that utilize the sense of sight, hearing, smell or taste. This includes magical attacks based upon such senses, including medusa stares, siren voices or troglodyte musk. Strangely, the user may still act as though his senses were unimpaired for the purposes of movement, attacks and other actions, as he temporarily inherits the odd features of the faceless titan.

*Gormoth's blood* keeps its wild and raw nature even when processed. For three hours after drinking it, the user is reduced to Intelligence 6 (if the initial level was higher), but is blessed with Strength of 19 (if the initial level was lower). He also exudes a musk that causes members of the Abandoned to confuse him for one of their own, but which inspires nausea for anyone within 10 feet that fails a Fortitude save (DC 15). Those overcome by the stench suffer a –2 penalty on all saves, skill checks and attacks for 2d6 rounds.

*Gulaben's blood* inspires madness. The user radiates an aura of insanity for one hour after drinking the *titan's blood*. Anyone, friend or foe, within 15 feet must make a Will save (DC 14) every single round or suffer as though affected by a *confusion* spell. Upon initially drinking the *blood*, the user must succeed at a Fortitude save (DC 10) or be affected by the confusion for the first five rounds of the duration.

*Hrinruuk's blood* endows one with the deadly bolts of the hunter titan. For one hour after imbibing the *blood* of the titan, the user may create one fiery bolt, as though made by a *flame arrow*, per minute. If any creature, whether friend or foe, flees from the user during the one-hour duration, he is compelled to pursue at the fastest speed possible and seek to bring the quarry down with the flaming missiles (Willpower save DC 20 to resist this compulsion, but resisting it immediately terminates the effect of the *blood*).

*Kadum's blood* applies the titan's terrible fate to anyone who suffers harm at the hands of the user. Any physical attack, whether by weapon or natural attack, by the user that causes damage to a foe is treated as a *wounding* attack. Such an attack causes the victim to continue to bleed for 1 point of amage per round thereafter unless a successful Heal check (DC 15) or a *cure* or healing spell is applied to stop the bleeding.

*Lethene's blood* turns the user into the eye of a storm, even as the Dame of Storms is reputed to be. For four hours after consuming the *titan's blood*, the user creates a *control weather* effect of a terrible storm which affects the area within a two-mile radius, but which leave an eye of peace for 10 feet around the user. The effects of the storm are not suffered by anyone within this 10 feet radius.

*Mormo's blood* transforms the user in a quite serpentine way. For three hours, snake scales cover her body and she gains certain resistances. The user becomes immune to all poisons and gains a +7 natural AC bonus for the duration. The user's Charisma is reduced to 11 for the duration, if it was at a higher value.

*Thulkas's blood* transforms the imbibing person into a red-hot iron version of herself for one hour. For the duration she benefits as though under an *iron body* spell, except that she is also glowing red from heat, as though under a *heat metal* spell. Though this effect does not damage the drinker, it is not at all subtle and is likely to destroy personal possessions and property.

# Major Artifacts

## All-Mother's Judgment

**Description:** Powerful as the last titan is, she still cannot be everywhere. The druids of Denev say that all things have a fate and purpose in the scale of life. Some are meant to be food for predators, while others are to die in their sleep. To deny fate is to deny the law of nature. That law is Denev herself — and she doesn't take well to insubordination.

The druids say that Denev birthed the weapon they call *All-Mother's Judgement* from the rock itself, to be wielded by anyone willing to further her desires of destroying those who put off their own death. The weapon, a scythe with a blade as black as the end of time and a shaft that seems to pulse with the energy of a living forest, enforces the law of nature as it is to be followed... absolutely.

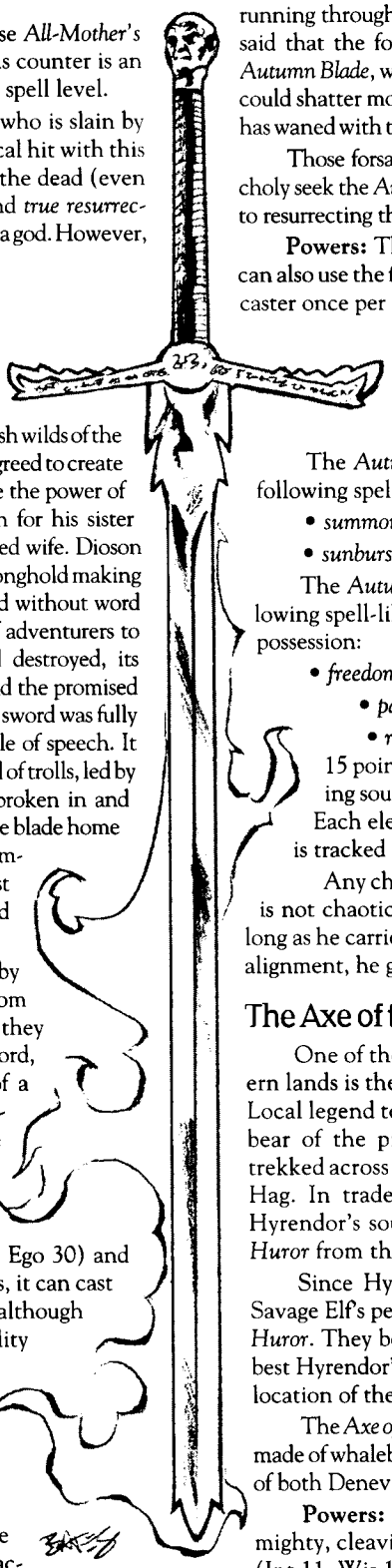
**Powers:** In combat *All-Mother's Judgment* acts as a +2 scythe with the keen quality. Anybody wielding the artifact is automatically proficient with it as if they had the requisite feat, and its use does not count as a violation of a druid's vows of weapon choice. During any turn other than his own, the wielder may forfeit any and all of attacks of opportunity to force an opponent to reroll a saving throw of any type, adding +2 to the DC. If the target of this power has *evasion*, *improved evasion* or a like ability that alters damage taken depending on a saving throw, those abilities are lost for 1d4 hours.

The wielder may also forfeit his attacks of opportunity to give a +5 bonus to anyone who is making a critical roll (the roll after a critical threat is scored). Obviously, if the wielder has taken an attack of opportunity already, he cannot invoke either of these powers.

As a full action the wielder may use *All-Mother's Judgment* to counter a healing spell. This counter is an automatic success regardless of caster or spell level.

Finally, any victim of the weapon who is slain by the damage inflicted as a result of a critical hit with this scythe can *absolutely not* be raised from the dead (even with the potent combination of *wish* and *true resurrection*!), except by the direct intervention of a god. However, *reincarnate* will function normally.

## Arator, Holy Sword of Karria



**Description:** *Arator* was crafted by the great wizard Dioson 75 years ago, shortly after Queen Tagani and her band carved the kingdom of Karria out of the harsh wilds of the island of Tarak. Tagani's brother Dioson agreed to create a great magical item that would symbolize the power of Karria for generations to come in return for his sister naming the island nation after his deceased wife. Dioson spent three years in confinement in his stronghold making the sword. After the third year had passed without word from the mage, the queen sent a party of adventurers to investigate. They found the stronghold destroyed, its tunnels and mines overrun with trolls, and the promised sword in the hands of the troll leader. The sword was fully constructed by this time, and fully capable of speech. It told them a harrowing tale in which a band of trolls, led by one that served the god Chardun, had broken in and killed the wizard. The adventurers took the blade home to Queen Tagani, who gave it to her champion Barrok to lead in the crusade against the minions of Chardun. No one suspected that the sword would lie....

*Arator* was created evil — whether by a freak accident or by interference from titan or god, no one could tell, even if they knew. *Arator* appears to be a steel greatsword, with an ivory pommel like the face of a wizened old man. The face itself animates as it talks, giving voice to the weapon.

**Powers:** *Arator* is a +4, flameburst, keen, spell-storing greatsword. It is intelligent (Int 16, Wis 14, Cha 16, Ego 30) and neutral evil. In addition to these powers, it can cast spells of its own as a 15th-level wizard, although it has never let a mortal know of this ability (and live). It only has access to those spells that have ever been stored in it. On average, assume it knows the same number and level of spells as a 15th-level sorcerer would, focused mainly on trickery and combat spells. All alignment-detecting abilities, save those used by 16th or higher level characters or powerful extraplanar creatures (GM's discretion) show *Arator's* alignment as neutral good. *Arator* is the secret power behind the throne, guiding the nigh-immortal Queen Tagani's decisions and slowly expanding his empire.

## The Autumn Blade

**Description:** The *Autumn Blade* is a slim rapier, perfectly balanced for the grasp of whomever holds it. It appears to be made of transparent glass with yellow and red veins running through its length, much like those in leaves. It's said that the forsaken elves' dead god once carried the *Autumn Blade*, which was a verdant, opaque green. Once it could shatter mountains and cleave dragons, but its power has waned with the death of its original creator and wielder.

Those forsaken elves not completely given to melancholy seek the *Autumn Blade* in the hopes that it holds a key to resurrecting their god or creating another.

**Powers:** The *Autumn Blade* acts as a +5 rapier, but can also use the following spell-like powers as a 20th-level caster once per round:

- *call lightning*
- *control weather*
- *greater dispelling*
- *gust of wind*

The *Autumn Blade* allows the wielder to cast the following spells as a 20th-level caster once per day:

- *summon nature's ally IX*
- *sunburst*

The *Autumn Blade's* wielder also receives the following spell-like abilities as long as the artifact is in his possession:

- *freedom of movement*
- *pass without trace*
- *resist elements*: The sword absorbs the first 15 points of damage each round from the following sources: fire, cold, acid, electricity and sonic. Each element has its own limit it can absorb and is tracked separately from the others.

Any character who wields the *Autumn Blade* and is not chaotic neutral gains two negative levels for as long as he carries the artifact. If the character is lawful in alignment, he gains *four* negative levels.

## The Axe of the Huror

One of the most renowned weapons of the northern lands is the battleaxe of Hyrendor, the Savage Elf. Local legend tells that after Hyrendor defeated the ice bear of the pitted peak called Golthain's Face, he trekked across the icy wastes to the hut of Fregneva the Hag. In trade for the huror's skin and (some say) Hyrendor's soul, the sorceress created the *Axe of the Huror* from the beast's teeth.

Since Hyrendor's death in the Divine War, the Savage Elf's people have carefully hidden the *Axe of the Huror*. They believe that one day a new champion will best Hyrendor's spirit in single combat and discover the location of the axe.

The *Axe of the Huror* appears to be a primitive weapon made of whalebone, sinew and giant bear teeth. The runes of both Denev and Enkili are carved into the haft.

**Powers:** The *Axe of the Huror* is a +3, keen, mighty, cleaving battleaxe. It is an intelligent weapon (Int 11, Wis 11, Cha 18, Ego 21) and chaotic neutral. The wielder has free use of the Cleave and Sunder feats. Additionally, when the *Axe* strikes an object, only half of the object's hardness is subtracted from the damage. The

*Axe* will cause a minimum of 1 damage to the object despite the hardness. The *Axe* ignores all armor (but not enhancement) bonuses when attacking an opponent.

In addition to its offensive capabilities, the *Axe* also allows the wielder to absorb the first 25 points of damage from cold energy every turn. The wielder is immune to the effects of natural cold and extreme cold conditions.

## The Bells of Non

**Description:** Far beyond the Kelder Mountains lies a vast desolate wasteland, one of the most unsightly scars left on the face of Scarn by the Titanswar. Once it was a mighty empire of fertile plains and savanna, centered on the great city of Aurimar. The last emperor was deposed by a cult of madmen who believed that the titans would win their great war against the gods, and only by offering their worship to the heartless titans would they be spared the destruction that awaited the followers of the gods. From within the walls of Aurimar, the minions of the titans mustered and marched to battle to the pealing of the bells in the palace tower.

With the titans' defeat, three of the gods laid waste to Aurimar and its empire, making examples of the cult and its followers. All that remains is a cracked and barren landscape of sinkholes and stunted, dry trees that can be seen for miles over the bleak plain. Most of the city sank into the earth, brought low by the gods' wrath. The name of Aurimar is no longer spoken; it is now simply referred to as Non ("nothing" in the now-dead language of the empire).

One fragment of Aurimar remains. On a stone pillar in the center of the great sinkhole that swallowed the city stands the bell tower of the once-mighty palace. The ghost of Kaav, the last bell-ringer of Aurimar, inhabits the decrepit, crumbling tower. He is the last member of the titan cult, left to bitterly curse the gods who showed no mercy to his people or his empire. The smiting of the city destroyed all but seven of the tower's bronze bells. The remaining bells, infused with the power of his hatred, continue to toll at Kaav's bidding. He will not stop playing the war hymns upon them until the titans rise up again to destroy the usurping gods. Those who would try to plunder the lost riches of Aurimar must not only contend with the dark creatures that reside in the sinkhole, but also the hateful power of the *Bells of Non*.

**Powers:** The *Bells of Non* and their ropes have the property of *ghost touch*. The power of the bells is such that magical *silence* does not interfere with their effects, but otherwise the effects of the bells are considered sonic effects. The tolling of the bells does not affect the user, and the activation of each bell's functions requires a command word. Creatures in contact with the bottom of the sinkhole are unaffected by the bells, but otherwise the bells can be heard for miles around the tower.

The *Bell of Terror* may be activated five times per day. All those hearing it must make a Willpower save (DC 24) or be panicked for 2d6 minutes.

The *Bell of Rending* may be activated three times per day. All those hearing it must make a

Fortitude save (DC 25) or suffer 3d6 points of unholy damage and 3d6 points of sonic damage. A successful save results in no damage.

The *Bell of Dissipation* may be activated once per day. All spellcasters hearing it must make a Willpower save (DC 26) or lose the preparation of all spells of the highest level they can cast; this is a mind-affecting attack.

The *Bell of Decay* may be activated twice per week. All ordinary vegetation within hearing distance rots instantly and irrevocably. Intelligent plants must make a Fortitude save (DC 27) or die. All other creatures must make a Fortitude save (DC 27) or contract mummy rot.

The *Bell of Discord* may be activated once per week. All those hearing it must make a Willpower save (DC 28) or be compelled to attack the nearest living thing (friend or foe) until the target is dead or the hearer is dead or rendered unconscious. This is a mind-affecting attack.

The *Bell of Agony* may be activated twice per month. All those hearing it must make a Fortitude save (DC 29) or fall to the ground wracked with excruciating pain for five minutes. Affected creatures are helpless, and their cries may attract creatures from the sinkhole.

The *Bell of Retribution* may be activated once per month. All those hearing it are affected as if within the area of effect of a *circle of death* cast at 20th level.

## Belsameth's Silver Ear

**Description:** Belsameth is credited with loosing this item on mankind, though some sages opine that Enkili must be granted some credit as well. It has been blamed for the madness of Emperor Derizian of Older Venir, and was the cause of the Breaking of the Silver Circle. And yet, it seems at first so innocent, so benign, and so very, very *useful*....

In form, the *Silver Ear* is just that — an intricately crafted facsimile of a human ear, wrought in the finest silver, and threaded on a silver chain. It glows ever so slightly on nights when the sky is clear but the moon is dark. The *Ear* does not grant the owner the power to kill with a touch, or to command demons, or to summon storms. No, it grants something far more powerful — information.

**Powers:** The *Ear* must be worn by a new owner for a week before it "attunes'" itself. Once it has done so, the wearer will begin to hear any conversation about or concerning him that takes place within about five miles. The wearer can command the *Ear* to report only conversations on specific topics, or by named individuals — otherwise, a king or other well-known figure would be overwhelmed. Nicknames do not fool the *Ear*, nor will it ever report on conversations about someone other than the wearer, even if they share the same name. The wearer, thus, becomes seemingly immune to plots, *coups*, betrayals, and the like, especially if no one knows he possesses the *Ear*.

There's a catch, of course. Each week, the wearer must make a Willpower save, of DC equal to 10 + the number of weeks the *Ear* has been owned. Once the save is failed, the wearer's mind begins to slowly shatter into lunacy. The most innocent conversations the *Ear* reports take on sinister overtones. Somehow, the wearer thinks, his enemies know of the *Ear*, and thus, couch their plots in codewords. For example, a king might use the *Ear* to listen in on his servants, and hear the cook say, in all innocence, "I'll be making a special feast for His Majesty tomorrow!" The wearer will be convinced this is part of a poisoner's plot and act accordingly. Of course, once this behavior becomes obvious, *genuine* plots against the wearer are likely to manifest, feeding the cycle.

## Bloodlust

**Description:** Of all the relics of the Scarred Lands, the malevolent sword *Bloodlust* is surely among the most enigmatic. Followers of Vangal claim the weapon as their own, the ultimate triumph of their lord and master. Sages are somewhat more skeptical, noting that Vangal favors axes over swords, and that the evil blade claims the lives of the chaos lord's faithful as readily as those of anyone else. No matter its true origins, the purpose of the sword is apparent: war and slaughter are its meat and drink, and it will do everything in its considerable power to compel those who wield it to commit acts of incalculable violence.

*Bloodlust*'s blade is black as pitch, though it somehow sheds an eerie blood-red radiance nonetheless. The guard and pommel are simple yet elegant, and the grip is wrapped in blood-soaked leather. Though it is silent, it nonetheless sings a song that all can hear, filling the minds of all who see it with images of battle. The mere sight of the sword is enough to damn a thousand souls, and it feeds on the fear of mortals as much as it does their lifeblood.

No sane warrior would ever willingly accept this weapon — it is a living, breathing thing, pulsing with malice, and yet it evokes an undeniable fascination in viewers. The sword does not seek allies; rather, it dominates any who stray too close, infecting their hearts with talons of darkness and forcing them to obey its vile commands. Each day the weapon must be bathed in blood, lest its wielder erupt in a frenzy of violence, slaying all around him. The sword takes great delight in the butchery of those close to its current wielder — the blood of lovers and children, particularly that of infants, slakes the blade's thirst like nothing else can.

Many wizards and warriors alike have attempted to destroy *Bloodlust*, and all have failed. Clerics of Vangal have prayed to their lord for guidance, and even he has been unable (or unwilling) to dispatch the fell blade. No matter what is done, the sword always returns to poison the world with its presence. Currently, the blade is held by a paladin of great power, Ladius (mentor to Mithril's savior of the moment, Barconius), who feeds the sword's hunger with his own blood, and throws off its domination via a combination of his incredible will and a talisman enchanted with a permanent *protection from evil* effect. Well-aware of his own mortality, Ladius seeks a way to destroy the demon sword before death claims him.

**Powers:** *Bloodlust* is a +6, keen, wounding longsword. Its wounding effect is double normal, such that each strike inflicts 2 additional points of bleeding damage every round thereafter. The sword is intelligent (Int 17, Wis 17, Cha 17, Ego 30) and chaotic evil. It allows the wielder free use of the feats Improved Critical, Improved Initiative, Power Attack and Whirlwind Attack. Once per day it may be used to cast the spells *bull's strength* and *cat's grace* (level 15 each). Once per week it may be used to *slay living*.

If a thinking being encounters *Bloodlust* when it is without an owner, he must make a Willpower save (DC 25) to avoid grasping it. He must make a similar save any time he wishes to discard the weapon. Each day, the sword's wielder must bathe the weapon in blood. If the wielder refuses to do this, the sword will attempt to dominate him, forcing him to kill one person each day. The wielder may resist this effect

with a Willpower save (DC 30), but once he fails to save the weapon will kill one individual for each day it was denied its daily repast. Once per week, whether bathed in blood or not, the wielder must make a Willpower save (DC 15) to avoid becoming chaotic evil.

## The Bone Axe of Gaurak

**Description:** Forged by the mad smith Galsconigo from a piece of Gaurak's tooth, this weapon looks like a single piece of decayed ivory carved into the form of a large, jagged battleaxe. The grip is wrapped in tattered black leather that looks as though it might dissolve if touched. Even more disturbing is the sickening yellow venom that the bone axe seems to secrete at all times when in a wielder's hands.

**Powers:** The *Bone Axe of Gaurak* is a +5, poisoned, unholy battleaxe. When used by an evil (LE, NE, CE) fighter or barbarian, the *Bone Axe* grants the wielder a +4 bonus to Strength. Whenever the wielder makes a successful melee attack the victim must make a Fortitude save (DC 24) or suffer 1d6 points of temporary Strength ability damage. After one minute the victim must make another Fortitude save (DC 24) or suffer an additional 1d6 points of temporary Strength ability damage. The lost ability points return at a rate of one per hour. As an unholy weapon the axe deals an additional +2d6 points of bonus unholy damage to all of good alignment.

The axe can be used to cast the following spells once per day each: *contagion*, *horrid wilting* (25d8 points of damage, DC 14) and *vampiric touch* (10d6, DC 14). Once per week it can be used to cast *implosion* (DC 14).

A good-aligned character gains two negative levels if she attempts to use this artifact. Although these never result in actual level loss, they remain as long as the axe is in hand and cannot be overcome in any way (such as *restoration* spells). The negative levels disappear as soon as the axe leaves the wielder's possession. In addition to the level loss, the axe secretes its poison onto a good-aligned wielder through the leather strappings. The wielder must make a Fortitude save (DC 24) or suffer the above-mentioned poison effects. Any wielder, regardless of alignment, develops a severe craving to feed on carrion; this compulsion doesn't go away even when the axe is set down.

## Chalice of Marvels

**Description:** Legends state that when the gods came upon Kadum, they interrupted his feasting. At this violation, he cast down his goblet in disgust, and it fell to earth to torment the races long after the titan's imprisonment. Descriptions of this chalice vary from tale to tale, and, indeed, it may bear no fixed form. Countless, and not always consistent, rumors have placed it or something similar at many instances of strife in the past century. When the Paladins of Corean fell to bickering over the details of their ethos, it sat at the head of the table. When the Grimclaw clan of Ratmen was massacred from within by their chieftain, it had been seen being carried into his dwelling. When the Scaled of Hedrad began to murder those whose houses they robbed, it had been the prize of a week's previous robbery. What is never clear about the tales is where the chalice originates from, and it is simply possible that the goblet itself finds a way to be present where dissension needs only a slight nudge to break out.

Yet the legends also attribute the artifact with powers to explain the covetousness that may well have caused its depredations. Some say that it can heal any wound or disease, no matter how grievous, while others speak of phenomenal transformations that grant extreme puissance and strength to those who drink from the cup. Some few whisper that when the chieftain of the Grimclaws emerged to lay waste to his kinsmen he was no longer anything resembling his fellows, and that he continues to exist as something else within the Scarred Lands. What is certain is that the learned take great care to examine ornate goblets that come from unknown sources, for any of them could be Kadum's chalice.

**Powers:** The *Chalice of Marvels* is charged with the powers of chaos and transformation. It can emerge into storylines any way the Game Master sees fit, but its origins should always be at least a little suspicious. Those who imbibe fluids from the cup find their secret desires fulfilled but in ways that they never expect. A sufferer of an incurable disease might find it cured in himself but thereafter spread by his touch. A warlord with a thirst for power over others might be gifted with phenomenal strength but the need to sustain himself on the flesh of his troops. A young woman who yearns for the love of a noble might might find herself transformed into his ideal mate, becoming unrecognizable to her friends or family. There are no tables, but for each secret urge there should be a harmful side effect. For the good of heart, these should be detrimental but not insurmountable. For the wicked, poetic justice should apply. Lastly, each time the chalice works its transformative powers on a subject, a Willpower save should be made against DC 13 with failure indicating a shift toward chaotic alignment. The more chaotic the individual, the greater the changes the *chalice* works on him.

## The Crown of Undead Splendor

**Description:** This powerful necromantic relic takes the form of a crown forged from an unidentifiable dark blue-black metal, shaped to resemble numerous small bones arranged in the shape of a crown. A black diamond is the centerpiece to this gruesome regalia.

Chardun is said to have granted Derakka Konul, one of his most ruthless generals, the *Crown* as a weapon for use in the Titanswar. When her armies finally fell in the last days of the war, the *Crown* was never found, apparently torn from her still-cooling corpse. Her descendants have sworn revenge against the line of Eru Zal, the Vangal Horseman whom they blame with General Derakka's defeat, and any person who dares hold the *Crown* for themselves.

**Powers:** The *Crown of Undead Splendor* allows the wielder to *turn undead* as a cleric three levels higher than the wielder's actual character level. The *Crown* also allows the possessor dominion over undead; the wearer may invoke a *control undead* effect as a 25th-level caster, three times a day. However, rumors hold that anyone wearing the *Crown* is adversely affected by its necromantic powers, being unable to regain any lost hit points or heal any ability score damage for 24 hours after the *Crown* was last worn.

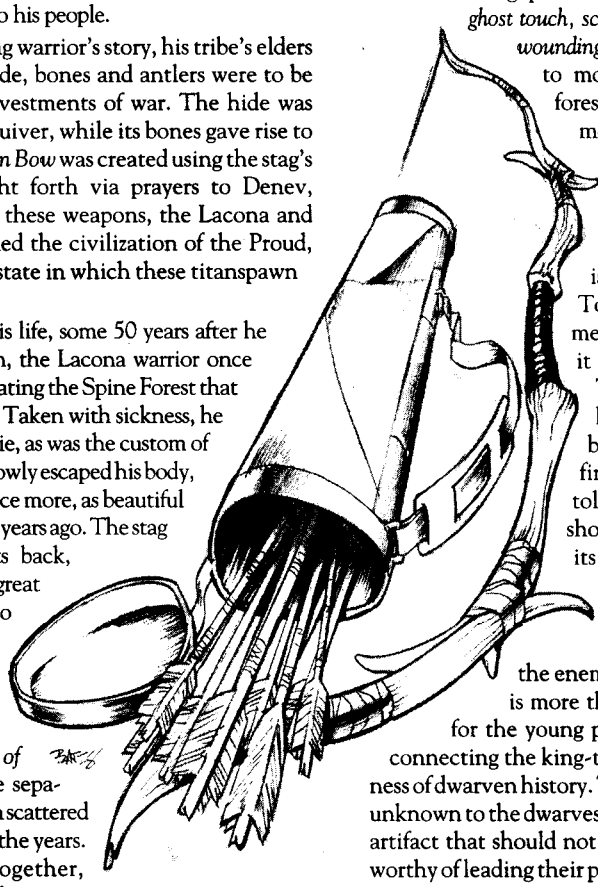
## The Gifts of the Stag

**Description:** A year and a day after the end of the Titanswar, one of the panther warriors of Lede, Laconan by tribe, found himself wandering the forests abutting the plains. Searching for food to supply his tribe in their war against the Proud, the young warrior came upon the emperor stag, the personification of Denev's will in the Scarred Lands. Mistaking its true nature, he set to attack the beast. Before he could do so, however, he was overcome with the stag's beauty, and so resolved to leave it be. In so doing, he put his trust in fate to yield his tribe's salvation elsewhere.

The titan Denev witnessed this interaction, and was deeply moved by the warrior's sacrifice. She appeared before him, and bade him fell the stag, that he might aid his people in their struggle. He turned to do as she asked, but could not; once again, he was struck by its majesty, and so chose to let the stag live. Denev's regard for the warrior grew greater; she reminded him of the struggle his people faced, and of the sustenance they might receive from the enchanted animal's flesh. The warrior dutifully reflected, but found he could not do as she wished. A third time he demurred, resolute in his determination to allow the animal to live. Denev's faith in the warrior was complete at this point, and she commanded that he fell the stag and use its meat to sustain his people, and its horns to smite their enemies, and its spirit to rejuvenate the land. This was the purpose of the stag, and the will of Denev. With this command, the warrior could deny the titan no longer: finally he assented, killing the stag and bringing its flesh to his people.

On hearing the young warrior's story, his tribe's elders decreed that the stag's hide, bones and antlers were to be made into weapons and vestments of war. The hide was fashioned into a leather quiver, while its bones gave rise to a set of arrows. The *Elkhorn Bow* was created using the stag's antlers, its magic brought forth via prayers to Denev, Corean and Tanil. With these weapons, the Lacona and the other Pawderia atacked the civilization of the Proud, contributing to the sorry state in which these titanspawn exist today.

Toward the end of his life, some 50 years after he struck the great stag down, the Lacona warrior once again found himself negotiating the Spine Forest that borders the Plains of Lede. Taken with sickness, he had come to the forest to die, as was the custom of his people. As the breath slowly escaped his body, he saw the emperor stag once more, as beautiful now as it had been all those years ago. The stag bade him climb upon its back, which he did gladly. The great deer then bore the warrior to his place in the heavens, before returning to the world to watch over the Lacona's descendents.



**Powers:** The *Gifts of the Stag* are actually three separate items, which have been scattered far from one another over the years. If they are gathered together, though, they possess a mighty communal power.

The *Elkhorn Bow* is a + 5, mighty, composite longbow (+5 Strength bonus) of distance. Any arrow fired from the *Bow* deals an additional 1d8 points of bonus damage to any creature struck. The weapon's threat range is 18-20, and on a critical strike any arrow fired from the *Bow* drains the target of 1d6 points of Constitution. Three times per day the *Bow* may be used to enchant an arrow with *flame arrow*, *sending* or *true strike*. Once per day the *Bow* may be used to cast *find the path*.

The *Whitebone Arrows*, of which only 12 exist, were made from the bones of the first emperor stag. *Whitebone Arrows* are utterly unbreakable without the direct intervention of a deity. When fired from a normal bow, the arrows have no special qualities. If the arrows are launched from the *Elkhorn Bow*, however, they may be used to slay any aberration, magical beast, monstrous humanoid or outsider spawned by titan magic (as an *arrow of slaying*). When used in this fashion, the arrow disintegrates, returning to the wielder's quiver within 24 hours. The arrows have been scattered far and wide over the years, and are very unlikely to be found in so much as a pair.

Fashioned from the stag's hide, the *Emperor's Quiver* forms the final part of the trio of artifacts. As the sole gift still in their possession, the quiver is heavily guarded by the panther warriors, who use it to repel interlopers and destroy monsters who invade their home. The *Emperor's Quiver* may be used to magically enchant any arrow drawn from it with any of the following abilities, one per arrow, three times per day: *daylight*, *dispel magic*, *flame arrow*, *sleep* and *true strike*. Similarly, the *Quiver* may enchant an arrow with any of the following qualities, one at a time, three times per day: *ghost touch*, *screaming* (as per *screaming bolt*) and *wounding*. Finally, the *Quiver* allows the user to move freely through the bush and forest, granting her freedom of movement exactly like that of a druid's *woodland stride* ability.

## The King's Rattle

**Description:** This toy rattle is far more powerful than it seems. To the eyes of anyone without the means to see its magical fingerprints, it is an old and jeweled plaything. This artifact, however, has been handed down from king to firstborn heir since the dawning of the first dwarven kingdom, or so it is told. The *Rattle* is remarkably old, but shows no tendencies of frailty except its somewhat bleached color and a few missing jewels.

Used by the dwarven king to protect his firstborn child against the enemies of the throne, the *King's Rattle* is more than just a bodyguard or babysitter for the young prince — it is a relic symbolically connecting the king-to-be to his ancestors and the vastness of dwarven history. The full might of the *Rattle* remains unknown to the dwarves, but they know that it is a powerful artifact that should not fall into the hands of anyone not worthy of leading their people. The *Rattle* is currently in the possession of the infant son of the present dwarven king, King Thain.

**Powers:** The powers of the *King's Rattle* can only be unleashed by a dwarf, and if its bearer ever harms a dwarven child, the *Rattle* damages the bearer with the exact amount of damage he inflicted on the child. If someone other than a dwarf tries to use the *Rattle*, it simply has no effect.

In times of grave danger, the *Rattle* releases an *invisibility* spell upon the wielder and a *forbiddance* spell on the room or area where the wielder currently takes residence. The *Rattle* also grants spell resistance 15 and provides an invisible force field, giving the wielder a +5 deflection bonus on AC. It seems that the *Rattle* also makes the current dwarven king able to feel if and when danger awaits his firstborn (provided that the child has the *Rattle* with him), but exactly how this mystical power works no one has been able to find out.

## Oakskin Armor

**Description:** During the Divine War, a horde of titanspawn marched on the Kusveln, a grove of oaks sacred to the "traitorous" Denev. A small army of druids defended the grove at great cost; at the end of the fight, Denev's followers were victorious, but only a single priestess, Ellidwyn, was still standing. To honor her fortitude and the sacrifice of the other druids, Denev caused one of the oaks to reshape itself into a suit of armor. Ellidwyn wore it with honor through the Titanswar, and is said to still possess it today. Many believe that she lives a simple life on the shores of Lake Minagan, waiting for a worthy successor to come for her holy armor.

**Powers:** This is a suit of +3 wood armor (total AC bonus +6, max Dex +4, armor penalty -3, spell failure 15%) with moderate fortification. For druidic spells, there is no chance of failure. It grants the wearer the druidic special abilities of *nature sense*, *woodland stride* and *trackless step*, and once per day, the armor can literally root itself to the ground, allowing the wearer to take a defensive stance (as the dwarven defender class). Finally, once per day, a druid gains free and immediate use of the metamagic feat Maximize Spell that may be applied to any prepared spell.

## The Soul Forge

**Description:** The *Soul Forge* was created during the Godswar by Omdiki, a great dwarven cleric of Hedrada and powerful wizard. The dwarves who fought on the sides of the gods needed powerful weapons to defeat the armies of the titans. Dieter came to the forefront, asking for dwarves that would exchange their lives for the chance to battle forever as powerful weapons.

The dwarven desire for immortality through glory is strong indeed. Volunteers willingly flocked to the *Soul Forge* to become a part of the creations of the great cleric. Their life force, and in some cases their very minds, were channeled into the weapons that would win the dwarves many, many battles.

**Powers:** When the *Soul Forge* is used to craft magic arms and armor, a *willing* soul may be embedded into the item. This negates any and all XP cost of creating the weapon from the creator, and the chance of the weapon becoming intelligent is doubled.

## The Sword Chaotic

**Description:** The *Sword Chaotic* was crafted by Enkili himself to sow chaos and disorder among mortals. Anyone who has relied upon this weapon has had it serve him well and let him down in equal measure; anyone whom has put his faith entirely in the sword has invariably seen it become his doom, failing him when he most needed it.

The weapon always appears as the type of sword most favored by the person who discovers it and may be wielded as a sword of that type. Regardless of its actual length and design, it always appears as an item of the finest quality but worn, nicked and lacking decoration. It is also always found with an accompanying scabbard.

Over the years this weapon has been though lost many times, yet it always turns up again, often in the oddest places. It has been owned and wielded by the famed assassin Nhoj, Luthic the Virtuous, the infamous elf rogue Kestra and the orc chieftan Maurhaug, among others.

**Powers:** The sword possesses the power to appear as a blade of any sort. Part of this power is a sort of charm that prevents the new wielder from thinking anything odd about the fact that the greatsword they just claimed from a fallen foe looked very much like a shortsword when wielded by their enemy.

Every time it is drawn from the scabbard, the GM should secretly roll a d10 to determine the attack bonus or penalty that the sword has until it is next returned to the scabbard. All other normal bonuses and/or penalties also apply.

| d10 roll | result |
|---|---|
| 1 | -5 |
| 2 | -4 |
| 3 | -3 |
| 4 | -2 |
| 5 | -1 |
| 6 | +1 |
| 7 | +2 |
| 8 | +3 |
| 9 | +4 |
| 10 | +5 |

If he does not immediately do so, the owner of the sword will always find that within a minute or so following the end of a battle he will have returned the sword to its scabbard.

The sword does not deliver damage as a standard weapon. Instead, use a backgammon doubling-cube to determine the damage done by the sword. If you do not

have one, roll a normal d6 and consult the chart below. No bonuses whatsoever apply to the damage roll.

| d6 roll | Damage |
|---|---|
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |
| 5 | 32 |
| 6 | 64 |

The sword may only be wielded by an individual of chaotic alignment. Anyone of neutral alignment who handles the weapon suffers 1d6 subdual damage per round. Anyone of lawful alignment who handles the weapon suffers 1d6 real damage per round.

## The Swords of Scarn

Pietr Vena was a humble blacksmith in the town of Olarana, who poured his heart and soul into every piece of metal he crafted. When the war between the gods and titans erupted, the townsfolk of Olarana fought with their blood and sweat against the creatures that ravaged the town. Pietr fought as well, but the scars ran deep in Olarana. His wife and two children were slain, and no priest was spiritually strong enough to bring them back. The grief-stricken Pietr went into seclusion with his hammer and anvil. Late one evening, exhausted from a hard's day of labor, he fell into a dream of six beautiful longswords, each with a different brilliant gem embedded in the hilt. He woke with an irresistible compulsion and set immediately to work. Fueled with fervor, he did not slacken until the swords were finally finished. Then, Pietr smiled for the first time in months.

It is said that at that moment, Corean appeared before Pietr. The Champion had inspired Pietr through his pain, spirit and life to help create the finest weapons to defend the land against evil. Legend says that Corean promised Pietr the swords would be put to good use and spread out to heroes across Scarn. The swords found their way into the hands of the Scarred Lands' greatest heroes; even today, they await the chance to play their part in rebuilding their world.

All six *Swords of Scarn* shine like silver in even the dimmest light, and each one has a separate gem embedded in its pommel.

### Fahenia, the Fire Sword of Scarn

**Description:** A deep red ruby adorns the pommel of the *Fire Sword of Scarn*. Along the edges of the blade are etchings that look like flames.

**Powers:** The sword acts as a +4 sword and +6 vs. fire-dwelling creatures. When the wielder speaks the sword's name, the sword ignites into flames, doing +2d6 points of fire damage per hit. It also gives the user the following abilities as long as the sword is being wielded:

- +2 to Wisdom and +2 to Constitution
- +5 deflection bonus to Armor Class

The sword gives the user the following abilities once per day (all spell effects are cast at 20th level):

- *haste* as the spell
- *fire shield* (*chill shield* version only) as the spell
- *charm monster* as the spell on fire-dwelling creatures only.

The sword gives the user the following abilities once per year (all spell effects are cast at 20th level):

- protection from any type of fire for up to 120 points of damage
- *heal* as the spell
- *firestorm* as the spell
- *elemental swarm* as the spell for fire elementals only

## Izlander, the Ice Sword of Scarn

**Description:** The *Ice Sword of Scarn* is identifiable by the clear, bright diamond embedded in its pommel, and the etched icicles along the length of its blade.

**Powers:** The sword acts as a +4 sword and +6 vs. cold-dwelling creatures. When its name is spoken, *Izlander* radiates an aura of shimmering cold, inflicting +2d6 points of ice damage per hit. It also gives the user the following abilities as long as the sword is being wielded:

- +2 to Dexterity and +2 to Constitution
- +5 deflection bonus to Armor Class

The sword gives the user the following abilities once per day (all spell effects are cast at 20th level):

- *haste* as the spell
- *fire shield* (*warm shield* version only) as the spell
- *charm monster* as the spell on cold-dwelling creatures only

The sword gives the user the following abilities once per year (all spell effects are cast at 20th level):

- protection from any type of cold for up to 120 points of damage.
- *heal* as the spell
- *ice storm* as the spell
- *elemental swarm* as the spell for water elementals only

## Ertmodl, the Earth Sword of Scarn

**Description:** A dull, rounded piece of magma marks the pommel of the *Earth Sword of Scarn*. The blade's etching is worked in a stylized pattern of mountain ranges.

**Powers:** The sword acts as a +4 sword and +6 vs. subterranean creatures. When its name is spoken, the sword's blade takes on an obsidian aspect, inflicting +2d6 points of earth-based damage per hit. It also gives the user the following abilities as long as the sword is being wielded:

- +2 to Strength and +2 to Constitution
- +5 deflection bonus to Armor Class

*Ertmodl* grants its user the following abilities once per day (all spell effects are cast at 20th level):

- *Stoneskin* as the spell
- *Stone shape* as the spell
- *charm monster* as the spell on subterranean creatures only

The sword gives the user the following abilities once per year (all spell effects are cast at 20th level):

- Protection from any type of damage from subterranean creatures or any form of earth for up to 120 points
- *heal* as the spell
- *earthquake* as the spell
- *elemental swarm* as the spell for earth elementals only

## Huriki, the Air Sword of Scarn

**Description:** This *Air Sword of Scarn* is etched with a stylized pattern of clouds and wind, and is notable for the deep blue sapphire embedded in its pommel.

**Powers:** *Huriki* acts as a +4 sword, +6 vs. flying creatures. When its name is spoken, the blade is wrapped in a small whirlwind and does +2d6 points of air-based damage per hit. It also gives the user the following abilities as long as the sword is being wielded:

- 2 to Charisma and +2 to Dexterity
- +5 deflection bonus to Armor Class

The sword gives the user the following abilities once per day (all spell effects are cast at 20th level):

- *fly* as the spell
- *wind wall* as the spell
- *charm monster* as the spell on flying creatures only

*Huriki* gives the user the following abilities once per year (all spell effects are cast at 20th level):

- protection from any type of air damage for up to 120 points
- *heal* as the spell
- *whirlwind* as the spell
- *elemental swarm* as the spell for air elementals only

## Shargar, the Shadow Sword of Scarn

**Description:** The *Shadow Sword of Scarn* shines like its fellows. Its pommel is adorned with an onyx, and its blade is etched with various masks.

**Powers:** The sword acts as a +4 sword, +6 vs. outsiders. When its name is spoken, the sword is shrouded in darkness, inflicting +2d6 points of negative energy damage per hit. It also gives the user the following abilities as long as the sword is being wielded:

- +2 to Dexterity and +2 to Intelligence
- +5 deflection bonus to Armor Class

The sword gives the user the following abilities once per day (all spell effects are cast at 20th level):

- *shadow evocation* as the spell
- *darkness* as the spell
- *pass without trace* as the spell

The sword gives the user the following abilities once per year (all spell effects are cast at 20th level):

- protection from outsiders' attacks for up to 120 points of damage.
- *heal* as the spell
- *shadow walk* as the spell
- *shades* as the spell

## Mageli, the Spell Sword of Scarn

**Description:** The *Spell Sword of Scarn* boasts a tiger-eye stone in its pommel, and its silvery blade is inscribed with arcane runes.

**Powers:** The sword acts as a +4 sword, +6 vs. magic-using creatures. When its name is spoken, the sword is enveloped in a golden aura of energy, doing +2d6 points of positive energy damage per hit. It also gives the user the following abilities as long as the sword is being wielded:

- +2 to Intelligence and +2 to Wisdom
- +5 deflection bonus to Armor Class

The sword gives the user the following abilities once per day (all spell effects are cast at 20th level):

- *protection from magic* as the spell
- *dispel magic* as the spell
- *magic circle against evil* as the spell

The sword gives the user the following abilities once per year (all spell effects are cast at 20th level):

- protection from any type of magic damage for up to 120 points
- *heal* as the spell
- *globe of invulnerability* as the spell
- *antimagic field* as the spell

## Tanzil's Wondrous Chariot

**Description:** Initially, this powerful artifact appears as a cunningly crafted miniature wrought of gold and silver, covered in tiny gemstones, towed by twin griffins carved from ebony and decorated with lapis, ivory and mother of pearl. Alone, it is an incomparable work of art worth at least 25,000 gold pieces. When a command word is spoken, however, the *Chariot* grows to full size and takes on its true form — a huge gold and silver vehicle towed by two huge noble-looking griffins.

The *Chariot* is said to have been a gift from the titans to one of their most favored servants, the warlord Tanzil. Along with his consort, the demoness Lugranga, Tanzil rode into battle, smiting the enemies of his masters and threatening to tip the balance of the great war between the gods and the titans. The warlord and his demonic consort were finally stopped when the much-storied twin archers Leflette and Lelurre simultaneously felled the enormous griffins with *arrows of slaying* crafted by Tanil's blessing. The dead griffins plummeted to earth, and the *Chariot* and its passengers were dragged with them. Tanzil was crushed upon impact.

The chariot has since served several masters, passing from the servants of one god to another. Legend holds that the demoness Lugranga, Tanzil's lover and co-owner of the *Chariot*, survived her fall and swore vengeance, intending someday to regain possession of the *Chariot* and lead her own demonic army in battle.

**Powers:** When in its true form, *Tanzil's Wondrous Chariot* can carry one driver, up to five human-sized passengers and 1000 pounds of cargo. It moves at a rate of 60 feet on the ground and can fly at a rate of 100 feet. The two griffins fight fearlessly for the driver. They are griffins as described in *core rulebook III* with maximum hit points (81). If one is slain, the *Chariot's* movement is reduced by half; if the second is killed, the *Chariot* is immobilized. Replacements for the slain griffins appear within 24 hours, after which the *Chariot* once more functions normally. The *chariot* provides a permanent *protection from arrows* and *antimagic field* for its passengers.

## The Tear Of Mormo

**Description:** Legend has it that as the Slitheren Red Witches were coming into being as a race, they instinctively gnawed a portion of Mormo's bone into a weapon.

The *Tear of Mormo* is a wickedly curved, black-bladed dagger. Its blade drips with black ichor, possibly the blood of the Mother of Serpents, which coats the inner curve of the edge from tip to hilt.

For many years, it was the ritual weapon of one of the Red Witches' leaders. However, the dagger was lost decades ago in a raid upon a surface caravan. It has become a popular prize among the myriad children of the Queen of Witches, and many of her offspring, from the Red Witches to the high gorgons, quest after it in the hopes that it will aid her rebirth.

**Powers:** The *Tear of Mormo* is a +4, keen, unholy *dagger of venom*. It is an intelligent weapon (Int 19, Wis 18, Cha 13, Ego 29), with a chaotic evil alignment and the purpose to defend and lead the Red Witch Slitheren.

*Summon Ratmen (Red Witches)*: The artifact's wielder can summon 3d4 Red Witches to his side once per day. The summoned Slitheren do his bidding without hesitation.

*Speak Slitheren*: The possessor of the *Tear* has complete knowledge and command of the Slitheren language.

*Poison* Spell: As a *dagger of venom*, except the DC is 20 and it may be used 3 times per day.

*Polymorph Other*: The dagger, using *polymorph other*, casts this spell on the wielder as if a 20th-level wizard to turn the wielder into a Red Witch Slitheren. This power is invoked automatically whenever the dagger directly takes a victim's life.

## Wicked's Edge

**Description:** *Wicked's Edge* is a disaster compared to what it was supposed to be. It is also a perfect example of lack of vision. The warrior-wizard Vode Nulan of Valmatas was a man of great ambition, and possessed a seething hatred for the evils lurking in men's hearts. At the height of his power, he decided to create a weapon so powerful as to be the end of all evil upon Scarn. For a year and a day Vode forged the blade; once the crafting was finished and the enchantments in place, he called day and night for Madriel to witness his blade and bless it with her might. Madriel in her wisdom was reluctant to further empower the already awesome blade — but her sister was not so disdainful.

On the final night of Vode's pleas, Belsameth came to the wizard wearing the likeness of Madriel. She agreed to bless the blade, and gave a black opal to Vode as a sign of her pledge. She told him that the stone would slowly lighten as the amount of evil in the world diminished; when all evil was extinguished, it would become purest white. Vode eagerly accepted the gift and placed it in the sword.

Vode delighted in the blade's power, and embarked on a one-man crusade to destroy evil from even the memory of the planet, but as time passed the blade began to drive him toward evil. Vode became rabid with his desire to destroy the impure, never realizing the deepening taints within his own soul. Then, after a particularly bloody campaign, he felt a need to kill himself after realizing that he had become what he hunted. The sword answered in kind by forcing Vode to impale himself upon his own blade, and Vode made it one step closer to the cleansing of all evil.

**Powers:** *Wicked's Edge* is a +5 greatsword. While in hand, the sword grants the wielder +2 to Strength, Dexterity and Constitution. It also gives a -2 penalty to Wisdom. Whenever a being of evil alignment comes within 30 feet of the wielder she must make a Willpower saving throw (DC 15) to resist attacking the creature.

It is impossible to wield *Wicked's Edge* and remain pure. Any character carrying the blade gradually falls to an evil alignment; this can take months, but the more kills the character makes with the sword, the faster she falls. A character driven to evil by the sword (or an already-evil character wielding the blade) must make a successful Willpower saving throw (DC 27) every day or take every opportunity to end her own life, in battle or otherwise; the sword's twisted purpose of slaying evil infects those that hold it.

A character may choose to give up *Wicked's Edge* at any time, but she must make a Willpower saving throw or attempt suicide as mentioned above. Then, if she again decides to take up the blade for any reason, she must make another Willpower saving throw upon first clutching the weapon or attempt suicide.

## The Witch Cube

**Description:** This peculiar artifact looks like a seamless box or cube of an unknown material. Its dull metallic surface is covered with mystical lines and etchings that glow with dark power. Sealed within the *Cube* is something unknown in nature but with a recognizably great power, for the *Witch Cube* is capable of great and terrible magic.

It is unknown who could have created such a horrible artifact, although the dread dark elf vampire wizard Dar'Gartal has been blamed for the deed. Some suggest that the wizard discovered the *Cube* in some hidden recess of Hollowfaust, and desire for it is what led him from that stronghold. If this is true, then no one seems capable of offering a reasonable explanation of why it has since (evidently) parted from him.

**Powers:** The *Cube* is activated by running one's fingers along the etchings on the surface in the proper sequence.

Six times per day the *Cube* may be used to cast any spell from the Necromancy or Illusion schools of 6th level or less. These spells are treated as if cast by a 20th-level caster.

Up to three times each day the wielder of the *Cube* can attempt to control any serpentine creature, such as a giant snake or medusa. This acts as a *dominate monster* that cannot be overcome by magic resistance. The monster is still allowed a Willpower save to avoid being affected, albeit with a -4 penalty.

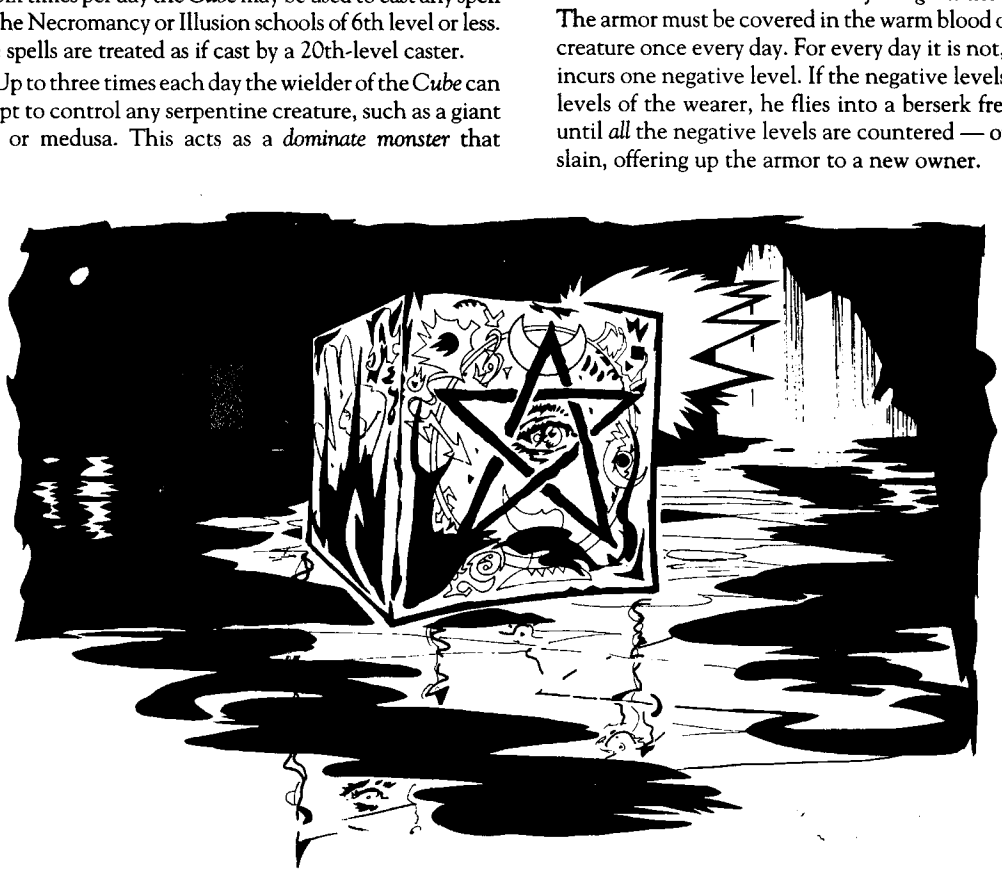
## The Wretched of Vangal

**Description:** During the long and bloody battles of the apocalyptic Divine War, many warriors came to be known for prowess in battle, but few became as infamous as Drekaal, a follower of the dark god Vangal. His cruelty was unparalleled, except perhaps by the Reaver himself. Drekaal chose to use the dual axes that are the symbol of his cruel master, and bathe in the blood of freshly slain enemies while he called out his vile prayers. This pleased Vangal so much that, upon his death, the Ravager placed his demented spirit into the armor that Drekaal had worn, turning whoever donned it into a juggernaut of death.

The *Wretched* is a curse to any good being, and a blessing to an evil one. In exchange for the powers it grants, it exacts a toll from its wielder that no good being could bear and one that is all too familiar a commodity of power in the Scarred Lands: blood. Once donned, the blood-encrusted armor cannot be removed. Many people would recognize the demonic look of the horned armor, but those who would not are doomed to an existence in a prison of blood and barbed plates.

**Powers:** The *Wretched of Vangal* is a suit of +5 full-plate of heavy fortification. It can cast the following spells as a 20th-level spellcaster: 3/day *bull's strength*, 2/day *dispel good*, and once per week it can cast a *power word: kill* or *harm*. If the wearer uses two axes, then the *Wretched* grants the wearer the bonus feats of Two-Weapon Fighting, Ambidexterity and Improved Two-Weapon Fighting.

The curse of the *Wretched of Vangal* is the blood bath. The armor must be covered in the warm blood of a sentient creature once every day. For every day it is not, the wearer incurs one negative level. If the negative levels match the levels of the wearer, he flies into a berserk frenzy, killing until *all* the negative levels are countered — or until he is slain, offering up the armor to a new owner.



# Appendix

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