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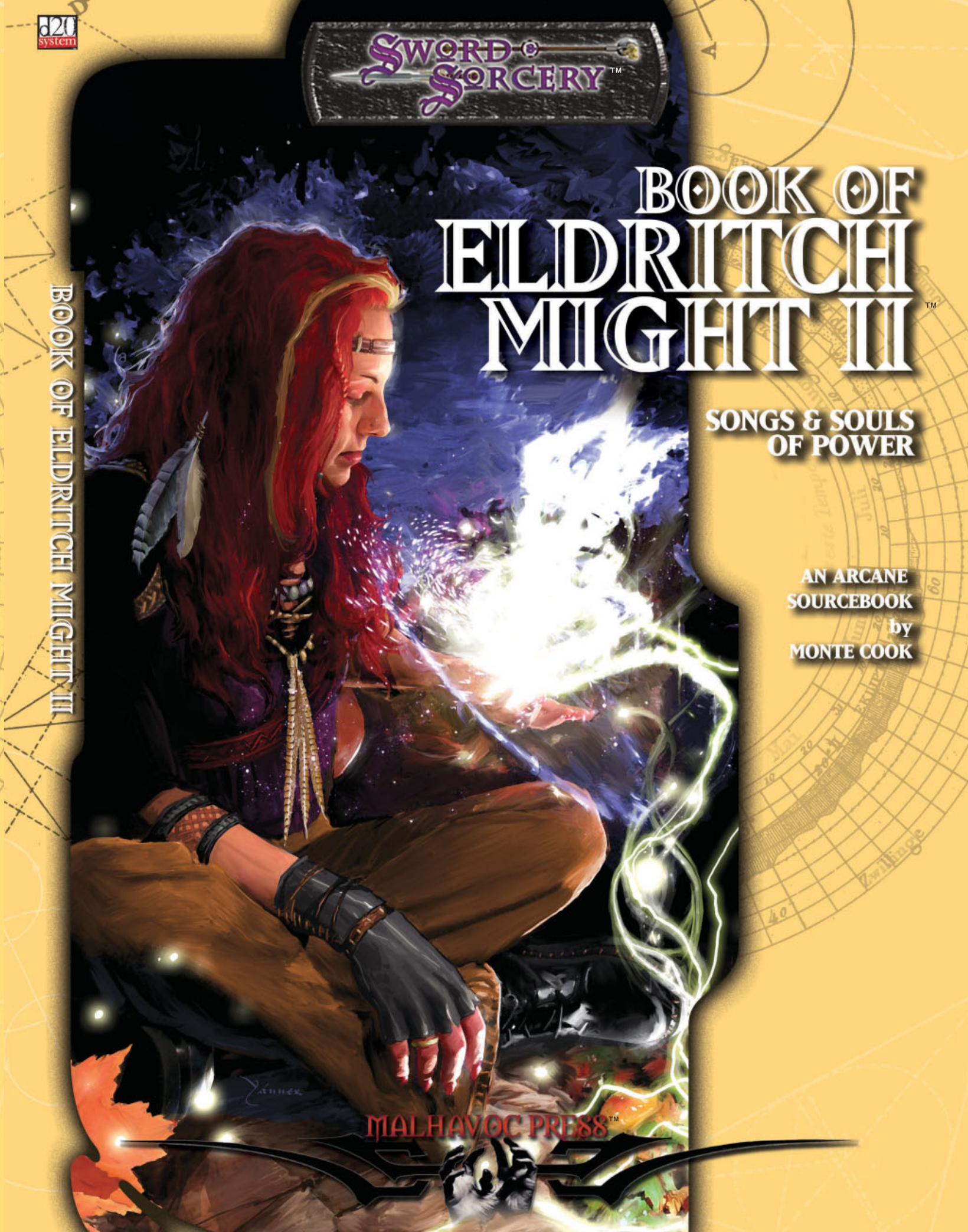
BOOK OF ELDRITCH MIGHT III™

SONGS & SOULS
OF POWER

AN ARCANÉ
SOURCEBOOK
by
MONTE COOK

BOOK OF ELDRITCH MIGHT III

MALHAVOC PRESS™





BOOK OF ELDRITCH MIGHT II

SONGS AND SOULS

OF POWER

An arcane sourcebook

BY MONTE COOK

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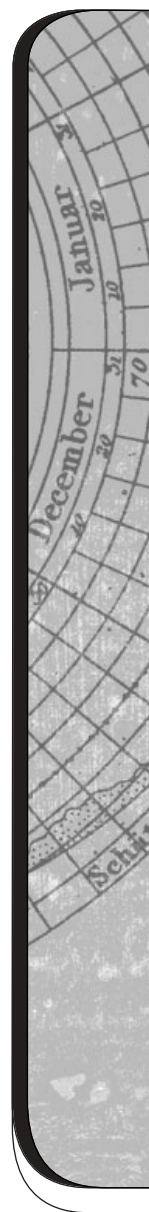
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From Malhavoc's Journal

...Malhavoc's journal at the time contained the following passage: 'And thus my studies with 'The Book' continued. I sent my companions on a fool's errand to a city ruled by vampires in order to keep them from disturbing me. I do not expect to hear from them for... quite some time. It has become clear that The Book holds secrets contained in no mortal mind for untold aeons. I found an extensive section on magical songs. While I do not doubt the validity of their power, I knew they were not for me. Instead, I was drawn inexorably to the information on sentient spells. Living, intelligent spells in a living, intelligent book. How fascinating. I immediately named this new arcanum 'soul magic.' This was the power I had craved for so long.'

Malhavoc is the only known mortal arcanist to have "possessed" *The Book of Eldritch Might*—if one can use such a term for an object that may have been an elder god trapped in the form of a tome—for any significant amount of time. We at Malhavoc Press presented much of what he found as a book of the same name, but it was only a smattering of the knowledge that the actual source contained.

This new volume, *Book of Eldritch Might II: Songs and Souls of Power*, offers further arcane secrets and mysterious lore: classes, feats, spells, magical items, monsters, and more.

USING THIS BOOK

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

In this reprinting of the original electronic edition of *The Book of Eldritch Might II: Songs and Souls of Power* we have updated the page design to match the look of our current product line, facilitate quick printing, and conserve ink. We've also corrected a few typos and included some material from Monte Cook's website that was featured in the print edition of this book.

Bonus source material and ideas to augment the information in *Book of Eldritch Might II: Songs and Souls of Power* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at www.montecook.com/mpress__BOEM2.html.

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PLAYTESTERS

Thanks to all the members of my regular gaming group for always being willing to playtest new concepts and rules for this book: Michele Carter, Andy Collins, Sue Cook, Bruce Cordell, Jesse Decker, Erik Mona, Chris Perkins, Jeff Quick, Sean Reynolds, and Keith Strohm.

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

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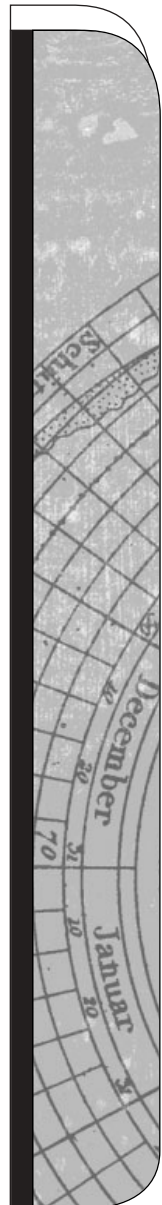
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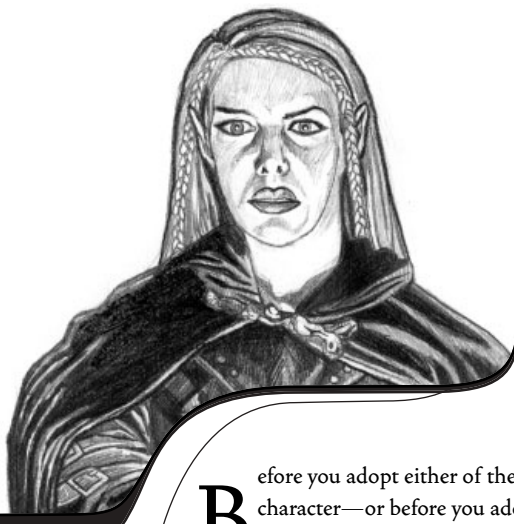
Kieran Yanner has always been interested in art, roleplaying games, and the fantasy/sci-fi world. From *Decipher* to Malhavoc Press, *White Wolf* to *Dream Pod 9*, Kieran has produced hundreds of illustrations for the roleplaying industry and continues to do so.

Malhavoc Press

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

Book of Eldritch Might II: Songs and Souls of Power is the sequel to Malhavoc Press' *Book of Eldritch Might*. Also look for *Book of Eldritch Might III: The Nexus*. Current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com.





Alternate Classes

The new versions of the bard and sorcerer class presented in this chapter are intended to serve as alternates to the traditional versions found in Chapter Three: Classes of the Player's Handbook.

Before you adopt either of these classes for your own character—or before you adopt any new class, for that matter—it's a good idea to discuss the details of them with your DM.

BARD VARIANT

Music holds great magic, although few realize this power, and even fewer know how to tap into its potential. Some take the bard as a simple minstrel with nothing more to offer than a few songs to warm the heart. And, in truth, this is an apt description of a beginning bard. However, as she progresses in knowledge and skill, the bard becomes a formidable spellcaster and combatant, using those powers together in ways that no one else can.

Adventures: Bards explore new territories and old ruins to learn more about their world. In addition to being masters of music, they are keepers of lore as well—often incorporating this knowledge into their songs.

Characteristics: Bards are knowledgeable and broadly skilled—yet still unique. For example, they maneuver in light

armor more like fighters than mages, yet they do not rely on strength alone. Their music is magical, but more flexible than the spells of wizards or sorcerers. They are almost as skilled as rogues in certain areas but lack their penchant for sneak attacking or using mechanical devices. If they have a primary focus, it lies in music, which, in turn, provides them with powers of diplomacy and charm.

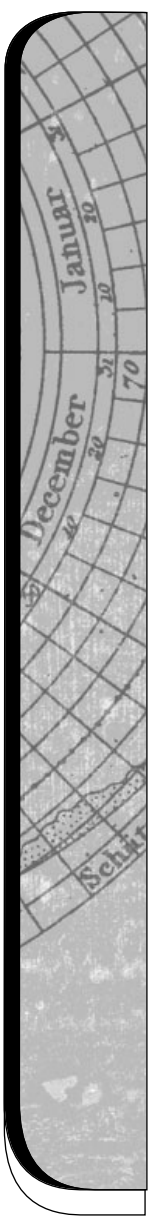
Alignment: Bards are free spirits, wanderers, and intellectuals. They appreciate creativity, freedom, and individuality over structure and order. Their spontaneity and intuitive nature preclude those of lawful alignment from joining their ranks.

Religion: Bards usually worship gods devoted to music, creation, or travel. (For one example music deity, see the “Jode, the Guardian of Song” sidebar in this chapter.) They often do not tie themselves down to a rigid religious structure. However, in congregations and fellowships that give them the breathing room they require, the bards' skill with song and lore can provide wonderfully inspirational support to faith and devotion.

Background: Bards, it is said, are born, not made. Still, their skills and knowledge result from long years of training and

THE BARD

Level	Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	—Spellsongs per Day—		
						Notes	Chords	Melodies
1	+0	+0	+2	+2	Bardic knowledge	3	—	—
2	+1	+0	+3	+3	—	4	—	—
3	+2	+1	+3	+3	—	5	—	—
4	+3	+1	+4	+4	—	6	—	—
5	+3	+1	+4	+4	Weave notes	7	—	—
6	+4	+2	+5	+5	—	8	0	—
7	+5	+2	+5	+5	—	8	1	—
8	+6/+1	+2	+6	+6	—	8	2	—
9	+6/+1	+3	+6	+6	Evasion	9	3	—
10	+7/+2	+3	+7	+7	—	9	4	—
11	+8/+3	+3	+7	+7	—	9	5	—
12	+9/+4	+4	+8	+8	Weave chords	10	6	—
13	+9/+4	+4	+8	+8	—	10	7	0
14	+10/+5	+4	+9	+9	—	10	7	1
15	+11/+6/+1	+5	+9	+9	—	11	7	2
16	+12/+7/+2	+5	+10	+10	—	11	8	3
17	+12/+7/+2	+5	+10	+10	Improved evasion	11	8	4
18	+13/+8/+3	+6	+11	+11	—	12	8	5
19	+14/+9/+4	+6	+11	+11	—	12	9	6
20	+15/+10/+5	+6	+12	+12	Weave melodies	12	9	7



study, usually as apprentices to skilled masters. Occasionally, a particularly famous bard will found a college that serves as a school and guild for a large number of other bards.

Races: Humans, elves, half-elves, and halflings more commonly become bards than do members of other races. Half-orcs and dwarves find themselves ill-suited to mastering the magic of music and ill-tempered for the light and bright disposition that most bards find useful in their duties and deeds. Occasionally a gnome takes to the art of spellsongs and bardic lore, but usually as a result of studying with a master of another race.

Other Classes: Bards have few equals when it comes to dealing with others, making friends, handling diplomacy, and conducting negotiations. They also facilitate and support their comrades, as their songs and powers help their allies as well as themselves. Skilled in so many areas, they often can fill in where a group of adventurers seems to have a deficiency. No matter what niche they might fill, however, they usually act as speakers for the party, thanks to their deft social touch and winning nature. They get along equally with all other classes, although their music often leaves wizards and sorcerers scratching their heads, as it does not work in the same way as traditional spellcasting.

GAME RULE INFORMATION

Bards have the following game statistics.

Abilities: Charisma determines the spellsongs a bard can cast, and how hard those spellsongs are to resist. (For details, see “Spellsongs” under “Class Features.”) Charisma, Dexterity, and Intelligence all affect the bard’s favored skills (see below).

Alignment: Any nonlawful
Hit Die: d6

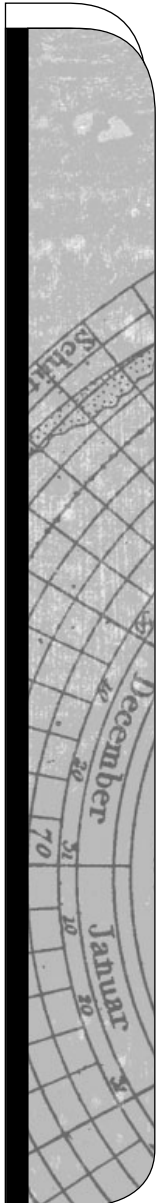
CLASS SKILLS

The bard’s class skills (and the key ability for each) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int),

BARD SPELLSONGS KNOWN

Level	Notes	Chords	Melodies
1	2	—	—
2	2	—	—
3	3	—	—
4	3	—	—
5	4	—	—
6	4	1**	—
7	5	2	—
8	5	2	—
9	6	3	—
10	6	3	—
11	7	4	—
12	7	4	—
13	8	5	1**
14	8	5	2
15	9	6	2
16	9	6	3
17	10	7	3
18	10	7	4
19	11	8	4
20	11	8	5

** Provided the bard has sufficient Charisma to have a bonus spellsong of this type



exclusive skill), Sense Motive (Wis), Speak Language (None), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill). See the *Player's Handbook*, Chapter Four: Skills, for skill descriptions.

Skill Points at 1st Level: (6 + Intelligence modifier) × 4

Skill Points at Each Additional Level: 6 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons. Additionally, the bard is proficient with

one of the following weapons: longbow, composite longbow, longsword, rapier, sap, short composite bow, short sword, shortbow, or whip. Bards are proficient with light armor,

medium armor, and shields. Note that wearing armor heavier than leather gives the bard an armor check penalty on some bard skills (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble). Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Silence and Spellsongs

Areas of magical silence are like antimagic fields to spellsongs: no spellsong casting is possible within the area, and any ongoing spellsong effect—even powerful sonic creations like sonic walls—are suppressed while in an area of silence. This is probably the greatest drawback to spellsongs.

BARD BONUS SPELLSONGS

FOR HIGH CHARISMA

Score	Modifier	Notes	Chords	Melodies
1	–5	—	Can't cast spellsongs	—
2–3	–4	—	Can't cast spellsongs	—
4–5	–3	—	Can't cast spellsongs	—
6–7	–2	—	Can't cast spellsongs	—
8–9	–1	—	Can't cast spellsongs	—
10–11	0	—	—	—
12–13	+1	1	—	—
14–15	+2	2	—	—
16–17	+3	3	1	—
18–19	+4	4	2	—
20–21	+5	5	3	1
22–23	+6	6	4	2
24–25	+7	7	5	3
26–27	+8	8	6	4
28–29	+9	9	7	5
30–31	+10	10	8	6
32–33	+11	11	9	7
34–35	+12	12	10	8
36–37	+13	13	11	9
38–39	+14	14	12	10
40–41	+15	15	13	11
etc. . .				

Unlike traditional arcane spellcasters, a bard can cast spellsongs while wearing armor or using a shield, suffering no chance of spellsong failure if the total armor check penalty affecting her is –3 or better. Otherwise, she suffers arcane spellsong failure as normal.

Spellsongs: A bard casts arcane spellsongs according to the tables here. Spellsongs are similar to spells, divided into three types: spellnotes, spellchords, and spellmelodies (or occasionally just “notes,” “chords,” and “melodies”). They all have verbal components, but no somatic or material ones.

Spellnotes are quick, single notes of magical song that can be cast as move-equivalent actions. That means a bard can perform a standard action in the same round that she casts a spellnote. She could, for example, cast a spellnote and then make a single attack, move up to her speed, or even cast another spellnote or spellchord.

Spellchords are more complex spellsongs, involving a drawn-out combination of notes. These are cast as standard actions. And they truly are “chords” of song; while most singers can sustain only a single note at a time, bards can sing multiple notes simultaneously (for mundane performances as well as in spellsong casting).

Spellmelodies are the most complex spellsongs and take a full round to cast.

Except where noted, always treat spellsongs as spells for such purposes as *dispel magic*, *detect magic*, spell resistance, and so on. If a spell-level equivalent is needed, treat spellnotes as 1st level, spellchords as 3rd level, and spellmelodies as 5th level. Metamagic feats do not affect spellsongs, but eldritch feats do (see Chapter Two: Feats).

Similar to the way sorcerers cast spells, a bard need not prepare spellsongs beforehand or keep a spellbook. Bards receive bonus spellsongs for high Charisma, as shown in the table at left. To cast a spellsong a bard must have a Charisma score of at least 11 for notes, 13 for chords, and 15 for melodies. The DC for a saving throw against a bard's spellsong is 11 plus Charisma modifier for notes, 13 plus Charisma modifier for chords, and 15 plus Charisma modifier for melodies.

Spellnotes can be combined into spellchords, and spellchords can be combined to make spellmelodies. A bard can expend five spellnote slots for the day to create a spellchord, or three spellchord slots to create a spellmelody. Likewise, a single chord slot can power five notes, and using one melody slot, a bard can cast three chords (or 15 notes).

Unlike other spellcasters, bards can combine their talents easily to produce powerful magic. Multiple bards can contribute notes, for example, to create a spellchord effect that they all know. The spellsong's effects are based on the highest-level bard's level and ability score for determining parameters of the spellsong that depend on them (in particular, saving throw DCs). Further, if a saving throw is indeed involved, for every two bards involved, the DC to resist the spellsong increases by +1.

Spellsongs can be used to make spell-completion and other magic items, including scrolls, potions, wands, and so on, assuming the bard has the correct item creation feats. For costs, treat spellnotes as 1st-level spells, spellchords as 3rd-level spells, and spellmelodies as 5th-level spells.

Bardic Knowledge: A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. A bard may make a special bardic knowledge check with a bonus equal to her level plus her Intelligence modifier to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places. This check does not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC	Type of Knowledge	Example
10	Common knowledge, known by at least a substantial minority of the local population.	A local mayor's reputation for drinking or common legends about a powerful place of mystery.
20	Uncommon but available knowledge, known by only a few in the area.	A local priest's shady past or legends about a powerful magic item.
25	Obscure knowledge, known by few and hard to come by.	A knight's family history or legends about a minor place of mystery or magic item.
30	Extremely obscure knowledge known by very few, forgotten by most who once knew it, or known only by those who don't understand its significance	A mighty wizard's childhood nickname or the history of a fairly inconsequential magic item.

Weave Notes: A bard of at least 5th level can expend two spellnote slots to cast a single spellnote with one of the following three enhancements (selected prior to casting):

1. A 50 percent increase in duration and range
2. A +2 bonus to saving throw DC
3. A 50 percent increase in damage

Evasion: At 9th level and up, a bard can dodge and avoid even magical and unusual attacks with agility. If a bard makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), the bard instead suffers no damage. Evasion applies only if the bard wears light armor or no armor.

Weave Chords: A bard of at least 12th level can expend two spellchord slots to cast a single spellchord with one of the following three enhancements (selected prior to casting):

1. A 50 percent increase in duration and range
2. A +2 bonus to saving throw DC
3. A 50 percent increase in damage

Improved Evasion: At 17th level, a bard's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth she suffers only half damage on a failed save.

Weave Melodies: A bard of at least 20th level can expend two spellmelody slots to cast a single spellmelody with one of the following three enhancements (selected prior to casting):

1. A 50 percent increase in duration and range
2. A +2 bonus to saving throw DC
3. A 50 percent increase in damage

VARIANT BARD SPELLSONG LIST

Below is an abbreviated listing of the spellsongs for the variant bard. You'll find these spellsongs described in Chapter Five. This list first appeared on Monte Cook's website <www.montecook.com>.

SPELLNOTES

Burst of Speed: Your speed increases by +10 feet or more.

Countersong: You counter sonic effects.

Cushion Fall: Target falls up to 20 feet per level safely.

Deflect Blow: Attack roll against target suffers a -4 penalty.

Destroy with Sound: Destroys object.

Influence: Targets react to you more favorably.

Inspire Courage: Allies gain +1 bonus to attack and weapon damage rolls.

Minor Healing: Heals 1d6 points of damage.

Misdirected Sound: Sound seems to come from elsewhere.

Momentary Charm: Humanoid becomes friend for a short period.

Jode, the Guardian of Song

Bards often pay homage to Jode (JOHD), a goddess of music and creativity. Also known as the Guardian of Song, she dwells in a jeweled dome in the heavens, surrounded at all times by a thousand celestials enraptured in eternal song. Jode, a chaotic good goddess, defends those interested in music, song, poetry, and similar pursuits. She grants both inspiration and talent to those who serve her. Her temples are lavish auditoriums, often with connected institutions of musical learning and knowledge.

Jode's symbol is a harp emblazoned on a shield. Her priests (clerics who often also have some bard levels) wear simple, attractive garments, but otherwise they have no standard type of dress. Her favored weapon is the short sword. Jode grants the domains of Air, Luck, and Protection, as well as a new domain, Music. The Music domain consists of the following spells and ability:

Music Domain

Granted Powers: You cast spells with verbal components at +1 caster level.

Music Domain Spells

1st	Hypnotism. Fascinates 2d4 HD of creatures.
2nd	Whispering Wind. Sends a short message one mile per level.
3rd	Emotion. Arouses strong emotion in subject.
4th	Sculpt Sound. Creates new sounds or changes existing ones.
5th	Shout. Deafens all within cone and deals 2d6 points of damage.
6th	Mass Suggestion. As suggestion, plus one subject per level.
7th	Legend Lore. Learn tales about a person, place, or thing.
8th	Mass Charm. As charm monster, but all within 30 feet.
9th	Wail of the Banshee. Kills one creature per level.

- Momentary Disappearance:** You become invisible for a short period.
- Momentary Protection:** Target gains +1 or higher deflection bonus to AC.
- Obfuscation:** You gain a +5 bonus to Hide checks.
- Off Balance:** Target suffers penalty and may fall down.
- Quiet Movement:** You gain a +5 bonus to Move Silently checks.
- Sonic Dart:** Ranged touch attack inflicts 1d6 points of damage.
- Sonic Stab:** Touch attack inflicts 1d8 points of damage plus 1 point per caster level.
- Songstrike:** Cone of sonic energy inflicts 1d4 points of damage per three caster levels.
- Stun:** Target stunned for 1 round.
- Whisper:** You send a whispered message at range.

SPELLCHORDS

- Alter Sounds:** You change sounds in an area.
- Charm:** Humanoid becomes friend.
- Counter Silence:** Dispels magical silence.
- Create Object:** Creates small object.
- Disappear:** You become invisible.
- Disguise:** Changes your appearance.
- Disrupt Thoughts:** Target can only defend himself.
- Enhance Physical Form:** Target gains bonus to Constitution, Strength, or Dexterity.
- Fascinate:** Targets take no actions.
- Fumble Field:** All in area suffer penalties and spell failure.
- Heal Wound:** Heals 3d6 points of damage.
- Inspire Competence:** You give ally a +2 bonus.
- Levitation Chord:** Target floats in the air.
- Minor Wall of Sound:** Creates sonic wall.
- Recall Tale:** Gives details on a particular subject.
- Silent Chord:** Creates an area of magical silence.
- Slumber:** 3d4 Hit Dice of creatures fall asleep.
- Sonic Blast:** Cone of sonic energy inflicts 1d4 points of damage per level.
- Sonic Lance:** Creates melee weapon that inflicts 1d4 points of damage per two levels.
- Suggestive Chord:** Target is compelled to take a particular action.
- Swift Song:** You gain an additional action each round.

SPELLMELODIES

- Destroy Utterly with Sound:** Target disintegrates or suffers 5d6 points of damage.
- Disrupt Body:** Target is paralyzed.
- Disrupt Magic:** Magical effects are canceled.
- Harmony of Flight:** Target flies.
- Remove Condition:** Alleviates unwanted condition.
- Sonic Sword:** Creates melee weapon that inflicts 1d6 points of damage per two levels and stuns.
- Sonic Wall:** Creates impervious wall of sonic energy.
- Soothe the Savage Beast:** Living creature becomes friend.

SORCERER VARIANT

Sorcerers embody the raw power of magic. Sorcerous power wells within them from birth, often because of some mysterious aspect of their heritage. While some believe sorcerers have a demonic aspect in their family line, others trace their talents back to a more noble quality: They claim to be the descendants of the dragons themselves.

Sorcerers use magic as a natural expression of their own wills. They do not study their spells in books, nor do they possess the other trappings of wizardry. Theirs is not a practice of obscure bits of lore supplemented by an eye of newt. The way of the sorcerer is inherent, undeniable power.

The innate magical power of sorcerers grants them a force of personality and natural charisma that draws people to them. Most have striking good looks, often with some exotic or unusual mark or trait, such as a particular birthmark, slightly pointed eyebrows, sparkling eyes, or some other aspect that betrays their supernatural heritage.

Adventures: While some take an interest in lore, most sorcerers do not seek out knowledge the way other spellcasters might. Honing and improving their power comes from within, not from without. Sorcerers instead enjoy interacting with the world. Rather than sequestering themselves in dust-filled libraries, they seek to live life to its fullest and interact with other creatures. They thrive on experiences, and—sometimes—on displaying their powers and testing their own limits.

Characteristics: A sorcerer grounds his magic in intuition instead of logic or science. These characters know fewer

SORCERER SPELLS KNOWN

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

THE SORCERER

Level	Attack	Fortitude	Reflex	Will	Special	—Spells per Day—									
	Bonus	Save	Save	Save		0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon familiar	5	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	—	6	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	—	6	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	—	6	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	—	6	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	—	6	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5	—	6	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6	—	6	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6	—	6	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7	—	6	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7	—	6	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8	—	6	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9	—	6	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9	—	6	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	—	6	6	6	6	6	6	6	6	6	6

spells than wizards do and acquire spells from a different, smaller selection than wizards. However, they can cast them more often and need not select and prepare them ahead of time. Nor do they require material components.

Sorcerers are hardier than wizards, and better able to devote attention to things other than magic, since they do not require the years of intensive study that wizards do. They are proficient with simple weapons.

Alignment: Sorcerers base their outlooks on the power within them—a free, chaotic spark of magic fueled by their own creative spirit. They have no need for discipline and structure, finding such things restrictive. Sorcerers tend toward chaos over law.

Religion: If a sorcerer pays any attention to religion at all, he most likely looks to a god of magic for guidance and support. Some sorcerers, however, find their way into dragon cults or bind themselves to minor extraplanar entities on the promise of greater innate power.

Background: Sorcerers are born with magic flowing into and out of them. Rarely does the birth of a sorcerer go unnoticed. As they mature, they learn to harness the power within them to accomplish things. They must devote a great deal of inner will toward each channeling of their power; thus they can develop only a handful of applications, called spells. While sometimes they receive advice and guidance from a learned soul who understands the needs and challenges of

sorcerers, more often they are on their own. Sometimes a sorcerer attends a school for wizardry, but they never last long at such places, having no patience for the endless study and tedious formulas.

Races: Most sorcerers are humans or half-elves. The innate power, however, can be born within anyone.

Other Classes: Sorcerers can get along with anyone, and most people find them compelling. They sometimes take umbrage at the structured outlook of paladins and monks, or feel the inherent competition between themselves and wizards.

Sorcerers make excellent diplomats and negotiators due to their coupling of magical enchantments and a decent selection of skills. They also can become magical powerhouses, decimating their enemies with repetitive castings of potent spells.

GAME RULE INFORMATION

Sorcerers have the following game statistics.

Abilities: Charisma determines how powerful a spell a sorcerer can cast, how many spells the sorcerer can cast per day, and how hard those spells are to resist. (See “Spells” under “Class Features.”)

Alignment: Any

Hit Die: d6

The “Sorcerer Spells Known” table on page 8 shows the total number of spells of each level that the sorcerer knows (regardless of his Charisma modifier).

CLASS SKILLS

The sorcerer's class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See the *Player's Handbook*, Chapter Four: Skills, for skill descriptions.

Skill Points at 1st Level: (4 + Intelligence modifier) × 4

Skill Points at Each Additional Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields. Armor of any type interferes with a sorcerer's arcane gestures, which can cause his spells to fail (if those spells have somatic components).

Spells: A sorcerer casts arcane spells from his own spell list. His selection of spells is extremely limited. The sorcerer begins play knowing four 0-level spells (cantrips) and two 1st-level spells of your choice. At each level, the sorcerer gains one or more new spells, as indicated on the "Sorcerer Spells Known" table. These spells can be chosen from the Variant Sorcerer Spell List in this chapter.

Sorcerers gain their spells from innate, inborn power. Because of this, they have no need to worry about material components—they are, in essence, their own material components. Spells with costly material components require a little extra personal power on the sorcerer's part. He still does not need to obtain the material component, but he must instead pay a price in experience points for casting the spell. The sorcerer pays 1/25th of the gold-piece cost of the component in XP (minimum loss of 1 XP). Thus, if a sorcerer casts *stoneskin*, which requires 250 gp worth of diamond dust, the sorcerer instead pays 10 XP (250 divided by 25 is 10). Spells that already require an expenditure of experience points are handled normally.

A sorcerer is limited to casting a certain number of spells from each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any. For instance, at 1st level, the sorcerer Vabris can cast four 1st-level spells per day—three for being 1st level, plus one thanks to his high Charisma. However, he only knows two spells: *magic missile* and *mage armor*. In any given day, he can cast *magic missile* four times, cast *mage armor* four times, or cast some combination of the two spells a total of four times. He does not have to decide ahead of time which spells he'll cast.

A sorcerer may use a higher-level slot to cast a lower-level spell effect if he so chooses. For example, if an 8th-level sorcerer has used up all of his 3rd-level spell slots for the day but wants to cast another one, he could use an available 4th-level slot to do so. The spell is still treated as its actual level, not as the level of the slot used to cast it.

To learn or cast a spell, a sorcerer must have a Charisma score of at least 10 plus the spell's level. The DC for saving throws against sorcerer spells is 10 plus the spell's level plus the sorcerer's Charisma modifier.

Familiar: A sorcerer can spend a full day to call a familiar. A familiar is a magical, unusually tough, and intelligent version of a small animal such as a cat, ferret, crow, hawk, snake, owl, raven, spider, toad, weasel, or even a mouse. It is a magical beast, not an ordinary animal. The creature serves as a companion and servant.

The sorcerer chooses the type of familiar he gets. As the sorcerer increases in level, his familiar also increases in power, as shown in the *Player's Handbook* for the standard sorcerer.

If the familiar dies, or the sorcerer chooses to dismiss it, he must attempt a Fortitude saving throw (DC 15). Should the saving throw fail, the sorcerer loses 200 experience points per class level. A successful saving throw reduces the loss by half. However, a sorcerer's experience can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and a day. Slain familiars can be raised from the dead just as characters can, but they do not lose a level or Constitution point when this happy event occurs.

VARIANT SORCERER SPELL LIST

The spell list has been rebalanced with the idea that the sorcerer can and will cast his spells over and over in a given day, rather than once or twice like a wizard. It contains more general, dramatic, call-up-the-power-right-now spells but fewer divinations, special-purpose spells, or those requiring a lot of time to cast (like *identify* or *clone*). No effort was made to maintain balance among the schools, since sorcerers do not specialize.

This variant spell list includes spells from Chapter Six of this book (marked with a dagger [†]) and from *The Book of Eldritch Might* (marked with a double dagger [‡]).

0-LEVEL SORCERER SPELLS (CANTRIPS)

Dancing Lights. Creates torches or other lights.

Daze. Creature loses next action.

Detect Magic. Detects spells and magic items within 60 feet.

‡ **Devlin's Barb.** Creates temporary ammunition.

Disrupt Undead. Deals 1d6 damage to one undead.

Flare. Dazzles one creature (−1 attack).

Ghost Sound. Figment sounds.

Light. Object shines like a torch.

Mage Hand. 5-lb. telekinesis.

Mending. Makes minor repairs on an object.

Open/Close. Opens or closes small or light things.

Prestidigitation. Performs minor tricks.

† **Quick Boost.** +1 to Strength, Constitution or Dexterity of one subject.

Ray of Frost. Ray deals 1d3 points of cold damage.

Read Magic. You can read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.

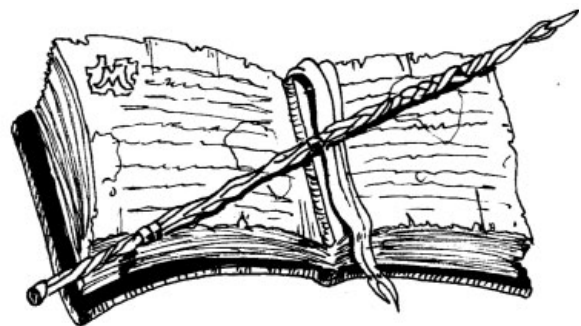
1ST-LEVEL SORCERER SPELLS

‡ **Acidic Curse.** Deals 1d6 points of acid damage and 1d4 rounds of blindness.
 † **Anavar's Anticipated Attack.** Next attack against you suffers –20 penalty.
Animate Rope. Makes a rope move at your command.
 † **Blood Spikes.** Inflicts 3d6 points of damage and allows subject to inflict +1d6 points of damage to unarmed and grapple attacks.
Burning Hands. Inflicts 1d4 points of fire damage per level (maximum 5d4).
Cause Fear. One creature flees for 1d4 rounds.
Change Self. Changes your appearance.
Charm Person. Makes one person your friend.
Chill Touch. One touch per level deals 1d6 points of damage and possibly 1 point of Strength damage.
Color Spray. Knocks unconscious, blinds, or stuns 1d6 weak creatures.
Comprehend Languages. Understand all spoken and written languages.
 † **Disdain the Divine.** +1 bonus per four levels to saves against divine spells
Endure Elements. Ignores 5 points of damage per round from one energy type.
Expeditious Retreat. Doubles your speed.
Grease. Makes 10-foot square or one object slippery.
 † **Harassing Weapon.** Weapon of force threatens target.
Hypnotism. Fascinates 2d4 HD of creatures.
Jump. Subject gets +30 on Jump checks.
Mage Armor. Gives subject +4 armor bonus.
Magic Missile. Inflicts 1d4 + 1 points of damage; +1 missile per two levels above 1st (maximum 5).
Message. Whispered conversation at a distance.
Obscuring Mist. Fog surrounds you.
Protection from Chaos/Evil/Good/Law. Offers +2 bonus to AC and saves, counters mind control, hedges out elementals and outsiders.
Ray of Enfeeblement. Ray reduces Strength by 1d6 points +1 point per two levels.
Shocking Grasp. Touch delivers 1d8 + 1 points per level of electricity damage.
Silent Image. Creates minor illusion of your design.
 ‡ **Silent Sound.** Ranged touch attack inflicts 1d6 points per level of sonic damage (maximum 5d6).
Sleep. Puts 2d4 HD of creatures into comatose slumber.
Spider Climb. Grants ability to walk on walls and ceilings.
Summon Monster I. Calls outsider to fight for you.
Ten's Floating Disk. 3-foot-diameter horizontal disk holds 100 lbs. per level.
True Strike. Adds +20 bonus to your next attack roll.

† **Unhand.** Disarms subject.
Unseen Servant. Invisible force obeys your commands.
Ventriloquism. Throws voice for one minute per level.

2ND-LEVEL SORCERER SPELLS

† **Acuminate.** Your hand becomes a +1 weapon that inflicts 1d8 + 1 points of damage.
Alter Self. As *change self*, plus more drastic changes.
Arcane Lock. Magically locks a portal or chest.
Blindness/Deafness. Makes subject blind or deaf.
Blur. Attacks miss subject 20 percent of the time.
Bull's Strength. Subject gains 1d4 + 1 points of Strength for one hour per level.
Cat's Grace. Subject gains 1d4 + 1 points of Dexterity for one hour per level.
Continual Flame. Makes a permanent, heatless torch.
Darkness. Creates 20-foot radius of supernatural darkness.
Darkvision. See 60 feet in total darkness.
Daylight. Creates 60-foot radius of bright light.
Detect Thoughts. Allows "listening" to surface thoughts.
Endurance. Subject gains 1d4 + 1 points of Constitution for one hour per level.
Flaming Sphere. Rolling ball of fire inflicts 2d6 points of damage, lasts 1 round per level.
Fog Cloud. Fog obscures vision.
Ghoul Touch. Paralyzes one subject, who exudes stench (–2 penalty) nearby.
Glitterdust. Blinds creatures, outlines invisible creatures.
Hypnotic Pattern. Fascinates 2d4 + 1 HD per level of creatures.
Knock. Opens locked or magically sealed door.
Levitate. Subject moves up and down at your direction.
Mel's Acid Arrow. Ranged touch attack inflicts 2d4 damage for 1 round + 1 round per 3 levels.
Minor Image. As *silent image*, plus some sound.
Mirror Image. Creates decoy duplicates of you (1d4 + 1 of them per three levels, maximum 8).
Misdirection. Misleads divinations for one creature or object.
Obscure Object. Masks object against divination.
Protection from Arrows. Subject immune to most ranged attacks.
Resist Elements. Ignores 12 points of damage per round from one energy type.
Rope Trick. Up to eight creatures hide in extradimensional space.
Scare. Panics creatures of less than 6 HD (15-foot radius).
See Invisibility. Reveals invisible creatures or objects.
Shatter. Sonic vibration damages objects or crystalline creatures.



Shield. Invisible disk gives cover, blocks *magic missiles*.
† **Shieldbreaker.** Allows one weapon to ignore or break shields, dispels *shield*.
Spectral Hand. Creates disembodied glowing hand to deliver touch attacks.
Summon Monster II. Calls outsider to fight for you.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Tash's Hideous Laughter. Subject loses actions for 1d3 rounds.
† **Threatening Weapon.** Weapon of force threatens target.
† **Vivid Discharge.** Inflicts 1d6 points of damage per level on foe that strikes subject in melee.
† **Welter.** One creature per level is shaken and must make Balance check or fall prone.
Whispering Wind. Sends a short message one mile per level.

3RD-LEVEL SORCERER SPELLS

Blink. You randomly vanish and reappear for 1 round per level.
‡ **Bolt of Conjuring.** Deals 1d4 points of damage per level (maximum 10d4) plus summons monster.
† **Brutal Seething Surge.** Touch attack per level inflicts 1d8 + 1 points of acid damage per level
Clairaudience/Clairvoyance. Hear or see at a distance for one minute per level.
‡ **Devlin's Venomblade.** Creates poisoned blade that inflicts 1d4 points of temporary Constitution damage.
Dispel Magic. Cancels magical spells and effects.
Displacement. Attacks miss subject 50 percent of the time.
‡ **Dragonskin.** Offers +4 natural armor plus elemental resistance 10.
Fireball. Inflicts 1d6 points of damage per level, 20-foot radius.
Flame Arrow. Shoots flaming projectiles (extra damage) or fiery bolts (4d6 points of damage).
† **Forceblast.** Deals 1d4 points of damage per level in a 5-foot-wide line
Gaseous Form. Subject becomes insubstantial and can fly slowly.
‡ **Greater Sleep.** Puts 4d6 HD (maximum 10 HD) worth of creatures to sleep.
Gust of Wind. Blows away or knocks down smaller creatures.
Halt Undead. Immobilizes undead for 1 round per level.
Hold Person. Holds one person helpless for 1 round per level.
Invisibility. Subject is invisible for 10 minutes per level or until it attacks.
† **Jevicca's Just Reversal.** Reflects enchantment back at caster.
Lightning Bolt. Electricity deals 1d6 points of damage per level.
Magic Circle Against Chaos/Evil/Good/Law. As *protection* spells, but 10-foot radius and 10 minutes per level.
Major Image. As *silent image*, plus sound, smell, and thermal effects.
Nondetection. Hides subject from divination, scrying.
Protection from Elements. Absorbs 12 points of damage per level from one kind of energy.

† **Seek the Soulless.** Deals nonliving creatures and objects 1d6 points of damage per level.
Sleet Storm. Hampers vision and movement.
Slow. One subject per level takes only partial actions, gets –2 penalty to AC and melee rolls.
Stinking Cloud. Nauseating vapors for 1 round per level.
Suggestion. Compels subject to follow stated course of action.
Summon Monster III. Calls outsider to fight for you.
Tongues. Speak any language.
Vampiric Touch. Touch deals 1d6 damage per two caster levels; caster gains damage as hit points.
Water Breathing. Subjects can breathe underwater.
Web. Fills 20-foot radius spread with sticky spiderwebs.
Wind Wall. Deflects arrows, smaller creatures, and gases.

4TH-LEVEL SORCERER SPELLS

Bestow Curse. Causes –6 penalty to an ability; –4 penalty on attacks, saves, and checks; or 50 percent chance of losing each action.
‡ **Bind Item.** Object encased in globe of force.
‡ **Black Mulching.** Plants of 3 HD or less die, others take 1d10 points of damage.
‡ **Chains of Vengeance.** Subject is bound and takes 2d6 points of fire damage per round.
Charm Monster. Makes monster believe it is your ally.
‡ **Coldscream.** Inflicts 1d6 points of damage per level (10d6 maximum): half sonic, half cold.
Confusion. Makes subject behave oddly for 1 round per level.
Contagion. Infects subject with chosen disease.
Dimension Door. Teleports you and up to 500 lbs.
Dimensional Anchor. Bars extradimensional movement.
Emotion. Arouses strong emotion in subject.
Enervation. Subject gains 1d4 negative levels.
Eva's Black Tentacles. 1d4 + 1 tentacles per level grapple randomly within 15 feet.
Fear. Subjects within cone flee for 1 round per level.
Fire Shield. Creatures attacking you take fire damage; you're protected from heat or cold.
‡ **Flaming Corrosion.** Inflicts 1d6 points of damage per level (10d6 maximum): half acid, half fire.
Fly. Subject flies at speed of 90.
Haste. Extra partial action and +4 bonus to AC.
Ice Storm. Hail deals 5d6 points of damage in cylinder 40 feet across.
Invisibility Sphere. Makes everyone within 10 feet invisible.
Lesser Geas. Commands subject of 7 HD or less.
Minor Creation. Creates one cloth or wooden object.
Minor Globe of Invulnerability. Stops 1st- through 3rd-level spell effects.
Otil's Resilient Sphere. Force globe protects but traps one subject.
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 points of damage.

Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.

† **Robe of Reflection.** Sends one type of energy damage to another creature.

Scrying. Spies on subject from a distance.

Shout. Deafens all within cone and deals 2d6 points of damage.

Solid Fog. Blocks vision and slows movement.

† **Soul Burst.** Inflicts 1d6 damage/level to living creatures only in a 20-foot radius burst.

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

Summon Monster IV. Calls outsider to fight for you.

† **Thief of Spells.** Ends spell effects on a creature and grants them to you.

Wall of Fire. Deals 2d4 points of fire damage out to 10 feet and 1d4 points out to 20 feet. Passing through wall deals 2d6 + 1 points per level.

Wall of Ice. Ice plane creates wall with 15 hp + 1 per level, or hemisphere can trap creatures inside.

† **Warding Globes.** Creates one tiny globe per two levels that negates attacks of opportunity and inflicts 2d6 damage.

† **Zone of Speed.** Movement through 20-foot sphere has a maximum speed set by caster.

5TH-LEVEL SORCERER SPELLS

Animate Dead. Creates undead skeletons and zombies.

† **Animate Necrosis.** Animates wound that attacks wounded creature.

Big Interposing Hand. Hand provides 90 percent cover against one opponent.

Cloudkill. Kills 3 HD or less; those of 4–6 HD must save or die.

Cone of Cold. Inflicts 1d6 points of cold damage per level.

Contact Other Plane. Ask question of extraplanar entity.

† **Cross of Lightning.** Creates four lightning bolts, causing 1d6 points of damage per level (15d6 maximum).

Dismissal. Forces a creature to return to native plane.

Dominate Person. Controls humanoid telepathically.

Dream. Sends message to anyone sleeping.

† **Elemental Shroud.** Undead are granted a shroud of chosen element that grants powers.

Fabricate. Transforms raw materials into finished items.

Feeblemind. Subject's Intelligence drops to 1.

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

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

Magic Jar. Enables possession of another creature.

Major Creation. As *minor creation*, plus stone and metal.

Mind Fog. Subjects in fog get –10 penalty to Wisdom and Will checks.

Nightmare. Vision deals 1d10 points of damage, fatigue.

Passwall. Breaches walls 1 foot thick per level.

Persistent Image. As *major image*, but no concentration required.

† **Phantom Foil.** Creates phantasms that negate sneak attacks.

Polymorph Other. Gives one subject a new form.

Polymorph Self. You assume a new form.

Ray's Telepathic Bond. Link lets allies communicate.

Seeming. Changes appearance of one person per two levels.

Sending. Delivers short message anywhere, instantly.

† **Spine Tendril.** Creates tendril that grapples or disarms.

Summon Monster V. Calls outsider to fight for you.

Telekinesis. Lifts or moves 25 lbs. per level at long range.

Teleport. Instantly transports you anywhere.

† **Teleport Block.** No teleports are allowed into or out of area.

† **Teleport Redirect.** Incoming or outgoing teleport has a new destination.

Transmute Mud to Rock. Transforms two 10-foot cubes per level.

Transmute Rock to Mud. Transforms two 10-foot cubes per level.

Wall of Iron. Wall has 30 hp per four levels; can topple onto foes.

Wall of Stone. Creates a stone wall that can be shaped.

† **X-Ray Vision.** You see through matter.



6TH-LEVEL SORCERER SPELLS

Acid Fog. Fog deals acid damage.

Big Forceful Hand. Hand pushes creatures away.

Chain Lightning. Causes 1d6 points of damage per level; secondary bolts.

Circle of Death. Kills 1d4 HD per level.

† **Coma.** Subject cannot take actions for one hour per level.

Control Water. Raises or lowers bodies of water.

Control Weather. Changes weather in local area.

Disintegrate. Makes one creature or object vanish.

† **Electrical Deluge.** Inflicts 1d6 points of electricity damage per level (15d6 maximum) in spread out to 100 feet.

Eyebite. *Charm, fear, sicken, or sleep* one subject.

Flesh to Stone. Turns subject creature into statue.

† **Freezing Claw.** Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid.

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

Globe of Invulnerability. As *minor globe*, plus 4th level.

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

Mass Suggestion. As *suggestion*, plus one subject per level.

Move Earth. Digs trenches and builds hills.

Otil's Freezing Sphere. Freezes water or deals cold damage.

Project Image. Illusory double can talk and cast spells.

† **Prorogate Death.** Allows subject to act below 0 hp and live after reaching –10 hit points.

Repulsion. Creatures can't approach you.

† **Sudden Wave.** Creates wave of water that sweeps away creatures and objects.

Summon Monster VI. Calls outsider to fight for you.

Veil. Changes appearance of group of creatures.

Wall of Force. Wall is immune to damage.

7TH-LEVEL SORCERER SPELLS

Antimagic Field. Negates magic within 10 feet.

Banishment. Banishes 2 HD per level of extraplanar creatures.

Big Grasping Hand. Hand provides cover, pushes, or grapples.

Control Undead. Undead don't attack you while under your command.

Delayed Blast Fireball. Causes 1d8 points of fire damage per level; you can delay blast for 5 rounds.

Draw's Instant Summons. Prepared object appears in your hand.

Finger of Death. Kills one subject.

Forcecage. Cube of force imprisons all inside.

† **Gestalt.** Fuses two creatures into one.

Greater Scrying. As *scrying*, but faster and longer.

Insanity. Subject suffers continuous *confusion*.

† **Jevicca's Fourfold Ostracism.** Sends up to four targets to another plane temporarily.

Limited Wish. Alters reality—within spell limits.

Mass Haste. As *haste*, affects one subject per level.

† **Nonesuch Spell.** Prevents one 4th-level or lower spell from being cast within 50 feet of you

Phase Door. Creates invisible passage through wood or stone.

Power Word, Stun. Stuns creature with up to 150 hp.

Prismatic Spray. Rays hit subjects with variety of effects.

† **Prohibit Kind.** Puts all creatures other than specified type into stasis.

Reverse Gravity. Objects and creatures fall upward.

Shadow Walk. Step into shadow to travel rapidly.

Spell Turning. Reflects 1d4 + 6 spell levels back at caster.

Summon Monster VII. Calls outsider to fight for you.

True Seeing. See all things as they really are.

Vanish. As *teleport*, but affects a touched object.

8TH-LEVEL SORCERER SPELLS

Big Clenched Fist. Large hand attacks your foes.

Demand. As *sending*, plus you can send *suggestion*.

Discern Location. Determines exact location of creature or object.

Ethereal Jaunt. You become ethereal for 1 round per level.

Horrid Wilting. Deals 1d8 points of damage per level within 30 feet.

Incendiary Cloud. Cloud deals 4d6 points of fire damage per round.

Iron Body. Your body becomes living iron.

Mass Charm. As *charm monster*, but all within 30 feet.

Maze. Traps subject in extradimensional maze.

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

Otil's Telekinetic Sphere. As *Otil's resilient sphere*, but you move sphere telekinetically.

Otto's Irresistible Dance. Forces subject to dance.

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

Polymorph Any Object. Changes any subject into anything else.

Power Word, Blind. Blinds 200 hp worth of creatures.

‡ **Primal Release.** Subject becomes stronger, tougher, and more bestial.

Prismatic Wall. Wall's colors have array of effects.

Protection from Spells. Confers +8 resistance bonus.

Screen. Illusion hides area from vision, scrying.

Sequester. Subject is invisible to sight and scrying.

Summon Monster VIII. Calls outsider to fight for you.

Sunburst. Blinds all within 10 feet; deals 3d6 points of damage.

Sympathy. Object or location attracts certain creatures.

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

9TH-LEVEL SORCERER SPELLS

‡ **Arcana Form.** Caster becomes pure energy that can power spells.

Astral Projection. Projects you and companions into Astral Plane.

Big Crushing Hand. As *big interposing hand*, but stronger.

† **Disintegration Field.** Creates area where matter is disintegrated.

Dominate Monster. As *dominate person*, but any creature.

† **Duplicate.** Creates exact duplicate of you that you control.

Energy Drain. Subject gains 2d4 negative levels.

Etherealness. Travel to Ethereal Plane with companions.

Foresight. "Sixth sense" warns of impending danger.

Gate. Connects two planes for travel or summoning.

Imprisonment. Entombs subject beneath the earth.

‡ **Magma Burst.** Creates a huge volcanic pit that inflicts 20d6 points of damage.

‡ **Mantle of Egregious Might.** Subject has +4 luck bonus to AC, attack rolls, saving throws, and ability scores.

Meteor Swarm. Deals 24d6 points of fire damage, plus bursts.

Mord's Disjunction. Dispels magic, disenchant magic items.

Power Word, Kill. Kills one tough subject or many weak ones.

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

Shapechange. Transforms you into any creature and lets you change form once per round.

Soul Bind. Traps newly dead soul to prevent *resurrection*.

† **Squamous Pulse.** Halves natural armor bonus and deals 1d6 points of damage per natural armor bonus point.

Summon Monster IX. Calls outsider to fight for you.

Temporal Stasis. Puts subject into suspended animation.

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

Wail of the Banshee. Kills one creature per level.

Weird. As *phantasmal killer*, but affects all within 30 feet.

Wish. As *limited wish*, but with fewer limits.

Feats

This list of feats includes a new type of feat, the eldritch feat, introduced in The Book of Eldritch Might. These feats confer actual magical powers that should be treated as spell-like abilities. They are often available only to characters with exceptional ability scores, as described in their prerequisites. If a class, such as a wizard, gains a bonus metamagic or item creation feat, you can choose to allow a member of that class to take eldritch feats also. Many of the feats in this chapter have a colorful, musical name in parentheses after a more traditional name; bard players or DMs with spell-song-oriented campaigns may want to use the alternate feat names instead of the standard names.

As mentioned under the “Class Features” section of the variant bard class in Chapter One: Alternate Classes, treat spellsongs exactly like spells for most purposes; in this chapter, a reference to a “spell” also refers to spellsongs. (The reverse is not true however; a feat designed to work with spellsongs does not also work with normal arcane or divine spells.) The one exception to this rule is metamagic feats, which do not affect spellsongs. Variant bards can take eldritch feats.

ACCOMPANIMENT (GENERAL)

You increase your spellsongs’ resistance to silence by also playing an instrument.

Prerequisite: Ability to cast spellsongs

Benefit: By using a musical instrument as a focus for your spellsongs, you create spellsongs that overpower magical silence—the casting of spellsongs and their continuing effects are not suppressed by silence.

Special: To use this feat, you must cast each spellsong as if it had an arcane focus: the instrument. Musical instruments require two hands to play.

AID SPELLCASTING (ELDRITCH)

You add your knowledge and power to the casting of an allied arcanist’s spell.

Prerequisite: Ability to cast arcane spells, Int 15+, Cha 15+

Benefit: As a standard action, similar to Aid Another (see the *Player’s Handbook*, Chapter Eight: Combat), you make a Concentration check. If you exceed a DC of 10 + the level of the spell being cast, you either add +1 to the DC of the spell, or +1 to the caster level of the spell (your choice). Additional casters with this feat can make attempts to add to the spell also. However, they can add no more to the DC or caster level than the level of the spell being cast. For example, six spellcasters can aid a fellow casting a 6th-level spell by contributing up to 6 points total to the spell’s DC or caster level.

AMPLIFY SONG (FORTE) (GENERAL)

You increase your spellsong’s range with your skill in music.

Prerequisite: Ability to cast spellsongs

Benefit: You increase the range of any nonpersonal or nontouch spellsong. To accomplish this, you must make a Perform check. The DC is based on the desired amount of range increase, as well as the spellsong type.

DC	Result
15	Increase spellnote range by 50 percent
18	Increase spellchord range by 50 percent
20	Increase spellnote range by 100 percent
23	Increase spellmelody range by 50 percent
25	Increase spellchord range by 100 percent
28	Increase spellmelody range by 100 percent

You must choose the desired result before you make this check, a free action that draws no attack of opportunity.

CREATE SOUL MAGIC SPELL (ITEM CREATION)

You can create soul magic spells, usable by any arcane spellcaster (but not you). See Chapter Four: Soul Magic for more information.

Prerequisite: 10 ranks of Knowledge (arcana), spellcaster level 9th+

Benefit: You can create a soul magic spell as described in Chapter Four. The spell’s effect can be whatever you choose, with the level assigned by the DM. You must pay a cost in experience points, time, and potentially gold.

INTENSIFY SONG (CRESCENDO) (GENERAL)

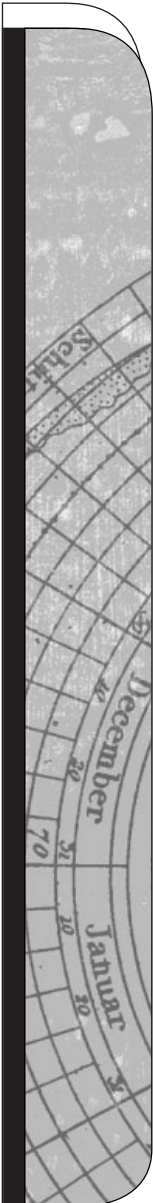
You increase your spellsong’s damage with your skill in music.

Prerequisite: Ability to cast spellsongs

Benefit: You increase the damage inflicted by any damage-causing spellsong. To accomplish this, you must make a Perform check. The DC depends on the desired amount of increase to the damage, as well as the spellsong type:

DC	Result
20	Increase spellnote damage by 50 percent
23	Increase spellchord damage by 50 percent
25	Increase spellnote damage by 100 percent
28	Increase spellmelody damage by 50 percent
30	Increase spellchord damage by 100 percent
33	Increase spellmelody damage by 100 percent

You must choose the desired result before you make this check, a free action that draws no attack of opportunity.



LACE SPELL: RESISTANT (ELDRITCH)

You make your spell more potent and harder to dispel.

Prerequisite: Spellcaster level 7th+, Int 17+

Benefit: You give to all spells you lace with this feat a +2 bonus to the DC required for another caster to dispel them. For example, a 10th-level arcanist casts a Resistant-laced *wall of ice* and another caster attempts to dispel it. When the dispelling mage makes a level check (d20 + 10) to determine whether the *dispel* attempt succeeds, the DC becomes 11 + 10 (the caster's level) + 2 for the lacing effect. Any spell can be laced with this feat, although spells that cannot be dispelled (such as *wall of force*) gain no benefit.

LACE SPELL: SPELLRIPPER (ELDRITCH)

Every spell you cast has a chance to dispel one protecting or enhancing your foe.

Prerequisite: Magical Talent feat†, spellcaster level 17th+, Int 17+, Cha 21+

Benefit: You give an extra power to an offensive spell you cast on an opponent. In addition to its normal effects, the lacing attempts to dispel (as described in *dispel magic*) one spell effect on the target. The highest-level spell currently active is always the spell to be ripped away. For example, a wizard casts a Spellripper-laced *hold person* at a foe with *cat's grace* and *stoneskin* active upon her. The wizard makes a level check (d20 + 10) with a DC of 11 + the caster level of the caster of *stoneskin*. If the dispel succeeds, the *stoneskin* is "ripped" away before the laced *hold person* takes effect. If the dispel fails, resolve the *hold person* casting attempt normally—no spells are ripped away.

Spellripper lacing affects only spells cast upon a creature or object. Independent spell effects, or those affecting an area—such as a *wall of fire*, an *antimagic field*, an illusion, or a conjured monster—cannot be dispelled, even if they prevent the laced spell from affecting the target.

LACE SPELL: UNRAVEL (ELDRITCH)

You make your spell more potent and harder to ward against.

Prerequisite: Magical Talent feat†, spellcaster level 10th+, Int 17+ Cha 15+

Benefit: You give an extra power to an offensive spell that you cast on an opponent. The lacing attempts to suppress, for this laced spell only, any spell effect on the target that directly interferes with the laced spell taking effect. For example, a sorcerer casts an Unravel-laced *fireball* at a foe with *protection from elements* (fire) already active upon herself. The sorcerer makes a level check (d20 + 10) with a DC of 11 + the caster level of the caster of *protection from elements*. If the sorcerer's attempt succeeds, the spell is "unraveled" before the *fireball* takes effect. However, immediately after the *fireball's* effects have taken their toll, the unraveled *protection from elements* spell knits itself back together again for its subject.

Unravel lacing affects only spells cast upon a creature or object. Independent spell effects, or those affecting an area—such as a *wall of fire*, an *antimagic field*, an illusion, or a conjured monster—cannot be suppressed, even if they prevent the laced spell from affecting the target.

Unlike the more powerful Lace Spell: Spellripper feat, a spell laced with Unravel can suppress only temporarily those effects specifically intended to foil that spell (*spell immunity*, a *shield* spell protecting against *magic missiles*, and so on) or spells that provide general protection from other spells (*protection from evil*, *spell resistance*, and so on).

SUSTAIN SONG (SOSTENUTO) (GENERAL)

You increase your spellsong's duration with your skill in music.

Prerequisite: Ability to cast spellsongs

Benefit: You increase the duration of any noninstantaneous spellsong. To accomplish this, you must make a Perform check. The required DC depends on the desired amount of duration increase, as well as the spellsong type:

DC	Result
15	Increase spellnote duration by 50 percent
18	Increase spellchord duration by 50 percent
20	Increase spellnote duration by 100 percent
23	Increase spellmelody duration by 50 percent
25	Increase spellchord duration by 100 percent
28	Increase spellmelody duration by 100 percent

You must choose the desired result before you make this check, a free action that draws no attack of opportunity.

VIVIFY SONG (MAESTOSO) (GENERAL)

You increase your spellsong's potency with your skill in music.

Prerequisite: Ability to cast spellsongs

Benefit: You increase the DC of any spellsong you cast. To accomplish this, you must make a Perform check. The DC required for the attempt depends on the desired amount of increase to the target spellsong's DC, as well as its type:

DC	Result
20	Increase spellnote DC by +1
23	Increase spellchord DC by +1
25	Increase spellnote DC by +2
28	Increase spellmelody DC by +1
30	Increase spellchord DC by +2
33	Increase spellmelody DC by +2
35	Increase spellnote DC by +3
40	Increase spellchord DC by +3
45	Increase spellmelody DC by +3

You must choose the desired result before you make this check, a free action that draws no attack of opportunity.

Prestige Classes

The ways of manipulating arcane energies are as varied as arcanists themselves. So many different organizations and areas of specialty have evolved over the years that it is difficult to keep track of them. Presented here are four prestige classes that use arcane magic in very different ways. (The eldritch warrior does not even cast spells!) Each can be used to create NPCs or organizations for the DM's campaign world, as well as potential paths to power for PCs that qualify.

For the purpose of the prestige classes introduced in this chapter and their related features, spellsongs are always considered the equivalent of spells that have verbal components.

DIPLOMANCER

Skilled at working with others, negotiating, and influencing people, diplomancers are spellcasters who specialize in magic keyed to relations and enchantments. Far less likely than other spellcasters to hurl *fireballs* and create *walls of force*, a diplomancer solves problems and overcomes foes through use of subtle charms and other enchantments. She excels at conversational finesse, using magic to make herself even more trustworthy, interesting, and compelling.

Arcane spellcasters often become diplomancers, particularly sorcerers and bards, due to their high natural Charisma. In fact, bards usually make the best diplomancers of all. Occasionally, a cleric takes up the mantle of diplomancer, however, serving her church as a mediator or consul.

Diplomancers often avoid brash evokers and spellcasters who use overt magical force. They see theirs as a sophisticated and refined art, requiring a deft touch and as much cunning as raw power. Sometimes, however, a diplomancer works with other arcanists in a guild or school as a liaison with other organizations. Diplomancers also make effective leaders and advisors.

Hit Die: d6

REQUIREMENTS

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

Diplomacy:	10 ranks
Sense Motive:	8 ranks
Feats:	Skill Focus (Diplomacy), Spell Focus (Enchantment)
Special:	Must be able to cast at least five spells of the enchantment school
Special:	Must have successfully used an enchantment against a creature of her own race at least three times (<i>charm person, suggestion, and so on</i>).

CLASS SKILLS

The diplomancer's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hide

(Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See the *Player's Handbook*, Chapter Four: Skills, for skill descriptions.

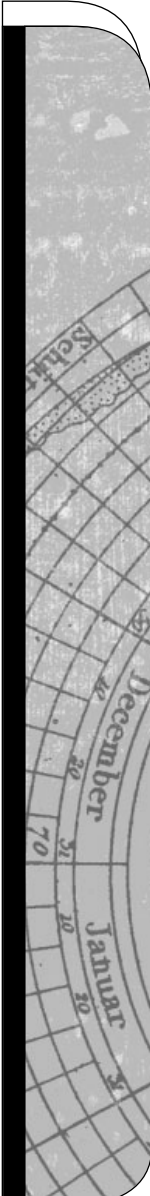
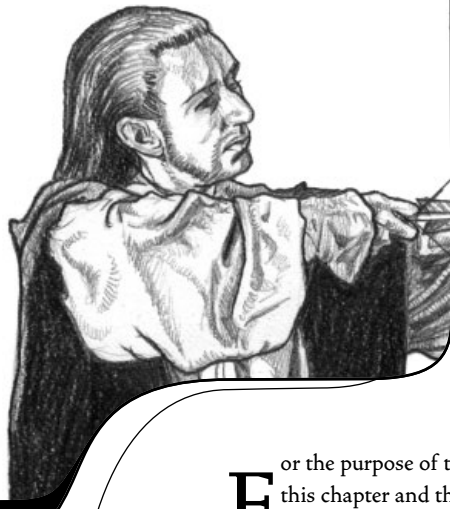
Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the diplomancer.

Weapon and Armor Proficiency: Diplomancers are proficient with no weapons, with no armor or shields.

Spells. When a diplomancer gains her first level, and on alternating diplomancer levels after that (plus 10th level), she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, earn any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means she adds the new level of diplomancer to the level of her previous spellcasting class, then determines spells per day, spells known, and caster level accordingly. For example, if Tearah, an 8th-level wizard, gains a level in



diplomancer, she gains new spells as if she had risen to 9th level in wizard, but uses the other diplomancer aspects of level progression, such as attack bonus and save bonus. If she next gains a level of wizard, making her a 9th-level wizard/1st-level diplomancer, she gains spells as if she had risen to 10th-level wizard.

If a character had more than one spellcasting class before she became a diplomancer, she must decide to which class she adds the level of diplomancer.

Charm. The 1st-level diplomancer can cast *charm person* once per day as a spell-like ability.

Enchantment Affinity. Starting at 2nd level, all enchantment spells cast by a diplomancer gain a +1 competence bonus to the saving throw DCs and are treated as if cast by someone one level higher than the character's actual caster level. At 6th level, this bonus becomes +2, and two caster levels are added. At 10th level, the bonus becomes +3 and three caster levels. This is an extraordinary ability.

Magical Seduction/Attractiveness. Beginning at 3rd level diplomancers can use magic to become more physically attractive. Any Charisma-based check that involves physical attraction gains a +2 competence bonus. Thus, a human diplomancer would gain the bonus for an encounter with people in a tavern to gather information. A Diplomacy check made while conversing with a dragon would not receive it. The DM is the final arbiter of whether the bonus applies. Remember, though, that even in nonromantic situations, attractiveness can play a part. This is a supernatural ability.

Protection From Evocations: At 4th level, diplomancers begin to learn how to resist overt, nonsubtle magic. They gain a +1 competence bonus to all saving throws against spells of the Evocation school. At 8th level, this bonus increases to +2.

Insight Into Secrets. As all diplomancers know, everyone has secrets. Knowing a character's secrets proves helpful when attempting to influence or intimidate. At 5th level, a diplomancer gains the ability to mentally peer into the mind of a selected creature. This spell-like effect allows a Will saving throw to resist (DC is equal to 10 + the diplomancer's level + Charisma modifier). If this insight ability works, the diplomancer learns a personal secret of the target (assuming one exists). The DM is

free to detail this secret, or can simply impose a +2 circumstance bonus to Diplomacy, Sense Motive, or Intimidation checks the diplomancer makes against the target—or the DM can do both.

Charisma Gift. At 7th level, the diplomancer uses magic to instill within herself a +1 inherent bonus to Charisma. This is a supernatural ability.

Word Cunning. The 9th-level diplomancer gains the ability to speak so eloquently that any language-dependent spell she casts is treated as having been cast by someone one caster level higher than normal and gains a +1 inherent bonus to the DC. This is a supernatural ability.

ELDRITCH WARRIOR

The eldritch warrior, sometimes called the “arcanist blade,” is devoted to magic that lets him become a greater combatant. He does not cast spells himself. Instead, he uses arcane knowledge and ancient rituals to grant himself greater physical puissance.

Fighters with a few levels of wizard or sorcerer often become eldritch warriors, although a single-classed fighter can take up the mantle without ever having cast a spell. Less frequently, eldritch warriors are wizards, sorcerers, bards, and even rangers.

In comparison with more conventional arcanists, eldritch warriors are rather rare. NPC eldritch warriors sometimes work with wizards or sorcerers, but only occasionally with others of their own class. They can even be found among more traditional fighters, often keeping their magical enhancements and skills quiet.

Hit Die: d8

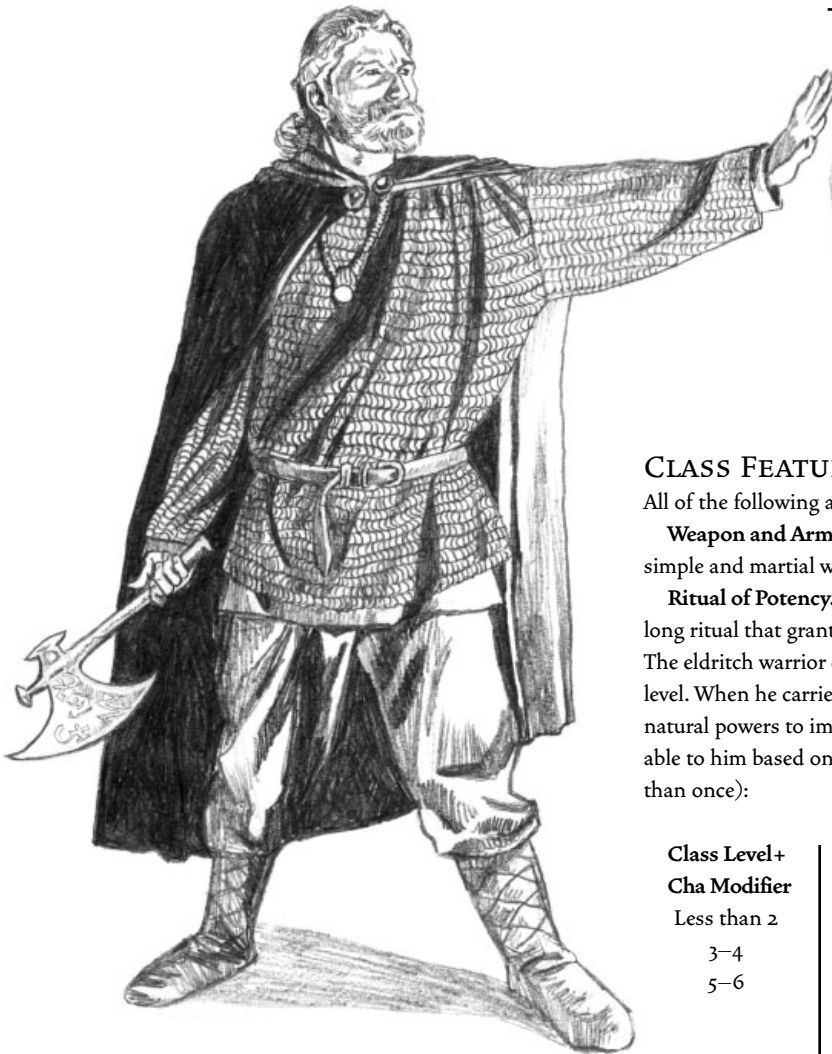
REQUIREMENTS

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

Base Attack Bonus: +5
Knowledge (Arcana): 3 ranks
Alchemy: 3 ranks
Spellcraft: 1 rank
Feats: Magical Talent†, Weapon Focus (any)

DIPLOMANCER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Charm	+1 spellcasting level
2	+1	+0	+0	+3	Enchantment affinity +1	—
3	+2	+1	+1	+3	Magical seduction/attractiveness	+1 spellcasting level
4	+3	+1	+1	+4	Protection from evocations +1	—
5	+3	+1	+1	+4	Insight into secrets	+1 spellcasting level
6	+4	+2	+2	+5	Enchantment affinity +2	—
7	+5	+2	+2	+5	Charisma gift	+1 spellcasting level
8	+6	+2	+2	+6	Protection from evocations +2	—
9	+6	+3	+3	+6	Word cunning	+1 spellcasting level
10	+7	+3	+3	+7	Enchantment affinity +3	+1 spellcasting level



CLASS SKILLS

The eldritch warrior's class skills (and the key ability for each) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Move Silently (Dex), Ride (Dex), Scry (Int), and Spellcraft (Int). See the *Player's Handbook*, Chapter Four: Skills for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the eldritch warrior.

Weapon and Armor Proficiency: Eldritch warriors are proficient with all simple and martial weapons, with all types of armor, and with shields.

Ritual of Potency. At 1st level, an eldritch warrior can perform a special day-long ritual that grants him power. He must perform it alone and uninterrupted. The eldritch warrior can perform one of these rituals at 1st, 4th, 7th, and 10th level. When he carries out the ritual, he chooses from the following list of supernatural powers to imbue within himself permanently (choosing from those available to him based on his level and Charisma; he may not choose an ability more than once):

Class Level+ Cha Modifier	Ability
Less than 2	<i>Sense Magic:</i> You can <i>detect magic</i> as a spell-like ability at will.
3–4	<i>Darksight:</i> You gain 30-foot darkvision.
5–6	<i>The Sparkling Shield:</i> You gain +1 natural armor (stacks with existing natural armor) in the form of a shimmering hue that dances upon your flesh.
7–8	<i>Arcane Puissance:</i> You gain a +1 inherent bonus to Strength, Constitution, or Dexterity.
9	<i>Speed of Magic:</i> You gain an inherent +10 bonus to speed.
10	<i>Slice Through Wards:</i> Once per day per eldritch warrior level, you can ignore all magical protections (Armor Class bonuses, <i>stoneskin</i> , <i>iron body</i> , and so on) on a foe in a single attack. You must declare your use of this ability before making the attack.
11	<i>Destroy Spell:</i> Once per day, you can strike a noninstantaneous spell effect or creation (a summoned monster, a <i>wall of force</i> , an illusion, an area of <i>acid fog</i> , and so on) with a melee weapon and dispel it as if you had cast <i>dispel magic</i> using your eldritch warrior level as the caster level. Even spells not normally subject to <i>dispel magic</i> can be affected.

Enrune Armor. At 2nd level, an eldritch warrior can spend an hour inscribing or otherwise marking a magical symbol on a suit of armor or a shield. This rune adds a +1 enhancement bonus to the AC provided by the armor or shield and stores a 1st-level arcane spell of the warrior's choosing. The warrior can cast the enruned spell at any time, although this immediately erases the rune. The warrior uses his eldritch warrior level to cast the spell, and he does so with no spell failure chance. The rune lasts no longer than 24 hours, whether the spell is cast or not. Each time a rune is inscribed, the warrior must pay 5 gp in materials in addition to the price of any costly components the spell requires. The eldritch warrior may have only one armor rune at any given time. This is a supernatural ability.

Bonus Feat. At 2nd, 6th, and 9th levels, the eldritch warrior gains a bonus feat chosen from the following list: Ambidexterity, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

ELDRITCH WARRIOR

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+2	Ritual of potency
2	+2	+3	+0	+3	Enrune armor, bonus feat
3	+3	+3	+1	+3	Infuse with power
4	+4	+4	+1	+4	Ritual of potency
5	+5	+4	+1	+4	Enrune weapon
6	+6	+5	+2	+5	Bonus feat
7	+7	+5	+2	+5	Ritual of potency
8	+8	+6	+2	+6	Enrune flesh
9	+9	+6	+3	+6	Bonus feat
10	+10	+7	+3	+7	Ritual of potency

Feats dependent on other feats are listed parenthetically under the prerequisite feat. A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters still must meet all prerequisites for a feat, including ability score and base attack minimums.

Infuse With Power. Beginning at 3rd level, an eldritch warrior can infuse a weapon with arcane energy once per day. The weapon gains a +1 enhancement bonus to attack and damage and a single special ability that is the equivalent of a +1 bonus (as found in the DMG or this book), such as keen or karmic† (see Chapter Seven: Magic Items). This infusion of power lasts for 10 minutes per eldritch warrior level.

Enrune Weapon. At 5th level, an eldritch warrior can spend an hour inscribing a magical symbol onto a weapon. This rune adds a +1 enhancement bonus to the attack and damage of the weapon and stores a 2nd-level arcane spell of the warrior's choosing. The warrior can cast the enruned spell at any time, although this immediately erases the rune. The character uses his eldritch warrior level to cast the spell, and he does so with no spell failure chance. The rune lasts no longer than 24 hours, whether the spell is cast or not. Each time a rune is inscribed, the warrior must pay 50 gp in materials in addition to the price of any costly components the spell requires. The eldritch warrior can have only one weapon rune in existence at any given time. This is a supernatural ability.

Enrune Flesh. At 8th level, through a weeklong process of creating a tattoo-like rune on his flesh, the eldritch warrior can choose any spell that can be made permanent for a character (see the *permanency* spell) and gain that permanent ability via the rune. If this permanent spell effect is dispelled, it can be renewed (or a different one chosen), but it requires another painful weeklong process. This is a supernatural ability.

KNIGHT OF THE CHORD

The sound and the fury, the music of battle, and the songs of war—these elements make up the life of a knight of the chord. The knights of the chord are a group that uses the magic of music to aid their fighting skills. It is a loosely organized order of knighthood, as each member remains a free spirit and highly individualistic.

The code of the order is simple: Defend the downtrodden, and preserve freedom above all else. The knights sing and focus on music, but they are not performers. They do not sing to entertain, but to call upon music's hidden power. Nevertheless, their practiced voices make them more than a match for any professional minstrel, and fortunate is anyone blessed to hear a knight's daily song-meditations.

Normally, knights of the chord are bards, or at least have some bard levels. Multiclass fighter/bards are common among the order's ranks. A few are clerics with the Music domain (see sidebar in Chapter One: Alternate Classes).

Knights of the chord travel alone or in small groups, only occasionally returning to one of the order's strongholds—called Jodan Templehalls, as each is dedicated to Jode, the Guardian of Song (see sidebar in Chapter One: Alternate Classes). As they rarely recognize local authorities, magistrates and law enforcers do not exactly welcome their presence. However, the common folk look upon them as champions and defenders.

Hit Die: d6

REQUIREMENTS

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

Alignment: Any chaotic
Knowledge (Arcana): 3 ranks
Perform: 9 ranks
Feats: Toughness, Weapon Focus (any)
Special: Must be able to cast spellchords or the spell <i>sculpt sound</i>
Special: Must be invited into the order by an existing knight

CLASS SKILLS

The knight of the chord's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (None), Spellcraft (Int), and Use Magic Device (Cha). See the *Player's Handbook*, Chapter Four: Skills, for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

Note: If you are using the standard bard class, replace "spellsongs" with "bardic spells" below, but reduce the class' HD to d8 and skill points to 2 + Intelligence modifier for each level you gain in the class.

CLASS FEATURES

All of the following are class features of a knight of the chord.

Weapon and Armor Proficiency. Knights of the chord are proficient with all simple and martial weapons, with all types of armor, and with shields.

Armor Song. At 1st level, a knight of the chord can cast spellsongs with no chance of spell failure while wearing armor or using a shield if the total armor check penalty affecting him is -5 or better. Otherwise, he suffers arcane spell failure as normal. At 5th level, he can cast spellsongs with no chance of spell failure while wearing armor or using a shield if his total armor check penalty is -7 or better. This is a supernatural ability.

Spells. When a knight of the chord gains his second level, and on alternating levels after that, the character gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before he added the prestige class. He does not, however, earn any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means he adds the new knight of the chord level to the level of his previous spellcasting class, then determines the spells per day, spells known, and caster level accordingly. For example, if Pheran, an 8th-level wizard, gains a level in knight of

the chord, he gains new spells as if he had risen to 9th level in wizard, but he uses the other knight of the chord aspects of level progression, such as base attack bonus and save bonus. If he next gains a level of wizard, making him a 9th-level wizard/1st level knight of the chord, he gains spells as if he had risen to 10th-level wizard. If a character had more than one spellcasting class before he became a knight of the chord, he must decide to which class he adds the level of knight of the chord.

Imbue Vibration. At 2nd level, a knight of the chord can sing a special daylong song, placing its magical vibrations



within a melee weapon. Henceforth, when the knight (and only the knight) uses the weapon, it displays the quality chosen at the time he sang the song. He can add new qualities to the same weapon (or a different weapon) at 4th, 6th, and 8th level. Once imbued, they cannot be changed, although they can be dispelled. If dispelled, the same quality can be imbued in the weapon again, using another daylong song.

Qualities should come from the following list (those available to the knight are based on his level and Charisma; he may not choose an ability more than once):

Class Level+	Cha Modifier	Ability
2		The weapon provides a +1 luck bonus to attack rolls involved in disarm and sunder attempts.
3–4		The weapon can be used to blind-fight, as if its wielder had the feat.
5–6		When the wielder fights defensively or uses all-out defense, the weapon provides an additional +2 luck bonus to AC.
7		The weapon can be used to make multiple attacks of opportunity as if the wielder had Combat Reflexes.
8		The weapon can be used with Weapon Finesse, even if normally it could not.
9		When the weapon is used in the off hand, the penalty for doing so falls by 2 (so, a penalty of –4 becomes –2 with this ability).
10		Foes struck by the weapon must make a Fortitude saving throw or find themselves dazed for 1 round (usable once per day per class level).
11		The weapon strikes incorporeal creatures all the time (instead of just 50 percent of the time).
12		The weapon provides a +1 luck bonus to damage.

Battle Dance. Starting at 3rd level, a knight of the chord can take a free additional move action during a round. Thus, in a given round, a knight of the chord can:

- Move up to his speed and then make a full attack or cast a spellmelody (or full-round spell)
- Move double his speed and make a single attack (or cast a spellnote, spellchord, or standard-action spell)
- Move his speed, make a single attack or cast a spellnote or spellchord, and then take a move-equivalent action
- Move his speed and cast a spellnote or spellchord, or
- Move his speed and cast two spellnotes.

This supernatural ability can be used once per day per class level.

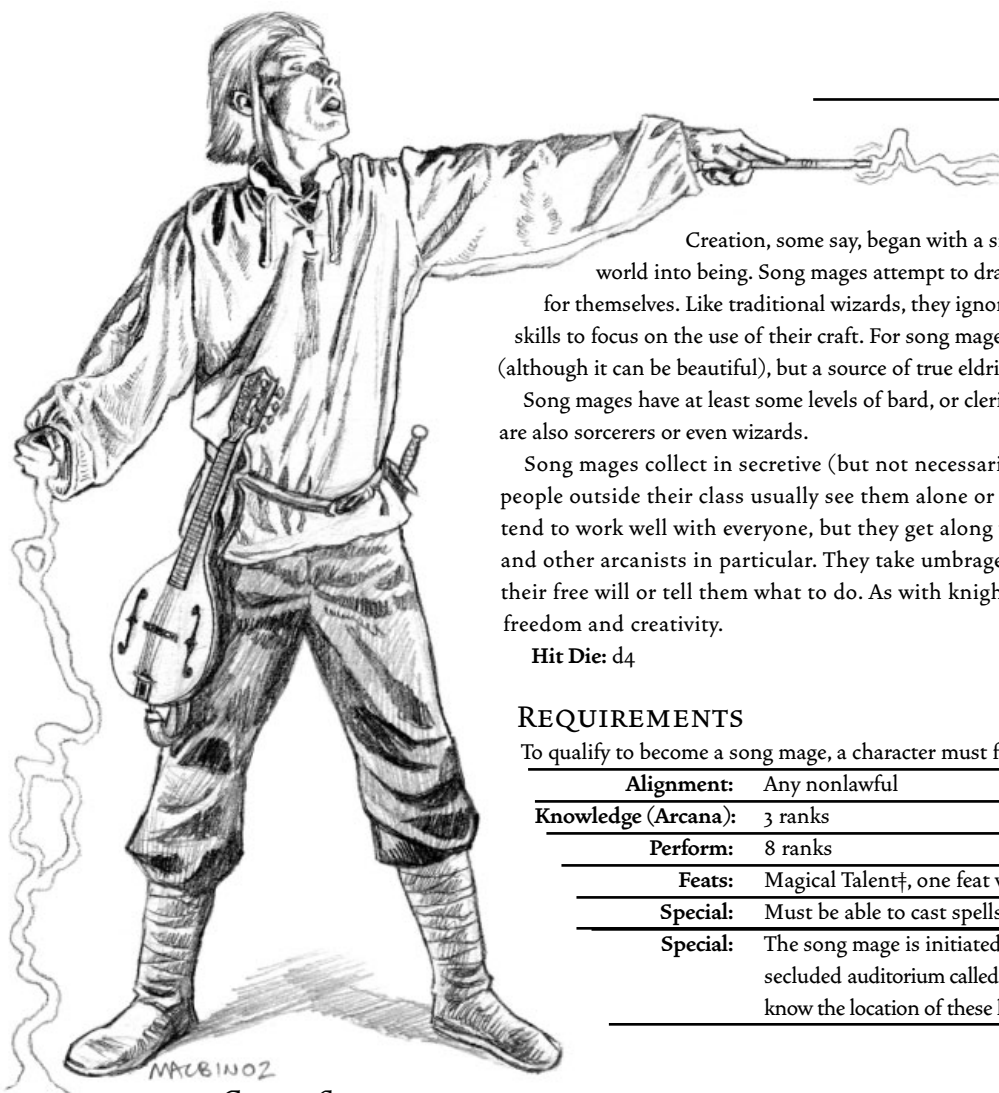
Singblade. A 7th-level and higher knight of the chord can use a standard action once per day to sing a special song that lasts for 1 round per class level. During this time, the knight gains a luck bonus to attack rolls and Armor Class equal to his Charisma modifier.

Sonic Protection. A 9th-level and higher knight of the chord grows resistant to the rigors of harsh sounds. He gains damage reduction 10 + Charisma modifier against sonic attacks. This is a supernatural ability.

Song of Smiting. A 10th-level and higher knight of the chord can unleash a powerful song that affects all within 50 feet. Those in the area must make Fortitude saving throws (DC equals 20 plus the knight of the chord's Charisma modifier) or they become stunned for 1d4 rounds. Whether or not the save succeeds, all in the area suffer 3d6 points of sonic damage. The knight of the chord can use this spell-like ability once per day.

KNIGHT OF THE CHORD

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells
1	+1	+2	+0	+0	Armor song (medium)	—
2	+2	+3	+0	+0	Imbue vibration	+1 level of existing class
3	+3	+3	+1	+1	Battle dance	—
4	+4	+4	+1	+1	Imbue vibration	+1 level of existing class
5	+5	+4	+1	+1	Armor song (heavy)	—
6	+6	+5	+2	+2	Imbue vibration	+1 level of existing class
7	+7	+5	+2	+2	Singblade	—
8	+8	+6	+2	+2	Imbue vibration	+1 level of existing class
9	+9	+6	+3	+3	Sonic protection	—
10	+10	+7	+3	+3	Song of smiting	+1 level of existing class



SONG MAGE

Creation, some say, began with a single, perfect note. The gods sang the world into being. Song mages attempt to draw upon that hidden power and use it for themselves. Like traditional wizards, they ignore the study of weapons and physical skills to focus on the use of their craft. For song mages, music is not an entertainment (although it can be beautiful), but a source of true eldritch might.

Song mages have at least some levels of bard, or cleric with the Music domain, but often are also sorcerers or even wizards.

Song mages collect in secretive (but not necessarily sinister) cabals. However, most people outside their class usually see them alone or working with other classes. They tend to work well with everyone, but they get along with bards, knights of the chord, and other arcanists in particular. They take umbrage at those who attempt to stifle their free will or tell them what to do. As with knights of the chord, song mages value freedom and creativity.

Hit Die: d4

REQUIREMENTS

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

Alignment:	Any nonlawful
Knowledge (Arcana):	3 ranks
Perform:	8 ranks
Feats:	Magical Talent†, one feat with the word “song” in the name
Special:	Must be able to cast spellsongs or the spell <i>sculpt sound</i>
Special:	The song mage is initiated in a ritual involving a huge choir in a secluded auditorium called a Hall of Harmony. Only song mages may know the location of these hidden caches of musical lore.

CLASS SKILLS

The song mage's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Cha), Knowledge (any) (Int), Listen (Wis), Perform (Cha), Read Lips (Int), Scry (Int), Speak Language (none), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha). See the *Player's Handbook*, Chapter Four: Skills, for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the song mage.

Weapon and Armor Proficiency. Song mages gain no proficiency in any weapon or armor, or shield.

Spells. When a song mage gains his first level, and every level after that, he gains new spells or spellsongs per day as if he had also gained a level in the spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of the original class would have earned (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means he adds the new level of song mage to the level of his previous spellcasting class, then determines spells or spellsongs per day, spells or spellsongs known, and caster level accordingly. For example, if Vasteran, a 9th-level bard, gains a level in song mage, he earns new spellsongs as if he had risen to 10th level in bard, but he uses the other song mage aspects of level progression, such as attack bonus and save bonus. If he next adds a level of bard, making him a 10th-level bard/1st-level song mage, he gains spellsongs as if he had risen to 11th-level bard.

If a character had more than one spellcasting class before becoming a song mage, he must decide to which class he adds the level of song mage.

Song Magic. The song mage can choose to imbue particular power into any spell with verbal components once per day for every three class levels. This spell gains the following change, depending on school:

THE SONG MAGE

Level	Base Attack	Fortitude	Reflex	Will	Special	Spells
	Bonus	Save	Save	Save		
1	+0	+0	+0	+2	Song magic 1/day	+1 spellcasting level
2	+1	+0	+0	+3	Song as sustenance	+1 spellcasting level
3	+1	+1	+1	+3	Songshield	+1 spellcasting level
4	+2	+1	+1	+4	Divine music	+1 spellcasting level
5	+2	+1	+1	+4	Songburst	+1 spellcasting level
6	+3	+2	+2	+5	Noble music, song magic 2/day	+1 spellcasting level
7	+3	+2	+2	+5	Sonic protection	+1 spellcasting level
8	+4	+2	+2	+6	Forbid the silence	+1 spellcasting level
9	+4	+3	+3	+6	Wings of song, song magic 3/day	+1 spellcasting level
10	+5	+3	+3	+7	Clarity of music	+1 spellcasting level

- *Abjuration*: The duration of the spell doubles thanks to this ability.
- *Conjuration*: The conjured energy, creature, or object is not visible, but it emits a continual musical sound. This ability is suppressed if used in an area of magical silence.
- *Divination*: There is a 25 percent chance the spell won't be "used up" when cast (it remains prepared or the spell slot goes unused).
- *Enchantment*: The saving throw DC of the spell increases by +1.
- *Evocation*: The energy or power evoked is not visible, but it emits a continual musical sound. This ability is suppressed if used in an area of magical silence.
- *Illusion*: The spell's saving throw DC goes up by +1.
- *Necromancy*: The duration of the spell doubles.
- *Transmutation*: The range of the spell doubles.

Not every spell will benefit from these changes. An instantaneous Necromancy spell or a nonvisible Evocation, for example, remain unchanged.

Song as Sustenance. Beginning at 2nd level, a song mage no longer needs to eat or drink; the power of song alone sustains him all day. What's more, he can sing to sustain one other Medium or smaller creature per class level, or one larger creature per two class levels (or any combination thereof). This is a supernatural ability.

Songshield. At 3rd level, a song mage gains the ability to create a shield of sonic energy, similar to the *shield* spell, once per day, cast at his class level. This spell-like ability is suppressed if activated in an area of magical silence, or if the shield is carried into magical silence.

Divine Music. At 4th level, the song mage learns to tap into the "music of the spheres" and access at least a little divine magic. The song mage can choose one cleric spell of 3rd level or lower to use as a spell-like ability once per day, cast at his song mage level.

Songburst. Beginning at 5th level, the song mage can infuse a damage-inflicting spell with extra power once per day, allowing it to render an additional 1d6 points of sonic damage. This is a supernatural ability.

Noble Music. Starting at 6th level, the inherent power of the song mage, coupled with the elegance of his talent, causes people to see him as a being of nobility and purpose, worthy of respect. He gains a +2 competence bonus to Bluff, Diplomacy, and Gather Information checks.

Sonic Protection. At 7th level a song mage grows resistant to the rigors of harsh sounds. He gains damage reduction 10/- against sonic attacks. This is a supernatural ability.


Forbid the Silence. At 8th level a song mage can automatically dispel areas of magical silence, up to a 10-foot radius per level, as a standard action. This is a spell-like ability.

Wings of Song. Once per day beginning at 9th level, a song mage can create wings for himself made of song. This functions exactly as a *fly* spell, cast at his song mage level. This spell-like ability is suppressed in an area of magical silence.

Clarity of Music. A 10th-level song mage, having achieved the highest level of devotion to the power of music, can call upon a creature known as a clarity. These beings are identical to elder air elementals. This ability allows a song mage to either summon one (as *summon monster IX*) or call one (as in *greater planar ally*) once per week. This is a spell-like ability.

Soul Magic

The power of eldritch might stirs in the heart of the multiverse with an intelligence and a soul all its own. The most powerful arcanists know this and grow familiar with magic's own mind and spirit. Some call it the Serpent, and others call it the Godmind or the Soulspark. Whatever they term it, they know it exists—even if they never speak that knowledge aloud.



The key to the power of this magical soul lies in words. Whether spoken, written, or communicated in thought alone, it was words of power that brought the planes into being, and it will be words of power that one day cause it all to collapse in upon itself. That is why verbal components, written scrolls, spellbooks, runes, symbols, glyphs, power words, and similar communicative forms lie at the heart of magic. If the soul of magic is all the words of power that wrought creation itself, then spells are but barely uttered syllables: crude grunts, really.

A middle ground, however, is available to those in the know. Some arcanists stumble upon a way to tap into the heart of eldritch might and fashion single words, albeit whispered words. This method, called *soul magic*, relies on the belief that there is indeed a sentience behind magic itself.

Soul magic is a term describing a specific sort of spell and the effects it creates. Soul magic spells are sentient, intelligent spells that *want* to be cast. They are always found encoded in symbols or other writing, somewhat similar to scrolls. Because of their need to be cast, one cannot learn them, prepare them, or copy them into spellbooks. Once a soul magic spell gets inside you, you simply must cast it.

Soul magic spells are found as strange symbols in a circle, inscribed on a wall, hidden within the pages of a book, or even as a single rune etched into an old tooth. Any sort of writing or symbols can be encoded with a soul magic spell. The writing can persist upon a transportable surface or a permanent one.

As with any spell, the power of soul magic spells varies. The important thing to remember, however, is that any arcane spellcaster, of any level, can use one. Thus, these spells are usually considered tools of impressive might. Soul magic spells rarely communicate other than to relate their powers (and then only if they feel like it—soul magic spells vary in personality, and some seem quite capricious). Their only goal is to be cast, which allows them to join once again with the universal power of magic itself. They revel in arcane strength and rejoice in all its forms. Unless the effects of the spell are aligned, all soul magic spells are true neutral in alignment.

CREATING SOUL MAGIC SPELLS

The key to creating a soul magic spell lies in encoding it into symbols. To do so requires time and a vast amount of power (in the form of experience points), as well as the proper feat (Create Soul Magic Spell, see Chapter Two: Feats).

So great is the cost, in fact, that most truly magnificent soul magic spells are created by beings with a lot of personal power—deities and similar entities. What's more, it's a cost you pay for someone else—you cannot use the soul magic spells you create. You devote a small part of your own soul when you create one of these spells, but casting it requires part of yet another soul.

The fusion of these powers fuels the soul magic.

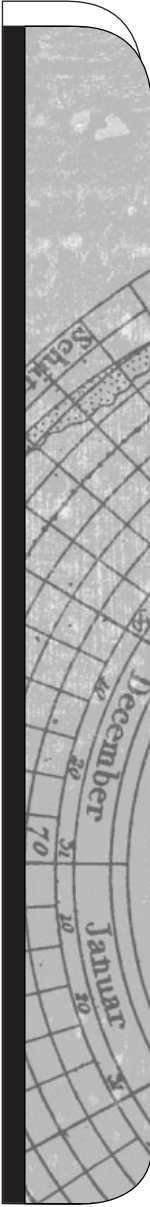
The experience-point cost for creating a soul magic spell is the level of the spell squared times 50 XP (level² × 50 XP). Therefore, a 1st-level soul magic spell costs only 50 XP, but a 2nd-level spell requires 200 XP, a 3rd-level spell requires 450 XP, and so on. A 9th-level spell has a cost of 4,050 XP. An imperative soul magic spell (see next section) costs double this amount.

The time required to create the spell depends on the materials at hand. If the creator can spend a gold-piece amount equal to the experience-point cost, the process requires one day per spell level. (The gold buys special conductive materials that, while not essential to the creation process, make soul magic spells easier to encode.) If those materials are not available, an arcanist can still create a soul magic spell, but it takes one week per spell level. Even a confined or restrained character can create a soul magic spell

Buying Ability Scores

A soul magic spell has 8 points per spell level to spend on ability scores—Intelligence, Wisdom, and Charisma—as shown below.

Ability Score	Cost in Points
10	0
11	1
12	2
13	3
14	4
15	5
16	6
17	8
18	10
19	13
20	16
21	19
22	23
23	27
24	31
25	35
26	40



within 10 feet of himself, but it requires one year per spell level. Thus, desperate casters trapped or stranded beyond reach can still produce soul magic spells (a few even call them “prison spells”), but they have to find someone else to cast them.

Soul magic spells have Intelligence, Wisdom, and Charisma scores, all of which are always at least 10. Each spell has 8 points per spell level to “buy” scores for these three abilities, using the table on the previous page.

The creator can artificially boost the ability scores by spending 5 experience points for each additional point of ability score cost (the “Cost in Points” column in the table). So a character could create a 5th-level soul magic spell and spend its automatic 40 points (8 points \times the spell’s level of 5) on a spell with Intelligence 21, Wisdom 15, Charisma 20. He could then spend experience points to boost the spell’s Intelligence further. Spending 20 XP yields 4 points of available ability score cost (20 \div 5 = 4). Checking the table, we see that the spell, with its Intelligence 21, is right now at a cost of 19 for that ability. Paying the 4 additional cost points brings the spell up to an Intelligence cost of 23, which buys a 22 Int. If the character had instead spent 25 XP to buy 5 points, he would have achieved the same end result; it costs only 4 points to raise a spell’s Intelligence from 21 to 22, and the 1 leftover point would have been wasted.

An ability score of 26 is the highest a soul magic spell can possess. A spell’s lowest ability score must still be at least twice its level. So an 8th-level spell cannot have any ability score lower than 16.

USING SOUL MAGIC

Most casters are far more likely to use soul magic than to create it. Casting a soul magic spell is a standard action. Caster level and ability scores do not affect the spell in any way—only the spell’s level and ability scores matter. For example, a 4th-level spell with a Wisdom bonus of +4 has a saving throw DC of 18, no matter who casts it. When a caster level is needed, the spell uses its lowest ability score instead of its level (so the minimum is 10). Since it is the spell that determines its parameters (range, duration, etc.), there is no level requirement for casters to cast soul magic spells—only that they have the ability to cast arcane spells. (Thus, each and every gnome has the ability to cast one, just by virtue of the cantrips they all know.) Soul magic spells have somatic and verbal components, but never material components.

There are three distinct types of soul magic: imperative, declamatory, and extemporaneous.

Imperative soul magic preys upon the intelligence of others to entice them to cast the spell. An arcane caster in the vicinity (10 feet) of an encoded soul magic spell must make a Will saving throw (DC 10 + soul magic spell’s level + spell’s Charisma bonus). On a failure, the symbols and

runes that make up the spell swirl up and around the caster, compelling her to cast it immediately. There is no cost to the caster to do so—simply a full round’s action. Imperative soul magic effectively becomes a trap. For example, say a powerful elemental creature of great arcane might has been sealed in a pit, imprisoned forever. The creature labors over the centuries and encodes an imperative soul magic spell to free it. Then it waits for some arcane caster to come along, feel the compulsion of the spell’s will, and cast the spell.

Once an arcane spellcaster makes a successful saving throw to resist the compulsion of the imperative spell, she need not make the saving throw again—she remains immune to the compulsion. She can still willingly choose to cast the spell, but she does so as if it were a declamatory soul magic spell (see below).

Declamatory soul magic is more akin to a normal spell. It draws a little of its power from the caster’s own soul, however. Each declamatory soul magic spell temporarily damages the caster’s Intelligence, Wisdom, or Charisma score, drawing power from the caster where the spell is most deficient. If there is a tie for the spell’s lowest ability score, the creator simply chooses. The damage to the caster is 1d6 plus the spell’s level, minus the bonus of the lowest of the spell’s three ability scores. Thus, a 4th-level spell with Int 11, Wis 14, and Cha 19 has as its lowest bonus a +0 Intelligence modifier. On a roll of 5, the spell inflicts 9 points of temporary Intelligence damage upon the caster, because Intelligence is what it lacks most to power its own effect.

Extemporaneous soul magic is stored magical power that is not encoded for a specific effect. Each is almost like a *wish*—although at varying levels. A 5th-level extemporaneous soul magic spell allows a caster to produce an effect equivalent to that of a 5th-level spell or lower. This casting draws power from the caster in the same way as declamatory soul magic, except that the damage is equal to 2d6 plus the spell’s level, minus the bonus of the lowest of the spell’s three ability scores. For many casters, this type of soul magic is extremely dangerous to use: One spell could wipe an arcanist’s mind.

SOUL MAGIC SPELL EFFECTS

When creating unique soul magic effects, the DM should always make them at least a little different from standard spells—soul magic should feel strange, and the differences give the DM an opportunity to slightly increase the spell effects. Although soul magic spells ought to match up generally with other spells of their level, they should prove slightly more powerful. Use the following examples as guidelines. Some are very specific, but they show you how to tailor soul magic to fit the circumstances of a particular setting or adventure.



IMPERATIVE SOUL MAGIC SPELLS

Traditionally, imperative soul magic spell names incorporate the creator's own name. However, it's hard for characters to grasp the exact meaning of these names, as the spells normally are extremely old when discovered, their names given in ancient tongues or dead languages. It's not possible to read a spell's name in its runes, but a spell communicates its name to potential casters.

Knoshka Fam: Level 3 (cast at 10th level); Int 10, Wis 11, Cha 22. This spell summons a howler as if a *summon monster* spell had been cast.

Ungen Fam: Level 7 (cast at 19th level); Int 20, Wis 23, Cha 19. This spell calls an arcane angel (see Chapter Eight: Monsters) that appears before the caster as in the spell *greater planar binding*.

Ynal: Level 9 (cast at 20th level); Int 20, Wis 20, Cha 26. This spell destroys the magical chains of force that hold the nearby balor demon that created it.

DECLAMATORY SOUL MAGIC SPELLS

As with imperative soul magic spells, the names of declamatory spells are often cryptic and spoken in long-dead tongues.

Therrad Tonash-Ka: Level 5 (cast at 18th level); Int 18, Wis 19, Cha 20; dmg 1d6+1 temporary Intelligence points. This spell is identical to a *wall of force*, except the duration is 180 minutes, and any creature touching the wall suffers 1d6 points of electricity damage.

Naram al Yalanarak: Level 7 (cast at 14th level); Int 14, Wis 20, Cha 25; dmg 1d6+5 temporary Intelligence points. This spell breaks the seal of the *Gates of Resiliency*, which are otherwise immune to magic. The gates lead to the lost city of Yalanarak, ancient home of King Naram, who ruled over all the lands until cursed by the yuan-ti sorcerer Sassilas.

EXTEMPORANEOUS SOUL MAGIC SPELLS

Because extemporaneous soul magic spells are not encoded for a specific effect, but for one the caster chooses, spells of a given level all have the same name, regardless of effect.

Nul-Ar: Level 1 (cast at 12th level, DC 13). Int 14, Wis 12, Cha 12; dmg 2d6 temporary Charisma points. This spell roughly replicates any 1st-level spell effect desired.

Nul-On: Level 2 (cast at 15th level, DC 15). Int 15, Wis 15, Cha 16; dmg 2d6 temporary Wisdom points. This spell roughly replicates any 2nd-level spell effect desired.

- Nul-Set:** Level 3 (cast at 18th level, DC 17). Int 18, Wis 18, Cha 18; dmg 2d6–1 temporary Intelligence points. This spell roughly replicates any 3rd-level spell effect desired.
- Nul-Gir:** Level 4 (cast at 16th level, DC 19). Int 18, Wis 16, Cha 20; dmg 2d6+1 temporary Wisdom points. This spell roughly replicates any 4th-level spell effect desired.
- Nul-Yid:** Level 5 (cast at 16th level, DC 21). Int 16, Wis 22, Cha 18; dmg 2d6+2 temporary Intelligence points. This spell roughly replicates any 5th-level spell effect desired.
- Nul-Fir:** Level 6 (cast at 20th level, DC 21). Int 20, Wis 20, Cha 20; dmg 2d6+1 temporary Charisma points. This spell roughly replicates any 6th-level spell effect desired.
- Nul-Tosh:** Level 7 (cast at 17th level, DC 25). Int 17, Wis 17, Cha 26; dmg 2d6+4 temporary Wisdom points. This spell roughly replicates any 7th-level spell effect desired.
- Nul-Waan:** Level 8 (cast at 20th level, DC 25). Int 20, Wis 24, Cha 20; dmg 2d6+3 temporary Charisma points. This spell roughly replicates any 8th-level spell effect desired.
- Nul-Urad:** Level 9 (cast at 22nd level, DC 25). Int 22, Wis 22, Cha 22; dmg 2d6+3 temporary Intelligence points. This spell roughly replicates any 9th-level spell effect desired.

SOUL MAGIC IN THE CAMPAIGN

DMs will want to use soul magic in their campaigns as a very rare, special sort of magic. Since it is so very costly to create, and it can only be used by others, the genesis of soul magic spells usually comes from non-mortal sources—divine or semi-divine beings for whom the devotion of soul energy (experience points) is a small matter. Presented as lost lore, divine gifts, or simply a special form of “magic beyond magic,” soul magic can add a lot of flavor to the game. Or, a

powerful sorcerous overlord could equip his apprentices and followers with soul magic spells tattooed onto their flesh to activate extemporaneous spells far beyond their normal ability (as long as they can handle the damage). Soul magic in the hands of NPCs or monsters can change the tenor of an encounter or an adventure quite easily.

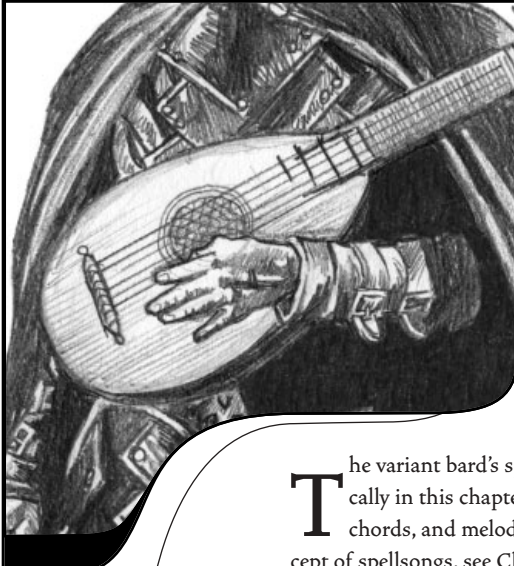
Soul magic also provides an interesting means of inserting into your game a spell that you don’t want to allow as a regular part of the campaign. A single-use spell that is cast and then gone—usually at some cost to the arcanist—could become an interesting key to an entire adventure. For example, the above spell *Naram al Yalanarak* might be the object of a quest if the PCs need to get within the walls of the city of Yalanarak. On the other hand, the group may come upon the imperative spell *Ynal* by accident and find themselves compelled to free the demon (who labored long years to create the spell as a means of escape).

Introduce soul magic into your game slowly, first through foreshadowed hints or references and finally through example. Have a PC communicate with one of these sentient spells for a bit to allow the characters to fully realize what they are dealing with. While the spells’ personalities vary, most will mentally tell potential casters their name and powers. When you’re roleplaying a soul magic spell as DM, treat it as any regular creature with the given mental ability scores, but remember that all soul magic spells have only one goal: to be cast. A spell will lie or trick a character into casting it.

Even if the PCs decide that creating soul magic spells is too taxing or terrible for them to do, they will know the magic exists, adding a new sense of wonder to the game. Soul magic is a tool for defining the mysteries of the arcane.

Spellsongs

The special purview of the bard, spellsongs are similar to spells, but different enough that they merit their own chapter here.



The variant bard's spellsongs are presented alphabetically in this chapter according to spellsong type: notes, chords, and melodies. For a basic overview of the concept of spellsongs, see Chapter One: Alternate Classes.

SPELLNOTES

All bard notes are quick, move-equivalent spell-like actions that require verbal components. Metamagic feats don't affect them, but eldritch feats do. In all other ways, treat them as spells.

BURST OF SPEED

Transmutation [Sonic]

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With a shrill note, you begin to move faster. At 1st through 5th level, the bard gains a bonus of +10 feet to speed. At 6th through 10th level, the bonus is +20 feet. At 11th level and higher, it is +30 feet.

COUNTERSONG

Abjuration [Sonic]

Range: 50 feet

Effects: Sound-based or sonic effects

Duration: See text (no more than 1 round/level)

Saving Throw: None

Spell Resistance: No

You use a powerful note to counter magical effects that depend on sound (but not simply spells with verbal components). Once the spellnote has been cast, you can continue singing as a free action each round. While singing, you can take any action other than casting spellsongs, activating magic items by spell completion (such as scrolls), or activating magic items by magic word (such as wands). Each round of the *countersong*, you make a Perform check. Any creature within 30 feet (including you) who is affected or could become affected by a sonic or language-dependent magical attack (such as *sound burst* or *command*) may use your Perform check result in place of a saving throw if the Perform check result proves to be better. This spellsong can be used preventatively.

For example, Yarrin the bard casts *countersong* before he and his friends enter the lair of a harpy. Each round that Yarrin keeps singing, he and his friends can use either his Perform check result or their normal saving throw result

(whichever is higher) as their saving throw result against the harpy's charm song. Immediately after defeating the harpy, Yarrin and his friends encounter an enemy bard and sorcerer. The sorcerer casts *suggestion* and the bard casts *songstrike*. Since Yarrin is still singing the *countersong*, he and his allies can use his Perform checks as saving throw results against both of these new effects as well.

CUSHION FALL

Abjuration [Sonic]

Range: 100 feet

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You (or another of your choosing within range) can fall safely up to 20 feet per level. This spellsong does not reduce falling speed, but instead creates a cushion under the falling creature or object that absorbs the fall. If the target falls farther than the bard's level allows, the target suffers full damage. Unlike other spellsongs, *cushion fall* can be cast even when it is not your turn. However, if you cast it out of turn, on your next turn you can take only a partial action.

DEFLECT BLOW

Abjuration [Sonic]

Range: 20 feet

Target: One creature or object

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The next time the subject is attacked, the subject gains a +10 deflection bonus to AC for that attack only.

DESTROY WITH SOUND

Evocation [Sonic]

Range: 20 feet

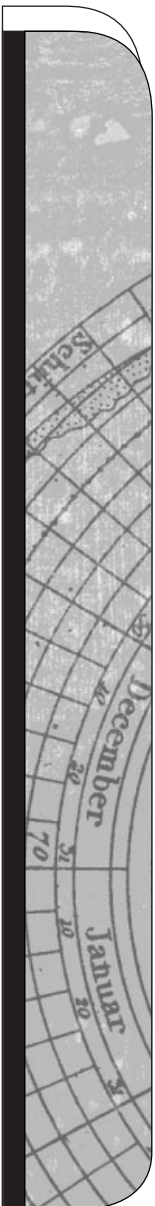
Area or Target: A 3-foot-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half (see text) (DC 11 + Charisma bonus)

Spell Resistance: Yes (object)

You create a loud ringing note that shatters brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.



Used as an area attack, *destroy with sound* shatters non-magical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within 3 feet of the point of origin are smashed into dozens of pieces by the spellsong. Objects weighing more than 1 lb. per bard level are not affected, but the effect shatters all other objects of the appropriate composition.

Alternatively, you can target *destroy with sound* against a single solid object of up to 10 lbs. per caster level, regardless of composition.

Targeted against a crystalline creature (of any weight), *destroy with sound* deals 1d4 points of damage per caster level (to a maximum of 10d4), with a Fortitude save allowed for half damage.

INFLUENCE

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 50 feet

Target: Up to one living creature/level, no two of which can be more than 20 feet apart

Duration: 1 round/level

Saving Throw: Will negates (DC 11 + Charisma bonus)

Spell Resistance: Yes

After you produce a single, pleasant note, all affected targets react to you as if you had an additional +2 Charisma bonus. This spellnote does not affect the number of spellsongs you gain per day, but it does increase spellsong Difficulty Classes against affected targets.

INSPIRE COURAGE

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 20 feet

Targets: All allies within range

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

You *inspire courage* in your allies, bolstering them against fear and improving their combat abilities. Once the spellnote has been cast, the bard can continue singing as a free action each round. While singing, the bard can take any action other than casting spellsongs, activating magic items by spell completion (such as scrolls), or activating magic items by magic word (such as wands). To be affected, an ally must hear the bard sing for a full round, so the effect begins the round after the bard uses this note. The effect lasts as long as the bard sings and for 5 rounds after the singing stops (or the ally can no longer hear it). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

MINOR HEALING

Conjuration (Healing) [Sonic]

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless) (DC 11 + Charisma bonus) (see text)

Spell Resistance: Yes (harmless)

With a single, pleasant note, you call forth enough positive energy to heal a creature 1d6 hit points. This spellnote deals damage to the undead rather than healing them.

MISDIRECTED SOUND

Illusion (Figment) [Sonic]

Range: 25 feet

Effect: An intelligible sound, usually speech

Duration: One minute/level (D)

Saving Throw: Will disbelief (if interacted with) (DC 11 + Charisma bonus)

Spell Resistance: No

You can make your voice (or any sound you can normally vocalize) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. You can speak in any language you know. Anyone who hears such voices and sounds and rolls a successful save recognizes the sound as illusory (but still hears it).

MOMENTARY CHARM

Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]

Range: 20 feet

Target: One humanoid, animal, or beast

Duration: 1 round/level

Saving Throw: Will negates (DC 11 + Charisma bonus)

Spell Resistance: Yes

This spellnote makes a humanoid, animal, or beast regard you as a trusted friend and ally. If you or your allies are currently threatening or attacking the creature, however, it receives a +5 bonus on its saving throw.

The spellnote does not enable you to control the *charmed* subject as an automaton, but the creature perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it ordinarily wouldn't do. (Retries are not allowed.) A *charmed* creature never obeys suicidal or obviously harmful orders, but it might believe your assurances that the only chance to save your life is for it to hold back an onrushing red dragon for "just a few seconds." Any act by you or your apparent allies that threatens the *charmed* subject breaks the spellnote. Note also that you must speak a language the creature can understand to communicate your commands, or else be good at pantomiming.

MOMENTARY DISAPPEARANCE

Transmutation [Sonic]

Range: Personal

Target: You

Duration: 1 round/two levels (maximum 5 rounds)

Saving Throw: None

Spell Resistance: No

This spellnote renders you and your gear invisible for a short time. You become visible again if you attack any other creature.

Items that an invisible creature drops or puts down become visible; items an invisible person picks up disappear if tucked into her clothing or pouches. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item the subject carries that extends out more than 10 feet from her, such as a trailing rope, becomes visible.

For purposes of this spellnote, an “attack” includes any spell that targets a foe or whose area or effect includes a foe. (Exactly who is a “foe” depends on the invisible character’s perceptions.) Actions directed at unattended objects do not break the spellsong. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack for her, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, etc. If she attacks directly, however, she immediately becomes visible along with all her gear.

MOMENTARY PROTECTION

Abjuration [Sonic]

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The creature you touch gains a +1 deflection bonus to Armor Class at 1st through 5th caster level. At 6th through 10th level the bonus is +2, at 11th through 15th the bonus becomes +3, and at 15th level and higher it is +4.

OBFUSCATION

Transmutation [Sonic]

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You gain a +5 competence bonus to Hide checks.

OFF BALANCE

Transmutation [Sonic]

Range: 50 feet

Target: One creature

Duration: 1 round

Saving Throw: Reflex negates (DC 11 + Charisma bonus)

Spell Resistance: Yes

You knock a creature *off balance* with a deep, resounding note. The creature suffers a –2 penalty to attack rolls, ability and skill checks, and Reflex saving throws. If the creature takes any action other than defense, it must also make a Balance check (DC 20) or fall down, becoming prone.

QUIET MOVEMENT

Transmutation [Sonic]

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You gain a +5 competence bonus to Move Silently checks.

SONGSTRIKE

Evocation [Sonic]

Range: 30 feet

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half (DC 11 + Charisma bonus)

Spell Resistance: Yes

With a single note, you blast forth a cone of sonic energy from your mouth that inflicts 1d4 points of damage per three caster levels (to a maximum of 5d4).

SONIC DART

Evocation [Sonic]

Range: 50 feet

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a tiny missile of sonic energy that flies forth at a target you designate. To hit the target, you must make a ranged touch attack. A success inflicts 1d6 points of damage per three caster levels (to a maximum of 5d6).

SONIC STAB

Evocation [Sonic]

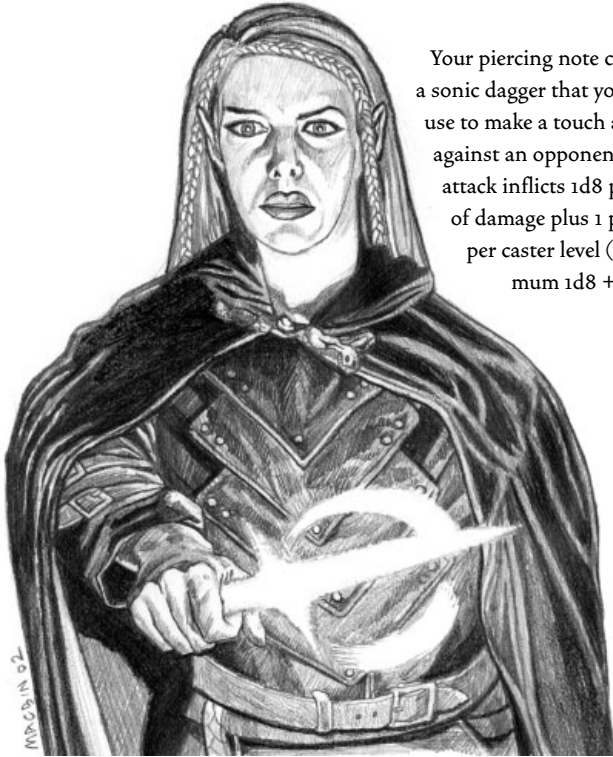
Range: Touch

Target: One creature or object

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes



Your piercing note creates a sonic dagger that you can use to make a touch attack against an opponent. The attack inflicts 1d8 points of damage plus 1 point per caster level (maximum 1d8 + 20).

STUN

Enchantment [Mind-Affecting, Sonic]

Range: 50 feet

Target: One creature

Duration: 1 round

Saving Throw: Fortitude negates (DC 11 + Charisma bonus)

Spell Resistance: Yes

You stun a creature for 1 round with a shrieking note.

WHISPER

Transmutation [Language-Dependent, Sonic]

Range: Sight (including through a scrying device or spell)

Targets: One creature/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can send a whispered message, carried on a single magical note, with little chance of being overheard. Point your finger at each creature you intend to hear your message. When you *whisper*, the message becomes audible to all the targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 1 yard of wood or dirt blocks the spellsong. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject and if the path's entire length lies within the spellsong's range. The spellsong transmits sound, not meaning. It doesn't transcend language barriers.

SPELLCHORDS

Bard chords are spell-like, standard actions requiring verbal components. Metamagic feats do not affect them, but eldritch feats do. In all other ways, treat them as spells. A bard can use five spellnotes to create a single spellchord. Multiple bards can devote spellnotes to create a spellchord together, as long as five spellnotes are cast.

ALTER SOUNDS

Transmutation [Sonic]

Range: 25 feet

Targets: One creature or object/level, no two of which can be more than 30 feet apart

Duration: One hour/level (D)

Saving Throw: Will negates (object) (DC 13 + Charisma bonus)

Spell Resistance: Yes (object)

With a thick, rich chord of music, you change the sounds that creatures or objects make. You can create sounds where none exist (such as making trees sing), deaden sounds (such as making a party of adventurers silent), or transform sounds into other sounds (such as making a caster's voice sound like a pig snorting). All affected creatures or objects must be altered in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. For instance, you can't change your voice so that it sounds as though you are giving the command word to activate a magic item unless you know that command word.

A caster whose voice is changed dramatically (such as into the aforementioned snorts of a pig) is unable to cast spells with verbal components.

CHANNEL SOUND

Transmutation [Sonic]

Range: Sight

Targets: One creature/level

Duration: 1 round (see below)

Saving Throw: None

Spell Resistance: No

You create a channel through which sound can flow to any creature you can see. Thus, any spellsong you cast on the following round can potentially affect the targets as if they were in the spellsong's normal range. Willing targets can choose to keep the channel open for the duration of a continuous spellsong effect, such as *countersong* or *inspire courage*. Since you can channel any sound, you can also speak up to 30 words the targets can hear (at the volume you used to speak them), as if they were standing next to you. Sound is not channeled both ways, so you cannot hear what the targets say.

Channel sound is powerful enough to conduct sound even through or into an area of magical silence.

CHARM

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 20 feet

Target: One humanoid, animal, or beast

Duration: One hour/level

Saving Throw: Will negates (DC 13 + Cha bonus)

Spell Resistance: Yes

As momentary charm, except that the duration is much longer.

COUNTER SILENCE

Transmutation [Sonic]

Range: 10 feet

Target: An area of magical silence no larger than 50 feet in diameter

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You automatically dispel an area of magical silence created by a 3rd-level spell (or the equivalent) or lower. Unlike all other bardic spellsongs, you cast this without need of verbal components.

CREATE OBJECT

Conjuration (Creation) [Sonic]

Range: Touch

Target: One object, no more than 10 lbs.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a chord of music, complex and robust, whose sound you can shape into the form of an ordinary object. The object must be 10 lbs. or less, shorter than 5 feet in every dimension, with a value of no more than 20 gp.

DISAPPEAR

Transmutation [Sonic]

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

As momentary disappearance, except for a longer duration.

DISGUISE

Illusion (Glamer) [Sonic]

Range: Personal

Target: You

Duration: One hour/level (D)

Saving Throw: See text (DC 13 + Charisma bonus)

Spell Resistance: No

With an elegant chord, you make yourself—including your clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or

in-between. However, you cannot change your body type. For example, a human caster could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the exact extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or look like an entirely different person.

The spellsong does not provide the abilities or mannerisms of the chosen form. The spellsong does not alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

If you use this spellsong to create a disguise, you get +10 on your Disguise check.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it (such as by touching you and finding the texture at odds with your appearance, in the case of this spellsong).

DISRUPT THOUGHTS

Enchantment [Mind-Affecting, Sonic]

Range: 50 feet

Targets: One creature

Duration: 1 round/level

Saving Throw: Will negates (DC 13 + Charisma bonus)

Spell Resistance: Yes

With a terrible discordant sound, you disrupt the thought processes of a single creature. Affected victims can take no action other than to defend themselves throughout the duration.

ENHANCE PHYSICAL FORM

Transmutation [Sonic]

Range: Touch

Target: Creature touched

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

With a powerful chord of music you enhance the body of one creature. The spellsong grants the subject an enhancement bonus (1d4 + 1 points) to Constitution, Strength, or Dexterity, as you choose.

FASCINATE

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 100 feet

Targets: One humanoid, animal, or beast/two levels

Duration: See text (no more than one minute/level)

Saving Throw: Will negates (DC 13 + Charisma bonus)

Spell Resistance: Yes

You cause creatures to become *fascinated* with you.

Creatures to be *fascinated* must be able to see and hear you and must be able to pay attention (any change in these conditions ends the spellsong). The distraction of nearby combat or other dangers prevents the spellchord from working.

The affected creature(s) sits quietly and listens to you. While *fascinated*, its Spot and Listen checks suffer a -4 penalty. Any potential threat (such as the bard's ally moving behind the *fascinated* creature) allows the *fascinated* creature a second saving throw. Any obvious threat, such as casting a spell, drawing a sword, or aiming an arrow, automatically breaks the *fascination*.

Once the spellchord has been cast, the bard can continue singing as a free action each round. While singing, the bard can take any action other than casting spellsongs, activating magic items by spell completion (such as scrolls), or activating magic items by magic word (such as wands).

FUMBLE FIELD

Evocation [Sonic]

Range: 50 feet

Area: 25-foot diameter

Duration: 1 round/level

Saving Throw: Reflex negates (DC 13 + Charisma bonus)

Spell Resistance: Yes

With powerful sounds, you create a sonic field that disrupts actions. Anyone moving into, out of, or through the field must make a saving throw or fall down. Unaffected creatures in the field must continue to make saving throws each round to resist the field's effects. Attacks, skill and ability checks, and further Reflex saving throws made by affected creatures in the field suffer a -4 penalty. Spells have a 15 percent spell failure chance. Once outside the field, characters are no longer affected, whether they succeeded at the saving throw or not.

HEAL WOUND

Conjuration (Healing) [Sonic]

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (DC 13 + Charisma bonus)

Spell Resistance: Yes (harmless)

As minor healing, except you heal 3d6 hit points.

INSPIRE COMPETENCE

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 30 feet

Target: One ally

Duration: See text (but up to two minutes)

Saving Throw: None

Spell Resistance: No

You help an ally succeed at a task. The ally must be able to see and hear you, and you must also see the ally. Depending on the task the ally has at hand, you may use your bardic music to lift the ally's spirits, to help the ally focus mentally, or to assist in some other way. The ally gets

a $+2$ competence bonus on skill checks with a particular skill as long as he or she continues to hear your music. The DM may rule that certain uses of this ability are unfeasible—singing to make a rogue move more quietly, for example, is contrary to the point.

Once the spellchord has been cast, the bard can continue singing as a free action each round. While singing, the bard can take any action other than casting spellsongs, activating magic items by spell completion (such as scrolls), or activating magic items by magic word (such as wands). Since you can maintain the effect for two minutes, it lasts long enough for the ally to take 20 on most actions.

LEVITATION CHORD

Transmutation [Sonic]

Range: Personal or 25 feet

Target: You or one willing creature or one object (total weight up to 100 lbs./level)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Levitation chord allows you to move yourself, another creature, or an object up and down as you wish, using sound. A creature must be willing to be *levitated*; an object may be *levitated* as long as no willing creature attends it or possesses it. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so constitutes a move-equivalent action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half normal base speed).

A *levitating* creature who attacks with a melee or ranged weapon becomes increasingly unstable; the first attack suffers an attack roll penalty of -1 , the second -2 , and so on, up to a maximum of -5 . A full round spent stabilizing allows the creature to begin again at -1 .

MINOR WALL OF SOUND

Evocation [Sonic]

Range: 50 feet

Effect: An anchored plane of solid sound of up to one 10-foot square/level

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes

With a powerful chord of music, you create a plane of solid sonic energy. A *minor wall of sound* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created.

The wall is 1 inch thick per bard level. It covers up to a 10-foot-square area per bard level (so a 10th-level bard can create a *minor wall of sound* 100 feet long and 10 feet high, a

wall 50 feet long and 20 feet high, etc.). The plane can be oriented in any fashion as long as it is “anchored.” A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall, primarily defensive in nature, is used to stop pursuers from following you and the like. Each 10-foot square of wall has 5 hit points per inch of thickness. Creatures can hit the wall automatically. Sonic attacks inflict no damage on the wall, but otherwise it is treated like an object. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 18 plus 1 per inch of thickness.

If a section of a *minor wall of sound* is broken or breached, it emits a shrill shriek that inflicts 1d6 points of sonic damage to all within 10 feet of the breach.

RECALL TALE

Divination [Sonic]

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Using music to part the veils of reality, you conjure forth knowledge of a story involving the spellsong’s focus. For example, if you concentrate on a specific magic item while you cast this spellchord, you gain some tale regarding its creation or history—something that might reveal or hint at its power. If you focus on a person, a story from his or her past comes to you.

You cannot ask specific questions, and focused subjects must be general: an object, a person, or a location. The tale has a 50 percent chance of being relevant to the concerns at hand. If you are touching the focus when you cast the spellsong, the chance increases to 75 percent. Relevancy depends on the specific circumstances. If you are trying to determine a magic item’s powers, then a relevant tale involves its use or creator’s intent. If you are trying to discern the location of a person, a relevant tale might involve something that happened to the character very recently.

DMs should note that they have free reign with the tale that they provide. Even a relevant tale does not have to give away everything. A bard trying to discover the current location of a character hiding in a village by the sea might only learn a tale of the person’s encounter with a vendor on the street who mentions fresh seafood, just off the boat.

A bard can cast this spellsong only once per day on a given focus.

SILENT CHORD

Illusion (Glamour) [Sonic]

Range: 150 feet

Area: A 15-foot-radius emanation centered on a creature, object, or point in space

Duration: One minute/level

Saving Throw: Will negates (DC 13 + Charisma bonus) or none (object)

Spell Resistance: Yes or no (object)

Upon the casting of this spellchord, complete silence prevails in the affected area. All sound stops: Conversation becomes impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spellchord can be cast on a point in space, but the effect is stationary unless cast on a mobile object. When the spellsong centers on a creature, the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spellsong and can use SR, if any. Items in a creature’s possession or magic items receive saves and SR, but unattended objects and points in space do not. This spellsong provides a defense against sonic or language-based attacks, such as *command*, harpy song, a *horn of blasting*, etc.

SLUMBER

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Range: 200 feet

Area: Several living creatures within a 15-foot-radius burst

Duration: One minute/level

Saving Throw: Will negates (DC 13 + Charisma bonus)

Spell Resistance: Yes

With a soothing chord, you cause a number of awake, living creatures to fall asleep. Roll 3d4 to determine how many total Hit Dice of creatures can be affected. Creatures with the fewest Hit Dice become affected first. Among creatures with equal Hit Dice, those closest to the spellsong’s point of origin fall under its effect first. No creature with 8 HD or more is affected; Hit Dice insufficient to affect a creature are wasted.

Slumbering creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakenng a creature is a standard action.

SONIC BLAST

Evocation [Sonic]

Range: 50 feet

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half (DC 13 + Charisma bonus)

Spell Resistance: Yes

As *songstrike*, except for the increased range, plus this spellsong inflicts 1d4 points of damage per level to a maximum of 10d4.

SONIC LANCE

Evocation [Sonic]

Range: Touch

Effect: Sonic weapon

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You shape a chord into a long melee weapon of sonic energy. The weapon is Large or Medium, as you desire (the Large version is a reach weapon, but Medium bards must use it in two hands). You are proficient with this weapon, which inflicts 1d4 points of damage per two levels (maximum 10d4), plus normal damage modifier (like your Strength modifier).

If an attacked creature has SR, check for resistance the first time the *sonic lance* strikes it. A creature who successfully resists the weapon dispels the spellsong. Otherwise, the weapon retains its normal full effect for the spellsong's duration.

SUGGESTIVE CHORD

Enchantment (Compulsion) [Language-Dependent,

Mind- Affecting, Sonic]

Range: 25 feet

Target: One living creature

Duration: One hour/level or until completed

Saving Throw: Will negates (DC 13 + Charisma bonus)

Spell Resistance: Yes

You influence the actions of the enchanted creature by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spellsong. However, a chord *suggesting* that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking your party so it and the party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spellsong's power.

The *suggested* course of action can continue for the entire duration, such as in the case of the red dragon mentioned above. If the *suggested* action can be completed in a shorter time, the spellsong ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special action during the duration. For example, you might *suggest* that a noble knight give her warhorse to the first beggar she meets. If the condition does not occur before the spellsong expires, the knight cannot perform the action.

A very reasonable *suggestive chord* requires the subject to make the save with a penalty (such as -1, -2, etc.), at the DM's discretion.

SWIFT SONG

Transmutation [Sonic]

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You move and act more quickly than normal. This extra speed has several effects.

You gain an additional partial action each round.

You gain a +2 *haste* bonus to AC (you would lose this bonus whenever you would lose a Dodge bonus).

You can jump one and a half times as far as normal. This increase counts as an enhancement bonus.

SPELLMELODIES

All bard melodies are spell-like, full-round actions requiring verbal components. Metamagic feats do not affect them, but eldritch feats do. In all other ways, treat them as spells. A bard can use three spellchords to create a single spellmelody. Multiple bards can devote spellchords to create a spellmelody together, as long as together they cast three chords.

DESTROY UTTERLY WITH SOUND

Transmutation [Sonic]

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

Target: A single creature or up to a 10-foot cube of nonliving matter

Duration: Instantaneous

Saving Throw: Fortitude partial (DC 15 + Charisma bonus)

Spell Resistance: Yes

The song you create is so shrill and powerful that you virtually disintegrate a creature or object, leaving behind only a trace of fine dust. The spellsong affects up to a 10-foot cube of nonliving matter, so it disintegrates only part of any very large object or structure targeted. A creature or object that makes a successful Fortitude save is only partially affected; it suffers 5d6 points of sonic damage instead of disintegrating.

DISRUPT BODY

Transmutation [Sonic]

Range: 50 feet

Targets: One creature

Duration: One minute/level

Saving Throw: Fortitude negates (DC 15 + Charisma bonus)

Spell Resistance: Yes

With a string of terrible discordant sounds, you disrupt the physical processes of a single creature. An affected victim is paralyzed and helpless for the duration.

DISRUPT MAGIC

Abjuration [Sonic]

Range: 100 feet

Target or Area: 30-foot-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Because magic is powerful, so, too, is the ability to *disrupt magic*. You can use a complex melody to end ongoing spells within an area. A disrupted spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*—these are not affected by *disrupt magic*, either. *Disrupt magic* can disrupt (but not counter) the ongoing effects of supernatural abilities as well as spells. *Disrupt magic* affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous durations can't be disrupted, because the magic effect is already over before the *disrupt magic* can take effect. Thus, you can't use *disrupt magic* to repair fire damage caused by a *fireball* or to turn a *petrified* character back to flesh. (The magic has departed, leaving only perfectly normal stone or burnt flesh in its wake.)

For each creature in the area that is the target of one or more spells, you make a musical disruption check against the spell with the highest caster level. A musical disruption check is 1d20 plus the bard's Perform skill (maximum +20) with a DC of 11 plus the spell's caster level. If that fails, you make musical disruption checks against progressively weaker spells until you disrupt one spell (which discharges the *disrupt magic* on that target) or fail all your checks. The creature's magic items are not affected.

For each object with one or more active spells, make musical disruption checks as with creatures. Magic items are not affected.

To disrupt each ongoing area or effect spell centered within the *disrupt magic* target area, make a separate musical disruption check. For each ongoing spell whose area overlaps the *disrupt magic* target area, make a musical disruption check to end the effect, but only within the *disrupt magic* target area.

For objects or creatures subject to the effect of an ongoing spell—such as a monster summoned by *monster summoning*—in the area, make a musical disruption check to end the spell that conjured the object or creature (returning it whence it came), in addition to attempting to disrupt spells targeting the creature or object.

You may choose to automatically succeed in disruption checks against any spell that you yourself have cast.

GREATER SOUND CHANNEL

Transmutation [Sonic]

Range: Unlimited

Target: One willing creature

Duration: 1 round (see below)

Saving Throw: None

Spell Resistance: No

As *channel sound*, except there is only one target, the target must be willing, and the range is unlimited. You must know the target's name for the spell to work. As with the chord, the target can choose to keep the channel open for the duration of a continuous spellsong effect, such as *countersong* or *inspire courage*.

HARMONY OF FLIGHT

Transmutation [Sonic]

Range: Personal or touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The spellsong recipient (you or the creature you touch) can fly with a speed of 90 feet (60 feet if the creature wears medium or heavy armor), carried aloft by your music. You can fly up at half speed and descend at double speed. Your maneuverability rating is good. Using the *harmony of flight* spellsong requires as much concentration as walking, so you can attack or cast spells normally. A *harmony of flight* recipient can charge but not run. You cannot carry aloft more weight than your heavy load weight, plus any armor you wear.

Should the spellsong duration expire while you are still aloft, the magic fails slowly. You drop 60 feet per round for 1d6 rounds. If you reach the ground, you are safe. If not, you fall the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since dispelling a spellsong effectively ends it, you also fall in this way if the *harmony of flight* spellsong is dispelled.

REMOVE CONDITION

Abjuration [Sonic]

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This soothing melody frees a creature from enchantments, transmutations, curses, and petrification (as well as other magical transformations). You can reverse even an instantaneous effect, such as *flesh to stone*. For each such effect, you make a check of 1d20 plus the bard's Perform skill (maximum +20) with a DC of 11 + the effect's caster level. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC becomes 25.

Some spells have a special property that makes them impervious to *dispel magic*; *remove condition* will work, but only on spells of 5th level or lower. For instance, *bestow curse* cannot be dispelled by *dispel magic*, but *remove condition* can get rid of it.

If the effect comes from some permanent magic item, such as a cursed sword, this spellsong does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item still cursed. For example, a cursed *sword of berserking* not only causes the wielder to become berserk but always returns to the wielder's hand if discarded. *Remove condition* allows the victim to be rid of the sword (and the berserking effect), but the sword's curse remains intact and affects the next person to pick it up (even if it's the *remove condition* recipient again).

SONIC SWORD

Evocation [Sonic]

Range: Touch

Effect: Sonic weapon

Duration: 1 round/level

Saving Throw: None or Fortitude partial (DC 15 + Charisma bonus)

Spell Resistance: Yes

You shape a melody into a Medium blade of sonic energy. You are proficient with this weapon, which inflicts 1d6 points of sonic damage per two levels (maximum 10d6), plus normal damage modifier (such as your Strength modifier). If you choose to use a full attack action to make only one attack with this weapon, any foe it strikes that round must make a Fortitude saving throw or be stunned for 1 round.

If an attacked creature has SR, check for resistance the first time the *sonic sword* strikes it. Successfully resisting the weapon dispels the spellsong. If not, the weapon retains its normal full effect for the spellsong's duration.

SONIC WALL

Evocation [Sonic]

Range: 50 feet

Effect: An anchored plane of solid sound of up to one 10-foot square/level

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes

Similar to a *minor wall of sound*, you create a plane of solid sonic energy. A *sonic wall* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created.

The wall is 1 inch thick. It covers up to a 10-foot-square area per bard level. The plane can be oriented in any fashion as long as it is "anchored." A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is impervious to damage, either physically or from spells. In all respects other than those presented above, treat the *sonic wall* as a *wall of force*.

SOOTHE THE SAVAGE BEAST

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 20 feet

Target: One living creature

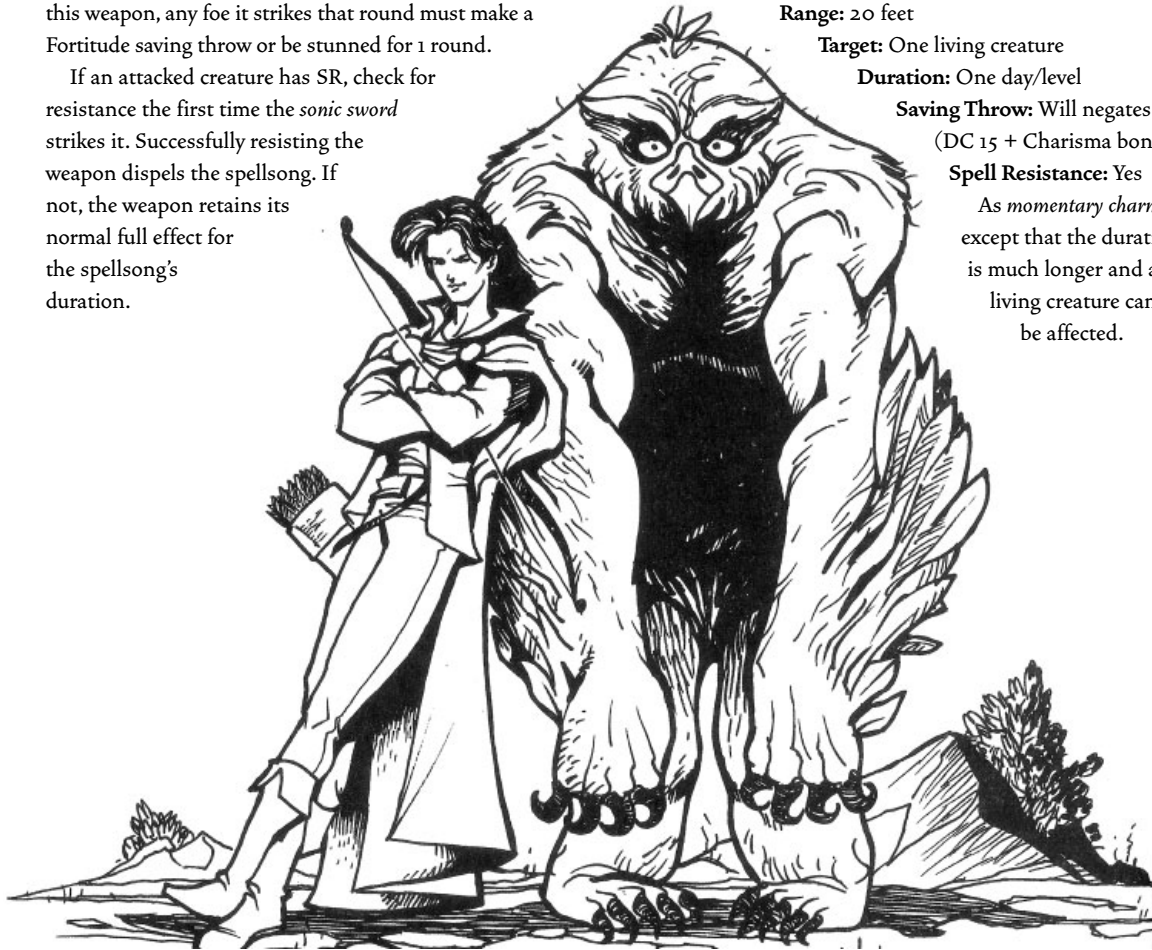
Duration: One day/level

Saving Throw: Will negates

(DC 15 + Charisma bonus)

Spell Resistance: Yes

As *momentary charm*, except that the duration is much longer and any living creature can be affected.



Spells

The heart of The Book of Eldritch Might in Malhavoc's library is new arcane spells. DMs can add each of these 50 new spells to their campaigns through discovery of ancient or rare spellbooks, scrolls in the treasure hoard of an esoteric guild, or simply new findings by creative casters.

Characters using the variant bard class presented in Chapter One: Alternate Classes should ignore the bard spells mentioned in this chapter and use spell-songs instead (see Chapter Five: Spellsongs).

NEW SPELL LISTS

2ND-LEVEL BARD SPELL

Welter. One creature per level is shaken and must make a Balance check or fall prone.

5TH-LEVEL BARD SPELL

Thief of Spells. Ends spell effects on a creature and grants them to you.

0-LEVEL CLERIC SPELL

Quick Boost. Gives +2 bonus to Strength, Constitution, or Dexterity score of one subject.

1ST-LEVEL CLERIC SPELL

Welter. One creature per level is shaken and must make a Balance check or fall prone.

3RD-LEVEL CLERIC SPELL

Missive Token. Creates an item that lets a creature contact you mentally.

6TH-LEVEL DRUID SPELL

Sudden Wave. Creates a wave of water that sweeps away creatures and objects.

8TH-LEVEL DRUID SPELL

Squamous Pulse. Halves natural armor bonus and deals 1d6 points of damage per natural armor bonus point.

0-LEVEL WIZARD/SORCERER SPELLS

Trans **Quick Boost.** Gives +2 bonus to Strength, Constitution, or Dexterity score of one subject.

1ST-LEVEL WIZARD/SORCERER SPELLS

Abjur **Disdain the Divine.** Gives +1 bonus per four levels to saves against divine spells.

Div **Anavar's Anticipated Attack.** Next attack against you suffers a -20 penalty.

Creature Loresight. Provides detail about a creature touched.

Object Loresight. Provides detail about an object touched.

Evoc **Harassing Weapon.** Weapon of force threatens target. **Unhand.** Disarms subject.

Trans **Blood Spikes.** Inflicts 3d6 points of damage and allows subject to add +1d6 points of damage to unarmed and grapple attacks.

2ND-LEVEL WIZARD/SORCERER SPELLS

Conj **Yoke.** Helpless target moves with caster.

Evoc **Threatening Weapon.** Weapon of force threatens target.

Vivid Discharge. Inflicts 1d6 damage per level on foe that strikes subject in melee.

Welter. One creature per level is shaken and must make a Balance check or fall prone.

Illus **Legacy.** Stores soundless image of you programmed to activate when properly triggered.

Trans **Acuminate.** Your hand becomes a +1 weapon that inflicts 1d8 + 1 points of damage.

Invigorate Item. Magic item DC increases by +1.

Shieldbreaker. Allows one weapon to ignore or break shields, dispels *shield*.

3RD-LEVEL WIZARD/SORCERER SPELLS

Abjur **Jevicca's Just Reversal.** Reflects enchantment back at caster.

Ench **Eriador's Permanent Levity.** Subject gains +4 bonus to saves against mind-affecting spells but cannot initiate combat.

Evoc **Brutal Seething Surge.** Touch attack per level that inflicts 1d8 + 1 points of acid damage per level.

Forceblast. Deals 1d4 points of damage per level in a 5-foot-wide line.

Necro **Seek the Soulless.** Deals nonliving creatures and objects 1d6 points of damage per level.

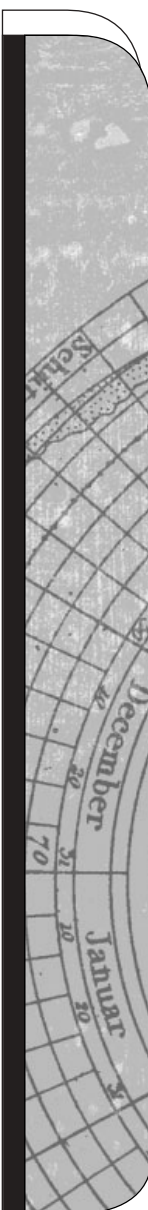
Trans **Extended Charge.** Allows the use of a charged item without losing charges.

Missive Token. Creates an item that lets a creature contact you mentally.

4TH-LEVEL WIZARD/SORCERER SPELLS

Abjur **Knavescour.** Protects items with a trap that inflicts 1d6 points of acid damage per level.

Conj **Robe of Reflection.** Sends one type of energy damage to another creature.



- Ench **Feedback.** Target suffers 1d8 + 1 points of damage per level if specified action is taken.
- Evoc **Warding Globes.** Creates one tiny globe per two levels that negates attacks of opportunity and inflicts 2d6 points of damage.
- Necro **Soul Burst.** 20-foot-radius burst inflicts 1d6 points of damage per level to living creatures only.
- Trans **Coax Forth Power.** Magic items inflict 50 percent more damage.
- Thief of Spells.** Ends spell effects on a creature and grants them to you.

5TH-LEVEL WIZARD/SORCERER SPELLS

- Div **X-Ray Vision.** You see through matter.
- Ench **Call of the Ruby.** Forces a creature to attack another creature.
- Call of the Topaz.** Forces a creature to hold still for 1 round.
- Illus **Phantom Foil.** Creates phantasms that negate sneak attacks.
- Necro **Animate Necrosis.** Animates a wound that attacks the wounded creature.
- Trans **Spine Tendril.** Creates a tendril that grapples or disarms.

6TH-LEVEL WIZARD/SORCERER SPELLS

- Conj **Sudden Wave.** Creates a wave of water that sweeps away creatures and objects.
- Ench **Call of the Emerald.** Forces a creature to steal an object.
- Call of the Sapphire.** Forces a creature to go home.
- Necro **Prorogate Death.** Allows subject to act below 0 hp and live after reaching -10 hp.
- Trans **Gestalt.** Fuses two creatures into one.
- Nonesuch Spell.** Prevents one 4th-level or lower spell from being cast within 50 feet of you.

7TH-LEVEL WIZARD/SORCERER SPELLS

- Ench **Call of the Diamond.** Forces creature to come to your location.
- Trans **Jevicca's Fourfold Ostracism.** Sends up to four targets to another plane temporarily.
- Prohibit Kind.** Puts all creatures other than specified type into stasis.
- Spellmaster.** You can increase range and duration of spells, delay effects, and shape areas.

8TH-LEVEL WIZARD/SORCERER SPELLS

- Ench **Utter Thrall.** Completely enslaves one humanoid.
- Trans **Disintegration Field.** Creates an area where matter is disintegrated.

9TH-LEVEL WIZARD/SORCERER SPELLS

- Necro **Duplicate.** Creates an exact duplicate of you that you control.
- Trans **Squamous Pulse.** Halves natural armor bonus and deals 1d6 points of damage per natural armor bonus point.

SPELL DESCRIPTIONS

ACUMINATE

Transmutation

Level: Wiz/Sor 2

Components: V, S, M

Casting Time: One action

Range: Personal

Target: You

Duration: 10 minutes/level

You transform your own hand or other limb of your choosing into a sharp, pointed object of metallic hardness and appearance. You may make attacks with this weapon with no nonproficiency penalty and a +1 magical enhancement bonus (both for attack rolls and for overcoming damage reduction). The pointed weapon inflicts 1d8 + 1 points of piercing damage, plus your Strength modifier.

Material Component: A sharpened bit of steel

ANIMATE NECROSIS

Necromancy

Level: Wiz/Sor 5

Components: V, S, M

Casting Time: One action

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

Target: One wounded living creature

Duration: Instantaneous

Saving Throw: Fortitude negates (later Will partial, see text)

Spell Resistance: Yes

You animate the dead tissue in the wound of a wounded living creature. This spell can affect any creature currently below its maximum hit points due to injury. Bits of animated flesh form a sickly tendril that reaches up and out of a single wound, attacking the living portion of the creature. The creature must make a Will saving throw immediately or the sight of this horror stuns it for 1d3 rounds.

Whether the creature is stunned or not, the undead tendril of flesh makes attacks with a +15 bonus (Strength 20). It makes a grapple attack as a creature of the subject's size (even though it is actually smaller). If it achieves a hold, it immediately begins constricting and strangling the creature, inflicting 2d6 points of damage per round.

The necrotic tendril has 2 hit points per HD of the original creature, and an AC of 15 (+2 for size, +3 for natural armor). A single casting of this spell affects only one wound.

Material Component: A bit of string coated in animal fat

ANAVAR'S ANTICIPATED ATTACK

Divination

Level: Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** 1 round/level

You peer momentarily into the future, enough to be warned of a coming attack. The first time you are attacked within the spell's duration, the attack suffers a -20 luck penalty. After the first attack, the spell's effects disappear.

BLOOD SPIKES

Transmutation

Level: Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Touch**Target:** One creature with blood**Duration:** 1 round/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You cause the blood of one creature to suddenly coagulate and harden into spikes, which then thrust out of the creature's flesh. This eruption inflicts $3d6$ points of damage on the subject. If the creature survives, it then can use the spikes as weapons for the duration of the spell. The spikes add $1d6$ points of damage to any grapple or unarmed attack the subject makes.

BRUTAL SEETHING SURGE

Evocation [Acid]

Level: Wiz/Sor 3**Components:** S**Casting Time:** One action**Range:** Touch**Target:** Creature or object touched**Duration:** Permanent until discharged**Saving Throw:** Fortitude partial**Spell Resistance:** Yes

By welling up corrosive power within your hand, you turn yourself into a powerful weapon, capable of a vicious touch attack. Your touch inflicts $1d8$ points of acid damage, plus 1 additional point per level. Further, the victim must make a Fortitude saving throw or become dazed for $1d3$ rounds (subject can take no actions other than self-defense). You can make a total of one successful touch attack per level (successful in that you touch the subject—not dependent upon actually inflicting damage or dazing him). You are still limited by your own total number of attacks per round.

**CALL****OF THE DIAMOND**

Enchantment (Compulsion)

Level: Sor/Wiz 7**Components:** V, S, M**Casting Time:** Full round**Range:** Unlimited**Target:** One creature of no more than 2 HD/level**Duration:** See text**Saving Throw:** None**Spell Resistance:** Yes

A specific creature you name (a creature without a name is immune) must travel, using its fastest means possible (including magical items or spells if prepared or available) to appear before you, standing close enough to touch.

Once the creature arrives at that spot, the spell ends.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through a wall of fire) to get to you, or it even may have to break through a barrier (like a wall of ice). A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the

Malhavoc Speaks

I do not know exactly what to make of the spell blood spikes. At first glance, it seems like an attack spell—one with a strange side effect. Then again, perhaps it is an enhancement spell with a cost. Ultimately, I think the arcanist who created the spell did so to arm his more fanatic allies or followers, although he must have been fairly powerful, for casters of little experience certainly will inflict more damage on the subject than the subject could possibly deal out with the spikes in the allotted duration. In any event, should I ever use it, I will do so with caution. It would be... inconvenient to cast a spell on a lackey or a summoned ally only to find it killed from within by its own blood.

creature physically cannot reach you—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 25 hp that must navigate a pool of lava to reach you is unaffected by the spell, as is a creature on another plane that has no planar travel ability. If you cast the spell and then move to a spot where the creature cannot reach you, you have freed it from the compulsion.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the diamond*, nor dispel it.

Material Component: A diamond worth at least 2,000 gp

CALL OF THE EMERALD

Enchantment (Compulsion)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Full round

Range: Unlimited

Target: One creature of no more than 2 HD/level

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must immediately steal the nearest object it is aware of—something that's worth at least 500 gp and does not belong to it. Once the subject takes the object, the spell ends.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through an area protected by a *glyph of warding*) to get at the object, or it may even have to break through a barrier or pick a lock. A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the creature physically cannot reach the object—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 30 hp that must swim through acid to reach the object is unaffected by the spell.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the emerald*, nor dispel it.

Material Component: An emerald worth at least 1,000 gp

CALL OF THE RUBY

Enchantment (Compulsion)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Full round

Range: Unlimited

Target: One creature of no more than 2 HD/level

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must immediately attack the nearest creature it is aware of. After the subject attacks once, the spell ends (regardless of success).

The subject may have to pass through dangerous areas (moving through a region covered by enemy archers) to get at the creature, or it may even have to break through a barrier. A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the subject physically cannot reach the creature—including a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach its target is unaffected by the spell.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the ruby*, nor dispel it.

Material Component: A ruby worth at least 500 gp

CALL OF THE SAPPHIRE

Enchantment (Compulsion)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Full round

Range: Unlimited

Target: One creature of no more than 2 HD/level

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must immediately go to its home. Once the subject arrives home, the spell ends. Creatures with no home or lair cannot be affected by this spell, although even a regular place to sleep could be considered a "home."

The creature may have to traverse threatened or dangerous areas (passing by hostile beasts or moving through a *cloudkill*) to get home, or it may even have to break through a barrier (like a *wall of ice*). A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the creature physically cannot reach its home—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 25 hp that must navigate a pool of acid to get home is unaffected by the spell, as is a creature with no planar travel ability whose home is on another plane.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the sapphire*, nor dispel it.

Material Component: A sapphire worth at least 1,000 gp

CALL OF THE TOPAZ

Enchantment (Compulsion)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Full round

Range: Unlimited

Target: One creature of no more than 2 HD/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must immediately stand perfectly still as though paralyzed for 1 round. While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the topaz*, nor dispel it.

Material Component: A topaz worth at least 300 gp

COAX FORTH POWER

Transmutation

Level: Sor/Wiz 4

Components: V

Casting Time: One action

Range: Touch

Target: One magic item

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell allows you to enhance the amount of damage a spell-completion or command-word magic item inflicts: For the duration, the item inflicts 50 percent more damage than normal with each use. Thus, a *wand of fireball* (5th-level caster) deals 5d6 points of damage. The user rolls 21 points of damage. Under the effects of this spell, the wand inflicts 31 points of damage instead. This spell does not affect weapon damage.

CREATURE LORESIGHT

Divination

Level: Sor/Wiz 1

Components: S

Casting Time: One action

Range: Touch

Target: One living creature or one corpse

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You learn something significant about a creature (living or dead) that you touch. Go through this list, in order, and the first bit of lore you do not know, you learn through this spell:

1. Creature's race or type
2. Creature's name (if none, then skip)
3. Creature's class (if none, then skip)
4. How the creature died (if not applicable, skip)
5. Creature's most recent, basic goal (obtain food, carry out the orders of its superior, get some sleep, etc.)
6. Creature's attitude toward you

7. Creature that this creature interacted with most recently (other than you)

8. Creature's most valuable possession, if any

9. Location of the creature's home or lair, if any

10. Creature's alignment

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

DISDAIN THE DIVINE

Abjuration

Level: Sor/Wiz 1

Components: S, M

Casting Time: Full round

Range: Touch

Target: One creature

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature that you touch gains a resistance bonus of +1 for every four caster levels to saves made against divine spells (maximum +5).

Material Component: A broken holy symbol

DISINTEGRATION FIELD

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: Full round

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

Area: One 10-foot cube/five levels

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates an area that destroys matter. Creatures and objects within the area are disintegrated unless they make successful Fortitude saves (unattended nonmagical objects get no saving throw; attended objects are treated as part of the creature holding or wearing them). Those that make their saves are only partially affected, suffering 5d6 points of damage instead of disintegrating. Even an object passing quickly through the field, like a fired arrow, is disintegrated. Like the spell *disintegrate*, this spell even affects magical matter or energy of a magical nature, such as *Big forceful hand* or a *wall of force*, but not a *globe of invulnerability* or an *antimagical field*.

DUPLICATE

Necromancy

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: Full round

Range: Personal



Target: You

Duration: 1 round/level

You create a temporary duplicate of yourself and your gear. This is not a *clone*—you control the duplicate as surely as you control yourself, for you and it are one person: one mind with two bodies. Both you and the duplicate can do anything that you can do, independently. For example, if you are an 18th-level sorcerer, so is the duplicate—you can both cast spells, communicate with your familiar, walk across the room, use items, and so on. In any given round of the duration, you can both take independent actions, so the duplicate can cast a spell and you can use a wand. You and the duplicate do not need to stay close to each other. If you create a duplicate, you can have it step through a magic *gate* to explore what lies beyond, while the “real you” stays safe on this side. You share the same thoughts—your thoughts are the duplicate’s.

The duplicate is an exact replica of you as you are at the moment you cast the spell. If you are down 11 hit points and 1 point of Constitution, so is the duplicate. If you are diseased, so is the duplicate. The duplicate does not carry lingering spell effects (neither beneficial ones, such as *cat’s grace* or *stoneskin*, nor harmful ones, such as *slow* or *doom*), even if you do when you cast the spell. After the duplicate

is created, you can cast spell effects on it (or the duplicate can cast them), but even then, spell effects are not necessarily shared by both of you. The duplicate cannot be commanded to hurt you more easily than you can be commanded to harm yourself.

Spells cast by either the duplicate or you come from your spell total. For example, if you are a wizard and have one *lightning bolt* spell prepared, when the duplicate casts the spell, it is no longer available to you. Charged items (or items or abilities with a number of available uses per day) that you or the duplicate use count against the total number of daily charges or uses.

If the duplicate dies, the spell duration ends. If you die, the duplicate becomes the permanent version of you, its gear becomes the “real gear,” and your gear disappears. You suffer an immediate loss of $2d4 \times 1,000$ XP as you transition your soul into the new form. The duplicate is now you (and can cast *duplicate* again).

You cannot have more than one duplicate at a time (and a duplicate cannot have a duplicate). This spell cannot be made permanent, other than by the death of the caster, as mentioned above.

Material Component: Two perfectly matched diamonds, each worth at least 1,000 gp

ERIDADOR'S PERMANENT LEVITY

Enchantment [Mind-Affecting]

Level: Wiz/Sor 3**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One creature**Duration:** Permanent**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell fills the subject with extremely good spirits and a jovial nature—a state which has both benefits and drawbacks. The subject gains a +4 circumstance bonus to saving throws against any mind-affecting spell. He gains a similar +4 circumstance bonus to Diplomacy, Gather Information, and Perform checks, except in special situations where levity is considered inappropriate (such as at a funeral).

However, the subject cannot initiate combat. If attacked, the subject can defend himself, and can then make attacks and act normally. But he cannot take an action that directly begins combat, nor can he take an offensive action against a foe that has not attacked him.

Material Component: A feather and a drop of brandy

EXTENDED CHARGE

Transmutation

Level: Wiz/Sor 3**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One magic item**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

When cast on an item with charges, this spell lets the item be used throughout the duration without expending any charges (no more than once per round). If the item has a limited number of uses per day rather than charges, it can be used once during this spell's duration without that use counting against its uses per day. Items with abilities higher than 4th level, or items without charges/uses per day, are not affected by this spell.

Material Component: A liquid mixture of water and powdered silver worth 20 gp

FEEDBACK

Enchantment

Level: Wiz/Sor 4**Components:** V, S**Casting Time:** One action**Range:** Medium (100 feet +10 feet/level)**Target:** One living creature**Duration:** 1 round/level (D)**Saving Throw:** Will negates**Spell Resistance:** Yes

Once this spell is cast, if the target takes a certain action (which you choose at the time of casting), she suffers 1d8 points of electrical damage + 1 point per caster level (maximum +20). She suffers this damage each time she commits the action, with no chance to resist the damage, although she cannot suffer it more than once per round.

Choose the action that activates the damage from the list below:

- Make a physical attack (not a spell, spell-like ability, or an attack from a nonweapon item)
- Cast a spell or use a spell-like ability
- Use a magic item (you can specify the item, or you can keep it general), or
- Move (to a new location—simply moving one's head or flinging one's arm about is not enough)

FORCEBLAST

Evocation [Force]

Level: Wiz/Sor 3**Components:** V, S**Casting Time:** One action**Range:** Medium (100 feet + 10 feet/level)**Area:** Rectangle 5 feet wide and up to medium range long**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

From your hand you project a blast of pure magical force that deals 1d4 points of damage per caster level (maximum 10d4). Corporeal creatures size Large or smaller who fail the saving throw are knocked down. Because magical force harms incorporeal creatures and objects, some casters refer to this spell as "spiritslayer."

GESTALT

Transmutation

Level: Wiz/Sor 6**Components:** V, S**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Area:** Two living, nonplant creatures, both of which are no farther apart than 10 feet**Duration:** One minute/level (D)**Saving Throw:** Fortitude and Will partial**Spell Resistance:** Yes

This strange spell fuses two creatures together for a time. If either or both of them are not willing subjects, they both

Malhavoc Speaks

I find that casting Eriador's permanent levity on my prisoners makes for a much more... pleasant prison—although the effect does make spells harder to use against them. Nevertheless, a spell of such utility at this power level is worth the drawback.

make Fortitude and Will saving throws. The effects of the spell depend on which saving throws fail (as always, willing targets can choose to fail their saves on purpose):

All four saving throws fail: The creatures fuse into one creature, whose type becomes aberration. It has a bizarre

Malhavoc Speaks

Gestalt is one of those strange spells that can be used as a boon or as a weapon, much like polymorph other. Once, in a pitched battle near the underground city of Nessus, I cast gestalt upon a lamia and an otyugh. They ended up in a hideous amalgamated form that would haunt a lesser creature's dreams for many nights afterward. When I cast the same spell on a beholder and a blue dragon in an encounter within the city itself, the strategy failed and I created a fused entity with a breath weapon and deadly rays—a dragon with eye stalks. Now I save this spell to use only on willing targets. It is an interesting way to grant temporary special abilities to another creature. For example, if you fuse a spellcaster with a giant, you effectively create a spellcasting giant.

appearance, with all the limbs of both subjects, a two-sided head with both faces (if applicable), and the rest a strange amalgam. It is the size of the larger of the two subjects. This new creature has the higher of the two subjects' hit points, ability scores, saving throw bonuses, Armor Class, skill bonuses, and speed. It retains all the movement capabilities, special abilities, spells, feats, and knowledge of both creatures.

Redundant abilities, such as if both of them possessed the feat Cleave, produce no special effect beyond the fact that the gestalt creature has the feat. The new creature has all the gear of both subjects, although in the case of redundancy (two sets of armor, two *rings of protection*, or two cloaks, for example) only the better of the two remains, while the other is subsumed into the creature's form for the duration. Since the gestalt creature has multiple arms, multiple weapons are not redundant. While the creature does not gain more actions, it does automatically gain the feats Ambidexterity and Two-Weapon Fighting.

With both minds still active within the gestalt creature, the two subjects must agree on all actions the body takes (or it does nothing). If they cannot agree, one mind can attempt to assert dominance by making an opposed Charisma check against the other mind. The winner gains control of the gestalt creature for 1d10 rounds.

All spell effects active on either subject before the spell is cast affect the gestalt creature as well. Thus, if one was *charmed* and the other was *hasted*, the gestalt creature is both *charmed* and *hasted*. When the spell ends, so do magical effects on both subjects, whether beneficial or detrimental. Damage dealt to the gestalt creature is evenly divided between the two subjects where possible. Damage that cannot be equally divided (such as 1 point of drained Strength) is ignored. After the spell ends, both creatures remember some details of the other's thoughts and memories (DM's discretion).

If the gestalt creature dies, both subjects are dead.

One creature fails just one saving throw, and the other succeeds at both: The creature failing the saving throw suffers 4d6 points of damage. The other subject remains unaffected, and there is no fusing.

One creature fails just one saving throw and the other fails both: The creature succeeding at one saving throw suffers 2d6 points of damage. The other suffers 6d6 points of damage. There is no fusing.

One creature fails just the Fortitude saving throw, one fails just the Will save: The creature failing the Fortitude saving throw disappears, its mind transported into the other creature's body. This transported mind now controls the other creature's body for the duration. The controller keeps its Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. For example, a fish's body breathes water, and a troll's body regenerates, regardless of the mind controlling it. A body with extra limbs does not allow the controlling creature to make more attacks (or more advantageous two-weapon attacks) than normal. The controlling creature can't choose to activate the body's extraordinary or supernatural abilities. The controlled creature's spells and spell-like abilities do not stay with the body.

Both creatures fail the Fortitude saving throws but succeed at the Will saves: The subjects fuse into one creature, as described above, but have no control over the new body. They spend the entire duration of the spell paralyzed.

Both creatures fail the Will saving throws but succeed at the Fortitude saves: Both creatures are stunned for the duration, their minds (but not their bodies) fused together in a confusing jumble. When the spell ends, both subjects remember some details of the other's thoughts and memories (DM's discretion).

One creature fails both saves, other succeeds at both: The creature failing the saving throws suffers 8d6 points of damage. The other subject remains unaffected, and there is no fusing.

Both creatures succeed at both saves: Nothing happens.

A subject that fused (at least partially successfully) with a creature it finds particularly repelling may suffer additional drawbacks from this spell, at the DM's discretion. In these cases, such as if a paladin fused with a demon or a ranger with its favored enemy, one or both may suffer a morale penalty to attacks, damage, saves, and checks for up to 10 minutes after the spell ends. The aforementioned paladin may even find *atonement* appropriate in the aftermath of the *gestalt*.

If the caster fails to overcome the spell resistance of either subject, the entire spell has no effect on either creature.

HARASSING WEAPON

Evocation [Force]

Level: Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Medium (100 feet + 10 feet/level)**Effect:** A magical weapon of force**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** Yes

A melee weapon of pure force springs into existence and attacks a designated opponent when he provokes attacks of opportunity, dealing 1d8 points of damage per hit with a critical threat range of 19–20/× 2. The weapon is visible and takes the shape of any normal-sized simple or martial weapon you desire. It uses your base attack as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures.

The weapon follows the foe you choose as long as he remains within range. Occupying the same area as the foe, it makes attacks of opportunity whenever that particular foe provokes them, but otherwise it takes no actions. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell's range, the spell ends. Once you've designated a foe, you cannot choose a new opponent to harass with this spell. The *harassing weapon* cannot be attacked or damaged.

If an attacked creature has SR, check for resistance the first time the *harassing weapon* strikes it. Successfully resisting the weapon dispels the spell. Otherwise, the weapon retains its normal full effect for the duration.

INVIGORATE ITEM

Transmutation

Level: Wiz/Sor 2**Components:** V, S**Casting Time:** One action**Range:** Touch**Target:** One magic item**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

Cast upon a magic item that allows a saving throw, this spell increases the DC of the item's powers by +1. The affected item sparkles with a sudden magical luster for the duration.

JEVICCA'S FOURFOLD OSTRACISM

Transmutation

Level: Wiz/Sor 7**Components:** V, S, F**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Targets:** One to four creatures or objects**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

You send one to four creatures or objects into the Ethereal Plane for a very short time. At the end of the duration, the subjects return to the exact location from which they left, unless that spot is no longer safe (it has been filled with stone, a fire has been set there, and so on); in that case, they appear in the nearest safe spot.

During their time on the Ethereal, the creatures can take whatever actions are available to them—if they have the power on their own, they can even return to the Material Plane. They cannot, however, move outside the range of the spell, nor can they see into the real world. Unless the creatures *ostracized* to the Ethereal take actions against each other, however, assume they stay safe on that plane for the duration. The point of the spell is simply to get rid of them for a short while, so that actions can take place in their absence.

Unattended objects gain no saving throw unless they are magical. The object must be smaller than a 10-foot cube to be affected. Creatures, however, can be of any size.

Due to the “fourfold” nature of this spell, if the caster chooses to affect fewer than four targets, she can force one or more of them to make multiple saving throws. If any of the saves fail, the spell affects the subject. For example, if the caster affects three targets, one (caster's choice) must make two saving throws while the others each make one, as normal. If the spell targets two subjects, both must make two saves, or one must make three and the other just one. If this spell is cast upon one target, that creature or object must make four saving throws and succeed at all of them or suffer the spell's effect. A creature with spell resistance calls for a check against the SR for each save required of it.

This spell has no effect if cast on the Ethereal Plane.

Focus: A bit of copper wire bent four times into a square

JEVICCA'S JUST REVERSAL

Abjuration

Level: Wiz/Sor 3**Components:** V, S**Casting Time:** One minute**Range:** Personal**Target:** You**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

When a foe casts an enchantment (charm) upon you while you're under the effects of *Jevicca's just reversal*, make a saving throw as normal for the charm. If you succeed, the foe must immediately make a saving throw as if you had cast the charm upon him (with the same DC you faced). Should the foe fail the save, the charm takes effect as if you had cast it upon him.

KNAVESCOUR

Abjuration [Acid]

Level: Wiz/Sor 4**Components:** V, S**Casting Time:** 10 minutes**Range:** Touch**Target:** One object per level**Duration:** One day/level (D)**Saving Throw:** Reflex half**Spell Resistance:** Yes

A particularly useful foil for thieves, *knavescour* allows you to designate one object per level (maximum 10). You must touch the object(s) at the time of casting, and again once per day to maintain the spell.

If anyone intentionally touches any of these objects without your spoken permission, this spell causes it to spray corrosive energy at the creature that deals 1d6 points of acid damage per caster level (maximum 10d6). After this discharge, the object becomes safe for anyone to handle, and the other objects retain diminished protection. The second object touched without your permission deals one less die of damage than the first. The third deals two dice less than the first, and so on.

LEGACY

Illusion (Figment)

Level: Wiz/Sor 2**Components:** V, S, M**Casting Time:** One minute**Range:** Touch**Effect:** An image of you**Duration:** One year/level or until discharged**Saving Throw:** None**Spell Resistance:** No

This illusion is meant to fool no one. Instead, this programmed visual lets you store an image of yourself in a location of your choosing.

Malhavoc Speaks

When I was exploring the ruins of Jasa Korel, looking for Nerik's staff of power, I came upon the sudden image of Nerik himself warning me of the terrible fate that would befall anyone who violated his sanctum. This use of the legacy spell was interesting, impressive, and informative—but ultimately it did not deter me.

The spell missive token is indispensable. Any good wizard should have a network of spies, agents, and lackeys. If each of them carries one (or more) such tokens, he can ensure that he always knows immediately when something important happens.

10 feet from the spot where it's stored. The image cannot manipulate objects or affect creatures physically.

The image, activated by a visual or audible trigger, is faint, makes no sound or smell, and has no substance—thus, it's clearly an image to all who see it. It looks like you and persists for up to 1 round per level. During this time, you can compel the image take whatever actions you wish, although it cannot move more than

The trigger for the effect reacts to appearances: Disguises and illusions can fool it. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats an audible trigger. You can key an audible trigger to general types of noises (footsteps, metal clanking) or to a specific noise or spoken word (when a pin drops, when anyone says “abracadabra”). Actions can serve as triggers if they are visible or audible. The spell cannot distinguish alignments, level, HD, or class except by external garb.

It is common to use this spell in conjunction with a hidden *magic mouth* so that the lasting image has both visual and verbal components.

Material Component: 10 gp worth of platinum dust

MISSIVE TOKEN

Transmutation [Language-Dependent]

Level: Clr 3, Wiz/Sor 3**Components:** V, S, M, F**Casting Time:** One action**Range:** Touch**Effect:** A magical token**Duration:** Until used**Saving Throw:** None**Spell Resistance:** Yes

You imbue a nonmagical object of Tiny size (or smaller) with a special communication magic. Anyone possessing this token can contact you telepathically and send you a message up to 25 words long; you are aware of the sender's identity. This spell does not give you the power to respond, nor does the possessor of the token know your location or any detail about you (even whether you are alive to receive the message). Once used, the object retains no special abilities.

Material Component: A pinch of platinum dust worth at least 25 gp, sprinkled on the token

Focus: The object to be used as the token

NONESUCH SPELL

Transmutation

Level: Wiz/Sor 6**Components:** V, S**Casting Time:** Full round**Range:** Personal**Area:** 50-foot radius**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** Yes

You specify a spell that you can cast of 4th level or lower; for the duration, no one may successfully cast that spell in the area. Casters outside the area can still cast the spell normally, but all within the area remain immune to its effects. The effect is suppressed if it is brought within the *nonetheless* spell's area. For example, if a wizard casts *nonetheless* spell and specifies

charm monster, no one may cast *charm monster* within 50 feet of her, no creature within 50 feet of the wizard can be affected by *charm monster*, and any creature already under the compulsion of *charm monster* coming within 50 feet of the wizard can ignore the effects of the *charm* while remaining in the area.

You may only have one *nonetheless spell* cast at any time.

OBJECT LORESIGHT

Divination

Level: Sor/Wiz 1

Components: S

Casting Time: One action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You learn something significant about an object you touch. Go through this list, in order, and the first bit of lore you do not know, you learn through this spell:

1. Age of object
2. Name of last creature to touch the object, if any (other than you)
3. Race of last creature to touch the object, if any (other than you)
4. Name of the object's creator (a natural object, like a rock, was created by nature)
5. Race of the object's creator, if any
6. Object's purpose
7. Material(s) that makes up the object
8. Location of the object's creation
9. Name of the most recent owner of the object, if any
10. Magical ability of the object, if any (random if more than one)

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

PHANTOM FOIL

Illusion (Phantasm)

Level: Wiz/Sor 5

Components: S

Casting Time: One action

Range: Personal

Effect: One programmed illusion/level

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell prepares and stores within you special programmed phantasms geared to protect you when you find yourself caught unprepared. When a foe attempts to make a sneak attack against you, or when anyone makes an attack against you while you are flat footed (even a spell cast with

you as the target), a phantasm appears to distract the foe.

The phantasm is a disturbing image designed to momentarily surprise, confuse, or otherwise distract the attacker. It could be an image of a wounded friend, a terrible monster, a blast of fire, or anything else (the specifics are determined by the attacker's subconscious, not the caster). It appears immediately in front of the attacker. As the phantasm interacts with the attacker directly, the attacker makes an immediate Will saving throw. If successful, the attack proceeds normally. If not successful, the attack is prevented.

The spell creates one programmed phantasm per level.

PROHIBIT KIND

Transmutation

Level: Wiz/Sor 7

Components: V, S, M

Casting Time: One action

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

Area: 30-foot-radius spread

Duration: 1 round/two levels

Saving Throw: None

Spell Resistance: Yes

Developed by particularly haughty elves long ago (but usable by all races), this strange spell allows you to select a specific race or humanoid subtype, such as human, dwarf, halfling, or goblinoid, or in the case of non-humanoids, a type, such as dragon, giant, or fey. Within the bounds of the spell, only creatures of the specified race or type can take actions. All other creatures remain frozen within an energy field—held in a stasis that does not allow them to be harmed or affected in any way.

Material Component: A piece of amber worth at least 50 gp

PROROGATE DEATH

Necromancy

Level: Wiz/Sor 6

Components: V, S, M

Casting Time: One action

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

Target: One living creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

With this spell active, the subject does not fall unconscious at -1 hp or lower and does not die upon reaching -10 hp. Instead, during this time he can continue to take actions as normal (although at -1 to -9 hp he continues to lose 1 hp per round and has no chance to stabilize without a successful Heal check). At -10 hit points, the subject may take only partial actions and can live only another round for every two of the caster's levels. After reaching -10 hp, even as the spell keeps him alive, a Heal check cannot save him—only magical healing can.

Material Component: A bit of wax and a bit of thread

QUICK BOOST

Transmutation

Level: Clr 0, Wiz/Sor 0**Components:** V, S**Casting Time:** One action**Range:** Touch**Target:** One living creature**Duration:** 1d4 rounds (D)**Saving Throw:** None**Spell Resistance:** Yes

Calling up a short-lived but intense burst of positive energy, you bestow a +2 enhancement bonus to the Strength, Constitution, or Dexterity score of one creature.

ROBE OF REFLECTION

Conjuration (Summoning)

Level: Wiz/Sor 4**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One creature**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** Yes

You create a robelike aura of energy around a single subject, then specify one energy type (acid, cold, electricity, fire, or sonic). The wearer ignores any damage suffered from that energy type, from any source, whether a targeted or area effect. The wearer can, in fact, choose to redirect the damage to any target within 100 feet. Thus, if you wear a *robe of reflection* (fire) and walk through a *wall of fire*, you suffer no damage and can inflict the wall's damage on anyone within 100 feet of you. The damage reflected can equal no more than 3 hp per caster level. You need not reflect the damage if you choose not to.

Material Component: Five threads woven around a small mirror worth at least 20 gp

SEEK THE SOULLESS

Necromancy

Level: Wiz/Sor 3**Components:** V, S, M**Casting Time:** One action**Range:** Close (25 feet + 5 feet/2 levels)**Area:** Cone**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

Seek the soulless creates a cone of strange magical energy. Within its area, living mortal creatures with souls (all creatures other than undead, constructs, plants, or outsiders) find themselves surrounded by a momentary nimbus of

light that protects them from the spell's influence. All those not protected suffer 1d6 points of damage per caster level (maximum 10d6). Inanimate objects suffer full damage from this blast of energy. This spell proves useful for fighting undead or other creatures without worrying about harming your friends.

Material Component: A feather dipped in lacquer

SHIELDBREAKER

Transmutation

Level: Wiz/Sor 2**Components:** V, S**Casting Time:** One action**Range:** Touch**Target:** One weapon**Duration:** Until triggered**Saving Throw:** None**Spell Resistance:** No

The weapon you cast this spell upon becomes particularly useful against opponents with shields. The wielder ignores armor and enhancement bonuses to a foe's Armor Class gained from a shield. Further, instead of making a normal attack, the weapon's wielder can make a sundering attack against a nonmagical shield that automatically destroys the shield if the attacker wins the opposed roll. (See the rules for attacking an object in the *Player's Handbook*.) Shields with a +3 enhancement bonus or the equivalent in magical abilities are immune to this spell. If used against a foe with the *shield* spell active, this weapon immediately dispels the spell.

SOUL BURST

Necromancy

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

You summon a burst of energy that harms all living creatures that have a soul. Thus, inanimate objects suffer no damage, but neither do undead, constructs, plants, or outsiders. Those affected sustain 1d6 points of damage per level (to a maximum of 15d6). This spell was developed by mages in charge of defending the citadel of their king against invaders—they did not want to damage their own defenses or the structure itself. *Soul burst* is also favored among necromancers who wish to damage their enemies but not their own undead guardians.

Material Component: A crushed feather

**SPELLMASTER**

Transmutation

Level: Wiz/Sor 7**Components:** V, S**Casting Time:** Full round**Range:** Personal**Target:** You**Duration:** 1 round/level

You control your spells with delicacy and precision. With this spell active, the range and duration of the spells you cast can increase up to 50 percent (spells with range of touch or personal, or durations of instantaneous, go unaffected). Your spell effects can be delayed up to 3 rounds. You can shape spell areas (without changing their sizes) to the point of excluding single targets from bursts if you desire—in other words, creatures within spell areas are affected only if you want them to be.

For example, a 15th-level wizard casts *spellmaster*, then *fireball*. He can increase the range up to an extra 500 feet, but he cannot affect the instantaneous duration. He can delay the explosion of the *fireball* up to 3 rounds (at which time, different creatures might be in the area) and can choose who in the area must make a saving throw, and who suffers no damage at all.

SPINE TENDRIL

Transmutation

Level: Wiz/Sor 5**Components:** V, S**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** 1 round/level

This gruesome spell causes your own spine to lengthen considerably, thrusting up from the base of your skull to become a prehensile weapon (or limblike tendril) under your control.

Each round, in addition to whatever actions you would normally make, the *spine tendril* can make either an “unarmed” disarm or grapple attack with a reach of 10 feet, neither of which draws an attack of opportunity. It is treated as Medium and has an attack bonus of 10 plus your caster level. Its Strength score is your Strength +5. While grappling, once it achieves a hold, the *spine tendril* can inflict 1d6 points of damage plus its Strength modifier, if any.

SQUAMOUS PULSE

Transmutation

Level: Drd 8, Wiz/Sor 9**Components:** V, S, M**Casting Time:** One action**Range:** Long (400 feet + 40 feet/level)**Area:** All creatures with natural armor within a 50-foot burst**Duration:** Instantaneous**Saving Throw:** Fortitude half (see below)**Spell Resistance:** Yes

The bane of scaly beasts everywhere, this strange spell turns a creature’s natural armor against it—in fact, it causes the creature’s hide to burst and hemorrhage. First, *squamous pulse* halves the subject’s natural armor for 3d6 rounds following the casting. In addition, for every point of a creature’s natural armor, it suffers 1d6 points of damage. So, a creature with a +21 natural armor bonus finds its Armor Class reduced by 10 for 3d6 rounds and suffers 21d6 points of damage.

Material Component: A bit of flesh from a scaly creature

Malhavoc Speaks

Although very specific in its use, squamous pulse proves invaluable against creatures like dragons, or a horde of smaller beasts like troglodytes. Despite its name, it works well against any creature with natural armor, not just those with scales. I myself once used this spell to good effect against a raksasha riding a dragon turtle.

SUDDEN WAVE

Conjuration (Creation)

Level: Drd 6, Wiz/Sor 6**Components:** V, S, M**Casting Time:** One action**Range:** Medium (100 feet +10 feet/level)**Effect:** A wave of water 20 feet high, 20 feet wide, and 3 feet thick**Duration:** 1 round/two levels**Saving Throw:** Reflex half**Spell Resistance:** No

You summon a tall wave of sea water that immediately moves away from you along the ground at a speed of 50 feet (so it moves 100 feet in a given round). If part of the wave strikes a secured object that it does not destroy, that portion of the wave falls away harmlessly. In other words, the wave conforms to the shape of its surroundings. For example, if the wave moves across a room toward a corridor 10 feet wide and tall, it becomes a wave 10 feet wide and tall, retaining its 3-foot thickness. (Its remaining mass splashes to the ground and flows away wherever that much water would normally go in the particular situation.) If the entire wave crashes into a solid barrier it cannot move or destroy (like a wall), the water splashes to the ground and the wave stops. The wave leaves a light trail of seawater wherever it goes. A hole or fissure in the ground deeper than 20 feet causes the part of the wave that moves over it to collapse. A wave created in an area smaller than its normal size conforms immediately to the size allowed. So a wave cast in a 10-foot-wide corridor is never wider than 10 feet. Casting the spell in an area narrower than 10 feet in either height or width causes the spell to fail.

The wave deals 10d6 points of damage to anything it strikes as it moves. Creatures of Large size or smaller that are struck and fail their Reflex saving throws must also make Strength checks (DC 20) or be swept along with the wave. Each round, those swept up in the wave can attempt Swim checks (DC 20) to break free. Unattended, unsecured objects of Large size or smaller automatically get swept along. Creatures carried along suffer no further damage unless the wave strikes a barrier. If a portion of the wave strikes such an object—something it cannot destroy or sweep along—while it is carrying one or more creatures, they each suffer 5d6 points of damage from the impact (Reflex save for half). In addition, they have a 50 percent chance of being knocked out of the wave. If the entire wave strikes a barrier, all within the wave suffer 5d6 points of damage (no save). Given enough room, in the right circumstances, *sudden wave* can leave a swath of destruction unlike most other spells.

If the wave suffers at least 40 points of cold damage in 1 round, it freezes solid, becoming a *wall of ice* with the *sudden wave's* dimensions. Any creatures inside at that time are ejected. Otherwise, only spells that can stop it (such as a *wall of iron* or *wall of force*) or completely destroy it (like *disinte-*

grate) have any effect. Physical attacks of any kind accomplish nothing. Fire elemental creatures suffer double damage from this spell. The wave douses nonmagical flames that are smaller than it.

Material Component: An ounce of seawater

THIEF OF SPELLS

Transmutation

Level: Brd 5, Wiz/Sor 4**Components:** V, S**Casting Time:** One action**Range:** Touch**Effect:** One or more spells cast upon another creature**Duration:** 1 round/level or until used**Saving Throw:** None (see text)**Spell Resistance:** Yes

You touch a creature and attempt to take on any or all spell effects currently active upon it. Touching the creature makes you immediately aware of the highest-level spell active on the target, and you can try to steal it. Make a level check: a d20 roll plus your caster level (maximum +10). The DC for this check is 11 plus the caster level of the spell in question. If you succeed, you steal the spell, ending the spell's effect on the creature, and gaining the effect as if you had the spell cast upon yourself for the remainder of its duration and effect. After a successful theft, or if you did not attempt to steal the spell, you learn of the next highest-level spell affecting the target. You can then decide to steal that one. This continues until you fail in an attempt or you've discovered all the creature's spell effects. You cannot steal more spell levels than a total equal to your own level. The whole process happens in an instant, no matter how many spells you steal.

Since you can choose not to steal a spell, but you do not know how many spells the creature has cast on it, you might identify the spells active upon a creature but accidentally pass on the chance to steal any. For example, if you pass up a chance to steal the first two spells you learn about, but the creature only carries two spells cast upon it, your spell ends and you have stolen nothing.

As an extended example, a 9th-level wizard casts *thief of spells* and touches a 10th-level sorcerer. He learns immediately that the highest-level spell active upon the sorcerer is *stoneskin*. The wizard attempts to steal the spell, and rolls a 14 (14 + 9 = 23). The sorcerer cast the spell himself, so the DC is 21. The wizard now has *stoneskin* active upon himself, with whatever duration the spell has left (and he keeps the hit point total the spell has already prevented as well). Next, he learns that the sorcerer has *haste* cast upon him. The wizard is already *hasted*, so he decides not to steal it, knowing that if he fails, the spell ends. The next spell is *cat's grace*, which the wizard attempts to steal. He rolls a 3, getting a 12 as a result. The spell has a DC of 21 just like the first one, so he fails to steal it and the *thief of spells* ends.



THREATENING WEAPON

Evocation [Force]

Level: Wiz/Sor 2

Components: V, S

Casting Time: One action

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

Effect: A magical weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A melee weapon made of pure force springs into existence and attacks opponents when they provoke attacks of opportunity, dealing 1d8 points of damage per hit with a critical threat range of 19–20/× 2. The weapon takes the shape of any Medium simple or martial weapon you desire. It is visible and takes up a 5-foot-square area, like a Medium creature. It uses your base attack as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures.

The weapon threatens the 5-foot area around it and makes attacks of opportunity to any within this area that provoke them, even you or your allies. The weapon can make one attack of opportunity per level per round, but otherwise it takes no actions. If in a position where it is flanking an opponent with

another combatant, it provides a flanking bonus for the other attacker and gets one itself if it has the opportunity to strike. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell range, if it leaves your sight, or if you are rendered helpless, it returns to you and hovers.

Each round after the first, you can use a standard action to move the position of the weapon to threaten a new area anywhere within range. If you do not, the weapon remains where it is. The *threatening weapon* cannot be attacked or damaged.

If an attacked creature has SR, check for resistance the first time the *threatening weapon* strikes it. If the creature successfully resists the weapon, it dispels the spell. If not, the weapon retains its normal full effect for the spell's duration.

UNHAND

Evocation [Force]

Level: Wiz/Sor 1

Components: S

Casting Time: One action

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

Targets: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell allows you to attempt to disarm a creature with a blast of force. You and the defender make opposed rolls. You make a caster level check plus both your Dexterity and your Intelligence modifiers (d20 + caster level + Dexterity modifier + Int modifier). The defender uses his attack bonus with the weapon in question (if the object is not a weapon, use the defender's base attack bonus and Strength modifier). The size of the weapon or object is irrelevant. If the defender uses his weapon in two hands, he gets an additional +4 bonus. If you beat the defender's check, the defender is disarmed. The object falls to the ground at the defender's feet.

UTTER THRALL

Enchantment (Compulsion) [Mind-Affecting]

Level: Wiz/Sor 8

Components: V, S

Casting Time: One action

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

Target: One Medium or smaller humanoid

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

As a more powerful version of *dominate person*, this spell allows you to completely enslave any humanoid, of Medium or smaller size. You establish a telepathic link with the subject's mind and can convey your wishes even if you share no common language. You know what the subject is experiencing, but you do not receive direct sensory input from him.

Subjects cannot resist this control and always act in the best interests of their controller, even if not commanded to do so. The subjects truly believe you are their rightful master and serve you lovingly with utter devotion. They carry out even self-destructive orders—in fact, thralls will give their lives willingly for the good of their controller, even if not commanded to do so. Once the caster establishes control, he can exercise it at unlimited range. You need not see the subject to control it.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of *utter thrall* nor dispel it.

VIVID DISCHARGE

Evocation [Electricity]

Level: Wiz/Sor 2

Components: V, S

Casting Time: One action

Range: Touch

Targets: One creature

Duration: One minute/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This spell wraps you in a scintillating sheath of energy. The next time anyone strikes you in melee, the attacker suffers 1d6 points of electrical damage per level (maximum 10d6). You cannot prevent the discharge from happening—it happens the next time you are struck.

WARDING GLOBES

Evocation [Force]

Level: Wiz/Sor 4

Components: V, S, M

Casting Time: One action

Range: Personal

Effect: One 2-inch globe/two levels (maximum six)

Duration: One minute per level or until discharged

Saving Throw: Reflex half

Spell Resistance: Yes

You create a number of small globes of force energy that float around your body within 5 feet of you. (The ignorant might mistake them for *ioun stones*.) These globes hover protectively around you, granting a +1 deflection bonus to your Armor Class per globe (so a caster with three globes enjoys a +3 bonus to Armor Class). Further, whenever a foe attempts to make an attack of opportunity against you, a globe intercepts the attack (foiling it) and deals 2d6 points of force damage to the attacker (Reflex save for half). This action discharges and destroys the globe. If the attacker makes the



assault with a reach weapon (not a natural weapon with reach), the globe still foils the attack but inflicts no damage: The foe was out of its range. This action also discharges and destroys the globe.

The spell distinguishes attacks of opportunity based on your actions: Whenever you let your guard down—described in game terms as “provoking an attack of opportunity”—the globes are there to protect you. Attackers cannot specifically target the globes—they unerringly dodge such attacks.

Each time a creature with spell resistance makes an attack of opportunity against a caster with *warding globes*, the caster must make an SR check. Failure means the creature can make the attack of opportunity as normal that round.

Material Component: A small glass sphere worth 10 gp for each globe to be created

WELTER

Evocation [Force, Chaotic]

Level: Brd 2, Clr 1, Wiz/Sor 2**Components:** V, S, M**Casting Time:** One action**Range:** Medium (100 feet +10 feet/level)**Targets:** One creature/level, all of which are within 20 feet of each other**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

You cause chaotic energies to violently shake and disorient the targets of this spell. Those affected are shaken (–2 morale penalty on attack rolls, weapon damage rolls, and saving throws) for 1 round and must make Balance checks (DC 20) or fall prone.

Material Component: An empty eggshell with tiny stones inside it, forming a rude rattle

X-RAY VISION

Divination

Level: Wiz/Sor 5**Components:** V, S, M**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** 1 round/level (D)

You can see into and through solid matter. At a range of 20 feet, the caster can see as if she were looking at something in normal light—even if there is none. For example, if the caster looks into a locked chest, she can see inside even if there's no light within. *X-ray vision* can penetrate matter based on the type of material and the caster's level:

Substance Scanned	*Thickness	Maximum
	Per Round	Thickness
Organic matter (animal)	2 feet/5 levels	2 feet/level
Organic matter (vegetable)	1 foot/5 levels	2 feet/level
Stone	6 inches/5 levels	1 foot/level
Iron, steel, and so on	half-inch/5 levels	1 inch/level
Lead, gold, platinum	Cannot penetrate	n/a

* Thickness penetrated per round of X-raying

It's possible to scan an area of up to 100 square feet in 1 round. For example, during 1 round you could scan a stone wall 10 feet wide and 10 feet high. Alternatively, you could scan an area 5 feet wide and 20 feet high.

You are 90 percent likely to locate secret compartments, drawers, recesses, and doors using *X-ray vision* scanning.

Material Component: A small piece of glass

Note: This spell replaces *true seeing* as the prerequisite for the *ring of X-ray vision*.

YOKE

Conjuration (Summoning)

Level: Wiz/Sor 2**Components:** V, S**Casting Time:** One action**Range:** Touch**Effect:** A magical tether**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** Yes

This spell can be cast only against a helpless or *dominated* foe. It causes a magical band of force to wrap around the creature's neck (or similar body part) and extends a 10-foot, ropelike end to your hand so you can lead the creature.

A subject under the effects of a *yoke* must move as you do, at your speed, even if unconscious, held, incapacitated, or bound. The spell even forces limbs to move, overriding other magic—like *hold person*—and even causing rope or other bindings to lengthen enough to move. However, this effect offers the subject no special chance to escape.

A creature affected by the *yoke* spell, but no longer helpless or *dominated*, must oppose the *yoke*'s +12 “grapple” to get free, either with a grapple check or an Escape Artist check. The *yoke* has the subject effectively pinned, so to get free, the affected creature must succeed at two opposed checks. If the yoked creature gets partially but not entirely free (succeeds at one check but not both), you can use a standard action to attempt to pin it once again with the *yoke* at no risk of being grappled yourself. Under no circumstances can the *yoke* inflict damage. The *yoke* has 25 hit points and a hardness of 2. If the creature escapes, or should the *yoke* be destroyed, the spell ends.

Malhavoc Speaks

The yoke spell is limited in its uses unless you are a slaver. However, I have seen cases where a caster has captured a foe with a spell like hold person but then needed to move the held figure easily. Most of the time, this is simply a showy spell, however, used by powerful arcanists like Raznul Forte, who liked to lead his dominated victims through the city streets magically on yokes while he shopped for components.

Technically, you could potentially use a suggestion spell to force a victim to allow himself to be yoked, but the subject then could immediately begin trying to escape.

Magic Items

“Although it is easy enough to judge a wizard by what he can do, it’s just as easy to judge him by what he owns.”

—Jevicca Norr, a wizard of the Inverted Pyramid

Fighters and other classes may find the new magic items, armor, and weapons presented here as useful as arcanists. Throughout this chapter, a dagger (†) denotes a new spell, feat, or other rule introduced elsewhere in this book. A double dagger (‡) indicates a spell or other item introduced in *The Book of Eldritch Might*.

ARMOR AND WEAPONS

Many of the items that follow make use of new magic introduced elsewhere in this book.

ARMOR SPECIAL ABILITIES

The following special abilities can augment armor the characters already own. You also could introduce some of them into your campaign by making items with the qualities below available at a local market or as treasure.

Grace: This armor is flexible and easier than normal to move and stretch within. It has no maximum Dexterity bonus.

Caster Level: 5th; *Prerequisites:* Craft Magical Arms and Armor, *cat’s grace*; *Market Price:* +1 bonus

Greater Maneuvering: The lightness and ease-of-use of armor or a shield with this ability reduces the associated armor check penalty to 0.

Caster Level: 7th; *Prerequisites:* Craft Magical Arms and Armor, *freedom of movement, haste*; *Market Price:* +2 bonus

Maneuvering: Armor or shields with this ability reduce their associated armor check penalty by 2. Items with this ability are light and magically maneuverable—and in the case of armor, extremely limber.

Caster Level: 7th; *Prerequisites:* Craft Magical Arms and Armor, *freedom of movement*; *Market Price:* +1 bonus

Spellcasting: This armor or shield bears a special ensorcellment to make it easier to use while casting spells. Reduce arcane spell failure chances by 15 percent when using this armor or shield.

Caster Level: 13th; *Prerequisites:* Craft Magical Arms and Armor, *mage armor, limited wish*; *Market Price:* +2 bonus

Superior Spellcasting: The magic within this armor or shield is so potent, arcane spellcasters can use it with no spell-failure chance.

Caster Level: 17th; *Prerequisites:* Craft Magical Arms and Armor, *mage armor, wish*; *Market Price:* +4 bonus

SPECIFIC MAGICAL ARMOR

Angel’s Shield: This +1 *spellcasting large steel shield*, shaped like a feathered angel’s wing, is gilded in gold. Created by the arcane angels† (see Chapter Eight: Monsters), this shield also allows any wielder to use *Jevicca’s just reversal†* three times per day.

Caster Level: 13th; *Prerequisites:* Craft Magical Arms and Armor, *Jevicca’s just reversal†, mage armor, wish*; *Market Price:* 56,170 gp

Tentacle Shield: This green shield appears misshapen and lumpy. It is, however, a +3 *large steel shield* that, upon the use of a command word, grows two writhing tentacles. The wielder can command the tentacles mentally to make disarm attempts with a reach of 5 feet and a bonus of +10. The shield can make only one disarm attempt per round, but doing so requires no action on the wielder’s part.

Caster Level: 9th; *Prerequisites:* Craft Magical Arms and Armor, *unhand†*; *Market Price:* 35,170 gp

Warded Armor: This +2 *chainmail armor* is imbued with the spell *warding globes†*. The armor produces three globes each day. Although they add no extra protection to AC, they do intercept attacks of opportunity and inflict damage on the attacker as described in the spell. (See Chapter Six: Spells.)

Caster Level: 7th; *Prerequisites:* Craft Magical Arms and Armor, *warding globes†*; *Market Price:* 32,300 gp

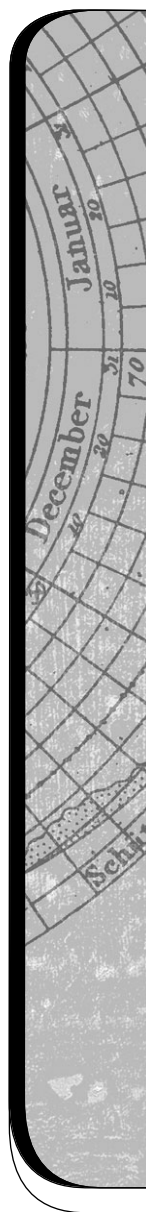
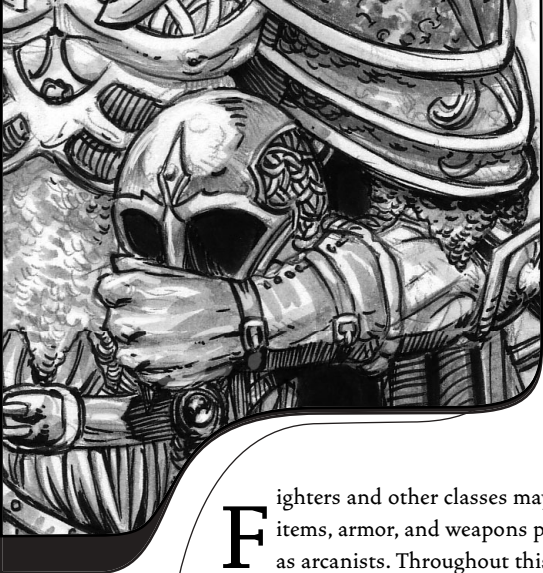
WEAPON SPECIAL ABILITIES

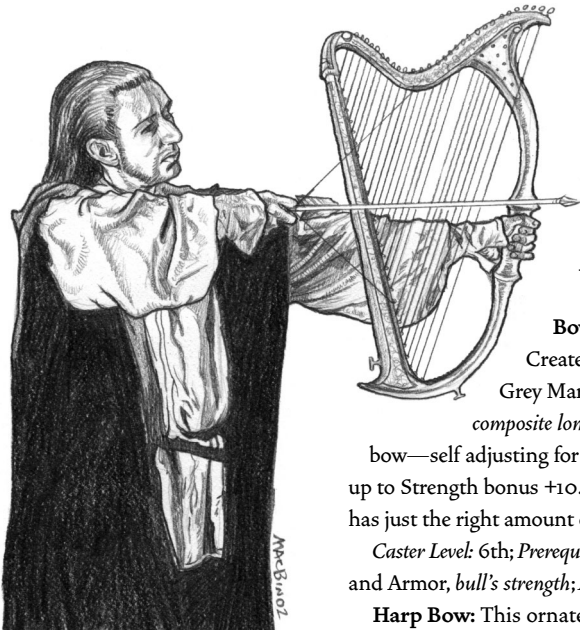
Karmic: This weapon gains a +2 attack and damage bonus when it successfully strikes a foe in legitimate combat (striking an inanimate object out of battle does not count). The bonus is good for one attack, which—if successful—confers that same bonus on the next attack. The next one after a miss, however, carries a penalty of –1 to attack (but not damage).

Caster Level: 3rd; *Prerequisites:* Craft Magical Arms and Armor, *bless, magic weapon*; *Market Price:* +1 bonus

Knockback. This quality can apply only to ranged weapons. Any creature struck by this weapon must make a Strength check with a DC of 20. Those who fail are knocked back 5 feet. Developed by the Seekers of the Heart of Truth, arrows with this magical quality prove very useful in cliff-fighting.

Caster Level: 9th; *Prerequisites:* Craft Magical Arms and Armor, *telekinesis*; *Market Price:* +1 bonus





SPECIFIC MAGICAL WEAPONS

Bow of the Grey Marches:

Created by the orcs of the Grey Marches, this +2 magical composite longbow is a strength bow—self adjusting for the strength of the user, up to Strength bonus +10. Thus, the bow always has just the right amount of pull for the user.

Caster Level: 6th; *Prerequisites:* Craft Magical Arms and Armor, *bull's strength*; *Market Price:* 12,375 gp

Harp Bow: This ornate harp can be played normally and also can be used as a +1 *shortbow*. Bards enjoy this item, pictured above, because it lets them use the Accompaniment† feat while remaining armed.

Caster Level: 3rd; *Prerequisites:* Craft Magical Arms and Armor, Craft Wondrous Item, 5 ranks of Perform; *Market Price:* 3,075 gp

Mindthorn: This +2 *rapier* is jet black, made from an unknown material. It inflicts 1 point of temporary Intelligence, Wisdom, or Charisma damage (wielder's choice) from the foe it strikes.

Caster Level: 9th; *Prerequisites:* Craft Magical Arms and Armor, *feeblemind*; *Market Price:* 25,320 gp

Vigorblade: This +1 *longsword* inflicts 1 point of temporary Strength damage from the foes it strikes. In a given day, after it inflicts at least 5 points of Strength damage, it can cast *bull's strength* upon the wielder; the spell lasts for three hours. It can activate this ability no more than once per day, however.

Caster Level: 3rd; *Prerequisites:* Craft Magical Arms and Armor, *bull's strength*, *ray of enfeeblement*; *Market Price:* 16,315 gp

RINGS, RODS, AND STAVES

Angel's Ring: This ring is a special creation of the arcane angels† (see Chapter Eight: Monsters), although it has since been copied. It is a simple silver band with no markings. When wearing it, a character can call upon a valiance arcane angel once per week as if brought by a *summon monster* spell. The valiance gains a +1 bonus to attacks, damage, saves, and checks if the ring's wearer is an arcane spellcaster, for it struggles harder on an arcanist's behalf.

Caster Level: 15th; *Prerequisites:* Forge Ring, *summon monster VIII*; *Market Price:* 10,000 gp; *Weight:* —

Gemstaff: This gem-studded, golden staff, though only about 4 feet long, is worth 25,000 gp in gem value alone. It has the following powers:

- *Call of the topaz*† (1 charge)
- *Call of the ruby*† (1 charge)
- *Call of the sapphire*† (2 charges)
- *Call of the emerald*† (2 charges)
- *Call of the diamond*† (2 charges)

Caster Level: 13th; *Prerequisites:* Craft Staff, *call of the diamond*,† *call of the emerald*,† *call of the ruby*,† *call of the sapphire*,† *call of the topaz*†; *Market Price:* 120,000 gp; *Weight:* 8 lbs.

Mirror Rod: This shiny silver rod measures about 15 inches long and appears relatively unremarkable. Upon command, however, it transforms into a 5-foot-square, high-quality silver mirror, just right for the *scry* spell (or for mirror master† special abilities). It can remain in mirror form up to one hour before reverting back to a rod, at which point it must remain a rod for an hour.

Caster Level: 15th; *Prerequisites:* Craft Rod, *polymorph any object*; *Market Price:* 2,400 gp; *Weight:* 4 lbs.

Ring of the Scorched Mind: This corroded silver ring looks like trash rather than treasure. However, when worn, for the purposes of all spells and magical effects, the wearer is treated as mindless, like a vermin, an undead, or someone drained of all Intelligence. The wearer becomes immune to mind-affecting magic and can (if he so chooses) appear to be a mindless shell to all divinations that can detect him. For example, if a wizard attempted to *scry* the wearer, he would appear, but only as a nonintelligent victim of some terrible mind-blowing event or effect.

Caster Level: 15th; *Prerequisites:* Forge Ring, *mind blank*; *Market Price:* 150,000 gp; *Weight:* —

Rod of the Winds. This 3-foot-long rod, fashioned from dark blue steel, ends in a loop about 8 inches across; the loop is made from the same material as the rod itself. When you speak the command word, a small and tightly controlled *gate* to the Elemental Plane of Air opens within the loop. From this *gate*, a powerful wind gushes forth, causing havoc in a cone 80 feet long and wide. Characters within this cone must make Fortitude saves (DC 18) each round or suffer the ill effects of a windstorm (as detailed in Chapter 3: Running the Game of the DMG). The *gate* remains open for 1d6 rounds, during which time the wielder can move or redirect the cone. The *gate* can open four times per day.

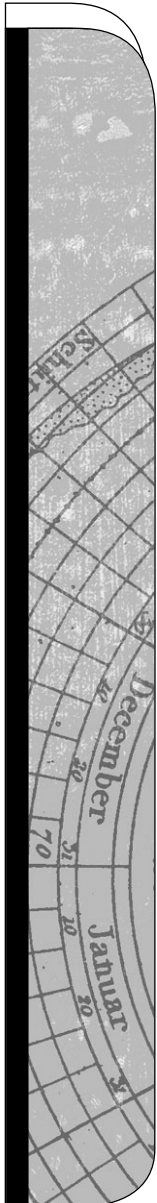
Caster Level: 17th; *Prerequisites:* Craft Rod, *gate*, *gust of wind*; *Market Price:* 81,000 gp; *Weight:* 4 lbs.

Staff of the Primal Lands. This gnarled staff looks like an unworked, still-living tree branch. It has these spell-powers:

- *Bull's strength* (1 charge)
- *Cat's grace* (1 charge)
- *Endurance* (1 charge)
- *Resist elements* (1 charge)
- *Water breathing* (1 charge)

When broken in a retributive strike, it has a special effect rather than the explosive one (as described for the *staff of power*). Everyone within 30 feet falls victim to a *primal release*† spell, with no saving throw (spell resistance still applies).

Caster Level: 15th; *Prerequisites:* Craft Staff, *bull's strength*, *cat's grace*, *endurance*, *primal release*†, *resist elements*, *water breathing*; *Market Price:* 100,000 gp; *Weight:* 5 lbs.



WONDROUS ITEMS

Chain of Supernatural Might: This heavy iron chain wraps around the hand and arm. It confers a +2 armor bonus to AC and increases damage inflicted by unarmed or natural attacks with the arm it wraps by +2. Perhaps most importantly, however, it increases by +2 the saving throw DCs of all the user's supernatural abilities.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *greater magical flow enhancement*, *mage armor*, *magic fang*; *Market Price:* 30,000 gp; *Weight:* 15 lbs.

Cloak of the Living: This gray cloak, when worn by an undead humanoid, makes it appear to the senses as an average, living humanoid of the appropriate type (a vampiric elf appears to be an elf, a human skeleton appears human). This illusion proves effective not only against all normal senses, but also against all divinations. The undead creature does not register under a *detect undead* spell, for example. A *cloak of the living* even foils *true seeing*. Undead wearing this cloak can still be turned.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *mind blank*, *permanent image*; *Market Price:* 100,000 gp; *Weight:* 1 lb.

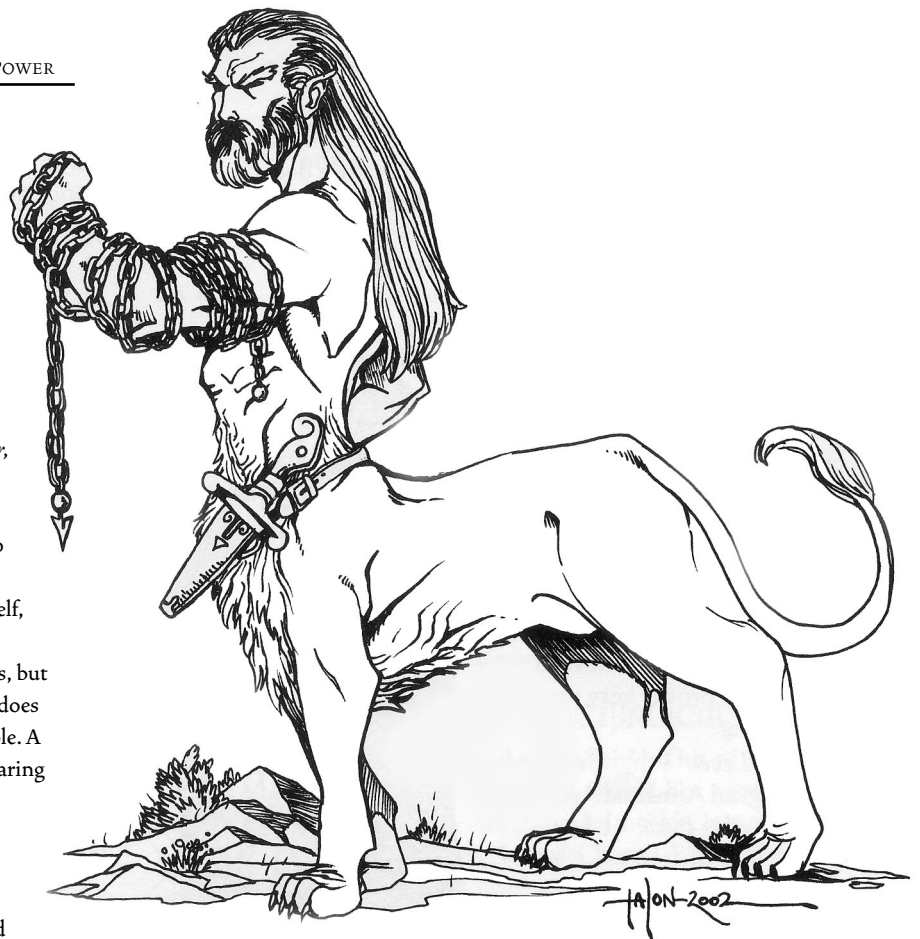
Headband of Reflected Arrows: This headband of woven gold threads bears small crossed arrow symbols all around the outside. Three times per day it causes an arrow, crossbow bolt, or other ranged weapon directed at the wearer to turn around and go after the attacker. The same bonuses used to attack the wearer apply against the attacker. Thus, if an archer fires an arrow with a +13 bonus at the wearer, resolve a +13 attack against the archer instead, with damage inflicted normally upon a hit. The wearer need not be aware of the assault and cannot decide when to reflect an attack—the headband simply functions against the first three ranged weapon attacks made toward the wearer.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *protection from arrows*, *spell turning*; *Market Price:* 7,800 gp; *Weight:* —

Helm of Alacrity: These golden helms give wearers a fraction of a second's warning when a blow is coming, aiding their ability to defend themselves. Each helm adds an insight bonus to Armor Class.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *freedom of action*, *caster* must be of a level equal to four times the helm's bonus; *Market Price:* 4,000 gp (*helm +1*), 16,000 gp (*helm +2*), 36,000 gp (*helm +3*), 64,000 gp (*helm +4*), or 100,000 gp (*helm +5*); *Weight:* 3 lbs.

Lens of Focus: The small crystalline *lens of focus*, held in a gold frame with a small gold handle, magnifies ray spells cast through it. When a user casts any ray spell through the lens, the spell gains a +2 bonus to its required ranged touch attack roll. If the ray inflicts damage, the amount increases by 50 percent.



Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *spellmaster*; *Market Price:* 20,000 gp; *Weight:* 1 lb.

Lute of Charms: This magical lute allows the player to use *charm person* at will. Further, the DC of the spell is based on the character's Perform check:

Perform Check Result	Spell DC
10 or less	11
11–15	13
16–20	15
21–25	17
26 or more	19

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *charm person*; *Market Price:* 6,000 gp; *Weight:* 2 lbs.

Pipes of Protection: These magical pan pipes, when played, offer up a sphere of magical protection based on the player's desire. The sphere forms a 5-foot radius around the pipes' player and lasts as long as she plays. Using them properly calls for a Perform check (DC 15). A new check is required every 10 minutes, with the DC increasing by +1 each time. A character can take only move-equivalent actions while playing the pipes. Each type of protection can be used once per day:

- **Protection Against Flame:** No open flame can exist within the sphere. It hedges out fire (including beings of the fire subtype) and objects hotter than 100 degrees Fahrenheit (such as lava) from outside, as if the sphere were a *wall of force*.

- *Protection Against Frost:* The temperature within the sphere remains 70 degrees Fahrenheit, no matter what forces or spells are used against it. It hedges out cold and ice (like a *cone of cold*) and creatures of the cold subtype.
- *Protection Against Undead:* Undead cannot exist within the sphere (they are immediately thrust out) and cannot enter.
- *Protection Against Poison:* All poison, including poison gas, loses potency within the sphere. Creatures inside with a natural venom regain their poisonous ability once outside the sphere for 1d3 rounds.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *control undead*, *neutralize poison*, *protection from elements*; *Market Price:* 35,000 gp; *Weight:* 3 lbs.

Skull of Spelldoom: This human skull orbits around the owner much like an *ioun stone*. Each *skull of spelldoom* has the spell selection and slots of a sorcerer of a given level (no bonus for Charisma), but it can use its spells only to counterspell. If a foe of the owner casts a spell in the skull's repertoire, it immediately counterspells it. The skull always succeeds in its Spellcraft checks to identify the spells cast around it for purposes of counterspelling. The skull always has the counterspell action ready, assuming that the owner is not flat footed.



When a character finds a *skull of spelldoom*, randomly determine the spells it knows. The skull is AC 18 (+2 for size, +6 natural), has a hardness of 2, and 15 + 2 hit points per level. The *skulls of spelldoom* only go to 12th level. Other, higher-level skulls are rumored to exist, but only as artifacts—mortals lost the ability to create them long ago.

Caster Level: As the level of the skull; *Prerequisites:* Craft Wondrous Item, *caster* must be at least the level of the skull and must know all the spells it knows; *Market Price:* 1st-level skull: 2,400 gp, 2nd-level skull: 3,200 gp, 4th-level skull: 19,000 gp, 6th-level skull: 43,000 gp, 8th-level skull: 77,000 gp, 10th-level skull: 120,000 gp, 12th-level skull: 172,000 gp; *Weight:* 1 lb.

Tooth of the Deadly Voice: This long animal's tooth must be fitted into a creature's mouth, in a gap where a tooth ought to be. (If someone attempts to wear the tooth, it remains in place as long as the character wishes it to stay there, then pops right out when the character wants it removed.)

Whenever the creature uses a spell-like ability that inflicts any sort of damage, the tooth activates, making a low-pitched moan, and adds +1d6 points of sonic damage to the ability's attack. Alternatively (or additionally), the creature can, as a spell-like ability once per day, use the moan to make a ranged sonic attack that affects one target up to 100 feet away. The attack inflicts 4d6 points of damage, but the target may make a Reflex save (DC 13) to reduce the damage by half.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *sound burst*; *Market Price:* 5,000 gp; *Weight:* —

MAJOR ARTIFACTS

The Black Grail: This object is a dark chalice with a macabre design. It confers powers both on its possessor as well as on all who drink from it.

The possessor who carries *the Black Grail* (even in a bag or some other container) gains a +2 enhancement bonus to his Strength, Constitution, and Charisma scores. If he holds it in his hand, the Charisma bonus becomes +4 instead, but not for determining spells (for that, the bonus remains +2). Further, with the artifact in his hand, the possessor can access the following spells, all cast at 20th level: *sudden wave*, *cone of cold*, *wall of ice*, and *summon monster VII*. The possessor activates these spells via a command word, which conjures a bit of magical liquid in the grail itself; the liquid then splashes forth out of the grail (both the command word and the splash together constitute a standard action). Each spell is usable once per round.

All who drink a nonmagical liquid from *the Black Grail* gain a permanent +1 inherent bonus to either their Strength, Constitution, or Charisma score (possessor's—not necessarily the drinker's—choice). They also either gain the ability to

breathe water for 24 hours, are healed (as a *heal* spell), or can see as if *true seeing* were cast upon them for one hour (again, the choice is the possessor's). Drinkers also must make two Will saving throws, each with a DC of 24. If they fail the first saving throw, their alignment changes to neutral evil permanently. If they fail the second save, they become permanent thralls of the possessor. Only one drink from *the Black Grail* is profitable. A second and third drink carry no potency at all, and the fourth—and all subsequent drinks—are poisonous (DC 30, 3d6 points of temporary Constitution damage now and again a minute later).

Liquid from *the Black Grail* but not drunk directly from it holds no power. The drinker's lips must touch the artifact. However, due to the distinction between the drinker and the possessor, the possessor usually holds *the Black Grail* while the drinker drinks. (Otherwise, the drinker becomes the possessor.)

The Book of Eldritch Might: This book began as a simple spellbook, but it grew over many centuries, with pages added by more and more arcanists as it fell into new hands. Eventually magic was used to make the space within its pages virtually infinite.

This tome has passed through many owners, and has even been occasionally copied—although the copies are always incomplete (yet still function as *books of infinite spells*). The book itself eventually came into the possession of a very old but minor divine being. Its original name is known only to itself, preferring now to be referred to as “the Book.” When *The Book of Eldritch Might* is open, the being can form the image of a human-like face within the pages.

The Book is extremely knowledgeable on virtually all topics. Characters can consult it as if it had bardic knowledge as a 20th-level bard with a 30 Intelligence (so it adds +30 to its check). However, the difficulty comes in getting the Book to answer a question or answer it truthfully and completely. This challenge requires a Diplomacy check with a DC of 25 each time a character asks a question (the elder god within is cantankerous, quick to anger, and petulant—dealing with it extensively can be exhausting).

Anyone who reads *The Book of Eldritch Might* (a task requiring one month of uninterrupted study) gains a +4 permanent intuitive bonus to Knowledge (arcane) and Spellcraft checks, plus a free metamagic, eldritch, or item creation feat.

The book is filled with arcane spells—literally hundreds and hundreds of them—some of which have not been seen or cast in more than a thousand years. Wizards can copy these into their spellbooks, and sorcerers can learn them as normal.

Once per day, characters can consult the Book on the topic of arcane spells, and it will magically copy a random spell into the user's spellbook (with no time or gold-piece cost). A Diplomacy check (DC 25) is required to convince the Book to do this, as mentioned above.

There is a (noncumulative) 2 percent chance per day that the Book will mysteriously disappear from its owner, no matter what precautions are taken.



Monsters

The new monsters in this chapter—arcane angels, eye golems, and unoly rivens— all relate directly to eldritch matters. DMs can easily add them into any campaign

ARCANE ANGELS

The activities of the celestial courts are very complex. The arcane angels were once more typical, devalike celestials, but devoted themselves to the arcane arts so completely that they soon began to neglect all other duties. Now mysterious patrons of arcanists, they have made themselves outcasts of the heavenly realms due to what other celestials refer to as a “shift in priorities.” They willingly left the celestial courts and now serve no deity or higher power other than magic itself. They dwell primarily on the Astral Plane, in hidden fortresses delved deep into the astral nothingness.

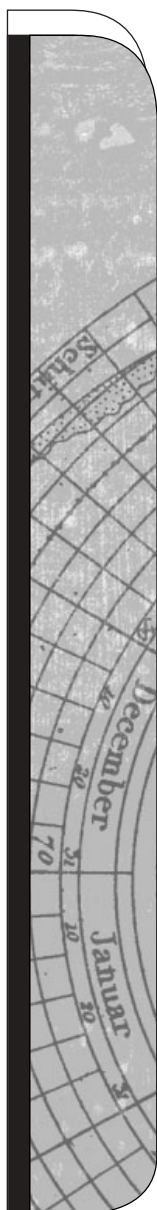
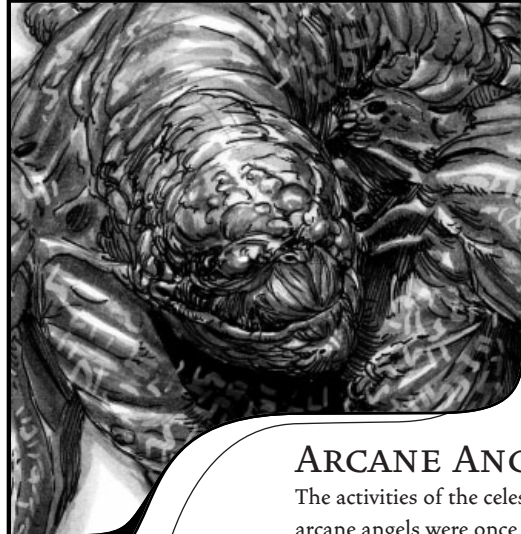
Arcane angels speak with all creatures magically (see description on the next page) and can read and understand any being’s spellbook, no matter how it is coded or written.

COMBAT

Arcane angels have a wide variety of powers at their command: First and foremost, they are powerful spellcasters. They prove difficult to affect with magic of any kind and almost never use weapons. All arcane angels have the following abilities in common:

Summon Celestial Monsters (Sp): All arcane angels can summon a celestial creature (as in a *summon monster* spell) with the same number of Hit Dice as themselves with 100 percent chance of success. They can summon a celestial creature with up to double their own Hit Dice with a 30 percent chance of success. Summoned creatures automatically return whence they came after one hour. A summoned creature that can summon others cannot use this ability for

	VALIANCE	THAERESTIAN
	Medium Outsider (Good)	Medium Outsider (Lawful)
Hit Dice:	6d8 + 24 (52 hp)	10d8 + 40 (95 hp)
Initiative:	+9 (+5 Dexterity, +4 Improved Initiative)	+9 (+5 Dexterity, +4 Improved Initiative)
Speed:	30 feet, fly 80 feet (average)	30 feet, fly 60 feet (average)
AC:	25 (+5 Dexterity, +10 natural)	27 (+5 Dexterity, +12 natural)
Attacks:	Slam +9/+4 melee	Touch +14 melee
Damage:	Slam 1d6+4	Touch 1d8+10
Face/Reach:	5 feet by 5 feet/5 feet	5 feet by 5 feet/5 feet
Special Attacks:	Spell-like abilities, spells, <i>summon monster</i>	Elemental touch, spell-like abilities, <i>power word</i> , spells, <i>summon monster</i>
Special Qualities:	Damage reduction 15/+1 SR 25, celestial qualities, <i>detect magic</i>	Damage reduction 25/+2, SR 32, celestial qualities, fast healing 2, <i>detect magic</i>
Saves:	Fort +9, Ref +10, Will +7	Fort +11, Ref +12, Will +9
Abilities:	Str 17 Dex 21, Con 18, Int 21, Wis 14, Cha 22	Str 19, Dex 20, Con 18, Int 22, Wis 11, Cha 20
Skills:	Alchemy +14, Concentration +10, Hide +14, Knowledge (arcana) +14, Listen +11, Move Silently +14, Scry +14, Spellcraft +14, Spot +11	Alchemy +19, Concentration +17, Hide +18, Knowledge (arcana) +19, Knowledge (religion) +16, Listen +13, Move Silently +18, Scry +19, Search +19, Spellcraft +19, Spot +13
Feats:	Dodge, Improved Initiative	Improved Initiative, Iron Will, Spell Penetration
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary or team (3–6)	Solitary
Challenge Rating:	10	15
Treasure:	No coins, standard goods, double items	No coins, standard goods, double items
Alignment:	Always good (usually lawful)	Usually lawful neutral
Advancement:	7–9 HD (Medium) 10–12 HD (Large)	11–15 HD (Medium) 16–20 HD (Large)





one hour after its own summoning. Arcane angels can use this ability once per day.

CELESTIAL QUALITIES

Aura of Menace (Su): As with archons, a righteous aura surrounds arcane angels that fight or get angry. Any hostile creature within a 20-foot radius of an arcane angel must succeed at a Will save to resist its effects. The save DC varies with the type of arcane angel—19 for the valiance and 20 for the thaerestian. Those who fail suffer a –2 morale penalty to attacks, Armor Class, and saves for one day or until they successfully hit the arcane angel that generated the aura. A creature that has resisted or broken the effect cannot be affected again by that arcane angel's aura for one day.

Protective Aura (Su): As a free action, arcane angels can surround themselves with a nimbus of light having a radius of 20 feet. This acts as a double-strength *magic circle against*

evil and as a *minor globe of invulnerability*, both as cast by a sorcerer with a level equal to the angel's Hit Dice. The aura can be dispelled, but the angel can create it again as a free action on its next turn.

Teleport (Su): An arcane angel can *teleport without error* at will, as the spell cast by a 14th-level sorcerer, except it can transport only itself and up to 50 lbs. of objects.

Tongues (Su): Arcane angels can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level sorcerer. This ability remains always active.

Immunities (Ex): All celestials are immune to electricity and petrification attacks. Arcane angels are also immune to cold and acid.

Resistances (Ex): Arcane angels have fire resistance 20. They receive a +4 racial bonus to Fortitude saves against poison.

Keen Vision (Ex): Arcane angels have low-light vision and 60-foot darkvision.

VALIANCE

The valiance (singular and plural) retain the outlook and demeanor of a traditional celestial—virtuous and kind. Yet they are extremely serious and have no time for simple niceties. They judge all actions as a series of priorities and weigh those priorities logically. Thus, if entreated for help by some needy wizard, they may refuse (because other, larger things are afoot—things they may have no time to explain). The valiance are ruled by a council of angelic wizards called the Yeven.

These beings appear to be tall, thin, regal-looking humans with wings resembling streams of light that constantly flow and pulse—almost like streams of liquid light, loosely intertwined and woven together to give merely the appearance of wings.

COMBAT

Valiance hate physical combat—they prefer to settle their differences with magic. If they must, they use their slam attack as a last resort. They always target their spellcasting foes first, as they respect them much more highly than other enemies.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies*, *dispel magic*, *holy smite*, *holy word*, *invisibility*, *polymorph self*, *remove curse*, *remove disease*, and *read magic*; 7/day—*see invisibility* and *cure light wounds*; 1/day—*cure critical wounds*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 16 + spell level).

Detect Magic (Sp): This spell remains always active.

Spells: All valiance cast spells as sorcerers of a level equal to their Hit Dice. They favor a wide range of spells, usually including *mage armor*, *shield*, *cat's grace*, *lightning bolt*, *haste*, and a few illusions and divinations.

THAERESTIANS

These arcane angels have gone so far as to eschew the bonds of morality. They no longer concern themselves with good and evil—merely with arcane magic. Each thaerestian works alone studying or defending some mysterious arcane power source, unique spell, or the like. They respect valiance and even defer to the judgments of the Yeven occasionally, although almost as often they ignore these other angels for their own individually determined agendas. They seem particularly interested in things near to the heart of the ultimate expression of magic—*wish* spells, power words, and particularly soul magic (see Chapter Four). A few work as allies to those who serve the gods of magic, but these instances are rare.

Thaerestians stand about 6 feet tall. Their wings hang upon them like a fluttering, tattered cloak of dark energy 15 feet across. They have dark, smoldering eyes.

COMBAT

Thaerestians are aloof and cold, but quick to anger. They use all means necessary to destroy any that oppose them.

Elemental Touch: The damage inflicted by a thaerestian's touch can be acid, cold, electricity, fire, or sonic, as chosen by the thaerestian. Each round it may choose a different energy type.

Spell-Like

Abilities: At will—*continual flame*, *discern lies*, *greater dispelling*, *invisibility*, *magic missile*, *polymorph self*, *read magic*, *sCRY*, and *see invisibility*; 1/day—*antimagic field*, *permanency*, and *spellmaster*. These abilities are as the spells cast by a 17th-level sorcerer (save DC 15 + spell level).

Power Word (Sp): Once per week, a thaerestian can utter any one of the various *power word* spells as a 20th-level sorcerer.

Detect Magic (Sp): This spell remains always active.

Spells: All thaerestians cast spells as wizards of a level equal to their Hit Dice. Their spellbooks—vast collections of scrolls and books—they hide magically in the recesses of their shadowy wings. These books are destroyed when the thaerestian dies.

EYE GOLEM

Small Construct

Hit Dice: 4d10 (22 hp)

Initiative: +0

Speed: 0

AC: 11 (+1 size)

Attacks: Touch +4 melee

Damage: Touch poison

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: Poison, eye ray

Special Qualities: Construct, special vision

Saves: Fort +1, Ref +1, Will +2

Abilities: Str 10, Dex 11, Con —, Int 10, Wis 12, Cha 8

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

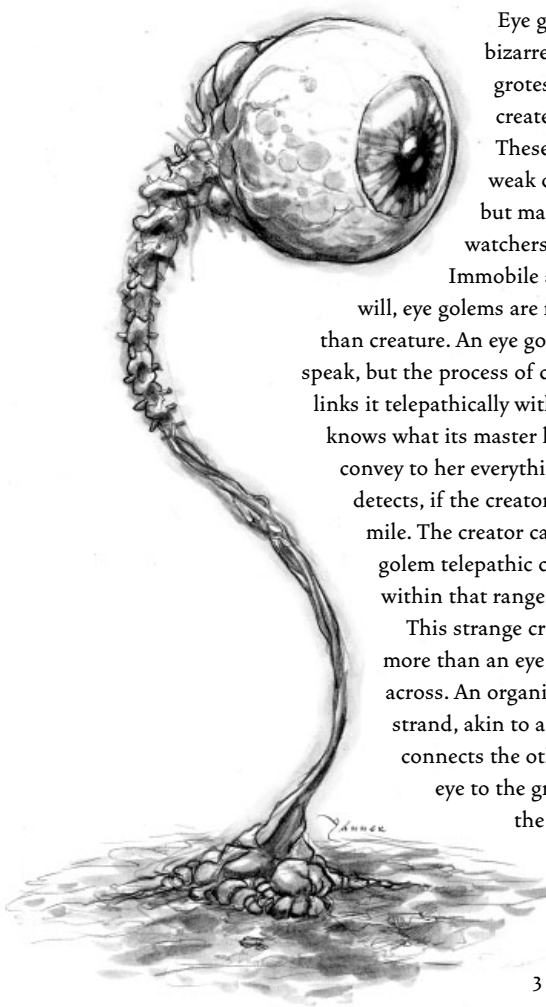
Alignment: Always true neutral

Advancement: 5–8 HD (Medium)

Arcane Angels in the Campaign

Adventurers can encounter arcane angels (both valiance and thaerestians) around an ancient library, at a natural node of earthpower, or near gateways to other planes. They are intrigued by new spells and ancient rituals, but they ignore causes that do not involve magic or arcanists.

Arcane angels, particularly the thaerestians, would sooner see a village of innocents slaughtered than forever lose some aspect of arcane lore—such is their reinterpretation of “good” and “duty.”



Eye golems are bizarre (even grotesque) sentries created by arcanists. These creatures are weak combatants but make effective watchers.

Immobile and with no free will, eye golems are more device than creature. An eye golem cannot speak, but the process of creating one links it telepathically with its creator. It knows what its master knows and can convey to her everything it sees or detects, if the creator is within one mile. The creator can give the golem telepathic commands if within that range.

This strange creature is little more than an eye, about 2 feet across. An organic-looking strand, akin to a spinal cord, connects the otherwise floating eye to the ground, where the strand anchors in a pile of organic goo. The strand measures about 3 feet long.

COMBAT

Eye golems do not move, and they fight only to defend themselves or as commanded by their creator. Coating each golem's large eyeball is a liquid contact poison to living creatures—they can touch foes with their eye to poison them. They also are equipped with a magical eye ray.

Poison (Ex): Touch, Fortitude save (DC 12); initial and secondary damage is 1d3 points of temporary Constitution damage.

Eye Ray (Su): At the time of construction, the creator chooses one magical ray with which to equip the eye golem. The eye's effect resembles a spell cast by a 10th-level sorcerer but follows the rules for a ray. All rays have a range of 150 feet and a save DC of 12. The choice of eye rays is as follows:

- **Charm Person:** The target must succeed at a Will save or become affected as though by the spell. The eye golem cannot give commands, but anyone affected will not harm it.
- **Sleep:** This ray works like the spell, except that it affects one creature with up to 10 Hit Dice. The target must succeed at a Will save to resist.

- **Fear:** The *fear* ray works like the spell, except that it targets one creature. The target must succeed at a Will save or become affected as though by the spell.

- **Slow:** This ray works like the spell, except it affects one creature. The target must succeed at a Will save to resist.

- **Infllict Light Wounds:** This ray works just like the spell, causing 1d8 + 5 points of damage (Will save for half).

Special Vision (Su): As it can see in all directions at once (360 degrees), it is difficult to surprise an eye golem: Assume it has a +20 Spot check bonus. It cannot be flanked. The eye golem continually sees magical auras (per the spell *detect magic*) and also can see invisible, ethereal, and astral creatures and objects.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

CONSTRUCTION

An eye golem costs 5,000 gp to create, including 1,000 gp for the body. This cost includes all the materials and spell components that are consumed in the creation or become a permanent part of the creature.

The first task is shaping the creature from a mixture of dead animal flesh, some small animal eyes, water, and one pint of the creator's own blood. The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a Craft (leatherworking) or Heal check (DC 15).

After sculpting the body, the creator animates it through an extended magical ritual that requires a 10th-level character with the Craft Wondrous Item feat. This ritual takes a week to complete: The creator must labor for at least eight hours each day in a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. A creator constructing the creature's body personally can perform the ritual while building the workroom.

A character not actively conducting the ritual must rest and can perform no other activities except eating, sleeping, or talking. If she misses a day, the process fails, and she must start the ritual anew; any gold pieces spent on the failed ritual are lost (but experience points are not). The previously crafted golem body can be reused, as can the laboratory.

Completing the ritual requires casting *arcane eye*, *detect magic*, *see invisibility*, and the spell being granted to the golem as an eye ray. The castings take place on the final day of the ritual, and the process drains 100 XP from the creator. She must cast the spells personally, but they can come from outside sources, such as scrolls.

UNHOLY RIVEN

Medium Monstrous Humanoid

Hit Dice: 12d8 + 48 (102 hp)

Initiative: +1 (Dexterity)

Speed: 30 feet

AC: 31 (+1 Dexterity, +20 natural)

Attacks: Slam +17/+12/+7 melee

Damage: Slam 1d8 + 7

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: Drain spells, energy drain, destroy magic item, *greater dispelling*

Special Qualities: Magic immunity, other immunities, *detect magic*, *see invisible*

Saves: Fort +10, Ref +11, Will +8

Abilities: Str 20, Dex 13, Con 18, Int 19, Wis 11, Cha 17

Skills: Climb +15, Hide +21*, Listen +12, Search +15, Spellcraft +13, Spot +12

Feats: Alertness, Combat Reflexes, Dodge, Great Fortitude, Lightning Reflexes, Mobility, Power Attack, Spring Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 13

Treasure: Standard coins, standard goods, no items

Alignment: Always neutral evil

Advancement: 13–18 HD (Medium); 18–24 (Large)

The unholy riven were once good-aligned humanoid arcane spellcasters—usually humans, elves, or half-elves. At some point in their otherwise respectable and virtuous lives, they committed a particularly atrocious, heinous act. This sudden change of alignment is always connected to the use of magic, either through casting an evil spell or using a spell to commit the act.

The sudden flux of evil arcane energy infuses the arcanist, transforming the character into an ebony-skinned creature covered in arcane symbols and runes. It now appears to be a being of black magic given form: incarnate evil power embodied as the ultimate expression of null-magic and life-draining negativity.

The unholy riven feeds on arcane power. It lurks in the shadows, hunting mages of all types. It seeks to drain the spells and eventually the life from an arcanist. Thoroughly evil and entirely corrupt, the unholy riven kills with glee and revels in misery. The very name strikes fear into the hearts of even the most powerful arcane spellcasters.

COMBAT

The unholy riven's favored mode of combat is to Spring Attack from an ambush in the dark. Obviously it focuses its attacks against arcanists, to the point where it ignores non-spellcasters altogether. When it must face nonspellcasters, it uses its ability to destroy magic items and drain levels to



weaken them, hoping they will simply flee. If they do not, it slaughters them—gaining enjoyment but no sustenance.

Drain Spells (Su): With a touch attack (or as a part of its slam attack), the unholy riven can drain spells (or spell slots) from an arcane spellcaster. Each touch drains 2d6 levels of prepared spells or unused spell slots, starting with the highest-level spells and working down. For example, say an unholy riven touches a sorcerer with a 4th-level spell slot, a 3rd-level slot, two 2nd-level slots, and five 1st-level slots left unused. The creature rolls an 8. It drains the 4th- and 3rd-level slots, as well as one 1st-level slot.

Each drained spell level gives the unholy riven 1d6 temporary hit points, and every five drained spell levels grants it a +1 enhancement bonus to attacks and damage and a +1 deflection bonus to Armor Class.

Energy Drain (Su): Living creatures touched or slammed by an unholy riven receive one negative level. The Fortitude save required to remove the negative level has a DC of 19.

Destroy Magic Item (Su): If the unholy riven touches a magic item (automatic for an unattended item, a touch attack against a held item), the item must make a caster level check (1d20 + the item's caster level) with a DC of 19. Failure results in the item's disintegration.

Magic Immunity (Su): No spell, spell-like ability, or supernatural ability can affect the unholy riven, including even an *antimagic field*. Spells cast with the unholy riven as its target (as opposed to with it simply in the area) give the

creature power just as if it had drained them.

Other Immunities (Ex): The unholy riven is immune to poison and cold.

Detect Magic (Sp): The unholy riven can use *detect magic* at will, as a free action.

See Invisible (Sp): The unholy riven can use *see invisible* at will, as a free action.

Greater Dispelling (Sp): The unholy riven can use *greater dispelling* at will, as a standard action.

* **Skills:** An unholy riven's ebony skin and shadowy nature help it hide, conferring a +10 racial bonus to Hide checks.

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