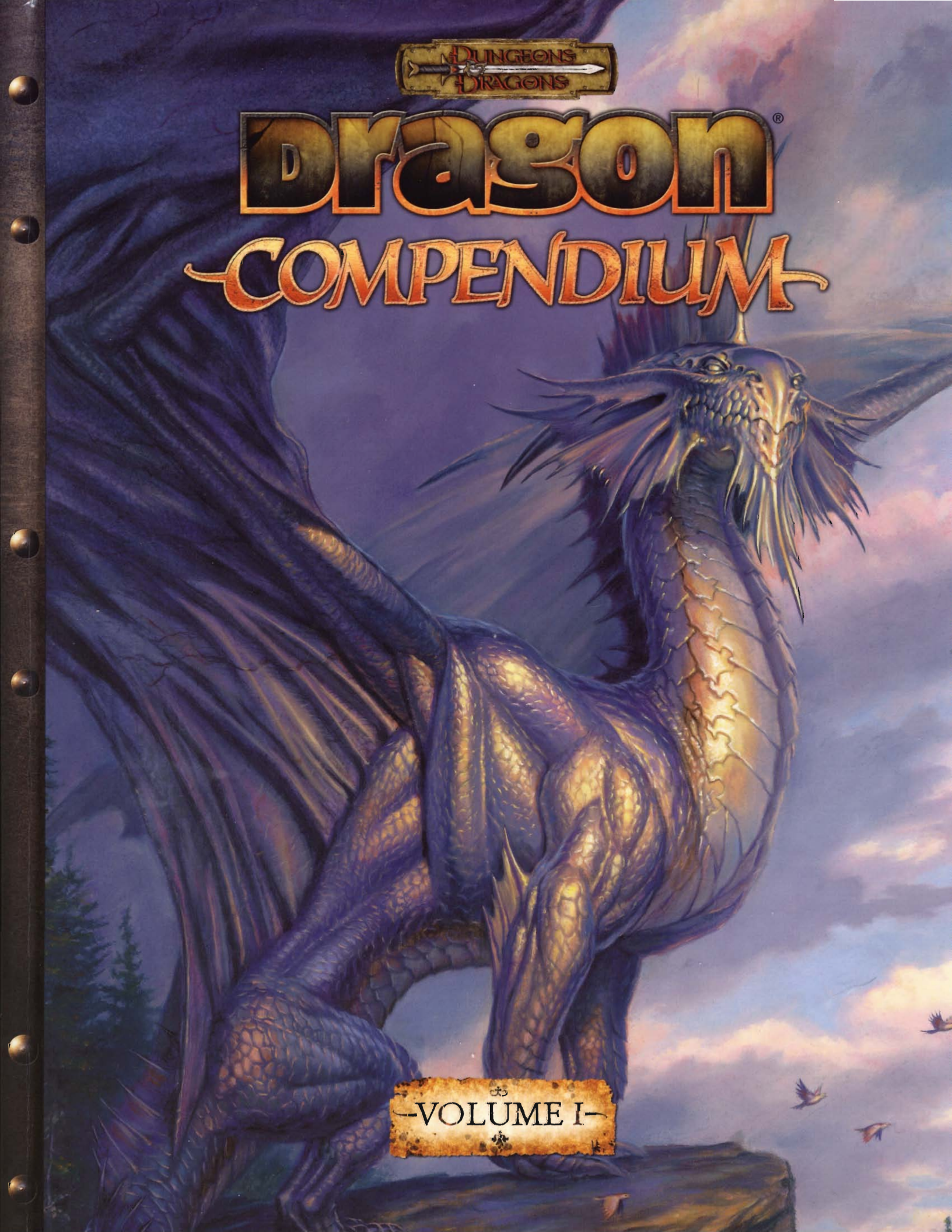
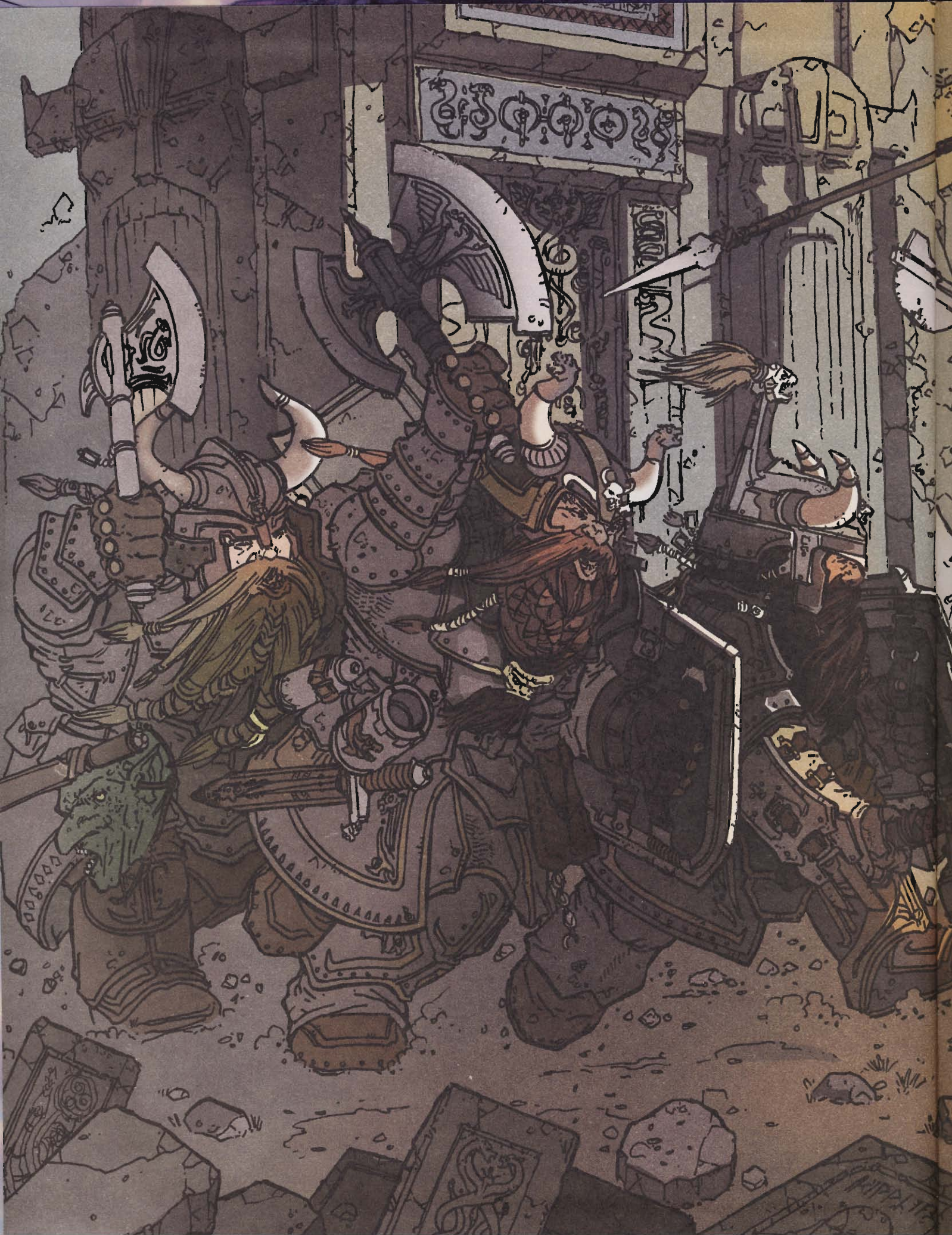

DUNGEONS & DRAGONS
DRAGON®
COMPENDIUM
VOLUME I







Dragon Compendium

Volume I

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Into the Dragon's Lair

For three decades, *Dragon* magazine has been the official periodical of the Dungeons & Dragons game. From introducing important monsters like the bulette, mind flayer, and ankheg, to previewing popular campaign settings like the Forgotten Realms and Dragonlance, *Dragon* has played an integral role in D&D's development.

Years ago, the editors of *Dragon* used to compile the best articles from recent issues into special editions called the *Best of Dragon*. The practice ended in 1986 with the fifth volume in the series. Since then, excellent material from *Dragon's* pages has come and gone, some sneaking its way into official D&D products and some slipping away into the bookshelf-bound obscurity of an old magazine collection.



Dragon got its start as The Strategic Review, *a newsletter that ran from 1975–1976.*

In 2003, Paizo Publishing hit upon the idea of producing hardcover compilations of articles and adventures from the *Dragon* and *Dungeon* back catalogues, updated for play in the current edition of the D&D game. Our first hardcover, the *Shackled City Adventure Path*, was released in August to excellent reviews. But the second book was really the first one we had imagined, and initial work began on it more than two years ago.

In my original vision, the *Dragon Compendium* would be a hardcover version of the old *Best of Dragons*, compiling excellent articles from the magazine's history and updating them to the most recent version of the game, so that all of those great gems that should have made it into the "canon" of printed material could finally appear in a single easy-to-reference source compatible with the game we're all playing right now. To begin the herculean task of assembling this monster, I spent several weeks with Paizo's complete printed archive of every issue of *Dragon* and *Dragon's* predecessor, a slim black and white newsletter called *The Strategic Review*, which comprised seven issues printed between 1975 and 1976.

As I combed through the archive, I began marking articles that caught my eye with colored post-it notes. Yellow denoted items of historical interest to the D&D game, such as old advertisements or essays from the likes of Gary Gygax or Ed Greenwood. Blue was for monsters, green was for magic items, red for new classes, and so on. I'd remembered many of these excellent articles from the first time they appeared, or from the excellent (and now quite rare) CD-ROM compilation of *Dragon's* first 250 issues. It took weeks, but I finally made it through every single issue, and by the time I was done I not only had a better understanding of the magazine's history and how I might better edit the modern *Dragon*, but I also had dozens of hanging file folders stuffed with photocopies of every single article that had caught my eye on the first pass.

This spelled trouble, because there was just no way we could reprint all of the great material that had originally seen publication in the pages of *Dragon*. The monsters alone would have filled three 256-page



DRAGON *reached the height of its popularity in the 1980s, under the guidance of editors Kim Mohan and Roger E. Moore. These covers, by artist Dennis Beauvais, remain fan favorites more than 20 years later.*

books, and I only had one to work with. Clearly, the book couldn't be the definitive guide to the best material from DRAGON, simply because no book could possibly hope to contain all of the great articles that have appeared in *DRAGON's* pages since the first issue launched back in June of 1976.

That's why we're calling this edition the *DRAGON Compendium, Volume 1*. Our expectation is that the book's sales will justify further volumes in the series, so that we might do a book aimed at planar or "Oriental Adventures" material, and we might even do compilations of material germane to the official campaign settings. For this first installment, however, we've decided to aim at a general audience, providing top-quality material useful to all players and Dungeon Masters.



Today, under the aegis of Paizo Publishing, DRAGON *proudly continues 30 years of tradition with 100% official* DUNGEONS & DRAGONS *content.*

This volume of the *Compendium* features five PC classes (the diabolus, diopsid, dvati, lupin, and tibbit), seven standard classes (ranging from the battle dancer to the savant to the sha'ir), 10 prestige classes (including the arcanopath monk, the flux adept, and the osteomancer), and dozens of feats and magic items culled from the best DRAGON articles in the magazine's history. But the *Compendium* is more than a simple collection of classes, spells, and magic items. It also features a lengthy chapter called "Classics," which reprints popular feature articles like "The Glyphs of Cerilon," from way back in issue #50, Ed Greenwood's "Runestones" article from DRAGON #69, and Gary Jordan's infamous "Tesseracts (or, Making Meticulous Mappers Mad)," from issue #17. The articles in this section span three decades and three editions of the DUNGEONS & DRAGONS game, and represent a selection of the best DRAGON has to offer.

Lastly, we round out the volume with more than two dozen monsters (including the orange, yellow, and purple dragons) and an appendix filled with lists of wondrous places, tests to determine the efficacy of your favorite dice, the famous "Good Hits and Bad Misses" critical hit and fumble charts, a pronunciation guide, and more.

Looking over the almost-final printouts, I'm not only amazed by how many great articles we managed to update and include, but I'm also stunned by how much amazing material remains to be culled for future volumes in what we hope will become a continuing series.

2006 marks *DRAGON's* 30th anniversary. In the last three decades we've seen several editions of the D&D rules. Favorite authors and artists have come and gone, and nearly a dozen editors-in-chief have brought their own vision to the magazine. But *DRAGON's* commitment to creative and design innovation has always remained its most important goal and its defining purpose. The *DRAGON Compendium, Volume 1* presents just a slice of the best material from *DRAGON's* proud history. Much, much more remains to be discovered. As a wise adventurer once said, the greatest adventure begins with a single step. I invite you to take that step with me into the *DRAGON's* lair.

We shall not be coming back soon.

Erik Mona
Editor-in-Chief
DRAGON & DUNGEON
September 21, 2005

Chapter One: Races

The races presented in this chapter originated in a wide variety of sources. Only one of them, the diopsid, originally appeared as a player character race. Even the lupin and diaboli made their first appearances as monstrous enemies. Each race offers a unique ability or trait that makes playing it a memorable experience. The new races, and their distinguishing characteristics, are as follows.

Diabolus: These natives of the Plane of Shadow have a sinister appearance that belies their true nature. Their poison sting makes them daunting enemies.

Diopsid: The hulking diopsids are humanoid beetles. With their multiple arms, diopsids can wield a pair of two-handed weapons simultaneously.

Dvati: The bizarre dvati are a set of twins linked by a single soul. In battle, they form a potent duo against their enemies.

Lupin: The savage lupins are wolflike humanoids. Masters of the wilderness, the lupins' keen sense of smell makes them unmatched trackers.

Tibbit: Also known as catweres, tibbits are small humanoids who have the ability to shift into the form of an unobtrusive house cat.



Diabolus

by Mike McArtor, DRAGON #327, January 2005

Originating on a distant plane, the diaboli appear to many humanoid cultures as nightmares incarnate. They have dispersed across the infinite planes as much to spread their creed of benevolent chaos as to escape the rampant horrors of an invading reality.

Diaboli hail from a demiplane just slightly out of phase with the rest of the multiverse. Called by humanoids the Demiplane of Nightmares, this realm borders coterminously with the Region of Dreams and the Ethereal Plane. Unfortunately for the diaboli and the creatures that share their frightening home, the boundaries between their reality and those of the Far Realm—a place that exists outside of reality from which pseudonatural creatures originate—seem particularly thin. As such, the maddeningly chaotic taint of the Far Realm constantly seeps into the Demiplane of Nightmares like a breached dam trickling water.

On their home demiplane, the diaboli act much as humans do on the Material Plane: they farm, hunt, build villages and towns, interact peacefully with some of the creatures they share their home with, and they violently oppose others. Some diaboli become philosophers of renown, while others skulk the dark alleyways waiting for their next mark.

Unlike humans, diaboli have a unifying belief in the superiority of anarchy. They build their societies around the belief that since they cannot provably

TABLE 1–1: RACIAL ABILITY ADJUSTMENTS

Race	Ability Adjustments	Favored Class
Diaboli	None	Sorcerer
Diopsid	+2 Con, –2 Dex, –2 Int	Barbarian
Dvati	None	Bard
Lupin	None	Ranger
Tibbit	+2 Dex, –2 Str	Rogue

TABLE 1–2: RANDOM STARTING AGES

Race	Adulthood
Diaboli	16 + 1d6 years
Diopsid	3 + 1d4 years
Dvati	80 + 8d6 years
Lupin	14 + 1d6 years
Tibbit	14 + 1d6 years

TABLE 1–3: AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Diaboli	40	65	80	+2d20
Diopsid	10	15	20	+1d8
Dvati	150	250	400	+4d%
Lupin	30	45	60	+2d10
Tibbit	125	200	300	+3d%

TABLE 1–4: RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Diaboli, female	4' 6"	+2d8	90 lb.	x (2d4) lb.
Diaboli, male	4' 8"	+2d8	110 lb.	x (2d4) lb.
Diopsid	6' 2"	+2d8	200 lb.	x (2d4) lb.
Dvati, female	4' 5"	+2d6	90 lb.	x (1d6) lb.
Dvati, male	4' 7"	+2d6	95 lb.	x (1d6) lb.
Lupin, female	4' 5"	+2d8	85 lb.	x (2d4) lb.
Lupin, male	4' 10"	+2d8	120 lb.	x (2d4) lb.
Tibbit, female	2' 6"	+2d4	30 lb.	x 1 lb.
Tibbit, male	2' 6"	+2d4	30 lb.	x 1 lb.

define any one form of government as better than any other they must simply live without governments. Despite their chaotic natures, diaboli strongly believe in traditions and ancient mores that continue to maintain their societies. Along with these strong and repeatedly proven customs, diaboli hold together their otherwise free-willed societies with a mixture of traditions, taboos, customs, and a strong sense of fair play. "Do what thou wilt but harm none" unifies the diaboli and acts as the great truth from which all traditions and taboos grow.

Societies of diaboli on the Material Plane seem at once both oddly familiar and strangely disconcerting. They build their villages in a haphazard manner, seemingly without any consideration for the defense of structures—much less with an eye toward moving around effectively between the buildings. Their buildings resemble ruins, with beams and timbers protruding at odd angles from leaning stone walls. Various colors of paint cover random areas of the structures, camouflaging them somewhat from a distance.

While diaboli martial technology lags well behind the civilized races of the Material Plane, their more cerebral aspects of culture far exceed those of most races. They spare no amount of energy or wealth developing advanced forms of philosophy and art. Most diaboli promote a level of tolerance and generosity far more liberal and welcoming than any Material Plane humanoid race, with the sole exception of their attitude toward humans, whom they detest above all others. The diaboli view humans as hideous devils or demons in much the same way that humans view them.

Because interaction with the dangerous and unpredictable Far Realm is becoming increasingly frequent, the diaboli constantly develop techniques to combat the corrupting taint of that frightening plane. Many sages suggest the diaboli's losing battle against the encroaching taint of the Far Realm causes their immigration to the Material Plane. While some diaboli still live in the Region of Dreams, most have emigrated to the various worlds of the Material Plane as well as the Ethereal and Astral Planes.

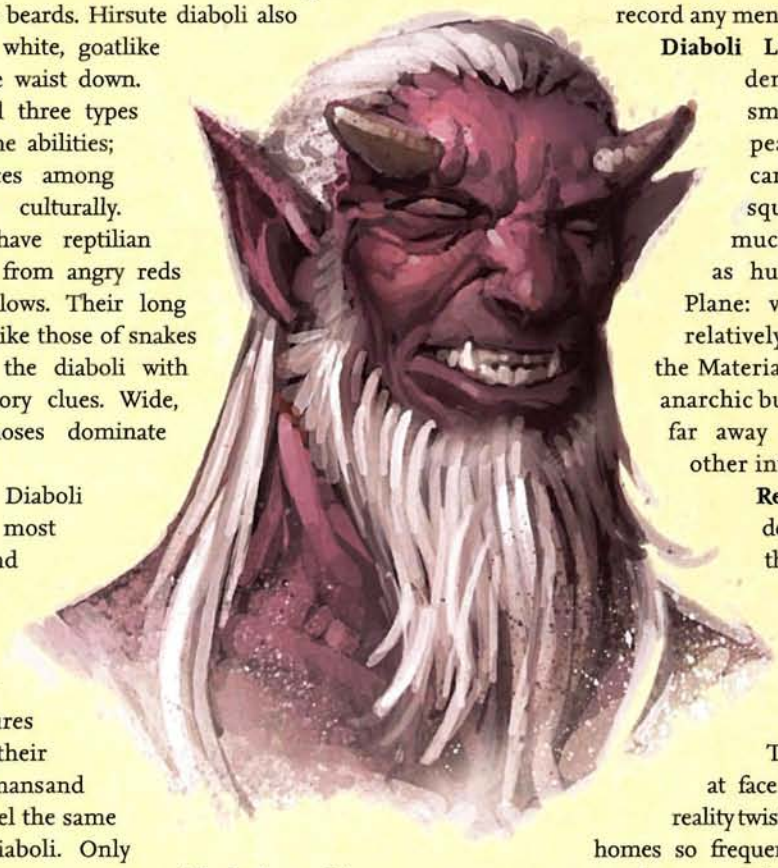
Personality: In their own home realms, diaboli serve as the equivalent of humans. As such, they possess a wide variety of personalities. Unlike humans, however, the great majority of diaboli live chaotic, disorderly lives. The spectrum of personalities exhibited by diaboli is therefore somewhat narrower than that of humans, but still much wider in its possibilities than most other Material Plane humanoids. Diaboli generally reflect only the gentler, less frightening aspects of chaos in their personalities. Many reflect this chaos with extreme absent-mindedness, mild to severe mood swings, wild bouts of creativity, and generally mercurial natures.

Physical Description: Fearsome in form if not personality, diaboli often elicit reactions of fear or loathing from those who see them. Silhouetted at a distance, a diabolus might pass as a thin-legged human. Once details become apparent, any resemblance to humans quickly disappears.

The torso, arms, and head of a diabolus have humanlike musculature and structure, but its legs resemble those of a ram or goat. Diaboli also have long tails that end in small barbs. Small vestigial horns rise from the top of a diabolus's head and its elflike pointed ears stick out at severe angles. A diabolus's hands appear

humanlike except they lack a fifth small finger, rather having three fingers and a thumb.

Diaboli skin color ranges from mauve and lavender to the deepest near-black violets. In addition to skin color, diaboli vary in the amount of hair they can grow. Bare diaboli grow no hair over the entirety of their bodies. Common diaboli grow white and silver hair just as humans do, and males often wear long but well-groomed beards. Hirsute diaboli also grow coarse, white, goatlike hair from the waist down. Diaboli of all three types share the same abilities; any differences among them form culturally. All diaboli have reptilian eyes ranging from angry reds to bright yellows. Their long tongues fork like those of snakes and provide the diaboli with similar olfactory clues. Wide, prominent noses dominate their faces.



Relations: Diaboli innately fear most humans and humanoids they meet and find the forms of such creatures repulsive. For their part, many humans and humanoids feel the same way about diaboli. Only rarely do the two groups put aside their revulsion of one another and make attempts to communicate and trade. Even after the diaboli and native humanoids set up peaceful lines of communication, a tension always exists between two such groups. At worst, this quiet unease leads to cool but respectful meetings, but even at best a gathering of diaboli and humanoids brings about an air of extreme politeness, as if both sides fear insulting or otherwise provoking the other.

Adventurers from both sides often make the initial steps of peaceful communication—many find it difficult not to befriend those with whom they frequently face lethal dangers. Because they themselves often live at the fringe of their societies, adventurers often judge a companion not by appearance but by competence, and most diaboli adventurers prove quite competent.

Alignment: A carefree chaos fills the hearts of diaboli and they constantly seek to spread the joys of such liberation among those with whom they interact. Freedom and spontaneity mark the lives of the diaboli, but they seldom force their gently chaotic beliefs on others. This love of freedom marks them as almost universally chaotic good creatures. Some drift from the benevolent aspects of chaos—becoming engulfed or driven to horrible acts by it—developing into either chaotic neutral or chaotic evil. Those tiny few who forsake chaos for neutrality find themselves shunned and exiled. Neither history nor folklore record any mention of a lawful diabolus.

Diaboli Lands: In their native demiplane, diaboli form small pockets of relatively peaceful societies that can span several hundred square miles. They fill much the same position as humans on the Material Plane: vibrant, expansive, and relatively easy to work with. On the Material Plane they form small anarchic but peaceful communities far away from humanoids and other intelligent creatures.

Religion: As their home demiplane touches on both the Region of Dreams and the Ethereal Plane, and suffers the Far Realm's foul taint, diaboli have strong taboos concerning disbelief. They never take anything at face value, as mind-bending reality twists occur near their original homes so frequently. Diaboli lack deities as most humans understand them, and instead seem to worship ideas like anarchy, chaos, freedom, and wonder. Their religious practices lack dogmatic rote, and most diaboli worship alone and spontaneously. Diaboli clerics, although rare, do exist. They often choose from the following domains: Chaos, Destruction, Luck, Magic, Protection, Travel, and Trickery.

Language: Diaboli speak their own language, Diabolan. Diabolan words make frequent use of harsh, guttural hisses and the unique physiologic structure of the diaboli's forked tongue. While not difficult to learn, most humanoids of the Material Plane find mastery of Diabolan impossible. Most words in Diabolan contain soft "f," "s," "th," and "z" sounds.

Many diaboli also learn to communicate simple ideas by twirling and positioning their tails in a sort of elaborate code. The purely visual diaboli tail code can convey even complicated concepts, but it takes roughly twice as long to express something in the diaboli tail code as in any spoken language. Any creature that can

PLANES NOT ON THE GREAT WHEEL

The diaboli's description assumes the existence of two unusual places in your campaign's cosmology.

The Far Realm: First introduced in *The Gates of Firestorm Peak* and frequently mentioned elsewhere (most recently in DRAGON #330), the Far Realm is a place of unimaginable chaos and insanity. Many of the creatures that live within the Far Realm have seemingly random anatomies—often with masses of wriggling tentacles or wholly alien appendages. Lovecraftian in character, the Far Realm is a veiled and unknowable parallel existence outside the Great Wheel from which maddening horrors and malignant intelligences seek to wreak their immortal plots upon the unsuspecting planes.

The Region of Dreams: Introduced as an alternative plane in the *Manual of the Planes*, the Region of Dreams does not exist in the core cosmology of the Great Wheel. With your DM's permission, you can add the Region of Dreams as a plane coterminous with the Material Plane and whatever Transitive, Inner, or Outer Planes you desire. Like EBERRON's Dal Quor, the Region of Dreams is where the consciousness goes when a creature dreams.

see a diabolus using the diaboli tail code may make a DC 10 Intelligence check to realize the diabolus is attempting to communicate. Any creature may learn diaboli tail code, although only creatures with tails of their own can "speak" it.

Most diaboli who make the journey from their plane learn to speak Abyssal first, as their forked tongues can most easily form the words of that language. This leads to the belief that an inherent evilness exists within diaboli society. A diabolus who speaks Common does so with a thick, snakelike accent.

Names: Chaos influences all aspects of diaboli life, including their naming patterns—whatever inscrutable patterns they might actually take. For the most part, diaboli have between two and four names, although some only bear one moniker and others might claim as many as twelve. No discernable convention exists for determining how many different names a diabolus might possess.

Like humans, diaboli maintain a wide spectrum of names they use. Male diaboli names typically contain more consonants than female diaboli names. Even that "rule" lacks any sort of reliable application, however, as many males have names with no consonant sounds at all.

Male Names: Fih, Hoshaaa, Iniboshog-krs, Krnthilakeh, Rskeglsth, Slom, Uayaeo.

Female Names: Aut'abothua, Bbothuda, Ihab, Oskru, U, Wyrwlak, Z'ligg.



Illustrated by Niklas Jannsen

Family Names: If family names exist, no sage or scholar has discerned any indication that diaboli use them.

Adventurers: Most diaboli dislike violence and attempt to live their lives as peacefully as possible. Those who do take up the dangers of adventuring do so for several reasons. Many find themselves thrust into violence to defend their homes from fearful humanoids who raid and slaughter them. Others take up the trident in order to forcefully hold back the taint of the Far Realm that constantly threatens to seep into both their native demiplane and their adopted homeworlds. Finally, a few diaboli turn to violence for the same selfish or exalted reasons as humans: wealth, power, guardianship, love, lust, or an unquenchable hope that they can make a better world for their children.

Diabolus Racial Traits

- Outsider (native): Diaboli are outsiders with the native subtype. Diaboli have a knack for making themselves at home on new planes.
- Chaotic: Diaboli have the chaotic subtype.
- Medium: As Medium creatures, diaboli have no special bonuses or penalties due to their size.
- Diaboli base land speed is 30 feet.
- Darkvision: Diaboli can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and diaboli can function just fine with no light at all.
- +2 racial bonus on all saving throws against spells and spell-like effects: Diaboli come from a demiplane slightly out of phase with other planes, which gives them some resistance to magical effects.
- +2 racial bonus on Intimidate checks made against animals and humanoids. The frightful appearance and alien psychology of diaboli make them particularly good at coercing Material Plane natives.
- –2 penalty on Diplomacy, Handle Animal, Perform, and Sense Motive checks. The hideous appearance and strange mannerisms of the diaboli make it difficult for them to interact peaceably with native humanoids and animals of the Material Plane.
- Weapon Familiarity: Diaboli treat tridents as simple weapons rather than martial weapons.
- Natural Attack: Tail. A diabolus can make a secondary natural attack with its tail (at a –5 penalty on attack rolls). This attack deals 1d4 points of damage and injects its target with a mild poison (DC 10 + 1/2 HD + Constitution modifier). The poison's initial damage causes its victim to become sickened for 2d4 rounds; it has no secondary damage. A sickened creature suffers a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A diaboli can produce a number of doses of poison equal to 3 + its Constitution modifier per day.
- Automatic Languages: Diabolan and diaboli tail code. Bonus Languages: Abyssal, Common, Draconic, and Infernal. Diaboli learn the languages easiest for them to pronounce as well as the most frequently used languages near their adopted homes.
- Favored Class: Sorcerer. A multiclass diaboli's sorcerer class does not count when determining whether he takes an experience point penalty for multiclassing (see XP for Multiclass Characters on page 60 of the *Player's Handbook*). With a unique tie to the multiverse and strong streak of chaotic individualism, diaboli make excellent sorcerers.
- Level Adjustment: +1.

Diopsid

by Jonathan M. Richards, Dragon #267, January 2000

Diopsids are Underdark creatures that resemble a cross between a humanoid and a beetle. They occupy large, sprawling caverns deep beneath the earth where they carve settlements into the walls and floors of their domains. Diopsids have a deep love of metal weapons and other objects, but they lack the technical ability to manufacture such goods. Thus, they work as mercenaries, laborers, hunters, and scouts for other races. To the folk of the Underdark, diopsids are simple but dangerous barbarians best dealt with via a mercenary contract rather than open engagement. Tough, strong, and skilled with a variety of weapons, diopsids make terrifying opponents and valued allies.

Diopsids work with almost anyone who meets their asking price, and they are quite willing to push aside an ally to work with a new paymaster. Diopsids are opportunistic and somewhat greedy, particularly when it comes to metal weapons, tools, and armor. They take care to protect their reputation as mercenaries.

Personality: Diopsids are stolid, dependable, and somewhat dull. A diopsid tends to think over a problem first and act later. They find other races endlessly fascinating, especially humanoid surface dwellers, and they sometimes prove annoying with their endless questions and conjectures. When it comes to metal weapons and tools, a diopsid becomes a frenetic, energized explorer. It might turn a weapon over in its hands, stroke its length, and test it on a handy rock or giant mushroom.

Physical Description: A diopsid is a large beetle with six limbs. It uses its rearmost limbs as legs, allowing it to walk upright like a humanoid. Its four arms form two markedly different pairs. Its upper arms are strong and powerful, allowing it to heft weapons, carry heavy loads, and manipulate tools like a humanoid. Its middle pair of limbs is situated just below its arms. These small, slender limbs are much weaker than its legs and upper arms.



Generally, diopsids use them to assist their primary arms. A diopsid warrior can carry a greatsword with one upper arm and its corresponding lesser, weaker arm. In this manner, a diopsid warrior can fight with a pair of two-handed weapons.

A diopsid has a pair of stalks that project outward from the sides of its head. Each stalk ends with a large, multifaceted red eye. These stalks are immobile, and diopsids see a wide gap between the two as an indicator of strength, power, and beauty.

Relations: Diopsids are friendly with almost every other race. They see strangers as potential customers for their services as mercenaries and as a source of metal weapons and tools. A diopsid settlement is likely to traffic with drow, dwarves, and other folk without prejudice. As insects, diopsids see all humanoids as one indistinguishable mass. The differences between a dwarf and a drow are trivial in their eyes, considering the vast gap between a diopsid and any other humanoid creature.

Alignment: Diopsids are typically neutral. In the wild and dangerous lands of the Underdark, they are renowned for their ability to survive and mingle with a staggering range of creatures, from cruel drow and mind flayers to the friendlier svirfneblin and dwarves. Diopsids rarely engage in warfare with others unless provoked. Their prowess in battle makes attacking them a poor option, especially when they are ready and willing to serve as mercenaries for the highest bidder. Even when in service to other creatures, diopsids rarely take pleasure in causing pain or misery. They simply fight for their masters and rarely spread more havoc than needed to defeat an enemy.

Diopsid Lands: Diopsids occupy large caverns within the Underdark, typically in areas isolated from other folk. While diopsids remain neutral in most conflicts, they prefer to avoid such entanglements rather than risk their safety and security. A typical diopsid settlement consists of stone towers built into the sides of a cavern's wall. Diopsids build up along the cavern, digging into the rock and scattering the debris down upon the cavern floor to create a rough, treacherous zone of rubble. Over time, diopsids slowly stretch their corridors and chambers to the cavern's roof. A visitor to a diopsid cavern might believe he has somehow stumbled back to the surface world during the night of a new moon. The flashing lights of diopsids' natural luminescence looks like twinkling stars across the black canvas of the cavern's walls and floor.

Diopsids use their unique abilities, particularly their ability to drift safely down from any height using their wings, to defend their lands. Diopsid watchtowers flash beacons back to their settlements. Once alerted, warriors march to the upper passages in the cavern roof. When the battle is joined, these elite diopsid warriors jump down upon their enemies. These simple but effective tactics have taught many would-be enemies that diopsids are better met with barter than battle.

Religion: Diopsids possess a simple set of beliefs that surface dwellers find simplistic and amusing. Diopsids worship the goddess Diophia, the patron of diopsids, their creator, and their guardian. Her domains are Earth, Protection, Travel, and War, and her favored weapon is the greataxe.

The most noteworthy bit of diopsid religious lore lies in their regard for the surface world. Diopsids see the realms above as a terrible place of fearful ordeals, dangerous monsters, and horrific peril. The air moves and slashes, the ground slopes high into unimaginable reaches of the ether, and torrents of endless water batter the earth in an endless assault. A diopsid who ventures to the surface is regarded as a mighty hero, one worthy of the highest praises.

Because of this belief, diopsids tend to regard humans, elves, and other travellers from the surface with something close to pity. Diopsids see them as lost souls cast out of the comforting grasp of the earth and forced to survive in a deadly, alien land.

Illustrated by Mark Nelson



Language: The diopsid native language consists of an intricate code of light flashes generated by luminescent glands situated on their bodies. This language uses the intensity of the light, the speed and length of individual flashes, and similar cues to form words. The diopsid language has no system of writing, a critical handicap that prevents diopsids from developing any advanced technologies.

A diopsid is capable of speaking and understanding Common and other spoken languages. A diopsid's voice is usually dry, hollow, and punctuated with clicks of its mandibles.

Names: Diopsids lack names they can communicate in languages such as Common. The patterns of flashes they use have no analog. Thus, diopsids usually allow others to pick nicknames for them. Diopsids embrace new names and drop old ones with ease. They see such monikers as devices of communication devised by and for their trading partners and employers. They care little for their nicknames and rarely grow attached to them.

Adventurers: Diopsid adventurers are usually ex-mercenaries who grew bored of working for others. Spurred on by stories of the horrific outer world—unlike other, more docile diopsids who see that world as a source of terrors real and imagined—these diopsids strike out in search of fame, glory, and metal weapons and tools. Many of the most powerful diopsid war chiefs and leaders once acted as adventurers. By demonstrating their resourcefulness and making grand gifts of metal goods to potential allies, these wanderers cement their political status after a successful adventuring career.

Diopsid Racial Traits

- Monstrous Humanoid: As monstrous humanoids, diopsids are immune to spells that only affect humanoids, such as *charm person* and *hold person*.
- +2 Constitution, –2 Dexterity, –2 Intelligence: Diopsids are tough, but they are clumsy and slow witted compared to other races. A diopsid's young age at adulthood makes it inexperienced and ignorant compared to other folk.
- Medium: As size Medium creatures, diopsids gain no special benefits or penalties due to their size.
- Diopsid base land speed is 30 feet.
- Darkvision: Diopsids can see in the dark to a range of up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and diopsids can function just fine with no light at all.
- Bioluminescence: A diopsid has a number of glands on its body that allow it to shed light much like a firefly. At will, the diopsid can shed light in a 10-foot radius around its body. Shadowy illumination extends another 20 feet around this area. The diopsid can create or douse this light as a free action.
- Natural Armor: A diopsid's tough carapace gives it a +4 natural armor bonus.
- Wings: Diopids have a pair of stubby wings that, while too weak to provide them with flight, allows them to gently guide to a soft landing regardless of how far they fall. A diopsid does not take falling damage as long as it is capable of taking actions. As an immediate action, it can unfurl its wings and float slowly downward at 60 feet per round. A paralyzed, unconscious, or otherwise incapacitated diopsid cannot use its wings in this manner.

- Extra Arms: Diopsids have four arms: their two primary limbs and a secondary, weaker set of arms. Their weaker limbs are poorly suited to carrying weapons or shields, but they do an excellent job of providing stability and support to the upper limbs.

  The diopsid's extra limbs allow it to use weapons one size category larger than normal without penalty. The diopsid's secondary arms must be free for it to gain this benefit. This benefit does not extend to larger weapons. For example, a diopsid can wield a Large longsword with a single primary arm without penalty by steadying the blade's pommel with its lower limb.

  A diopsid can wield a pair of two-handed weapons by using all four of its limbs. The diopsid gains the full benefits of wielding a two-handed weapon, such as 1-1/2 times its Strength bonus on damage rolls. The diopsid suffers the standard penalty for fighting with two weapons and carrying a non-light weapon in its off hand.

  A diopsid wielding a pair of two-handed weapons is a fearsome sight. It shifts and twirls the two weapons between its four hands, hammering its opponent with tremendous strikes while defying its normally clumsy, fumbling nature.

  If a diopsid carries a weapon or shield in its secondary arms while one or more of its primary arms also carry an item, it suffers a number of penalties. When using a shield, the diopsid takes the shield's armor check penalty on its attack rolls and skill checks even if it has proficiency with the shield. When using a weapon, the diopsid gains only half its Strength bonus on damage rolls. It takes a –4 penalty on all attacks for each light weapon used in this manner. This penalty increases to –8 for one-handed weapons. The diopsid cannot carry a two-handed weapon with just its secondary arms.

  A diopsid with at least one empty hand can cast spells with a somatic component.
- Limb Symmetry: A diopsid's four arms allow it to carry and use multiple items with relative ease. A diopsid can use its third and fourth limbs to steady a weapon held in its primary arms, shift its weight, and maneuver it to attack or defend. A diopsid ignores the Dexterity prerequisite, if any, for any feat that has the words "two-weapon" in its name, such as Two-Weapon Fighting. The diopsid must fulfill the rest of the feat's requirements as normal.
- Insect Body: The diopsid's beetle-like body makes it unsuited to use many tools and magic items designed for humanoids. A diopsid has trouble wearing bulky armor even if it has the appropriate feat. A diopsid can wear light armor without penalty. When wearing medium armor the diopsid takes a –2 penalty to Dexterity. This penalty increases to –4 if the diopsid wears heavy armor. The diopsid's multiple limbs and bulky form make it poorly suited to using heavy armor. For such a suit to offer its full protection, it must restrict the diopsid's movements.

  In any case, the diopsid must purchase custom-made armor. This armor costs the same price as if the diopsid had to purchase armor one size larger than normal.
- Immune to Sleep: Diopsids do not need to sleep and are immune to all sleep effects.
- Automatic Languages: Common and Diopsid. Bonus Languages: Dwarf, Orc, Terran, Undercommon. Diopsids learn the languages of the Underdark to facilitate trade with other folk. The diopsid love of new weapons and metal goods is powerful enough to overcome their normally sluggish intellects. The



Illustrated by Mark Nelson

diopsid native tongue employs their luminous glands, allowing them to flash messages across the largest Underdark caverns without a sound. Diopsids can also create flashes of "light" visible only to creatures with darkvision, allowing them to "whisper" without tipping off their presence to creatures that rely on normal vision.

An observer can detect a diopsid communicating in this manner with a Spot check rather than a Listen check. While creatures that lack bioluminescence cannot "speak" Diopsid, they can understand and translate it.

- Favored Class: Barbarian. A multiclass diopsid's barbarian levels do not count when determining whether it takes an experience point penalty. Diopsids are strong, tough warriors who prefer brute force to elegant fighting styles. Thus, the barbarian class is a perfect match for them.
- Level Adjustment: +1.

Dvati

by Talon Dunning, DRAGON *#271, May 2000*

Dvati are a strange race of humanoid creatures found in small enclaves scattered throughout the world and across the planes. All dvati are born identical twins, with the pair sharing a single soul between them. Dvati lore holds that their souls are so powerful that a single, mortal vessel is too weak to contain them. Thus, their minds occupy two bodies.

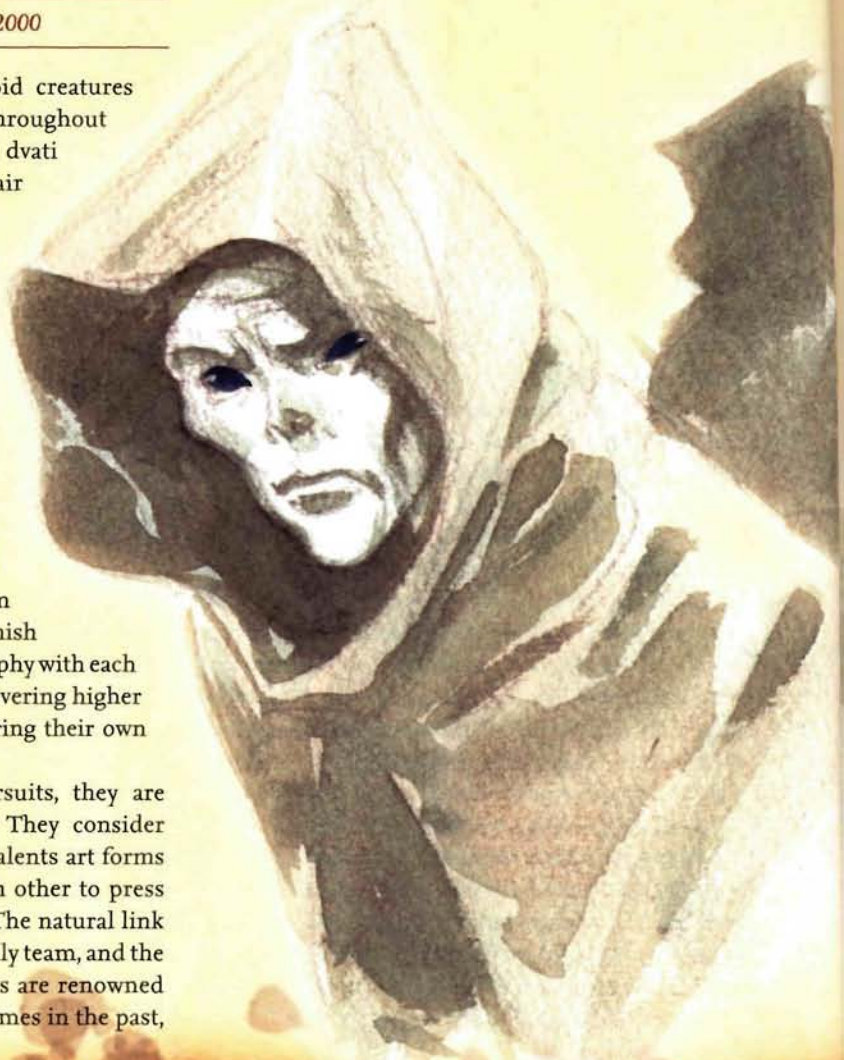
Typically peaceful folk, dvati are concerned more with philosophy and art than material pleasures. Much of their culture centers on the close link between a dvati pair. A pair of twins might paint a mural together, with each twin starting from one end and meeting at the middle to finish the creation. Dvati twins debate philosophy with each other with an eye toward not only uncovering higher truths but also questioning and exploring their own beliefs, attitudes, and preconceptions.

While dvati enjoy intellectual pursuits, they are capable warriors and hard workers. They consider archery, fencing, and similar combat talents art forms worthy of study. Dvati twins duel each other to press their talents and hone their abilities. The natural link between dvati twins makes them a deadly team, and the small but powerful dvati military units are renowned for their tactical coordination. Many times in the past, a tiny dvati force has defeated a much larger army with intricate and delicately timed plans.

Personality: Dvati are typically serene, intellectually energetic, and curious. They tend to avoid conflict and are well suited to a role of peacemaker or diplomat. When faced with two sides in conflict, a dvati splits his twins. Each twin speaks from one side, finds areas of agreement with the other, smoothes over disagreements, and brings the two sides together.

Dvati have a strong sense of duality in all things. They excel at seeing both sides of an argument. When faced with a problem, a dvati is likely to spend time considering multiple approaches from different angles. A dvati who must move a boulder that blocks a cave stands in front of it and surveys the scene. Meanwhile, the other twin climbs above the stone, looks at the stone from above, and considers the same problem. To dvati, one perspective is never enough.

Physical Description: A dvati has a slight build, snow-white skin, black hair, and solid blue eyes that lack irises or pupils. Dvati noses are little more than small slits that barely protrude from their faces. They have three



WARNING!
The dvati represents a radical new addition to the rules, as this race allows you to play a pair of twins. The rules are balanced against the core races, but this type of creature has no precedent in D&D history. Before playing a dvati, be sure to check with your DM.

fingers and opposable thumbs. Most humanoids find a dvati's appearance—particularly their unwavering eyes—slightly unnerving. Dvati are acutely aware of this, and many of them wear hooded cloaks around strangers.

Relations: Dvati get along well with most other races. Their ability to understand and appreciate different perspectives leads them to accept the differences in others with open minds. Outcast half-orcs and half-elves sometimes find homes in dvati communities. Of all the races, elves mingle best with dvati. Dvati respect the elves' long-term view of history, their art, and their culture. Elves see dvati as fascinating creatures with a welcome appreciation of intellectual and artistic concerns.

Alignment: Most dvati are neutral, as they prefer a balanced approach to issues of morality. Many are also good. Being closely linked twins reminds dvati of the connections between all living things. They know that greed and unbridled ambition lead only to decay and misery. Evil dvati are almost utterly unknown. The link between two twins is too strong for any dvati to elevate himself above all others to the degree that evil promotes. Villainous dvati do exist in small numbers, however, and tend toward lawful evil.

Dvati Lands: Dvati are too few in number to claim their own sprawling kingdoms and empires. Instead, they build small settlements in out-of-the-way areas where few trouble them. In rare cases, a small dvati colony arises in a city controlled by another race. These colonies are usually separated from the rest of the city by walls or carefully arranged buildings that leave only one or two entrances to a dvati neighborhood. While dvati appreciate other folk, they prefer peace, quiet, and solitude when they attend to their works.

Dvati artisans fetch high prices for their works, owing to the unique style of design they use. Dvati colonies are most common in realms that place a high value on philosophy, learning, and the arts.

When left to their own devices, dvati create small, orderly communities divided into four groups called rings. Each ring is ruled by a council of four dvati twins (two sets of twins), who in turn report to a smaller council of four more dvati. Dvati use a democratic system of elections, with each pair of twins allowed one vote. The rings are responsible for growing their own food, maintaining their section of the settlement, and so forth. When faced with an important decision, the ruling councils call a gathering of the entire community. The twins separate into two groups, with one member of each pair in each meeting, to allow as many speakers as possible to present their views. The dvati as a whole then vote on a decision.

Religion: Dvati worship Thelmeth the Unifier, a divine being represented by a sphere divided in two halves,—one black, one white. Thelmeth is typically depicted as a pair of male dvati twins clad in golden robes and wearing laurel wreaths, with each twin carrying a pair of large books. Thelmeth is neutral and his domains are Knowledge, Magic, and Protection. His favored weapon is the quarterstaff.

Language: The dvati language requires two creatures speaking simultaneously to properly use it, and its unique alphabet consists of only eight characters. The character's alignment—upside down, mirrored to the left or right, or turned to the side—determines its exact sound. If a dvati is somehow separated from his twin, he uses Common to communicate with others.

Names: A dvati's name in its native tongue is almost impossible for a non-dvati to speak or clearly understand, as both twins in the pair must speak at the same time to properly pronounce it. Thus, most dvati that work with other folk adopt names that they either make up or take from other languages. The dvati usually takes two names, one for each twin, although sometimes the dvati forgets which twin has which name. A dvati sees himself as an undivided pair, but he understands that other races might find him confusing. Dvati twins tend to prefer similar names with distinct sounds.

Male Names: Olon and Alax, Targren and Talon, Xephon and Xephar.

Female Names: Esmerra and Esandra, Lia and Kira, Poldra and Eldra.

Adventurers: Dvati adventurers are rare, as most of them prefer simple lives of contemplation, honest work, and fellowship. Sometimes a dvati feels a deep sense of wanderlust. Bored with the often repetitive existence of their colonies and settlements, young dvati strike out in search of new adventures. Some of these dvati are fascinated by other folk and wish to learn more about them. Others study philosophies that require the dvati to seek out new experiences. Dvati rarely adventure for material wealth or accolades, as such things have little value to a dvati aside from their pragmatic uses.

Dvati Racial Traits

- Medium: As Medium creatures, dvati have no special bonuses or penalties due to size.
- Dvati base land speed is 30 feet.
- Darkvision: Dvati can see in the dark to a range of up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dvati can function just fine with no light at all.

Illustrated by Tom Fowler

- Twins: A "single" dvati is a pair of creatures that shares a soul. A dvati twin can no more exist without his soul partner than a human can live without a heart. The unique, spiritual link between a dvati pair has several important implications.

A dvati character is actually two separate dvati twins who share a soul. These two creatures move and act separately but have a number of restrictions based on their connection.

The dvati twins gain levels and progress in the same manner as a single creature of another race. The twins share a class and both have the same level. The twins do not progress at a different rate, nor do they split XP between them. Rather, each has an identical XP total. When dividing XP among characters, a dvati counts as one PC.

For example: A 1st-level dvati fighter consists of a pair of twins, each with the same set of fighter abilities. You select feats, skills, and other abilities for both twins. Do not choose them separately. If one twin has Power Attack, both twins gain access to it. In essence, you build one character who occupies two bodies, regardless of the class chosen.

When a dvati casts a spell, both members of the pair must focus and concentrate on it. Both twins must simultaneously take the actions required to cast a spell, although only one must supply material components. One twin cannot cast a spell while the other attacks, for example. A lone



dvati can cast spells if his twin takes no actions while he casts. Any other sort of action, including a free one, makes it impossible for the casting twin to focus and use his spell. If the dvati tries to use a spell anyway, his casting attempt is ruined and the spell is lost.

The dvati twins divide their hit points between them. Each twin in the pair gains half the hit points from his Hit Die roll, although both gain the full benefits of his Constitution modifier. Do not roll Hit Dice separately for each dvati twin. For example, a 1st-level dvati fighter with a 13 Constitution gains 6 hit points for each twin ([10 hp ÷ 2] +1 = 6). If an area of effect spell catches both twins, they save separately and take damage as normal.

A pair of dvati twins shares all class abilities and spells slots between them. For example, a 3rd-level dvati bard can use bardic music three times per day in total, not three times for each twin. Personal spells (those with a target of "you") affect both twins as long as they are on the same plane. Otherwise, they affect only the caster. Other spells function as normal. For example, a touch spell normally affects only the specific twin touched. The spell conductor ability (detailed below) allows the dvati to share some spells.

A mind-affecting ability or spell that affects one twin affects both of them. If a single such ability targets both twins at the same time, they make only one save between them. Dvati twins share one mind.

The dvati twins have an innate, powerful psychic connection. They can communicate via telepathy at an unlimited range and across the planes. A twin cannot perceive what his other sees, hears, or otherwise perceives. As a full-round action, a dvati twin can determine his twin's current hit points and mental state. If one twin is on the same plane as the other, the twin learns the relative direction and distance to his partner.

If one dvati twin dies, the other slowly sickens and perishes. Each day that passes after a dvati twin dies, the surviving twin takes 1d4 points of Constitution and Wisdom damage and takes a cumulative –1 penalty on attack rolls, skill checks, and saving throws. The ability damage and penalties remain (and cannot be healed or removed) until the living twin dies or his soulmate returns to life (at which time they immediately disappear). Most dvati prefer to commit ritual suicide if one twin dies without hope of return, as the pain of losing the close bond drives a dvati to the brink of madness.

In most cases, an effect that applies to one twin fails to spill over to the other. If a medusa turns one twin to stone, the other remains healthy. Negative levels are an exception to this rule. If one dvati twin suffers a negative level, both of them incur its effects. The dvati makes one save to remove the negative level. Level loss caused by returning to life via a *raise dead* or similar spell affects both dvati twins.

- Echo Attack: By combining their voices into one maddening cacophony, a pair of dvati twins can confuse a creature they flank. If both twins speak as a move action while flanking an opponent, that creature must make a Will save. The DC of this save equals the result of a single Perform (sing) check made by the dvati. If the save fails, the twins gain their choice of a +1 bonus on attack rolls against the creature or a +1 bonus to Armor Class against the creature's strikes. This bonus lasts for 1 round. Creatures that cannot hear or be flanked are immune to this effect.
- Pair Link: The close relationship between dvati twins grants them several benefits when they work together. If two dvati twins team up to flank an opponent, they each gain a +3 bonus on attack rolls, rather than the normal +2 bonus. If a twin uses the aid another action to help his twin, he grants an additional +2 bonus (for a total of +4) on attack rolls or to Armor Class.
- Spell Conductor: A dvati twin can choose to shift a spell that affects him to his twin so long as both of them are on the same plane. The shifted spell must have a range of touch and it must also be harmless. Using this ability requires a move action to focus and channel the spell's power. Aside from the change in target, the spell's duration and effects continue as normal.

  A dvati can transfer a spell he casts from one twin to the other as part of the act of casting. He cannot transfer spells used by others.
- Automatic Languages: Common and Dvati. Bonus Languages: Any. Dvati requires two creatures speaking simultaneously. One twin provides a description of actions, while the other supplies words and descriptions of things. The two weave together to communicate in a uniquely dvati manner. Other creatures can speak this tongue, but two Dvati-speaking creatures must work together. Otherwise, communication via this language is impossible. In most cases, dvati use Common to speak with other races.
- Favored Class: Bard. A multiclass dvati's bard class does not count when determining whether he takes an experience point penalty for multiclassing. The dvati's strange, magical nature makes them natural spellcasters, and their ability to meld their voices into one grants them an unmatched singing ability. Dvati bards are legendary for their ability to perform as flawless duos.
- Level Adjustment: +1.

Illustrated by Tom Fowler

Lupin

by Mike McArtor, DRAGON #325, November 2004

Lupins exist at the crux of a duality, torn constantly between two mythological beginnings. Most of these dog-headed humanoids rarely ponder the subject, living their lives in the comfort of their individual families, saving such speculation for the quiet times of their infirm years. However, nonlupin sages and historians (with lupin input) frequently consider and debate this issue.

Although most people consider the debate purely academic, lupin spiritual leaders actively argue two versions of their creation. The original and most popular creation story comes down from their ancient oral tradition, marking lupins as descendants of werewolves who rejected the chaos of their monthly murderous sprees. Proponents of this theory point to the uncanny ability of lupins to sniff out werewolves as well as the obvious physical similarities. The newer origin theory, originally proposed by the lupin sage Hector Roff, argues that the fanatic enmity between lycanthropes and lupins comes from stresses placed upon the lupins by other races. Followers of his theory, called Hectorites, propose that their race came from the union of humans and gnolls, and that early lupins became famed werewolf hunters to prove to fearful human neighbors that they indeed were not werewolves themselves. Most lupins consider this theory preposterous, although the younger generations seem to favor this less idealistic belief.

Regardless of their origin, lupins have always had a tie to werewolves. The day after a lupin child proves itself weaned by eating solid foods, the village werewolf hunters, called hruffs, begin teaching it the basics of killing lycanthropes. This day, known as the child's Moonset, is only the first rite of passage for a lupin. At puberty, lupins undergo another rite, called ro'rutoo (for boys) or ro'rutah (for girls). The exact rite varies from tribe to tribe, but it typically includes spending a night on the grasslands with only a mount as company. Succeeding at this rite makes the young lupin an official member of the tribe, and allows him or her the chance to venture with an elder to a White Howl. Once a lupin's muzzle and head hair begin to whiten (a natural change for the race that comes with age) he passes through one final rite composed of fasting and intense meditation. At the conclusion of this rite, the old lupin is recognized as an elder and becomes eligible for the greatest of honors: to represent the tribe in a White Howl.

Lupins live in tribes consisting of three to twelve packs, and each pack contains two to ten adults (and several pups). Lupin tribes practice strict egalitarian democracy and usually operate without a leader (although elders in the tribe can often sway the votes of younger members). Once per year, the tribe selects a spokesperson from among the packs' elders as a representative. This individual cannot hold the post longer than a year and cannot be selected again until an elder from every other pack in the tribe has acted as spokesperson. The selected elder (and a retinue of unwed youths) then travels to a gathering of other spokesperson lupins from nearby tribes. This gathering, the White Howl, acts as both a meeting for important discussions among the elders as well as a chance for young lupins to find mates from outside the tribe. A White Howl often degenerates into a wine-soaked celebration that lasts for up to three weeks.

The lupins' semi-nomadic life centers upon villages composed of wooden longhouses built in a radial pattern surrounding a community space. In the middle of this space, the lupins maintain a continuous flame known as a bg'tyr. Even when the tribe moves from its village to wander the relatively dry plains for the three months of summer, the tribe's bg'tyr continues to burn inside a copper-lined cedar bowl. The task of keeping the bg'tyr lit falls upon a group of lupin girls too young to bear children—one such pup from each pack within the tribe. These girls, known as bg'tyr mates, often grow to prominence within the community in adulthood.

Many lupin tribes consider the week of the full moon an important religious time. During the three days when the moon is brightest, hruffs from nearby villages join to form hunting packs known as ah'flir. These ah'flir packs have the specific purpose of hunting down and killing as many werewolves and other lycanthropes as possible.

Personality: All lupins consider trust and loyalty the hallmarks of responsible social behavior. They generally work for the well-being of their community, whether a tribe, a multiracial druidic circle, or an adventuring group. A lupin always knows his duty, and he rarely relinquishes it without good cause. Dedicated and patient, lupins excel at tasks that might require long periods of waiting, and as such make exceptional trackers, vintners, and hunters.

Lupins enjoy social interactions, and despise being alone. They make friends easily, and they enjoy crowds (although not necessarily as the center of attention). Perhaps because they give their friendship and loyalty so easily, lupins hold strong grudges against those who betray their trust. Many former business partners or adventuring companions have died at the hands of lupins who felt taken advantage of or deceived.

Physical Description: Built like humans with the heads of dogs, many creatures mistake lupins for gnolls or werewolves from a distance. A short coat of fur



Illustrated by Michael Phillipi

covers a lupin from head to toe, while longer, silkier hair (much like a human's) grows from the top of their heads. A lupin's body fur tends to be monochromatic, ranging from a light gray through all the shades of brown to black, with occasional lupins sporting coats of brick red or golden yellow. Extraordinarily rare white-coated lupins do exist, but few nonlupins ever see them. Some lupins have a lighter shade of their body fur on their muzzle, ears, and around their eyes, while their head hair tends toward slightly darker shades. White muzzle fur and head hair mark lupin elders.

Thick, leathery skin covers the palms of lupin hands and the soles of their feet, and they usually keep their clawlike fingernails and toenails cut short. Lupins have short, nonprehensile tails that they sometimes have difficulty controlling (especially when anxious or excited).

Relations: As social and gregarious creatures, lupins get along well with virtually all races. Only gnolls, goblinoids, and werewolves need fear inhospitable treatment from them. Lupins consider dwarves and half-orcs smelly and less desirable as companions or guests than elves, half-elves, or halflings. The musky scents of gnomes and humans also often agitate lupins' sensitive noses, but not to the extent that they avoid those races. Regardless, the metal goods that dwarves and gnomes often bring to lupin lands buy such guests lavish accommodations and sincere (if sometimes forced) invitations to return. For their part, dwarves enjoy the steadiness and patience of lupins, while elves favor their gregarious natures and love of wild places. Lupins don't care for cities and prefer settlements no larger than a small town.

Alignment: Their strong beliefs in community, loyalty, and trust mark lupins as highly lawful creatures. Generosity and pity for the poor define the race, but lupins also tend to hold grudges and refuse aid to those who have wronged them in the past. Thus, many lupins are either lawful good or lawful neutral. Only rare exceptions become chaotic or evil.



Lupin Lands: Lupins tend to live within thick forests near open grasslands. Some ride fast horses or dire wolves across the steppes to bring down deer, antelope, and elk while others stay nearer their longhouses to fish or pick berries and nuts. Lupins warily watch anyone who enters the lands they consider theirs but usually allow other races to move through their territory unmolested. They actively make war against goblinoids and gnolls who venture too close to the vast swaths of territory they travel.

Religion: Like many other races, lupins have a pantheon of godlike beings to whom they pay homage. They call their deities Saints, which consist of lupins who achieved immortal greatness. Saint Renard, the chief lupin deity, represents what Pelor does to humans. Lupins respect their deities and treat them as firsts among equals, but they neither fear nor worship those in their pantheon. They find temples and organized worship fascinating, if a little silly, and rarely give more thought to their deities than a simple thanks when they bed down for the night.

Language: Lupins speak thickly accented Common among nonlupin visitors. When among their own kind, they speak Lupin, a visual

as well as verbal language consisting of words as well as growls, barks, and subtle shifts of the body. The Lupin language has no "s," as lupins' long muzzles make it difficult for them to create the sound. Many of their words have only one or two syllables and begin with hard consonants. The language also tends to use the short "o" and short "u" sounds and ends many of its words with a hard "f."

Names: Lupins usually present their young with two given names combined with a hyphen when written: one name from the father (usually one of his parents' names) and one name from the mother (usually one of her parents' names). Thus, a male pup whose grandfathers are Lab-Crott and Hector-Roff might get the names Hector-Lab or Roff-Crott. The parents usually choose which name comes first based purely on how the two names sound together. Female names make more use of "a" sounds and often end with a vowel or a trailing "n" sound.

Male Names: Crott, Hector, Lab, Mattaff, Renard, Roff, Turff.

Female Names: Arann, Carra, Fikenn, Likka, Jakka, Rottie, Warra.

Adventurers: Lupins adventure for many of the same reasons as rangers or druids of any race. They excel as hunters and trackers, and tend to leave their tribes as outcasts or as youths caught in wanderlust. Lupins put aside their fears and desire to stay with their tribe in order to hunt werewolves. In a land or world infested with lycanthropes, lupins stand on the front lines and often wage personal wars against these hated shapeshifters.

Lupin Racial Traits

- Monstrous Humanoid: As monstrous humanoids, lupins are immune to spells that only affect humanoids, such as *charm person* and *hold person*.
- Medium: As Medium creatures, lupins have no special bonuses or penalties due to size.
- Lupin base land speed is 30 feet.
- Darkvision: Lupins can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and lupins can function just fine with no light at all.
- Acute Sense of Smell: In many ways, a lupin's acute sense of smell works like the scent ability but without the automatic nature of scent. A lupin's nose allows it to locate and identify certain races and creatures by their smell, and to aid it in tracking.

  A lupin automatically gets to attempt a DC 10 Wisdom check to detect a lycanthrope within 30 feet, regardless of what form the creature takes. If the lycanthrope is upwind, the range at which a lupin can detect it doubles. If it is downwind, the range is halved.

  A lupin has a better ability to detect and distinguish the scents of creatures than a human. This gives the lupin a +5 racial bonus on Spot checks made to oppose a known individual's Disguise check if the individual comes within 5 feet.

  A lupin within 5 feet of an invisible or hidden creature is entitled to a DC 10 Wisdom check as a free action to pinpoint that creature.

  A lupin gains a +2 racial bonus on all Survival checks made to follow tracks. Lupins can't track by smell alone, but the olfactory clues they find aid their tracking techniques.
- Lupins take a –2 penalty on all saving throws against attacks based on odor (such as a *stinking cloud* spell or a ghast's stench).
- Expert Rider: Lupins always consider Ride a class skill, and they gain a +2 bonus on all Ride checks. Lupins rely on strong mounts while making their yearly nomadic movements, and even settled lupins purchase a horse as soon as they can.
- +1 bonus on attack rolls and damage rolls against werewolves. As soon as they are weaned, lupins begin learning techniques to fight their ancient foes.
- +2 bonus on Listen checks: Lupins have a keen sense of hearing.
- Automatic Languages: Common and Lupin. Bonus languages: Elven, Gnoll, Gnome, Goblin, Halfling, and Sylvan. Lupins tend to learn the languages of both their enemies and their friends.
- Favored Class: Ranger. A multiclass lupin's ranger class does not count when determining whether he takes an experience point penalty for multiclassing. The lupins' keen senses make them natural trackers. Lupin rangers may choose humanoid (shapechanger) as a favored enemy.

Tibbit

by Scott Bennie, Dragon #135, July 1988

Tibbits (also known as catweres) are small, humanoid creatures that have the ability to turn into a common house cat. They arose from felines kept as familiars in ages past. The powerful magic that allows a familiar to gain intelligence and magic abilities slowly filtered from one generation of cats to the next. Whether tibbits evolved from a natural process, divine intervention, or a sudden surge in the magic running through their ancestry, none can say. Tibbits have never existed in large numbers, and their tendency to spread across the world leaves them with a fractured, incomplete racial history.

Illustrated by Mark Nelson



Much like their feline ancestors tibbits exhibit independence, curiosity, and quickness of mind and body. They rarely form communities larger than two or three families, and even these small colonies rarely hold together for more than a few years. Shortly after reaching adulthood, a tibbit develops an intense desire to wander the world and satisfy her racial curiosity. Tibbits can be found wherever humans and other civilized humanoid races have established cities, towns, and colonies.

Among humans and other humanoids tibbits usually remain in their cat form. The stray cat that prowls a neighborhood, the mangy cat adopted as a temple's unofficial pet, and the lazy feline always close at hand at the local tavern might be tibbits. Driven by curiosity, tibbits love to remain in their animal form while observing humans.

Cynical observers contend that a tibbit seeks to spy on others. Tibbits hold that they merely like to keep an ear and eye out for any interesting bits of news. Tibbits are typically too chaotic, carefree, and impulsive to work as spies or hired killers. Upon overhearing a group of adventurers talking over a treasure map in hushed tones, a tibbit might be just as likely to shift into humanoid form on the spot and offer to join the adventure as she is to lose interest and chase down a juicy mouse she spotted across the tavern.

Personality: Tibbits, as befits their heritage, are moody, curious, and sometimes arrogant. Many tibbits prefer the comforts of a fine meal (whether a succulent rodent or a five-course feast in the lap of luxury), stiff drink, and a soft couch. Even the most decadent tibbit, however, eventually succumbs to the steady pull of its curiosity. A tibbit might spend years living off the treasures it won in adventure, only to suddenly strike out into the unknown once again.

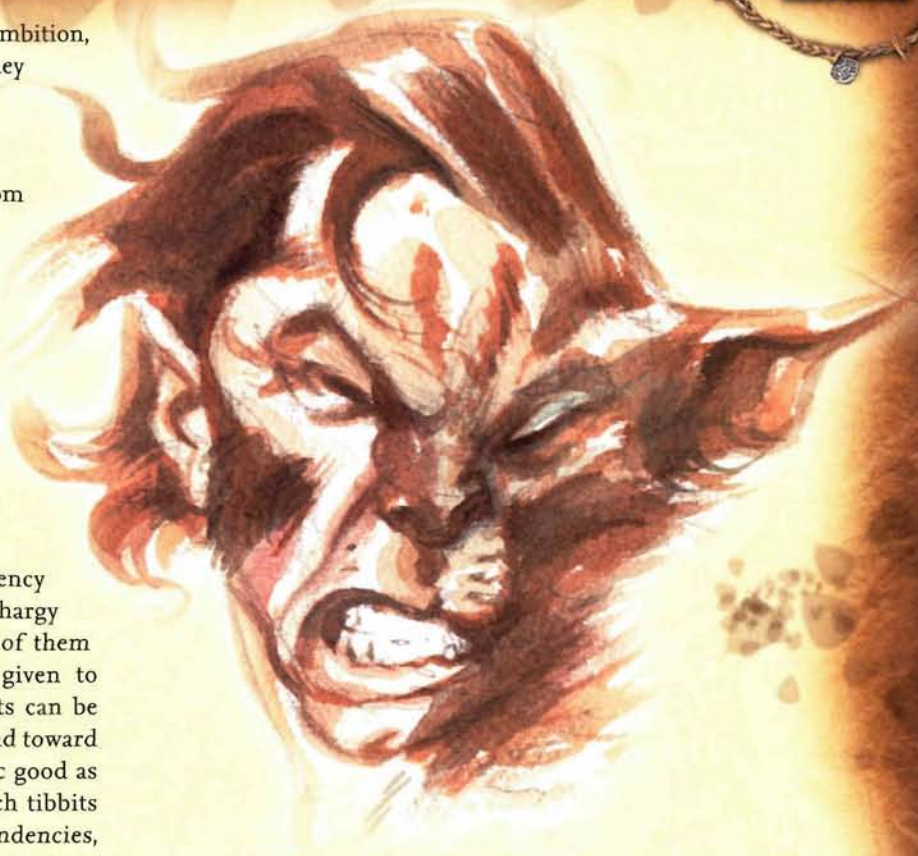
When dealing with others, tibbits show a similar capability to change their attitudes and posture depending on their moods. A tibbit might act relaxed and languid one moment, alert and inquisitive the next. They tend to have a slightly distant, arrogant attitude toward others, as if as a race they share a colossal, secret joke over other intelligent creatures. Still, once a tibbit marks someone as a friend few other creatures match their devotion. A tibbit might complain about a friend's needs or tend toward laziness, but when trouble arises she is a dauntless ally.

Physical Description: In humanoid form, tibbits are small, stealthy, dark-skinned people with pointed ears and catlike eyes. Their hair tends to grow thick and long and males tend to grow sideburns. Their skin tones range from a tawny brown to black, but occasionally a tibbit has pure white skin. Their hair color matches the wide range of colors found in house cats, from pure white to striped silver to deep black.

In their cat form, tibbits look like fat but energetic house cats. They appear identical to—and indistinguishable from—any common, domesticated breed.

Relations: Tibbits tend to regard other folk with a detached sense of bemusement. Much of their lore and common wisdom regarding men, dwarves, and elves filters through their guise as house cats. Thus, tibbits see how other races act when they think no one else is around. To a tibbit, every intelligent creature is a bundle of secrets just waiting to unfurl before them.

In general, tibbits find humanity's ambition, drive, and fiery passion intriguing. They consider dwarves overly dour. Elves strike them as kindred spirits, as tibbits appreciate that the long-lived races share a similar tendency to see issues from different perspectives. They adore gnomes and halflings and many good-aligned tibbits adopt such folk. More than one kobold or goblin party has descended upon a sleepy gnome village or halfling caravan only to find an enraged tibbit wizard waiting for them. Gnome and halfling folk who have benefited from such welcome surprises have strong traditions of taking care of stray cats and treating their feline pets as treasured companions.



Alignment: Tibbits have a strong tendency toward chaos and an equally strong lethargy toward moral issues, making the majority of them chaotic neutral. Carefree, decadent, and given to long periods of wallowing in luxury, tibbits can be maddeningly self-centered. Some tibbits tend toward proactive freedom-seeking, marking chaotic good as their second most common alignment. Such tibbits share many of their neutral brethren's tendencies, but a righteous struggle or a chance to spring a trap on evildoers rouses them to action.

Evil tibbits, particularly chaotic evil ones, are rare but dangerous. They use their shapeshifting ability to spy on humanoids for information useful for extortion schemes. Many of them work as spies and assassins, as their innocent, feline form makes it easy for them to slip into even heavily guarded areas. After all, even the most alert guard pays little mind to a cat. Some evil tibbits become powerful crime lords, observing their underlings and competitors in cat form and ruthlessly culling those who plot against them.

Tibbit Lands: Tibbits have no lands of their own. Instead, they dwell within civilized territories established by other folk. Any civilization that keeps domesticated cats likely houses colonies of tibbits within its cities.

Few tibbits make their identity openly known once they settle in an area. A tibbit is much more likely to remain in cat form as she travels through a city, although she usually keeps a well-hidden, luxurious apartment hidden in an out-of-the-way corner of town. Many tibbits become petty thieves, raiding pantries for fine foods, liquor, and other creature comforts.

Tibbits who travel the land might keep their humanoid guise to make dealings with other creatures easier. Even these tibbits prefer to pass themselves off as travelers from other planes, and they rarely publicize their ability to change shape.

Religion: Tibbits pay homage to the Cat Lord, a powerful creature who watches over all felines. They generally lack an organized religion, instead preferring to view the Cat Lord as a big brother figure and protector. Some clerics believe that tibbits are simply too arrogant and independent to shackle themselves to a deity, and few tibbits argue against this assessment.

The Cat Lord's domains are Chaos, Travel, and Trickery. Her favored weapon is the dagger.

Language: Tibbits speak Common or whatever other language dominates the area they settle in. The Feline language, a strange combination of purrs, hisses, and empathic transfers, allows tibbits to communicate with cats of all forms. Tibbits are born with the knowledge of this language.

Names: Tibbits tend to adopt names based on their physical traits and deeds. A tibbit kitten is given a nickname by her parents, one that reflects her temperament and appearance. When a tibbit comes of age she adopts a name of her choice. Tibbits tend to pick names from other folk, usually based solely on the sound.

Strangers and business partners use the name a tibbit picks for herself, while the tibbit's close friends and family use the original nickname chosen by her parents. A tibbit allows only her closest friends to learn and use her nickname. A nontibbit given such a privilege has received one of the highest honors a tibbit can grant to an outsider.

Illustrated by Tom Fowler



As a tibbit travels the world, she adopts a surname that reflects her experiences and important deeds. A tibbit usually changes her surname after such an event, but her true name uses all of her adopted surnames from childhood onward, and not just her latest one. When two tibbits meet, they share these long-form names to express their pasts with one another.

In general, tibbit names work for either sex. Whether male or female, a tibbit who has a short tail in cat form likely ends up with the nickname "Spiketail."

Parent-Bestowed Names: Blackpaw, Glittereye, Longear, Patchfur, Quickfang, Tumblepaw.

Adventurers: The life of an adventurer comes naturally to a tibbit, as her curiosity pushes her ever onward. While many tibbits satisfy this drive with travel to civilized areas and exploration of a city's corners, some tibbits want more out of life. "Adventurer" is seen as a respected occupation among tibbits, and they have a natural fascination for adventurers of other races. In some cases, a tibbit in cat form takes to following an adventuring band, concealing its true nature until an opportune moment. A tibbit fighter might spring from cat to humanoid form in time to drive off a group of orcs that threatens the party's camp. In this manner, tibbits prove their valor and demonstrate their unmatched stealth in hopes of winning a place with their unwitting comrades.

Tibbit Racial Traits

- Monstrous Humanoid (shapeshifter): As monstrous humanoids, tibbits are immune to spells that affect only humanoids. (Tibbits, of course, would be horrified to learn that they are classified as "monstrous.") They also have the shapeshifter subtype.
- +2 Dexterity, –2 Strength: Tibbits are small and relatively weak, but they have a cat's quick reflexes and fluid agility.
- Small: As a Small creature, a tibbit gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium creature.
- Tibbit base land speed is 20 feet.
- Darkvision: Tibbits can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and lupins can function just fine with no light at all.
- Feline Transformation: At will, as a standard action, a tibbit can transform into a house cat. This effect is similar to the spell *polymorph* but with a number of key changes.

  In cat form, the tibbit becomes size Tiny. Her size bonus to Armor Class and on attack rolls increases to +2, and her size bonus on Hide checks becomes +8. She gains a +10 bonus to her land speed. A tibbit suffers a –8 penalty to Strength (minimum 3) but gains a +2 bonus to Dexterity.

  A tibbit gains natural claw and bite attacks in her feline form. A tibbit's claws deal 1d2 points of damage and her bite deals 1d3 points of damage. With a full attack, she can attack twice with her claws at her full attack bonus and once with her bite with a –5 penalty. A tibbit does not gain additional attacks due to a high base attack bonus when in cat form.

  A tibbit can transform from a cat back to her humanoid form as a full-round action. She must wait 1 hour to turn back into a cat after reverting to her humanoid form.

  A tibbit's equipment usually transforms to become part of her cat body. She loses the benefits of any weapons, shields, armor, or robes she wears or carries. Items that require a physical apparatus to function, such as a ring or a pair of boots, shift to adopt a form suitable to a cat, such as a collar or anklet and continue to provide their benefits. A tibbit's cat form is unable to speak or use her paws to manipulate fine objects. She cannot cast spells with a verbal or somatic component, use scrolls, or otherwise activate magic items.

  While in cat form, a tibbit gains the scent ability.

  A tibbit slain in cat form reverts to her humanoid form after 1 round.

  Any spell that reveals the true nature of a creature under the effects of *polymorph* shows the truth behind a tibbit's cat guise. Spells that reveal magical auras but do not penetrate a *polymorph* spell reveal nothing special about a tibbit in cat form.

  Aside from the changes noted here, a tibbit's abilities and game statistics otherwise remain the same. Note that anyone spotting a tibbit in cat form has a difficult time recognizing the feline as a tibbit.
- +2 racial bonus on all Spot checks. Tibbits have keen eyes.
- +2 racial bonus on all Jump and Escape Artist checks. Like their feline cousins, tibbits are quick, nimble, and lithe.
- Automatic Languages: Common and Feline. The Feline language is spoken by all tibbits and cats with an Intelligence of 3 or higher, allowing a tibbit to use the Diplomacy skill against such felines. This language is part of the felines' racial heritage. Other races cannot master it, nor can they use spells such as *tongues* to communicate with cats. Bonus Languages: Any. Tibbits travel far and wide and their curiosity pushes them to learn a number of languages.
- Favored Class: Rogue. A multiclass tibbit's rogue class does not count when determining whether she takes an experience point penalty for multiclassing. Tibbits excel at keeping a low profile and finding secrets, two tasks for which the rogue is ideally suited.

Illustrated by Tom Fowler

Chapter Two: Standard Classes

The character classes in this chapter define new roles taken from a variety of sources. Some of them—most notably the mountebank, jester, and savant—were first proposed as additions to the core rules. While they never made it into an official D&D rulebook, the jester and savant both appeared in the pages of *Dragon*. The death master was originally intended as an NPC class meant solely for villains. Its loathsome abilities and tight connection to the dreaded Orcus once again casts it in this role. The battle dancer is a new take on a martial artist. Both the urban druid and sha'ir are recent additions to the pantheon of *Dragon*'s character classes.

The seven new and updated character classes presented in this chapter are as follows, with their abbreviations given in parentheses after each name:

Battle Dancer (Btd): An elegant warrior who pairs martial arts with graceful maneuvers in battle.

Death Master (Dtm): A servant of Orcus who commands legions of undead and is a master of necromancy.

Jester (Jst): A prankster who uses his cutting wit and spells to inspire his allies and manipulate his enemies.

Mountebank (Mtb): A thief and trickster who draws on the power of an infernal pact with the dark powers.

Savant (Svt): A scholar and researcher who studies everything from armed fighting to divine and arcane magic.

Sha'ir (Shr): A flexible arcane spellcaster who relies on a spirit ally to fetch his spells from across the planes.

Urban Druid (Ubd): A master of cities and towns who tends to the urban landscape and its inhabitants

Battle Dancer

by Joseph R. Ravitts, Dragon #159, July 1990

Wherever slavery has arisen, those oppressed by tyranny must find subtle ways to topple their masters. In most tyrannical regimes arms, armor, spells, and other potential weapons undergo tight control. A slave with a sword is a rebel. Thus, oppressive regimes do everything within their power to keep their vassals unarmed.

The battle dancer's art arose among the oppressed, the enslaved, and those trod upon by tyranny's iron-shod boots. Whether they first appeared in a drow city's slave pits, a tyrant's cages, or elsewhere, none can say. The battle dancer's art arose under the innocent façade of dances, stories, and songs that slaves used to entertain themselves during their few free moments. Even the most vicious lord knows to sometimes spare the lash: A slave with nothing left to lose is a slave who rebels.

The battle dancer's fighting abilities resemble a monk's martial arts. Where a monk embraces order and focus, the battle dancer revels in chaos and wild, frenetic maneuvers. A monk trains under a master to gird her mind and body against attacks and deadly magical effects. The battle dancer learns to hit hard and hit often via a training regimen that turns her into a living weapon.

Adventures: Battle dancers adventure to overthrow tyranny, exemplify mastery of their exotic martial arts, and experience the excitement of battle. Unlike monks, battle dancers allow their emotions to run wild. A battle dancer considers a deadly battle the perfect place to test her skills.

Many battle dancers fight for a cause or struggle against a chosen foe. These crusading battle dancers prefer to work alone or in small groups to accomplish their goals. The adventuring life is the perfect cover for their actions.

Characteristics: Battle dancers are skilled combatants who use their unarmed attacks to overwhelm their foes. They learn a number of dances that, when performed correctly, allow them to gain access to magical abilities. Just as monks use focus and discipline to unlock their *ki* power, battle dancers use their highly structured, elaborate dances to awaken their inner potential.

Alignment: The battle dancer's unique martial art requires a free spirit unfettered by doubt, worry, or rigid structure. Battle dancers are always chaotic, with most tending toward good or neutrality. The battle dancer's ancient origin still resonates with

TABLE 2–1: RANDOM STARTING GOLD

Class	Amount (Average)
Battle Dancer	5d4 (12 gp, 5 sp)
Death Master	5d4 x 10 (125 gp)
Jester	4d4 x 10 (100 gp)
Mountebank	5d4 x 10 (125 gp)
Savant	5d4 x 10 (125 gp)
Sha'ir	3d4 x 10 (75 gp)
Urban Druid	2d4 x 10 (50 gp)

its practitioners today. Many battle dancers see themselves as freedom fighters and crusaders who fight for the common folk.

Evil battle dancers are rare, but they do exist. These fiends use their talents for their own gain. Many work as assassins. Their performance abilities and unarmed fighting style make it easier for them to slip close to unsuspecting targets.

Religion: Many battle dancers worship Olidammara. They see his love of wine, song, and dance as the perfect counterpart to their reckless lifestyle. Evil battle dancers tend to honor Erythnul.

Background: Battle dancers are made, not born. Many of them gain their talents by studying for long, strenuous hours under the tutelage of the members of a dance circle. A circle consists of traveling musicians, battle dancers, and elders who teach their arts to promising youths and any men and women with good hearts and the desire to protect their communities. Circles wander the land as they wish, interfering in local matters if they feel they can help.

Races: Humans, halflings, and elves make up the vast majority of battle dancers. Dwarves normally lack the fiery personalities needed to embrace this class. Gnomes prefer other forms of performance, particularly music. Half-orcs are usually too dim and simple to master the intricate dance maneuvers.

Other Classes: Battle dancers see fighters and paladins—with their heavy armor and bulky weapons—as stodgy, slow, and awkward. They feel a kinship to the fiery barbarians. Monks earn their respect, but most battle dancers consider them too rigid to truly embrace the power that dwells within.

Role: The battle dancer is a skilled warrior who can protect her comrades in battle. She can take on a fighter in the right situation, and her exotic, magical dance abilities grant her excellent mobility and maneuver options.

Game Rule Information

Battle dancers have the following game statistics.

Abilities: Charisma is the battle dancer's key ability, as it affects her dance abilities and defenses. A good Dexterity helps her avoid blows, as the battle dancer



Illustrated by Wayne Reynolds

scorns armor, while Strength and Constitution make her a more effective fighter.

Alignment: Any chaotic.

Hit Die: d8.

Class Skills

The battle dancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Sleight of Hand (Dex), Swim (Str), and Tumble (Dex).

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

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

Class Features

All of the following are class features of the battle dancer.

Weapon and Armor Proficiency: A battle dancer is proficient with all simple weapons. She is not proficient with any type of armor or shield.

AC Bonus (Ex): When unarmored and unencumbered, the battle dancer adds her Charisma bonus (if any) to her AC. She uses the captivating and confusing movements of the battle dance to evade her foes' attacks. In addition, a battle dancer gains a +1 dodge bonus to AC at 5th level. This bonus increases by 1 for every five battle dancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). This bonus reflects the battle dancer's intense training in unarmed and unarmored combat.

These bonuses to AC apply even against touch attacks or when the battle dancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Unarmed Strike: A battle dancer uses unarmed strikes in a manner similar to a monk. She can land a blow with her fist that has the same power as an axe stroke. At 1st level, the battle dancer gains Improved Unarmed Strike as a bonus feat.

The battle dancer's unarmed attacks deal lethal damage, but she can choose to deal nonlethal damage without penalties on her attack rolls. Treat her attacks as both natural and manufactured weapons for purposes of spells and effects that can enhance either type of attack.

The battle dancer's knowledge of martial arts allows her strikes to deal far more damage than an untrained person's blows. Table 2–2 summarizes the damage she deals by level. Large and Small battle dancers inflict more and less damage respectively as shown below.

Note that, unlike a monk, the battle dancer does not gain the ability to use a flurry of blows, but she can make an off hand attack as normal using a weapon or unarmed strike.

TABLE 2–2: SMALL AND LARGE BATTLE DANCER UNARMED DAMAGE

Level	Damage (Small Battle Dancer)	Damage (Large Battle Dancer)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Dance of Reckless Bravery (Su): A 2nd-level battle dancer with 5 ranks in Tumble gains the ability to inspire bravery in her allies. All of the battle dancer's allies within 30 feet of her gain a +4 bonus on saves against fear effects for a number of rounds equal to 5 + the battle dancer's Charisma modifier. The battle dancer can use this ability only when she is within an opponent's threatened area. It requires a move action that does not provoke an attack of opportunity.

Bonus Speed (Ex): The battle dancer moves with speed and agility earned through countless hours of practice, physical training, and study of the precise, fluid movements of her battle dances. She gains a +10-foot bonus to speed at 4th level. She gains additional +10-foot bonuses at 10th level and 16th level.

Dance of the Vexing Snake (Su): A 5th-level battle dancer with 8 ranks in Tumble gains the ability to dodge her opponent's blows with her sudden, unpredictable maneuvers. She can use the Tumble skill to move at her normal speed without penalty, and she can Tumble a distance up to her current speed.

Dancer's Strike (Su): The magic of the battle dancer's arcane maneuvers allows her to manifest auras of energy around her feet and hands. These auras can defeat an opponent's damage reduction. The battle dancer can generate this aura as a standard action at will. It persists for a number of rounds equal to 5 + the battle dancer's Charisma modifier before it fades.

At 6th level, the battle dancer's aura makes her unarmed strikes count as magic damage.

At 12th level, the battle dancer chooses one aspect of her alignment, such as good or chaotic. Her aura allows her strikes to count as that alignment (as well as magic). She must choose one aspect of her alignment, and once she has made a choice she cannot alter it.

At 18th level, the battle dancer can choose any one special material or alignment that overcomes damage reduction (such as adamantine, cold iron, holy, or even lawful). Her aura now includes that material or alignment. Once she has made this choice, she cannot change it.

Dance of the Floating Step (Su): The battle dancer moves with such grace and speed that she can dance across water. An 8th-level battle dancer with 11 ranks in

TABLE 2–3: THE BATTLE DANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus
1st	+1	+0	+2	+0	AC bonus, unarmed strike	1d6	+0
2nd	+2	+0	+3	+0	Battle dancer's performance,	1d6	+0
3rd	+3	+1	+3	+1		1d6	+0
4th	+4	+1	+4	+1	Bonus speed +10 feet	1d8	+0
5th	+5	+1	+4	+1	Dance of the vexing snake	1d8	+1
6th	+6/+1	+2	+5	+2	Dancer's strike (magic)	1d8	+1
7th	+7/+2	+2	+5	+2		1d8	+1
8th	+8/+3	+2	+6	+2	Dance of the floating step	1d10	+1
9th	+9/+4	+3	+6	+3		1d10	+1
10th	+10/+5	+3	+7	+3	Bonus speed +20 feet	1d10	+2
11th	+11/+6/+1	+3	+7	+3	Dance of the springing tiger	1d10	+2
12th	+12/+7/+2	+4	+8	+4	Dancer's strike (alignment)	2d6	+2
13th	+13/+8/+3	+4	+8	+4		2d6	+2
14th	+14/+9/+4	+4	+9	+4	Dance of the crushing python	2d6	+2
15th	+15/+10/+5	+5	+9	+5		2d6	+3
16th	+16/+11/+6/+1	+5	+10	+5	Bonus speed +30 feet	2d8	+3
17th	+17/+12/+7/+2	+5	+10	+5	Dance of the soaring eagle	2d8	+3
18th	+18/+13/+8/+3	+6	+11	+6	Dancer's strike (any)	2d8	+3
19th	+19/+14/+9/+4	+6	+11	+6		2d8	+3
20th	+20/+15/+10/+5	+6	+12	+6	Dance of death's embrace	2d10	+4

Tumble can cross the surface of a liquid, such as water or magma, without taking damage or sinking below the surface. If she ends her movement on such a liquid, she takes damage and sinks as normal. The battle dancer must begin her movement on a stable, firm surface.

Dance of the Springing Tiger (Su): An 11th-level battle dancer with 14 ranks in Tumble can spring upon an opponent with the ferocity of a tiger. When charging, she can attempt a DC 20 Tumble check. If she succeeds, she may make a full attack rather than a standard attack as part of her charge.

Dance of the Crushing Python (Su): The battle dancer's speed and mighty unarmed strikes combine to make her a fearsome opponent. She can step into an opponent's reach and confuse it with a series of feints and quick blows, distracting it from other threats. A 14th-level battle dancer with 17 ranks in Tumble can rain a series of hammering blows upon a foe. She must use the Tumble skill to enter her opponent's space without provoking an attack of opportunity. If she succeeds, she may then attack her opponent while in its space. If the battle dancer's attack hits, her opponent takes a –2 penalty to AC and it cannot make attacks of opportunity until the start of the battle dancer's next action. After the battle dancer completes her attack, she enters a square of her choice adjacent to the target.

Dance of the Soaring Eagle (Su): A 17th-level battle dancer with 20 ranks in Tumble gains a fly speed equal to her base land speed with average maneuverability. If a flying battle dancer charges an opponent below her, she gains a +4 bonus on attack rolls and a +2 bonus on damage in place of the normal benefits of charging. She may use her dance of the springing tiger in conjunction with an aerial charge.

Dance of Death's Embrace (Su): A 20th-level battle dance with 23 ranks in Tumble can perform a vicious, deadly dance to defeat her opponent. Before using this dance, the battle dancer selects a single target within 30 feet. As a full-round action, the battle dancer performs an elaborate dance that requires a DC 35 Tumble check to complete. If she succeeds, any time she makes a successful attack against her designated target she deals +2d6 points of damage. In addition, any critical threat the battle dancer makes against her designated target is automatically confirmed as a critical hit.

Death Master

by Len Lakofka, Dragon #76, August 1983

The death master is a minion of Orcus, the lord of the undead. Armed with a powerful combination of divine and arcane magic, the death master is the unquestioned master of necromancy. He gains a series of boons from

Orcus that allow him to spread terror and fear across the land. Even some of the mightiest undead creatures see him as a worthy leader. While rare, the magical powers and deadly abilities of death masters allow them to cause far more damage than their numbers would otherwise allow.

Adventures: To a death master, poisoning a town's well, unleashing a horde of undead monsters against a sleeping village, and butchering innocents in the name of Orcus qualify as adventures. Only black-hearted villains follow this class.

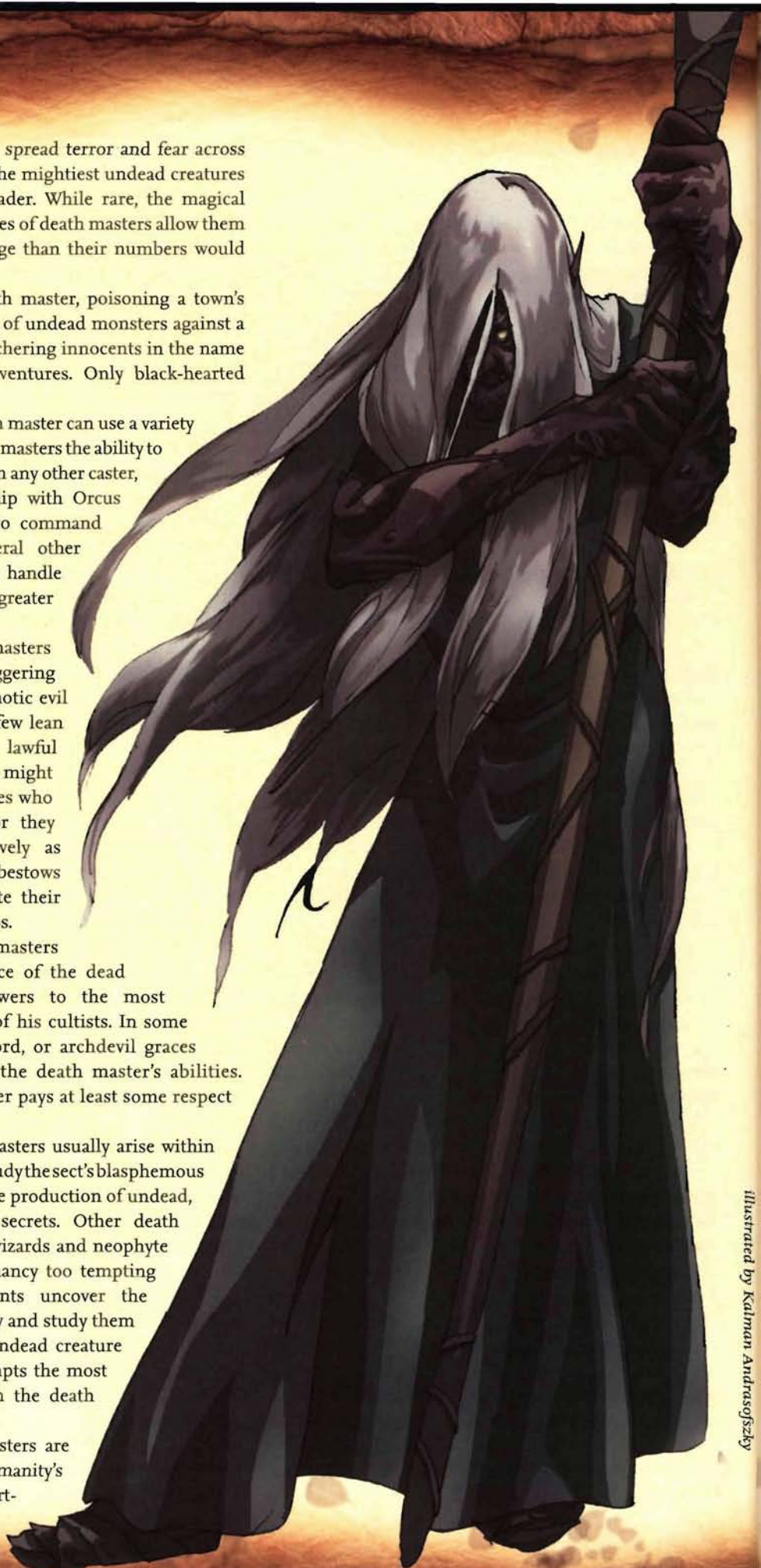
Characteristics: A death master can use a variety of necromantic spells. He masters the ability to create undead sooner than any other caster, and his close relationship with Orcus grants him the ability to command undead. He gains several other boons that allow him to handle undead creatures with greater skill than any other class.

Alignment: Death masters are always evil. A staggering majority of them are chaotic evil like their master, but a few lean toward neutral evil or lawful evil. These villains might worship other dark deities who grant similar powers or they might serve so effectively as agents of evil that Orcus bestows them with power despite their tendency away from chaos.

Religion: Death masters revere Orcus. The prince of the dead grants this class's powers to the most ambitious and sadistic of his cultists. In some cases, a deity, demon lord, or archdevil graces a favored servant with the death master's abilities. Even then, a death master pays at least some respect to Orcus.

Background: Death masters usually arise within the cults of Orcus. They study the sect's blasphemous texts, experiment with the production of undead, and master forbidden secrets. Other death masters are apprentice wizards and neophyte clerics who find necromancy too tempting to resist. These students uncover the principles of necromancy and study them in secret. A demon or undead creature dispatched by Orcus tempts the most promising students with the death master's powers.

Races: Most death masters are humans and half-orcs. Humanity's ambition and often short-



illustrated by Kalman Andrasofszky

sighted outlook leads many to this path. Half-orcs raised among the orcs have the intelligence and cruel curiosity needed to follow the death master's path. Among the gnolls, a small sect of Yeenoghu embraces the death master's abilities.

Other Classes: Death masters usually associate with blackguards, hexblades, mountebanks, rogues, and warlocks. They consider paladins their ultimate enemies, and a death master might travel well out of his way to slay such a champion of good.

Role: The death master's role is simple: He strives to spread undead across the world. In so doing, he increases his own prestige and power and that of his dreaded lord, Orcus.

Game Rule Information

Death masters have the following game statistics.

Abilities: Intelligence determines the potency and number of a death master's spells. Charisma is a key attribute in his ability to rebuke undead and force them into service.

Alignment: Any evil.

Hit Die: d8.

Class Skills

The death master's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the death master.

Weapon and Armor Proficiency: A death master is proficient with the club, crossbow (light and heavy), dagger, scimitar, scythe, sickle, and staff. Death masters are proficient with light armor but not with shields of any type.

Bonus Language: The death master gains Abyssal as a bonus language. All of his spells, along with most death master tomes and manuals, appear in that tongue.

Rebuke Undead: As an emissary of Orcus, a death master has the power to compel undead to serve him. He channels Orcus's fell energy and uses it to turn the living dead into his pawns. The death master can attempt to rebuke undead a number of times per day equal to 3 + his Charisma modifier. A death master with 5 or more ranks in Knowledge (religion) gains a +2 bonus on rebuking checks against undead.

Spells: The death master's exhaustive study of necromantic magic grants him the ability to use arcane spells. The death master can cast the spells given on the death master spells list. He must choose and prepare his spells ahead of time, as a wizard.

To learn, prepare, or cast a spell, a death master must have an Intelligence score equal to at least 10 + the spell's level. The DC for a saving throw against the death master's spells equals 10 + the spell's level + the death master's Intelligence modifier. The death master receives bonus spells for having a high Intelligence score.

Similar to a wizard, the death master keeps a series of spellbooks in which he scribes the formulas for his spells. He must choose and prepare his spells by getting a good night's sleep and studying his books for 1 hour. While studying, the death master chooses the spells he wants to prepare.

The death master's spells have a special material component that makes them easier to cast in armor. If the death master uses a vial of blood as a material component he can cast the spell without somatic components and thereby ignore the spell failure chance for casting in armor. This blood must come from an intelligent creature (Intelligence 3 or higher) that the death master sacrificed to Orcus. The death master can extract 8 vials from a Medium creature. Double this for each size category above Medium and halve it, to a minimum of 1, for each category below. This extracted blood remains viable for one day, but a *gentle repose* spell prolongs this time.

Spellbooks: The deathmaster keeps a set of unholy tomes that record the blasphemous, arcane methods for his spells. His spellbooks function in all ways as a wizard's spellbooks, including size, capacity, and cost to add spells.

Undead Minion: A death master gains the services of an undead creature bestowed unto him by Orcus, typically a wolf skeleton or a zombie troglodyte. With your DM's permission you can gain the services of a different skeleton or zombie creature with a total, post-template CR of 1 or lower.

The death master's minion gains new abilities as he gains levels. A minion's abilities depend on the death master's total level in this class. The death master gains this minion from the great undead legions of Orcus. It obeys his commands without fail, and even takes suicidal actions. The minion is as much a spy for Orcus as a servant for the death master. If destroyed, a new minion appears 24 hours later. The death master can also choose to dismiss his minion to gain a new one. In this case, the death master must wait 24 hours for the new minion to appear.

A death master can choose to gain the services of a more powerful undead servitor at higher levels. Subtract the level modifier listed for a minion from the death master's level to determine the abilities and bonuses it gains. For example, an 11th-level death master with a ghast minion grants it benefits as a 2nd-level death master.

TABLE 2–4: THE DEATH MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Rebuke undead, spells, undead minion	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+3	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Master of the dead	4	3	2	1	—	—	—	—	—	—
6th	+4	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+5	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+3	+3	+7	Sustenance of the dead	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+5	+5	+9	Aspect of the dead	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+6	+6	+12	Lichdom	4	4	4	4	4	4	4	4	4	4

THE DEATH MASTER'S UNDEAD MINION

A death master's undead minion is superior to a normal undead creature of its kind and has special powers, as described below.

Death Master Level	Bonus HD	Str/Dex Bonus	Special
1–4	+0	+0	Turn resistance +4
5–8	+2	+2	Unholy might
9–12	+4	+4	Persistent corruption
13–16	+6	+6	Link of the grave
17–20	+8	+8	Relentless undead

Undead Minion Basics: Use the base statistics for a creature of the minion's kind, as given in the *Monster Manual*, but make the following changes.

Bonus Hit Dice: The undead minion gains the listed bonus hit dice. Advance its saving throws, base attack bonus, and so forth as per the *Monster Manual*. It does not increase in size due to these bonus HD.

Str/Dex Bonus: The minion gains the listed bonus to both its Strength and Dexterity scores.

Special Abilities: As the death master gains levels, his undead minion gains a number of special abilities.

Turn Resistance +4: The undead minion gains this turn resistance in addition to any turn resistance it normally gains.

Unholy Might: Once per day as a standard action, the death master can channel unholy energy into his minion to allow it to fight with increased vigor. The death master must touch the minion to imbue it with this power. The minion gains a +4 bonus to Strength and a +2 bonus on all saves for a number of rounds equal to 5 + the death master's Wisdom modifier. If the minion is a zombie, it loses the single actions only drawback for the duration of this ability.

Persistent Corruption: The death master of this level is such a favored apostle of Orcus that the lord of undead returns a destroyed minion to him shortly after its destruction. The death master must only wait 1 hour for a replacement undead minion if his is destroyed. He must still wait 24 hours for a replacement undead minion if he releases his current one.

Link of the Grave: Once per day as a free action, the death master can cast a *shield other* spell that links him to his minion. This spell has one critical difference from its normal form. Treat the death master as the spell's target and the minion as the caster. Thus, if the death master suffers damage he shares the total with his minion, but not vice versa.

Relentless Undead: The death master's minion gains fast healing 3.

Alternative Undead Minions

As explained on page 35, a death master of sufficiently high level can select his undead minion from one of the following lists, applying the indicated adjustment to the death master's level (in parentheses) for purposes of determining the companion's characteristics and special abilities.

4th Level or Higher (Level –3)
Bugbear zombie
Ghoul
Owlbear skeleton
7th Level or Higher (Level –6)
Chimera skeleton
Minotaur zombie
Ogre zombie
Wyvern zombie
10th Level or Higher (Level –9)
Allip
Ettin skeleton
Ghast
Gray render zombie
Wight
13th Level or Higher (Level –12)
Cloud giant skeleton
Mummy
Wraith
16th Level or Higher (Level –15)
Spectre

DEATH MASTER SPELLS

0-Level Death Master Spells (Cantrips)

Arcane Mark: Inscribes a personal rune (visible or invisible).
Dancing Lights: Creates torches or other lights.
Daze: Humanoid creature of 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Disrupt Undead: Deals 1d6 damage to one undead.
Flare: Dazzles one creature (–1 penalty on attack rolls).
Ghost Sound: Figment sounds.
Inflict Minor Wounds: Touch attack, 1 point of damage.
Light: Object shines like a torch.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Prestidigitation: Performs minor tricks.
Ray of Frost: Ray deals 1d3 cold damage.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Touch of Fatigue: Touch attack fatigues target.
Virtue: Subject gains 1 temporary hp.

1st-Level Death Master Spells

Alarm: Wards an area for 2 hours/level.
Bane: Enemies take –1 on attack rolls and saves against fear.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
Command: One subject obeys selected command for 1 round.
Comprehend Languages: You understand all spoken and written languages.
Curse Water: Makes unholy water.
Deathwatch: Reveals how near death subjects within 30 ft. are.
Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.
Detect Undead: Reveals undead within 60 ft.
Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Entropic Shield: Ranged attacks against you have 20% miss chance.
Expeditious Retreat: Your speed increases by 30 ft.
Grease: Makes 10-ft. square or one object slippery.
Hide from Undead: Undead can't perceive one subject/level.
Identify: Determines properties of magic item.
Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.
Magic Weapon: Weapon gains +1 bonus.
Obscuring Mist: Fog surrounds you.
Protection from Good: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.
Sanctuary: Opponents can't attack you, and you can't attack.
Shield: Invisible disc gives +4 to AC, blocks *magic missiles*.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Unseen Servant: Invisible force obeys your commands.

2nd-Level Death Master Spells

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.
Alter Self: Assume form of a similar creature.
Animate Dead: Creates undead skeletons and zombies.
Blindness/Deafness: Makes subject blinded or deafened.
Blur: Attacks miss subject 20% of the time.

Chill Metal: Cold metal damages those who touch it.
Command Undead: Undead creature obeys your commands.
Darkness: 20-ft. radius of supernatural shadow.
Darkvision: See 60 ft. in total darkness.
Daze Monster: Living creature of 6 HD or less loses next action.
Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
Desecrate: Fills area with negative energy, making undead stronger.
Detect Thoughts: Allows "listening" to surface thoughts.
False Life: Gain 1d10 temporary hp +1/level (max +10).
Fog Cloud: Fog obscures vision.
Gentle Repose: Preserves one corpse.
Ghoul Touch: Paralyzes one subject, which exudes stench
Tasha's Hideous Laughter: Subject loses actions for 1 round/level.
Hold Person: Paralyzes one humanoid for 1 round/level.
Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).
Locate Object: Senses direction toward object (specific or type).
Make Whole: Repairs an object.
Misdirection: Misleads divinations for one creature or object.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Scare: Panics creatures of less than 6 HD.
See Invisibility: Reveals invisible creatures or objects.
Shatter: Sonic vibration damages objects or crystalline creatures.
Silence: Negates sound in 20-ft. radius.
Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
Spider Climb: Grants ability to walk on walls and ceilings.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.
Undetectable Alignment: Conceals alignment for 24 hours.
Web: Fills 20-ft.-radius spread with sticky spiderwebs.

3rd-Level Death Master Spells

Arcane Sight: Magical auras become visible to you.
Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Contagion: Infects subject with chosen disease.
Deep Slumber: Puts 10 HD of creatures to sleep.
Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.
Diminish Plants: Reduces size or blights growth of normal plants.
Dispel Magic: Cancels magical spells and effects.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Halt Undead: Immobilizes undead for 1 round/level.
Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).
Magic Circle against Good: As *protection* spells, but 10-ft. radius and 10 min./level.
Magic Fang, Greater: One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).
Magic Weapon, Greater: +1/four levels (max +5).
Meld into Stone: You and your gear merge with stone.
Phantom Steed: Magic horse appears for 1 hour/level.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Ray of Exhaustion: Ray makes subject exhausted.
Remove Curse: Frees object or person from curse.
Slow: One subject/level takes only one action/round, –1 to AC, reflex saves, and attack rolls.
Speak with Dead: Corpse answers one question/two levels.
Stinking Cloud: Nauseating vapors, 1 round/level.
Stone Shape: Sculpts stone into any shape.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Death Master Spells

Arcane Eye: Invisible floating eye moves 30 ft./round.
Charm Monster: Makes monster believe it is your ally.
Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Death Ward: Grants immunity to death spells and negative energy effects.
Detect Scrying: Alerts you of magical eavesdropping.
Dimension Door: Teleports you a short distance.
Dimensional Anchor: Bars extradimensional movement.
Enervation: Subject gains 1d4 negative levels.
Evard's Black Tentacles: Tentacles grapple all within 20-ft. spread.
Fear: Subjects within cone flee for 1 round/level.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Scrying [F]: Spies on subject from a distance.
Solid Fog: Blocks vision and slows movement.
Stoneskin: Ignore 10 points of damage per attack.
Tongues: Speak any language.
Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

5th-Level Death Master Spells

Baleful Polymorph: Transforms subject into harmless animal.
Blight: Withers one plant or deals 1d6/level damage to plant creature.
Cloudkill: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
Command, Greater: As *command*, but affects one subject/level.
Cone of Cold: 1d6/level cold damage.
Create Undead: Create ghouls, ghasts, mummies, or mohrgs.
Dispel Good: +4 bonus against attacks.
Dominate Person: Controls humanoid telepathically.
Hold Monster: As *hold person*, but any creature.
Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.
Insect Plague: Locust swarms attack creatures.
Magic Jar: Enables possession of another creature.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Slay Living: Touch attack kills subject.
Symbol of Pain: Triggered rune wracks nearby creatures with pain.
Unhallow [M]: Designates location as unholy.
Wall of Stone: Creates a stone wall that can be shaped.
Waves of Fatigue: Several targets become fatigued.

6th-Level Death Master Spells

Acid Fog: Fog deals acid damage.
Antilife Shell: 10-ft.-radius field hedges out living creatures.
Blade Barrier: Wall of blades deals 1d6/level damage.
Circle of Death: Kills 1d4/level HD of creatures.
Control Undead: Undead don't attack you while under your command.
Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
Eyebite: Target becomes panicked, sickened, and comatose.
Harm: Deals 10 points/level damage to target.
Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.
Move Earth: Digs trenches and builds hills.
Shadow Walk: Step into shadow to travel rapidly.
Symbol of Fear: Triggered rune panics nearby creatures.
Undeath to Death: Destroys 1d4 HD/level undead (max 20d4).
Word of Recall: *Teleports* you back to designated place.

7th-Level Death Master Spells

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.
Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.
Creeping Doom: Swarms of centipedes attack at your command.
Destruction: Kills subject and destroys remains.
Ethereal Jaunt: You become ethereal for 1 round/level.
Finger of Death: Kills one subject.
Hold Person, Mass: As *hold person*, but all within 30 ft.
Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.
Power Word Blind: Blinds creature with 200 hp or less.
Repulsion: Creatures can't approach you.
Scrying, Greater: As *scrying*, but faster and longer.
Symbol of Stunning: Triggered rune stuns nearby creatures.
Symbol of Weakness: Triggered rune weakens nearby creatures.
True Seeing: Lets you see all things as they really are.
Waves of Exhaustion: Several targets become exhausted.
Word of Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects.

8th-Level Death Master Spells

Antimagic Field: Negates magic within 10 ft.
Antipathy: Object or location affected by spell repels certain creatures.
Charm Monster, Mass: As *charm monster*, but all within 30 ft.
Clone: Duplicate awakens when original dies.
Create Greater Undead: Create shadows, wraiths, spectres, or devourers.
Discern Location: Reveals exact location of creature or object.
Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.
Iron Body: Your body becomes living iron.
Maze: Traps subject in extradimensional maze.
Mind Blank: Subject is immune to mental/emotional magic and scrying.
Power Word Stun: Stuns creature with 150 hp or less.
Symbol of Death: Triggered rune slays nearby creatures.
Temporal Stasis: Puts subject into suspended animation.
Trap the Soul: Imprisons subject within gem.
Unholy Aura: +4 to AC, +4 resistance, and SR 25 against good spells.

9th-Level Death Master Spells

Astral Projection: Projects you and companions onto Astral Plane.
Dominate Monster: As *dominate person*, but any creature.
Energy Drain: Subject gains 2d4 negative levels.
Etherealness: Travel to Ethereal Plane with companions.
Foresight: "Sixth sense" warns of impending danger.
Hold Monster, Mass: As *hold monster*, but all within 30 ft.
Implosion: Kills one creature/round.
Power Word Kill: Kills one creature with 100 hp or less.
Shapechange: Transforms you into any creature, and change forms once per round.
Soul Bind: Traps newly dead soul to prevent resurrection.
Wail of the Banshee: Kills one creature/level.
Weird: As *phantasmal killer*, but affects all within 30 ft.

Master of the Dead (Su): As a herald of Orcus, the death master is the unquestioned master of the living dead. An undead creature must make a Will save (DC 10 + half the death master's level + his Charisma modifier) in order to attack him in any way. If this save fails, the undead creature cannot take any aggressive action against the death master for 24 hours. If the undead creature succeeds in this save, it can act normally for 24 hours. After this time, it must save again.

While under the effects of this ability, an undead creature cannot take any direct action against the death master, but it could order its minions to attack, cast spells to boost its allies who can attack the death master, and so on.

Undead creatures that lack Intelligence scores automatically fail this save unless another creature controls them, such as a cleric who channels negative energy. In this case, the creature that controls the unintelligent undead makes a save on its behalf.

Sustenance of the Dead (Su): A 10th-level death master gains power from the negative energy that infuses undead creatures. Once per round as a free action the death master can draw energy from a single undead creature he controls. The undead creature must be within 60 feet of the death master. When the death master user this power, he reduces the undead creature to a pile of dust and gains 2 temporary hit points per Hit Die of the undead creature. These temporary hit points fade after 1 hour.

An undead creature with an Intelligence score can make a Will save (DC 10 + half the death master's level + his Charisma modifier) to avoid destruction. If the save succeeds, the death master gains no temporary hit points. The undead creature survives and is no longer under the death master's control. The death master can attempt to rebuke the newly independent creature as normal.

Undead creatures that lack Intelligence scores gain no saving throw against this ability.

Apsect of the Dead (Su): At 15th level, the death master has proven himself as a mighty servant of Orcus. As a reward, the lord of undead grants him several of the defenses and abilities of the living dead. The death master gains darkvision with a range of 60 feet, immunity to all mind-affecting effects, and immunity against poison, sleep effects, paralysis, stunning, disease, and death effects.

Lichdom: At 20th level, the death master gains the lich template. Having proved himself as one of Orcus's most treasured followers, the death master attains the mantle of undeath. Even nonhumanoid death masters gain this template, although usually they are ineligible for it. Already undead death masters gain the lich's benefits listed under armor class, special attacks, turn resistance, damage reduction, abilities, and skills. These granted abilities stack with any the undead death master already possessed.

Jester

by Roger E. Moore, Dragon #60, April 1982

The jester masters a style of performance and magic similar to the bard's. While a bard sings to inspire courage and arouse hope in his friends, the jester uses his razor wit and comedic put downs to devastate his enemies. The jester's style of performance allows him to find flaws in others and exploit them with his cruel sense of humor. Most jesters serve as fools and comedians in the courts of powerful nobles. Their comedy serves to lighten the mood in the royal court, while a jester's jibes and puns can put a king's political enemies in their place.

A jester's magic comes from his ability to find humor in even the grimmest situation. Even while a fierce battle rages around him, the jester finds reason to make merry. Evil jesters see life as a running joke, with the punchline the pain, suffering, and torment they inflict on others. Good jesters see their role as providing relief and support to others. Neutral jesters are merely observers who report on the odd coincidences, grim ironies, and bitter comedy of life.

Adventures: The jester's profession naturally lends itself to instability. A single poorly worded joke or a scathing comeback delivered to the wrong nobleman can see a jester banished from court and forced onto the road. Other jesters work as traveling entertainers by choice. In any case, jesters typically adventure for lack of any other option. Jesters tend to be wanderers and free spirits with an adventuresome streak.

Characteristics: Jesters produce magic from deep within their souls in a manner similar to bards, but while bards focus on great epics, inspiring stories, and ancient myths, jesters seek purely to entertain. Their

ability to find humor at the expense of others gives their magic a more aggressive edge—one that allows them to use spells that harass others.

Alignment: Jesters are iconoclasts who march to their own tune. They are always chaotic, with most tending toward neutrality. Most jesters are too mischievous, and their humor too biting, for good. Yet by the same turn only a small fraction cross the line from comedy to sadism.

Religion: Most jesters revere Olidammara, although a significant minority sees Fharlanghn, god of roads, as their patron. Good jesters usually worship Olidammara, while evil ones who find comedy in death and torment follow Erythnul.

Background: An apprentice jester usually studies under a master comedian, one who has served in a regal court or earned his keep with performances across the land. Serving as an apprentice jester is difficult, miserable work. An apprentice must often serve as the straight man or dupe in an act. If a jester wants to include a pie-throwing bit in his act, his apprentice is the most likely target on stage. Good jesters maintain that, by learning what it feels like to be on the receiving end of a joke or prank, a jester learns to use his talents responsibly. Evil jesters go out of their way to torment and abuse their charges, the better to twist them to the cause of evil and motivate them to revisit their hurts five fold upon the world.

Races: Gnomes and halflings have a natural affinity for the jester's talents. Members of those races who become jesters love to use their humor to knock the bigger races down a peg. Elves, with their love of music and dance, also have a natural pull toward the class, but in many cases the long-lived elves find the jester's path too shallow and simple for their tastes. Dwarves and half-orcs rarely become jesters, as their naturally withdrawn or crude personalities make them ill-suited as humorists and entertainers.

Other Classes: Jesters have trouble getting along with almost all other classes, save for bards. As fellow performers, bards can appreciate a jester's wit even when it is aimed at them. Jesters find paladins particularly stuffy, humorless, and dull, and needle them with jokes and puns at every turn—particularly because the paladin's code forbids violence over such a small matter as a joke.

Role: The jester functions best when he supports his comrades on adventures. Unlike a bard, he has a fair number of offensive spells and abilities. He can shake even the mightiest warrior's confidence with his performance abilities and his spells. The jester's natural charisma sometimes makes him a good spokesmen or diplomat, but his tendency toward humorous quips—even when such jokes aren't in the party's best interest—can sabotage even the most sincere attempts at diplomacy.



illustrated by Jeff Carlisle

Game Rule Information

Jesters have the following game statistics.

Abilities: Charisma determines the jester's ability to use his comedic talents and spells, while Dexterity aids many of his skills.

Alignment: Any chaotic.

Hit Die: d6.

Class Skills

The jester's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

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

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the jester.

Weapon and Armor Proficiency: A jester is proficient with all simple weapons, plus the rapier, sap, short sword, shortbow, and whip. Jesters are proficient with light armor and all shields save for the tower shield. Most jesters prefer light armor that gives them the maximum flexibility needed to perform their acrobatics.

Spells: The jester casts arcane spells in a manner similar to a sorcerer or bard. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a jester must have a Charisma score equal to at least 10 + the spell's level. The save DC for the jester's spells is 10 + the spell's level + the jester's Charisma modifier.

The jester receives bonus spells based on his Charisma. If the jester's level progression chart shows that he can cast 0 spells of a given level, he gains only the bonus spells he is entitled to based on his Charisma.

The jester knows only a limited range of spells, as shown on table 2–5. At 5th level and every three jester levels after that, the jester can remove one spell from his list of known spells and replace it with a new one from the jester spell list.

Jester's Audacity: The jester's natural talent for performance, his often outrageous dress, and his seemingly lackadaisical attitude throws his opponents off guard in combat. Even a jester armed with a vicious-looking weapon cuts a comedic figure that many warriors have trouble taking seriously.

At 1st level, a jester gains a +1 dodge bonus to his Armor Class. This bonus increases to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. However, this bonus can never be greater than the jester's current Charisma bonus. The jester's audacity draws in part on his shameless ability to project himself as nonchalant, goofy, and inept in even the deadliest struggle.

Jester's Performance: The jester is the master of the verbal put down, the hilarious joke, or the savage verbal lashing. His words can inspire dread and outrage in his enemies or confidence and comfort in his friends. Once per day per jester level, the jester can use his wit to produce magical effects in those around him. The jester must have at least 1 rank in Perform (comedy) to use these abilities, and many of them rely on the use of that skill to establish their save DCs and other effects. The jester must share a language and be able to speak to the target or targets of his performance abilities unless otherwise noted in the specific ability's description.

Starting a jester's performance ability is a standard action, and the jester can maintain the performance (either as a free action or move action, depending on the specific performance used). The jester cannot use spells, activate magic items by spell completion, or activate magic items by word while using his jester's performance ability. The jester must keep up a steady stream of puns, insults, or jokes to maintain the performance's effect.

A deaf jester has a 20% failure chance when attempting to use his performance ability. If he fails, the attempt still counts against his daily number of jester's performances.

Fascinate (Sp): A jester with 3 or more ranks in Perform (comedy) can create a running stream of jokes, gags, and acrobatic stunts to cause one or more creatures to become *fascinated* with him. Each creature to be *fascinated* must be within 90 feet, able to see and hear the jester, and able to pay attention to him. The jester must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a jester attains beyond 1st, he can target one additional creature with a single use of this ability.

An affected creature gets to make a Will save (DC 10 + 1/2 jester's level + jester's Cha modifier). If a creature succeeds at this saving throw the jester cannot attempt to *fascinate* that creature again for 24 hours. Creatures that fail this save sit quietly and listen to the jester's performance, taking no other actions for as long as the jester continues to perform (up to a maximum of 1 round per jester level). While *fascinated*, a target takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the jester to make another Perform (comedy) check and allows the creature a new saving throw against a DC equal to the new check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at

TABLE 2–5: THE JESTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Jester's audacity +1, jester's performance fascinate, inspiring quip	2	—	—	—	—	—	—
2nd	+1	+0	+3	+3	Bonus feat	3	0	—	—	—	—	—
3rd	+2	+1	+3	+3	Taunt	3	1	—	—	—	—	—
4th	+3	+1	+4	+4		3	2	0	—	—	—	—
5th	+3	+1	+4	+4	Bonus feat, jester's audacity +2	3	3	1	—	—	—	—
6th	+4	+2	+5	+5	Calming performance	3	3	2	—	—	—	—
7th	+5	+2	+5	+5		3	3	2	0	—	—	—
8th	+6/+1	+2	+6	+6		3	3	3	1	—	—	—
9th	+6/+1	+3	+6	+6	Buffoonery	3	3	3	2	—	—	—
10th	+7/+2	+3	+7	+7	Bone rattler, jester's audacity +3	3	3	3	2	0	—	—
11th	+8/+3	+3	+7	+7		3	3	3	3	1	—	—
12th	+9/+4	+4	+8	+8	Vicious lampoon	3	3	3	3	2	—	—
13th	+9/+4	+4	+8	+8		3	3	3	3	2	0	—
14th	+10/+5	+4	+9	+9		4	3	3	3	3	1	—
15th	+11/+6/+1	+5	+9	+9	Jester's audacity +4, vexing dialogue	4	4	3	3	3	2	—
16th	+12/+7/+2	+5	+10	+10		4	4	4	3	3	2	0
17th	+12/+7/+2	+5	+10	+10		4	4	4	4	3	3	1
18th	+13/+8/+3	+6	+11	+11	Scathing wit	4	4	4	4	4	3	2
19th	+14/+9/+4	+6	+11	+11		4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+12	+12	Jester's audacity +5	4	4	4	4	4	4	4

the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), language-dependant, mind-affecting ability.

Inspiring Quip (Su): A jester with 3 or more ranks in Perform (comedy) can boost his allies' morale with a joke that breaks their tension and invigorates their spirits. As an immediate action when an opponent misses an attack, the jester makes a wisecrack denigrating the foe's fighting ability. The jester must be able to see the unsuccessful attack. All allies within 30 feet of the jester gain a +2 morale bonus on all attacks against that foe for the rest of the encounter. The jester can use this ability more than once during an encounter to grant a morale bonus against multiple foes.

Taunt (Su): A jester with 3 or more ranks in Perform (comedy) can attempt to hurl such stinging insults against a foe that his opponent loses his temper in an explosive display. The jester targets one creature within 60 feet that shares a language with him. The target must be able to hear the jester for this ability to have an effect. The target can make a Will save (DC 10 + 1/2 jester's level + jester's Cha modifier). If he fails, the target gains a +1 morale bonus on attack rolls but takes a –2 penalty to Armor Class. On its next turn the affected target takes the most direct route possible (charging if able) toward the jester that avoids any obviously dangerous terrain, such as a pit of bubbling lava. The target may stop if an opponent blocks its path and can move around its foes in such a way as to avoid provoking attacks of opportunity (unless able to charge). If the target does provoke an attack of opportunity due to this

TABLE 2–6: JESTER SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—
3rd	6	3	—	—	—	—	—
4th	6	3	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	3	—	—	—	—
7th	6	4	4	2	—	—	—
8th	6	4	4	3	—	—	—
9th	6	4	4	3	—	—	—
10th	6	4	4	4	2	—	—
11th	6	4	4	4	3	—	—
12th	6	4	4	4	3	—	—
13th	6	4	4	4	4	2	—
14th	6	4	4	4	4	3	—
15th	6	4	4	4	4	3	—
16th	6	5	4	4	4	4	2
17th	6	5	5	4	4	4	3
18th	6	5	5	5	4	4	3
19th	6	5	5	5	5	4	4
20th	6	5	5	5	5	5	4

movement, it immediately gets to make another Will save, this time with a +2 bonus. The jester must use a free action to continue to taunt his opponent each round, and if he cannot complete this act the taunt's effects immediately end. This is a mind-affecting, language-dependant ability.

Calming Performance (Su): A jester of 6th level and with 9 or more ranks in Perform (comedy) can diffuse the tension, anger, and simmering violence in a confrontation. He can cause all creatures currently affected by his *fascinate* ability to adopt a friendly attitude toward himself, his allies, and all other creatures currently affected by the jester's *fascinate* ability. This effect lasts for 10 minutes per jester level. Calming performance is a mind-affecting, language-dependent ability.

Buffoonery (Su): A 9th-level jester with 12 or more ranks in Perform (comedy) can caper and dance to distract his opponents in battle. The jester's outrageous actions distract his foe, leaving it unable to effectively defend itself. The jester can choose a single target within 30 feet to whom he has line of sight. The target must be able to see and hear the jester, and gets a Will save (DC 10 + 1/2 jester's level + jester's Cha modifier). If the target misses this save, it loses its Dexterity bonus (if any) to its Armor Class. The target gains a new save each round the jester maintains buffoonery (a free action). If the target makes a successful Will save the effect ends and the target becomes immune to that particular jester's buffoonery for 24 hours.

Vicious Lampoon (Su): A 12th-level jester with 15 or more ranks in Perform (comedy) can mock his opponents with such vicious, cutting humor that they lose confidence in their fighting ability. Every opponent within 60 feet of the jester who can hear and understand him must make a Will save (DC 10 + 1/2 jester's level + jester's Cha modifier). Creatures that fail this save suffer a –2 penalty on attack rolls, skill and ability checks, and saving throws for as long as the jester continues to perform (as a move action), up to a maximum number of rounds equal to the jester's level. This is a mind-affecting, language-dependant effect.

Vexing Dialogue (Su): A 15th-level jester with 18 or more ranks in Perform (comedy) can create a running series of jokes, observations, and insults that breaks a single target's ability to concentrate. When the jester uses this ability, his target must make a Concentration check opposed by the jester's Perform (comedy) check to cast a spell, use a supernatural ability, or otherwise perform an act that would require a Concentration check to complete if the target suffered damage while attempting it. This effect lasts for 1 round. The jester can use this ability against a given target once per encounter. This is a mind-affecting, language-dependent effect.

Scathing Wit (Su): An 18th-level jester with 21 or more ranks in Perform (comedy) can leave his target a dispirited, demoralized shell with a few choice, cutting remarks. The target can make a Will save (DC 10 + 1/2 jester's level + jester's Cha modifier). If the save fails, the target suffers a penalty equal to the jester's Charisma bonus on attack rolls and saving throws. This penalty lasts for as long as the jester performs (a move action), for a maximum number of rounds equal to half the jester's level. This is a mind-affecting, language-dependent effect. The target must be able to see and clearly hear the jester.

Bonus Feats: A jester learns a variety of juggling tricks to entertain his audience. As a result, he develops the reflexes and timing needed to knock fast moving objects out of the air. At 2nd level, a jester with 5 or more ranks in Perform (comedy) gains Deflect Arrows as a bonus feat.

At 6th level, a jester with 9 or more ranks in Perform (comedy) gains Snatch Arrows as a bonus feat. His reflexes and timing improve to the point that he can catch deadly missiles rather than merely knock them aside.

Bone Rattler: At 10th-level, the jester's antics are so vexing that even the normally implacable undead fall victim to them. The jester's mind-affecting jester's performance abilities function as normal against undead that possess intelligence scores, although undead creatures gain a +2 bonus on their saves against such abilities. Undead creatures that lack intelligence scores and other types of creatures immune to mind-affecting effects remain immune to the jester's talents.

JESTER SPELLS

0-Level Jester Spells

Create Water: Creates 2 gallons/level of pure water.
Dancing Lights: Creates torches or other lights.
Daze: Humanoid creature of 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Flare: Dazzles one creature (–1 on attack rolls).
Light: Object shines like a torch.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Open/Close: Opens or closes small or light things.
Prestidigitation: Performs minor tricks.

1st-Level Jester Spells

Animate Rope: Makes a rope move at your command.
Bane: Enemies take –1 on attack rolls and saves against fear.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Charm Person: Makes one person your friend.
Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.
Command: One subject obeys selected command for 1 round.
Disguise Self: Changes your appearance.
Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Entropic Shield: Ranged attacks against you have 20% miss chance.
Expeditious Retreat: Your speed increases by 30 ft.
Feather Fall: Objects or creatures fall slowly.
Grease: Makes 10-ft. square or one object slippery.
Hypnotism: Fascinates 2d4 HD of creatures.
Jump: Subject gets bonus on Jump checks.
Magic Aura: Alters object's magic aura.
Obscuring Mist: Fog surrounds you.
Reduce Person: Humanoid creature halves in size.
Sanctuary: Opponents can't attack you, and you can't attack.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
Tasha's Hideous Laughter: Subject loses actions for 1 round/level.
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.

2nd-Level Jester Spells

Alter Self: Assume form of a similar creature.
Blur: Attacks miss subject 20% of the time.
Darkvision: See 60 ft. in total darkness.
Daze Monster: Living creature of 6 HD or less loses next action.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Find Traps: Notice traps as a rogue does.
Fog Cloud: Fog obscures vision.
Fox's Cunning: Subject gains +4 Int for 1 min./level.
Glitterdust: Blinds creatures, outlines invisible creatures.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Levitate: Subject moves up and down at your direction.
Minor Image: As *silent image*, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection: Misleads divinations for one creature or object.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Rope Trick: As many as eight creatures hide in extradimensional space.
Scare: Panics creatures of less than 6 HD.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Spider Climb: Grants ability to walk on walls and ceilings.
Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.
Undetectable Alignment: Conceals alignment for 24 hours.

3rd-Level Jester Spells

Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Displacement: Attacks miss subject 50%.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.
Shrink Item: Object shrinks to one-sixteenth size.
Slow: One subject/level takes only one action/round, –1 to AC, reflex saves, and attack rolls.
Stinking Cloud: Nauseating vapors, 1 round/level.
Suggestion: Compels subject to follow stated course of action.
Tongues: Speak any language.

4th-Level Jester Spells

Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Charm Monster: Makes monster believe it is your ally.
Dimension Door: *Teleports* you short distance.
Fear: Subjects within cone flee for 1 round/level.
Freedom of Movement: Subject moves normally despite impediments.
Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.
Minor Creation: Creates one cloth or wood object.
Polymorph: Gives one willing subject a new form.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Reduce Person, Mass: Reduces several creatures.
Shout: Deafens all within cone and deals 5d6 sonic damage.

5th-Level Jester Spells

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

Command, Greater: As command, but affects one subject/level.
Feeblemind: Subject's Int and Cha drop to 1.
Hold Monster: As *hold person*, but any creature.
Mind Fog: Subjects in fog get –10 to Wis and Will checks.
Persistent Image: As *major image*, but no concentration required.
Seeming: Changes appearance of one person per two levels.

6th-Level Jester Spells

Animate Objects: Objects attack your foes.
Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.
Ethereal Jaunt: You become ethereal for 1 round/level.
Insanity: Subject suffers continuous *confusion*.
Mislead: Turns you invisible and creates illusory double.
Otto's Irresistible Dance: Forces subject to dance.

Mountebank

based on an idea proposed by E. Gary Gygax, Dragon *#65, September 1982*

The mountebank is a trickster allied with the fell powers of the Outer Planes: the herald of a demon prince, a duke of Hell, or a similar power. Some mountebanks seek out such an alliance, their thirst for power blotting out any fears they might have of eternal damnation or servitude. Other mountebanks are opportunists forced to embrace an infernal pact for lack of any better options. In any case, the mountebank is a master trickster who derives power from her link to a dark master.

Mountebanks excel at manipulating others with careful lies, ruses, and other stratagems. Their connection to the dark powers allows them to generate magical effects that normally require extensive arcane training and skill to create. Their hypnotic gaze can leave even the stoutest warriors vulnerable to attack, while their magical talents make them almost impossible to trap. Mountebanks thrive on swindling the trusting, stealing from those who use their wealth to help others, and doing whatever else they can to spread misery. Some mountebanks fight against the temptation to do evil. These brave souls strike a bargain with evil and try to turn it against their foul masters. Few of them succeed.

Adventures: Most mountebanks adventure out of a pure sense of greed. They ally with other adventurers only to have a stable of useful dupes to shield them from harm. When the going gets rough, the mountebank saves her own life. The more marks between her skin and her enemies, the better.

Mountebanks who seek to betray their infernal bargain usually work alone, but sometimes they find a small group of allies who grow to become their friends. These mountebanks walk a lonely road, but in trusted allies they might find the strength needed to sunder their bonds to evil.

Characteristics: A mountebank derives strength from her cunning and her infernal pact. She can produce magical effects to trick others with the dark power invested in her soul. The mountebank also has several abilities similar to a rogue's. She has a wide variety of skills, she can disarm even magical traps, and she can strike with deadly accuracy against an opponent ill-prepared for her attack.

Alignment: Mountebanks are never good. The dark powers never invest their might in one who could blatantly turn it against them. Evil mountebanks are marauders who care only for their own needs. They loot, kill, assassinate, and deceive others as it pleases them. Most neutral mountebanks have similar attitudes, although they might not harm others from a sense of joy but rather for the sake of necessity. Mountebanks who struggle against their fate are almost always neutral.

Religion: Mountebanks generally enter pacts with demonic or infernal powers. Having been exposed to such creatures, they rarely pray to other deities. Baalzebul, Graz'zt, Mammon, Mephistopheles, and Orcus most likely serve as patrons to a mountebank. A few evil deities, such as Vecna and Iuz, also strike bargains with them.

Background: Mountebanks arise in a wide variety of circumstances. Some reach out to the dark powers as part of their initiation into an evil cult, while others learn to forge their pact from a more powerful mountebank, one who seeks out and recruits new fodder for her master. In some cases—particularly in the case of a neutral person—a deity, devil, or demon tempts a mortal who faces a great danger with the powers of a mountebank. Baalzebul in particularly enjoys corrupting the innocent and desperate to the mountebank's path.

Races: Humans and half-elves most often become mountebanks. Humans are ambitious and daring enough to take up such an offer. Half-elves, suspended between two distinct cultures, might turn to the mountebank's path due to the resentment both halves of their heritage display. While half-orcs are outcasts to an even greater degree, their poor charisma and tendency toward direct action make them poorly suited to this role. Dwarves, elves, halflings, and gnomes produce few mountebanks, and typically only from among the deviants and criminals in their midst.

Other Classes: Mountebanks trust no one and see all others in terms of their utility. Friendship is almost utterly alien to them. They particularly hate paladins, both because they are champions of good and because paladins can sense the evil that dwells in a mountebank's heart.

Role: Mountebanks are scouts, diplomats, and tricksters at their best when they support their allies in combat. Most mountebanks prefer to let others shoulder the risks while they collect the rewards.

Game Rule Information

Mountebanks have the following game statistics.

Abilities: Charisma is the mountebank's most important ability, as it aids in the use of her infernal talents. Dexterity aids a mountebank's primary skills, such as Hide and Sleight of Hand. Intelligence grants her extra skill, thus expanding her abilities.

Alignment: Any non-good.

Hit Die: d6.

Class Skills

The mountebank's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (the planes) (Int), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Tumble (Dex), and Use Magic Device (Cha).

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

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the mountebank.

Weapon and Armor Proficiency: A mountebank is proficient with all simple weapons and light armor, but not with any shields.

Beguiling Stare (Su): As a standard action, the mountebank can stare into her target's eyes and attempt to hypnotize him through the force of her infernal gaze. The target of this ability must make a Will save (DC 10 + 1/2 mountebank's level + mountebank's Cha modifier). If this save fails, the target becomes beguiled until the end of the mountebank's next turn. The mountebank can use this ability at will, but she cannot attempt to use it against a single target more than once per day.

A beguiled character loses his Dexterity bonus to Armor Class. He also suffers a –2 penalty on all Will saves and a –5 penalty on all Sense Motive checks. The mountebank's infernal power overwhelms the target's mind, leaving his thoughts foggy and his body leaden. If the mountebank's target succeeds in his save, he has no knowledge of the mountebank's attempt to beguile him unless he makes a DC 20 Knowledge (the planes) check. In the target's mind, he merely stared into her eyes for a moment.

Beguiling stare is a mind-affecting ability.

Bonus Language: The mountebank gains either Abyssal or Infernal as a bonus language to better communicate with her sinister masters.



illustrated by Brom

TABLE 2–7: THE MOUNTEBANK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Beguiling stare, bonus language, mark of damnation, trapfinding
2nd	+1	+0	+3	+0	Deceptive attack +1d6
3rd	+2	+1	+3	+1	Infernal patron, mass beguile
4th	+3	+1	+4	+1	Infernal guise
5th	+3	+1	+4	+1	Disguise the soul's aspect
6th	+4	+2	+5	+2	Deceptive attack +2d6
7th	+5	+2	+5	+2	
8th	+6/+1	+2	+6	+2	Infernal defense
9th	+6/+1	+3	+6	+3	
10th	+7/+2	+3	+7	+3	Deceptive attack +3d6, infernal jaunt
11th	+8/+3	+3	+7	+3	
12th	+9/+4	+4	+8	+4	Infernal influence
13th	+9/+4	+4	+8	+4	
14th	+10/+5	+4	+9	+4	Deceptive attack +4d6
15th	+11/+6/+1	+5	+9	+5	Sudden strike
16th	+12/+7/+2	+5	+10	+5	Infernal escape
17th	+12/+7/+2	+5	+10	+5	
18th	+13/+8/+3	+6	+11	+6	Deceptive attack +5d6
19th	+14/+9/+4	+6	+11	+6	
20th	+15/+10/+5	+6	+12	+6	Aspect of the damned, infernal deception

Mark of Damnation: A mountebank pledges her soul to an infernal power, be it a demon, devil, or similar baleful lord. When the mountebank dies, her soul is consigned to her master. Any attempt to return her to life has a chance of failure, as the mountebank's master determines the fate of her soul. The mountebank must make a DC 25 Bluff or Diplomacy check (her choice) to return to the living. She gains a bonus on this check equal to half her mountebank level, as the dark lords of the Outer Planes prefer to let their more accomplished and skilled pawns return to the Material Plane to wreak further misery.

Trapfinding: Mountebanks can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Mountebanks can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A mountebank who beats a trap's DC by 10 or more with a Disable Device check can study the trap, figure out how it works, and bypass it without disarming it.

Deceptive Attack: If a mountebank of at least 2nd level can lull an opponent into dropping his defenses, she can make a sudden, devastating strike.

The mountebank's attack deals extra damage against any target that is beguiled (as per the mountebank's beguiling stare ability) or against targets that she successfully feints. This extra damage is 1d6 at 2nd level, and it increases by 1d6 every four mountebank levels thereafter. The mountebank never multiplies deceptive attack damage on a successful critical hit. The mountebank cannot use this ability with ranged weapons, nor can she use it to deal nonlethal damage.

This bonus damage applies against all creatures, even those immune to critical hits or sneak attacks. The speed and sudden nature of the mountebank's attack allows her to make a telling blow, rather than a strike against a specific spot in her opponent's anatomy.

Infernal Patron (Su): Owing to her close connection to an infernal patron or similar, sinister master, the mountebank can channel the energies of the Lower Planes to aid her in clouding the minds of others. In a manner similar to how a cleric calls upon the power of his deity the mountebank turns to her master for aid. She can call upon her patron's aid a number of times per day equal to 1/2 her mountebank level + Charisma modifier. Channeling this energy and using it to power her abilities is a standard action. The mountebank gains the ability to use this power in a number of different ways.

Mass Beguile (Su): At 3rd level, the mountebank can use her infernal patron ability to cloud the minds of her enemies. She channels her power into a 30-foot burst, with a range of 100 feet + 10 feet per mountebank level. All creatures within this area must make Will saves (DC 10 + 1/2 mountebank's level + mountebank's Cha modifier). Creatures that fail this save are beguiled for a

number of rounds equal to the mountebank's Charisma bonus, with a minimum of 1 round. This power affects only those creatures with Hit Dice less than or equal to the mountebank's level. This is a mind-affecting ability.

Infernal Guise (Sp): By expending one use of her infernal patron ability, the mountebank can use *alter self* as a sorcerer with a caster level equal to her mountebank level.

Disguise the Soul's Aspect (Su): Whenever an opponent attempts to use a spell capable of determining or detecting the mountebank's alignment, the mountebank may expend one of her daily infernal patron uses to make a Charisma check opposed by the Sense Motive of the person attempting to discern her alignment. If she succeeds, she picks the alignment that the caster detects. In some cases, this might lead the caster to detect nothing. For example, Abelard the paladin attempts to use *detect evil* on the area occupied by Joreena the mountebank. Joreena's Charisma check beats Abelard's, and she decides to detect as lawful good. Thus, Abelard's ability does not detect her.

After making a successful Charisma check, the mountebank foils that specific opponent's attempts for 24 hours. If her check fails, the mountebank cannot make another opposed check against that target for 24 hours.

Infernal Defense (Sp): The mountebank can call upon her foul patron to protect her from attacks. By expending one of her uses of her infernal patron ability, the mountebank can use *displacement* upon herself as a sorcerer with a caster level equal to her mountebank level.

Infernal Jaunt (Sp): By expending one of her uses of her infernal patron ability, the mountebank can slide through planar space in a manner similar to a *dimension door*. She can use this ability to travel a total of 10 feet + 5 feet per mountebank level. She activates this ability as a move action and may take her other actions as normal after arriving at her destination. When the mountebank uses this ability, she disappears and re-appears in a small puff of brimstone.

If the mountebank wears a *cloak of the mountebank,* the cloak adds 100 feet to her daily use of this ability in addition to its normal benefits.

If the mountebank makes a melee attack immediately after using her infernal jaunt ability, she gains the benefits of her deceptive attack damage against her foe.

Infernal Influence (Sp): By expending one of her uses of her infernal patron ability, the mountebank can use *confusion* against a single target (rather than as an area of effect ability). She otherwise uses the spell as a sorcerer with a caster level equal to her mountebank level.

Infernal Escape (Su): By expending two of her uses of her infernal patron ability, the mountebank can use *teleport* as a sorcerer with a caster level equal to her mountebank level, but with one important exception. The mountebank can only use this ability on herself. She cannot transport any other creature except a familiar, if she has one from levels in an appropriate class.

Infernal Deception (Sp): By expending one use of her infernal patron ability, the mountebank can use *mislead* as a sorcerer with a caster level equal to her mountebank level.

Aspect of the Damned: At 20th level the mountebank's soul comes due to her master. She gains the half-fiend template unless already one. Her alignment shifts to evil unless already evil. In any case, she becomes her master's willing thrall. She transports to the Outer Planes and becomes an NPC under the DM's control.

Only a quest to break her pact with her demonic or infernal overlord can free the mountebank from this fate. The exact nature of this quest is left to the DM, but it usually requires a mountebank to defeat her patron or his most powerful minions, render him a great service, or trick him into releasing her from their contract.

Savant

by Vince Garcia, DRAGON *#140, December 1988*

The savant is an adventurous expert, an academic who seeks to expand his knowledge of the world by actively exploring it. Savants learn a little bit of everything. Much of their knowledge comes from striking out into foreign lands and strange cultures. While a sage or other academic relies on sprawling libraries and careful study to expand his knowledge, the savant plunges into the world and uncovers truths long overlooked or lost to the mists of history.

Adventures: Savants see their adventures as the opportunity to expand their knowledge. In battle, a savant observes a creature and takes mental notes on its abilities even as he struggles to defeat it.

Characteristics: The savant learns a little bit of everything. He studies arcane and divine magic, learns how to find and disarm traps, and handles a wide variety of weapons with ease. His deep knowledge and intense learning allow him to aid his allies in a variety of situations. The savant's advice and talents guide and assist his allies.

Alignment: Savants can be of any alignment. Lawful savants seek to catalog the world's knowledge, while chaotic savants study whatever lore happens to come across their paths. Evil savants believe knowledge is power, jealously guarding their lore and considering others their bumbling, intellectual inferiors. Good savants seek to broaden the world's knowledge. They wish to improve the good of all by uncovering forgotten lore and bringing enlightenment to the masses.

Religion: Some savants see the deities as another subject of study worthy of impartial, careful study. Thus, they prefer to avoid any attachments to one specific



illustrated by Dave McClellan

SKILL ASSISTANCE EXAMPLE

Delephon the savant, Abelard the paladin, and Esmeralda the sorcerer attempt to sneak past a group of orc guards. Neither Abelard nor Esmeralda has ranks in Move Silently. Luckily, Delephon has chosen that skill for his skill assistance ability. Delephon has 8 ranks in Move Silently. He makes one d20 roll for his Move Silently check and the checks for his two companions. The die's result is 12. Delephon resolves his Move Silently check as normal using that roll. His companions resolve their Move Silently checks as if they had 8 ranks in the skill (just like Delephon) and rolled a 12 on the d20, the result of Delephon's roll, to make the skill check. Abelard has a Dexterity of 8 (–1) and wears full plate (armor check penalty –6). Thus, his total Move Silently result is 13 (Delephon's 8 ranks + 12 result on the d20 –1 Dex –6 armor). Esmeralda has a 14 Dexterity (+2) and wears no armor. Her total result is 22 (Delephon's 8 ranks + 12 result on the d20 +2 Dex).

deity. Other savants see their quest for knowledge as religious in nature. Good and neutral savants with this attitude tend to worship Boccob, while evil savants revere Vecna.

Background: Becoming a savant is a difficult task akin to training to become a wizard. Savants spend long years in an apprenticeship, usually at a major library, monastery, or similar center of learning. Once a savant completes his training, he must set on out his own to begin his academic research. Many savants return to the place where they first trained to present their findings in hopes of increasing their stature and renown. A savant who uncovers new lore or makes a major intellectual discovery wins tremendous respect from his peers. Feuds among savants who research similar areas are common, and some evil savants resort to trickery and murder to advance their work at the expense of their rivals.

Savants tend to identify themselves by the academy where they studied. Each academy has a unique identity among savants. The Library at Atheneus might be known for studying planar phenomenon, while the Velden Collegium produces the finest historians in the world. Rivalries and competitions between these academies are both common and intense.

Races: Humanity's innate ambition and curiosity produces many savants, and some of the most prestigious savant academies lie within human lands. Elves see savants as keepers of their racial lore, but their flighty, light-hearted nature means that few elves take on the rigors of the class. Dwarves and gnomes, on the other hand, have a strong tradition of hard work, invention, and toil and produce a relatively large number of savants. Dwarven savant academies are located in

remote mountain strongholds where the savants carve their knowledge into metal plates mounted within enormous caverns, preserving it forever. Halflings and half-orcs rarely become savants. The halflings' nomadic lifestyle makes their culture ill-suited to produce and support large, formal institutions of learning. Most halfling savants study under an elderly, revered master who passes his lore to the next generation. Half-orcs, with their poor intellectual abilities, rarely have the patience or desire to become savants.

Other Classes: Savants find all of the other classes intriguing, as they see in each a unique talent worthy of study and even emulation. In particular, they see bards as fonts of myths, stories, news, and rumor. Savants appreciate a wizard's study and research of arcane matters, while they see sorcerers as enigmas waiting to be solved. Of all the classes, savants are the most likely to see themselves as members of a team made stronger for its diversity.

Role: The savant is a jack-of-all-trades. His mastery of a wide range of lore, from arcane and divine magic to the secrets of defeating traps, makes him useful in almost any situation. However, savants lack other, more focused classes' mastery of magic and combat. They are excellent support characters, particularly since their unique talent with skills allows them to mask their allies' shortcomings.

Game Rule Information

Savants have the following game statistics.

Abilities: Intelligence determines the savant's ability to use his skill talents. Dexterity aids his ability to avoid attackers, while a good Constitution allows him to continue granting his benefits to his allies despite injuries.

Alignment: Any.

Hit Die: d8.

Class Skills

The savant counts all skills as class skills.

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

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the savant.

Weapon and Armor Proficiency: A savant is proficient with all simple and martial weapons. Savants are proficient with light armor and all shields save for the tower shield.

Academic Lore: The savant studies a wide variety of disciplines, from the physiology and lore of plants to the genealogy of ancient noble lines. The savant may make a special academic lore check with a bonus equal to his savant level + his Intelligence modifier to see whether he knows some relevant information about a particular situation, person, item, historical event, or other subject. If the savant fails this check, he must gain at least one level in this class before attempting to use this ability to answer the specific question again.

If the savant has ranks in a Knowledge skill relevant to the situation, he can use both this ability and his normal Knowledge check to answer the same question. A failure with one method has no effect on his attempt with the other. If both checks fail, he cannot attempt another Knowledge or academic lore check on that particular subject until he gains a level in savant or rank in the appropriate Knowledge skill. For example, Delephon the 3rd-level savant has 6 ranks in Knowledge (engineering). He inspects an old ruin to determine if it is structurally sound. His Knowledge (engineering) check fails. He then attempts to use his academic lore ability and succeeds.

Skill Assistance: The savant's broad range of talents and insights into dozens of areas of knowledge grant him the ability to lend his knowledge to others. If,

TABLE 2–8: SAVANT ARCANE SPELL PROGRESSION

Level	1st	2nd	3rd	4th
5th	0	—	—	—
6th	0	—	—	—
7th	1	—	—	—
8th	1	—	—	—
9th	1	0	—	—
10th	1	0	—	—
11th	1	1	—	—
12th	1	1	0	—
13th	1	1	1	—
14th	1	1	1	—
15th	2	1	1	0
16th	2	1	1	1
17th	2	2	1	1
18th	2	2	2	1
19th	3	2	2	1
20th	3	3	3	2

TABLE 2–9: SAVANT DIVINE SPELL PROGRESSION

Level	1st	2nd	3rd	4th
10th	1	—	—	—
11th	1	—	—	—
12th	1	0	—	—
13th	1	0	—	—
14th	1	1	—	—
15th	1	1	0	—
16th	1	1	1	—
17th	1	1	1	—
18th	2	1	1	0
19th	2	1	1	1
20th	2	2	1	1

TABLE 2–10: THE SAVANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Academic lore, skill assistance (5 feet), trapfinding
2nd	+1	+0	+0	+3	Talent lore
3rd	+2	+1	+1	+3	Sneak attack +1d6
4th	+3	+1	+1	+4	Skill assistance (10 feet)
5th	+3	+1	+1	+4	Arcane lore
6th	+4	+2	+2	+5	
7th	+5	+2	+2	+5	Talent lore
8th	+6/+1	+2	+2	+6	Skill assistance (15 feet)
9th	+6/+1	+3	+3	+6	Sneak attack +2d6
10th	+7/+2	+3	+3	+7	Divine lore
11th	+8/+3	+3	+3	+7	
12th	+9/+4	+4	+4	+8	Skill assistance (20 feet), talent lore
13th	+9/+4	+4	+4	+8	
14th	+10/+5	+4	+4	+9	
15th	+11/+6/+1	+5	+5	+9	Sneak attack +3d6
16th	+12/+7/+2	+5	+5	+10	Skill assistance (25 feet)
17th	+12/+7/+2	+5	+5	+10	Talent lore
18th	+13/+8/+3	+6	+6	+11	
19th	+14/+9/+4	+6	+6	+11	
20th	+15/+10/+5	+6	+6	+12	Skill assistance (30 feet)

for example, a savant sees an approaching ogre, he knows how to deliver a swift warning that alerts his allies before the ogre is upon them. If he and his friends must slip into a blackguard's fortress, his intense study of stealth and reconnaissance allows him to mask the clanks of his paladin ally's armor. At 1st level and again at 4th level and every 4 levels thereafter (8th, 12th, and so on), the savant selects a skill from the following list in which he has at least 1 rank: Balance, Climb, Disguise, Hide, Listen, Move Silently, Ride, Spot, and Swim.

The savant can choose to replace an ally's skill attempt with his own efforts. Rather than make a skill check, the ally can use the result of a special check made with a bonus equal to the savant's skill ranks + the ally's ability score modifier, armor check penalty (if any), and other modifiers. In effect, the ally replaces her ranks in the particular skill with those of the savant and adds all other modifiers as normal. The savant makes the d20 roll on this check in secret (although the DM can ask to see it) and cannot take 10 or take 20.

The savant can replace the skill checks of a number of allies equal to his Intelligence modifier. The allies must be within 5 feet of the savant at 1st level. This range increases by 5 feet each time the savant chooses a new skill to gain the benefits of this ability (up to 30 feet at 20th level).

A target of this ability must choose whether to use the savant's result or make his own, and he must choose before he knows the savant's die roll. In any case, the targets of this ability never use their own ranks in addition to the savant's ranks. They must either make a check as normal or substitute the savant's ranks and die result for their own.

The savant cannot use this ability if his allies wish to make a skill check as part of an attempt to aid another's check.

Trapfinding: Savants can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Savants can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A savant who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it without disarming it.

Talent Lore: The savant gains a bonus feat at 2nd level and every five levels thereafter. His intense studies and wide range of training grant him access to specialized abilities and talents.

Sneak Attack: Beginning at 3rd level, if a savant can catch an opponent unable to defend itself effectively from his attack, he can strike a vital spot for extra damage.

The savant's attack deals extra damage any time his target would be denied a Dexterity bonus to AC

(whether the target actually has a Dexterity bonus or not), or when the savant flanks his target. This extra damage is 1d6 at 3rd level, and it increases by 1d6 every six savant levels thereafter. The savant never multiplies sneak attack damage on a successful critical hit.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a savant can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual 8–4 penalty.

A savant can sneak attack only living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The savant must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A savant cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Arcane Lore: Savants study magic with the same curiosity and intellectual rigor they use to approach other topics. Through an understanding of the basic theories of magic, the savant learns to cast a limited number of arcane spells.

At 5th level the savant gains access to arcane spells as shown on Table 2–8. The savant must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, a savant must have an Intelligence of at least 10 + the spell's level. The DC for a saving throw against a savant's arcane spell is 10 + the spell's level + the savant's Intelligence modifier.

Like other spellcasters, a savant can cast only a certain number of spells of each level per day. His base allotment of spells is given below. In addition, the savant receives bonus arcane spells if he has a high Intelligence score.

At 5th level, the savant chooses two spells from his lists that he has acquired through research and diligent study. Each level afterward, he selects two more arcane spells from the savant arcane spell list. The savant cannot select spells from a given level until he is high enough level to cast them.

The savant must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour in study. While studying, the savant decides which spells to prepare. The savant does not need a spellbook or similar item. Instead, he focuses on the arcane lore he has learned and sorts through his notes.

If the savant has a 0 listed for a spell level, he adds his bonus spells for a high Intelligence as normal to determine the number of spells he can cast each day. If after applying this modifier the result is still 0, the savant cannot cast spells of that level. When selecting his two new spells, he cannot choose them from that level's list. A 5th- or 6th-level savant who lacks the Intelligence score needed to gain a bonus 1st-level spell does not choose any spells.

Divine Lore: At 10th level, the savant's broad range of study and research allows him to unlock the secrets of divine magic. He learns to manipulate deific energy and use it to cast spells much like a cleric.

At 10th level the savant gains access to divine spells as shown on Table 2–9. The savant must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, a savant must have a Wisdom of at least 10 + the spell's level. The DC for a saving throw against a savant's divine spell is 10 + the spell's level + the savant's Wisdom modifier.

Like other spellcasters, a savant can cast only a certain number of spells of each level per day. His base allotment of spells is given below. In addition, the savant receives bonus divine spells if he has a high Wisdom score.

The savant gains divine spells in the same manner as arcane ones. At 10th level, he learns two new divine spells from the savant divine list. Each level thereafter he gains two additional divine spells. He must be high enough level to cast a spell before he can select it. If the savant has a 0 listed for a spell level, he can cast and gain new spells of that level if his Wisdom score is high enough to grant him bonus spells of that level.

The savant chooses and prepares his divine spells at the same time as his arcane ones. After 8 hours of rest, he needs 1 hour of meditation and study to prepare both sets of spells.

The savant cannot use his arcane spell slots to prepare divine spells and vice versa. Keep track of the two sets of spells separately.

SAVANT SPELLS

1st-Level Arcane Savant Spells

Alarm: Wards an area for 2 hours/level.
Comprehend Languages: You understand all spoken and written languages.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Detect Undead: Reveals undead within 60 ft.
Disguise Self: Changes your appearance.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your speed increases by 30 ft.
Feather Fall: Objects or creatures fall slowly.
Grease: Makes 10-ft. square or one object slippery.
Hold Portal: Holds door shut.
Identify: Determines properties of magic item.
Jump: Subject gets bonus on Jump checks.
Mount: Summons riding horse for 2 hours/level.

Shield: Invisible disc gives +4 to AC, blocks *magic missiles.*
True Strike: +20 on your next attack roll.
Unseen Servant: Invisible force obeys your commands.

2nd-Level Arcane Savant Spells

Alter Self: Assume form of a similar creature.
Arcane Lock: Magically locks a portal or chest.
Darkvision: See 60 ft. in total darkness.
Detect Thoughts: Allows "listening" to surface thoughts.
False Life: Gain 1d10 temporary hp +1/level (max +10).
Glitterdust: Blinds creatures, outlines invisible creatures.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Locate Object: Senses direction toward object (specific or type).
Melf's Acid Arrow: Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
See Invisibility: Reveals invisible creatures or objects.
Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.
Whispering Wind: Sends a short message 1 mile/level.

3rd-Level Arcane Savant Spells

Arcane Sight: Magical auras become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Flame Arrow: Arrows deal +1d6 fire damage.
Illusory Script: Only intended reader can decipher.
Phantom Steed: Magic horse appears for 1 hour/level.
Secret Page: Changes one page to hide its real content.
Sepia Snake Sigil: Creates text symbol that immobilizes reader.
Shrink Item: Object shrinks to one-sixteenth size.
Sleet Storm: Hampers vision and movement.
Tongues: Speak any language.

4th-Level Arcane Savant Spells

Arcane Eye: Invisible floating eye moves 30 ft./round.
Detect Scrying: Alerts you of magical eavesdropping.
Dimension Door: *Teleports* you a short distance.
Dimensional Anchor: Bars extradimensional movement.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Locate Creature: Indicates direction to familiar creature.
Minor Creation: Creates one cloth or wood object.
Mnemonic Enhancer: Prepares extra spells or retains one just cast.
Remove Curse: Frees object or person from curse.
Scrying: Spies on subject from a distance.

1st-Level Divine Savant Spells

Bane: Enemies take –1 on attack rolls and saves against fear.
Bless: Allies gain +1 on attack rolls and saves against fear.
Comprehend Languages: You understand all spoken and written languages.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.
Endure Elements: Exist comfortably in hot or cold environments.
Entropic Shield: Ranged attacks against you have 20% miss chance.
Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Sanctuary: Opponents can't attack you, and you can't attack.
Shield of Faith: Aura grants +2 or higher deflection bonus.

2nd-Level Divine Savant Spells

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.
Augury: Learns whether an action will be good or bad.
Calm Emotions: Calms creatures, negating emotion effects.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Gentle Repose: Preserves one corpse.
Make Whole: Repairs an object.
Shield Other: You take half of subject's damage.
Zone of Truth: Subjects within range cannot lie.

3rd-Level Divine Savant Spells

Create Food and Water: Feeds three humans (or one horse)/level.
Helping Hand: Ghostly hand leads subject to you.
Invisibility Purge: Dispels *invisibility* within 5 ft./level.
Locate Object: Senses direction toward object (specific or type).
Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.
Magic Vestment: Armor or shield gains +1 enhancement per four levels.
Speak with Dead: Corpse answers one question/two levels.
Water Breathing: Subjects can breathe underwater.

4th-Level Divine Savant Spells

Discern Lies: Reveals deliberate falsehoods.
Divination: Provides useful advice for specific proposed actions.
Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.
Freedom of Movement: Subject moves normally despite impediments.
Sending: Delivers short message anywhere, instantly.
Tongues: Speak any language.

Sha'ir

by Dean Poisso, DRAGON #315, January 2004

The traders speak of a distant land where genies walk the streets, where princes fly upon carpets, and where desert winds sing promises of earthly delights. Even the most skeptical adventurer realizes that a nation of vast power lies somewhere across the seas, and that its civilization was old before recorded history began. This quixotic land, where fate determines the fortunes of the most tyrannical desert princes and the humblest of beggars, calls out to those who would learn its secrets.

The enigmatic sha'irs are the sages of this mysterious land—the primary arbiters between the immensely powerful geniekind and the mortal natives. Feared for their mysterious ways, the sha'irs are also revered by the people. Some of the most powerful caliphs employ these respected spellcasters as advisors.

Steeped in ancient lore, the sha'irs enjoy a cultural acceptance of their sorcerous power that is found nowhere else in the world. The chief reason for this appreciation of sha'irs is that their exquisite finesse allows them to parley with the ancient, powerful forces of the desert. In fact, genies forced to deal with mortals often refuse to interact with anyone other than a sha'ir.

A sha'ir could find his way into a traditional campaign in a number of ways. An angry genie could use a powerful spell to send him across the cosmos, or a curious sha'ir might travel across land and sea to visit distant regions of your campaign world. Between commerce, diplomacy, or even war, the sha'ir's arcane traditions could slowly filter across the world. The sha'ir's magical tradition could even originate on a different plane and make its way to your world via planar travel.

Adventures: Sha'irs adventure for many of the same reasons as wizards and sorcerers. They might seek to test their spellcasting talent in the field, as study and practice in the safety of civilized lands lacks a certain edge they seek. Other sha'irs might seek out ancient relics, particularly those relating to genies and their kind. Sha'irs tend to prefer to travel with other adventurers, particularly fighters, barbarians, and other skilled combatants. Their magic is flexible, but it takes them some time to gather a specific spell.

Characteristics: A sha'ir is a skilled spellcaster who, with the help of his elemental familiar, can gain access to almost any arcane spell and many divine ones. The sha'ir's familiar, known as a gen, searches the elemental planes for knowledge of a spell and then returns to its



illustrated by Dave McClellan

TABLE 2–11: THE SHA'IR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon gen familiar	4	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		5	3	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Recognize genie works	5	3	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		5	4	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Elemental protection	5	4	3	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		5	4	4	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Call janni	5	5	4	3	1	—	—	—	—	—
8th	+4	+2	+2	+6		5	5	4	4	3	—	—	—	—	—
9th	+4	+3	+3	+6	Elemental travel (1/day)	5	5	5	4	3	1	—	—	—	—
10th	+5	+3	+3	+7		5	5	5	4	4	3	—	—	—	—
11th	+5	+3	+3	+7	Call genie	5	5	5	5	4	3	1	—	—	—
12th	+6/+1	+4	+4	+8		5	5	5	5	4	4	3	—	—	—
13th	+6/+1	+4	+4	+8	Craft genie prison	5	5	5	5	5	4	3	1	—	—
14th	+7/+2	+4	+4	+9		5	5	5	5	5	4	4	3	—	—
15th	+7/+2	+5	+5	+9	Elemental travel (2/day)	5	5	5	5	5	5	4	3	1	—
16th	+8/+3	+5	+5	+10		5	5	5	5	5	5	4	4	3	—
17th	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	4	3	1
18th	+9/+4	+6	+6	+11	Elemental travel (at will)	5	5	5	5	5	5	5	4	4	3
19th	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	4	4
20th	+10/+5	+6	+6	+12		5	5	5	5	5	5	5	5	5	5

master. While a sha'ir can thus use almost any spell he has seen or learned about, it takes at least a few moments for his gen to retrieve it for him.

In addition to his abilities with spells, the sha'ir excels at dealing with geniekind and elemental powers. Since his magic relies on traffic with the elemental planes, he gains immunity to some forms of damage and the ability to travel to different planes.

Alignment: Sha'irs are drawn from a wide range of alignments. In their native lands, their magical practices are as common as the sorcerer and wizard's abilities in the standard D&D setting.

Religion: Sha'irs tend to revere deities of magic, elemental powers, and knowledge. Chances are—if the sha'ir originates from a land far from the core realms of your campaign setting—he prays to deities that are unknown to the other members of the party.

Background: A sha'ir's background is similar to a wizard's. Sha'irs learn their talents from masters and must work as apprentices for many long years before they attain spellcasting ability.

Races: The common races for sha'irs depends on the campaign setting you use. The sha'ir has a strong Arabian flavor. In GREYHAWK, the Baklunish folk provide a logical match for this class. In other campaign settings, the closest analog to mythical Arabia provides the best source for the sha'ir. The sha'ir's close connection to the elemental planes also makes it a good match for outsiders, such as tieflings, genasi, and aasimars.

Other Classes: Sha'irs sometimes see wizards and sorcerers as rivals. They feel their magic is superior to other arcane casters because of their flexibility. A clever sha'ir always has the right spell for any situation. He is never forced to prepare his spells ahead of time or rely on the talents he inherited from his forefathers.

Sha'irs appreciate other characters, particularly fighters and rogues, for the talents they lend to an adventuring group. Sometimes a sha'ir needs a few moments to recover the perfect spell to defeat an enemy. While the sha'ir waits for his gen to return with the spell, he needs his friends to keep him safe.

Role: The sha'ir provides arcane casting ability to the party. His ability to recall a wide variety of spells makes him the most flexible of casters, but this ability is sometimes unreliable and slow. He works best with rogues, monks, and other scouts who can uncover trouble and give the sha'ir and his gen time to find the right spells for the job.

GAME RULE INFORMATION

Sha'irs have the following game statistics.

Abilities: Charisma determines how powerful a spell a sha'ir can cast, how many spells he can cast per day, and how hard those spells are to resist. Like a wizard, a sha'ir also benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d4.

TABLE 2–12: SHA'IR SPELLS KNOWN

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

Class Skills

The sha'ir's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the sha'ir.

Weapon and Armor Proficiency: Sha'irs are proficient with all simple weapons, but not with any type of armor or shield. Armor of any type interferes with a sha'ir's arcane gestures, which can cause his spells with somatic components to fail.

Spells: A sha'ir's spells must be retrieved from the elemental planes by his familiar, an outsider called a gen. Once retrieved, a spell remains set in the sha'ir's memory, like a wizard's prepared spell, until cast or until a number of hours pass equal to the sha'ir's class level. A sha'ir is capable of extraordinarily versatile spellcasting because he can use arcane spells as well as a limited selection of divine spells. A sha'ir's familiar can retrieve any spell on the sorcerer/wizard spell list, plus any spell from the Air, Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, and Water domain spell lists. Even though the sha'ir has access to certain domain spells, he gains no other benefit of the cleric class, including the granted powers of those domains.

To learn or cast a spell, a sha'ir must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sha'ir's spell is 10 + spell level + the sha'ir's Cha modifier.

Like other spellcasters, a sha'ir can cast only a certain number of spells of each spell level per day. In addition, he receives bonus spells per day if he has a high Charisma score.

A sha'ir begins play knowing five 0-level spells and three 1st-level spells of his choice. (Unlike spells per day, the number of spells a sha'ir knows is not affected by his Charisma score.) These new spells may be common spells chosen from the sorcerer/wizard spell list or the appropriate domain spell list.

A sha'ir decides what spell might be useful and sends out his familiar to retrieve it from the elemental planes. To do this, the sha'ir must summon his gen and tell it the name of the spell he seeks. The gen immediately *plane shifts* to seek the spell in the elemental planes.

The gen's success in finding the desired spell depends on the following parameters.

- Arcane Spell Known: To retrieve an arcane spell that the sha'ir can normally cast (that is, one within his Spells Known repertoire), the gen must search for a number of rounds equal to 1d4 + the spell level.

GEN FAMILIARS

A gen is an outsider similar to a genie, but much smaller and far less powerful. Like genies, gens are native to the various elemental planes.

Combat

All gens have certain traits in common. They prefer to avoid combat, a task that is easy for them since they can travel to the elemental planes at will and survive equally well in any of them.

Elemental Endurance (Ex): A gen can survive on the elemental planes like a native. On the Elemental Plane of Fire, a gen is immune to fire damage. On the Elemental Plane of Water, a gen can breathe water and has a swim speed equal to its fly speed (gaining the normal +8 racial bonus on Swim checks). On the Elemental Plane of Earth, a gen has a burrow speed equal to its land speed, leaving no tunnel or sign of its passage as though it has the earth glide ability of a xorn (see the *Monster Manual*).

Elemental Travel (Sp): A gen can *plane shift* at will to any of the Elemental Planes or from any elemental plane to the Material Plane. This ability transports the gen only. It is otherwise identical to the *plane shift* spell (caster level 13th).

Fetch Spells (Ex): A gen can find and deliver spells to a sha'ir from the elemental planes. The time required depends upon the spell, as given in the sha'ir description.

AIR GEN

Tiny Outsider (Air, Extraplanar)
Hit Dice: 1d8+1 (5 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 70 ft. (perfect)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple: +1/–9
Attack: Slam +5 melee (1d2–2)
Full Attack: 2 slams +5 melee (1d2–2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Air mastery, darkvision 60 ft., elemental endurance, fetch spells, immunity to electricity, elemental travel, vulnerability to acid
Saves: Fort +3, Ref +4, Will +4
Abilities: Str 7, Dex 14, Con 12, Int 13, Wis 15, Cha 10
Skills: Concentration +5, Escape Artist +6, Hide +12, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +4, Search +5, Spellcraft +5, Spot +4, Survival +6
Feats: Combat Casting[B], Weapon Finesse
Environment: Any elemental plane
Organization: Solitary
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often chaotic good
Advancement: 2–3 HD (Tiny); 4–6 HD (Small)
Level Adjustment: —

This creature resembles a pale-skinned humanoid surrounded by misty vapors.

Air gens often dwell on the Elemental Plane of Air. Thought to be related to the djinn, they are often found within djinn cities, although they travel almost constantly.

Air gens speak Common and Auran.

Combat

Air gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Air Mastery (Ex): An airborne creature takes a –1 penalty on attack and damage rolls against an air gen.

- Arcane Spell Unknown: The sha'ir can cast a spell from the sorcerer/wizard list he does not know but has seen the effects of and identified with a successful Spellcraft check. If the sha'ir seeks to cast such an arcane spell, the gen must search for 1d6 minutes + 1 minute per spell level. A spell so retrieved does not become learned or known for the purposes of the gen retrieving it again.
- Divine Spell: Retrieving a divine spell, known or not, takes a gen 1d6 hours + 1 hour per spell level. The gen can retrieve only divine spells from the domains indicated above.

Once a gen is sent out to fetch a spell, it cannot be recalled; it is gone for the duration of the search. To determine its success, the sha'ir must succeed at a DC 20 Diplomacy check, since the gen is acting as a proxy to the elemental powers on behalf of the sha'ir. Modify the sha'ir's Diplomacy check as follows:

- +1 per sha'ir level.
- +2 if the spell is in the Spells Known category (arcane only).
- –2 per level of the desired spell.
- –6 if the spell is an unknown divine spell.
- –1 per increase in level caused by the use of a metamagic feat.
- –2 per attempt after a failed check the gen makes to retrieve the same spell in the same day.

If the sha'ir succeeds at his Diplomacy check the gen reappears within 5 feet of its master and imparts to him the power to cast the spell. If the check fails,

EARTH GEN

Tiny Outsider (Earth, Extraplanar)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class: 16 (+2 size, +1 Dex, +3 natural), touch 13, flat-footed 15
Base Attack/Grapple: +1/–8
Attack: Slam +4 melee (1d2–1)
Full Attack: 2 slams +4 melee (1d2–1)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., earth mastery, elemental endurance, fetch spells, immunity to acid, elemental travel, vulnerability to electricity
Saves: Fort +3, Ref +3, Will +4
Abilities: Str 9, Dex 12, Con 12, Int 13, Wis 15, Cha 10
Skills: Concentration +5, Escape Artist +6, Hide +11, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +3, Search +5, Spellcraft +5, Spot +4, Survival +6
Feats: Combat Casting[B], Weapon Finesse
Environment: Any elemental plane
Organization: Solitary
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often chaotic evil
Advancement: 2–3 HD (Tiny); 4–6 HD (Small)
Level Adjustment: —

This creature resembles a muscular, dusky-skinned humanoid. Tiny gems stud its skin.

Earth gens usually dwell on the Elemental Plane of Earth. Thought to be related to the dao, they are often found within dao cities, although they travel almost constantly.

Earth gens speak Common and Terran.

Combat

Earth gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Earth Mastery (Ex): An earth gen gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the gen takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

FIRE GEN

Tiny Outsider (Extraplanar, Fire)
Hit Dice: 1d8+1 (4 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple: +1/–9
Attack: Slam +5 melee (1d2–2 plus 1 fire)
Full Attack: 2 slams +5 melee (1d2–2 plus 1 fire)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Heat
Special Qualities: Darkvision 60 ft., elemental endurance, fetch spells, immunity to fire, elemental travel, vulnerability to cold
Saves: Fort +2, Ref +4, Will +4
Abilities: Str 7, Dex 14, Con 10, Int 13, Wis 15, Cha 10
Skills: Concentration +4, Escape Artist +6, Hide +12, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +4, Search +5, Spellcraft +5, Spot +4, Survival +6
Feats: Combat Casting[B], Weapon Finesse
Environment: Any elemental plane
Organization: Solitary
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often neutral evil
Advancement: 2–3 HD (Tiny); 4–6 HD (Small)
Level Adjustment: —

This creature resembles a ruddy-skinned humanoid with hair like crackling flames.

Fire gens can usually be found on the Elemental Plane of Fire. Thought to be related to the efreet, they are often found within efreeti cities, although they travel almost constantly.

Fire gens speak Common and Ignan.

Combat

Fire gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Heat (Ex): A fire gen's red-hot body deals 1 point of extra fire damage whenever it hits in melee, or in each round that it maintains a hold while grappling.

the gen reappears with no spell. A failure by 5 or more results in the gen being detained for an additional 1d4 minutes.

Spells retrieved by the gen remain available to the sha'ir to cast for 1 hour per sha'ir level. If a spell is not used within that time, the power to cast the spell dissipates harmlessly.

At 4th level, and every even-numbered sha'ir level thereafter, a sha'ir may choose to learn a new spell in place of one he already knows. In effect, the sha'ir "loses" an old spell known in exchange for a new one. The new spell's level must be the same as that of the spell for which it is exchanged. A sha'ir may swap one spell at

WATER GEN

Tiny Outsider (Aquatic, Extraplanar, Water)
Hit Dice: 1d8+1 (6 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 60 ft. (perfect), swim 20 ft.
Armor Class: 14 (+2 size, +1 Dex, +1 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/–9
Attack: Slam +4 melee (1d2–2)
Full Attack: 2 slams +4 melee (1d2–2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Amphibious, darkvision 60 ft., elemental endurance, fetch spells, immunity to cold, elemental travel, vulnerability to fire
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 7, Dex 12, Con 14, Int 13, Wis 15, Cha 10
Skills: Concentration +6, Escape Artist +5, Hide +11, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +3, Search +5, Spellcraft +5, Spot +4, Survival +6, Swim +6
Feats: Combat Casting[B], Weapon Finesse
Environment: Any elemental plane
Organization: Solitary
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often chaotic neutral
Advancement: 2–3 HD (Tiny); 4–6 HD (Small)
Level Adjustment: —

This creature resembles a blue-skinned humanoid with hair like waving seaweed.

Water gens often dwell on the Elemental Plane of Water. Thought to be related to the marids, they are often found within marid cities, although they travel almost constantly.

Water gens speak Common and Aquan.

COMBAT

Water gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Amphibious (Ex): Although water gens are aquatic, they can survive indefinitely on land.

any given level and must make the decision at the same time as he gains new spells known for the level.

Metamagic Feats: A sha'ir may use metamagic feats he possesses to modify the spells his gen fetches. The gen simply fetches the spell with the metamagic feats applied. Unlike the sorcerer, the sha'ir does not need to take a full-round action to cast such spells.

Bonus Languages: A sha'ir may substitute Aquan, Auran, Ignan, or Terran for any of the bonus languages available to his race. Sha'irs are expected to have a great deal of contact with elemental entities, and apprentice sha'irs often study the languages that such creatures speak.

Summon Gen Familiar: A sha'ir must obtain a gen familiar (see Gen Familiars) at 1st level. A gen familiar is an intelligent outsider that resembles a small elemental. The creature serves as a companion and servant to the sha'ir. The sha'ir may choose the elemental type of the gen he summons, and its alignment matches his own. The summoning takes 12 hours and consumes raw materials that cost 100 gp.

A gen can retrieve spells for the sha'ir, as indicated above. As the sha'ir advances in level, the gen increases in power similar to the manner that a normal familiar gains power. A gen advances as a normal familiar, gaining all the normal benefits described in the Familiars section on page 52 of the *Player's Handbook*, except that its Intelligence does not increase and it can speak the languages noted in the gen's description (see below). It retains the outsider type.

If a gen familiar dies or is dismissed by the sha'ir, the sha'ir must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sha'ir level; success reduces the loss to one-half that amount. However, a sha'ir's experience point total can never go below 0 as the result of a gen's demise or dismissal. A slain or dismissed gen can be replaced the following day, but since it is an outsider, it cannot be raised from the dead.

A sha'ir with more than one class that grants a familiar may have only one familiar at a time.

Recognize Genie Works: At 3rd level, a sha'ir can recognize the craftsmanship of any item or magical effect created by geniekind. To use this ability, the sha'ir must make a successful DC 20 Knowledge (the planes) check. The sha'ir receives a bonus on this check equal to his sha'ir level.

Elemental Protection: At 5th level, a sha'ir gains resistance to acid 2, cold 2, electricity 2, and fire 2. He also gains damage reduction 2/— against attacks made by any creature with the air, earth, fire, or water subtype. The resistance increases to 4 against the energy type to which his gen is immune (see below), and the damage reduction increases to 4/— against attacks made by creatures of his gen's elemental subtype. He also gains a +2 bonus on all saves against acid-, cold-, electricity-, and fire-based attacks, and this bonus increases to +4 against attacks that deal the energy damage to which his gen is immune.

Call Janni (Sp): A 7th-level or higher sha'ir may call a janni to aid him once per day. This functions as the *lesser planar ally* spell except that the Sha'ir can only

call a janni. The sha'ir must pay the spell's XP cost and bargain with the janni as normal. Caster level is equal to the sha'ir's class level.

Elemental Travel (Sp): At 9th level, a sha'ir can *plane shift* once per day, as the spell, to any of the elemental planes or from any elemental plane to the Material Plane. At 15th level, the sha'ir may use this ability twice per day, and at 18th level, the sha'ir may use this ability at will. Caster level is equal to the sha'ir's class level.

Call Genie (Sp): An 11th-level or higher sha'ir may call any type of genie to aid him once per day. This functions as the *planar ally* spell except that the Sha'ir can only call one dao (see the *Manual of the Planes*), djinni, efreeti, or marid (see the *Manual of the Planes*), or two jann. The sha'ir must pay the spell's XP cost and bargain with the genie or jann as normal. Caster level is equal to the sha'ir's class level.

Craft Genie Prison (Ex): At 13th level, a sha'ir gains the benefit of the Craft Wondrous Item feat, except that he can use it only to create *genie prisons*. A *genie prison* is created in the same way as an *iron flask* and functions identically to that device, except that it can hold only geniekind.

Urban Druid

by James Jacobs, DRAGON *#317, March 2004*

The frenzied surge of a riot, the stately presence of a cathedral, the constant vigilance of the city watch, the slow decay of worm-eaten waterfront buildings—to most, these things are nothing more than the results of civilization, but to a rare few, they represent something more. To these few, the milling of pedestrians in a busy marketplace is akin to the industry of an ant colony. The towering statues erected to honor bygone dynasties are as pure as the mightiest redwood tree. The cobblestone and dirt streets are arteries of life. To these few, civilization represents a powerful force in and of itself, opposed to but not necessarily in conflict with nature. Just as nature has those who venerate and worship its purity and strength, so does the city have its faithful. They tend to be solitary and introverted, despite living in urban environments. They are physically alone but spiritually connected to the secret voices of the city itself. They are the urban druids.

The urban druid knows that each city is, after a fashion, a living organism. Each city has its own personality, its own joys, and its own nightmares. The presence of its citizens are its voice, and the memories of its dead are its soul. The buildings are its bones, the streets its veins, and the protective walls its skin. Its eyes are the market, and its ears the port. Urban druids draw their power from the city and return it tenfold with devotion and faith.

Adventures: Urban druids adventure to gain knowledge (especially about the history and architecture of cities and the ways of their citizens). Unlike the druids of nature, urban druids do not form hierarchical societies. Each is left to her own; when two urban druids meet, they often exchange ideas, lore, and philosophies, but only rarely do they stay together. Urban druids find destruction and entropy to be the most horrifying aspect of the world; anything that can destroy a city is to be hated, feared, and hunted. Undead are particularly reviled for their ability to quickly destroy populations through disease, terror, and negative energy, but dragons and elementals (with their capability to destroy large buildings and swaths of cities with ease) are also hated, and often an urban druid turns to an adventuring life to seek out and slay these terrible foes.

Characteristics: Urban druids cast divine spells in the same way druids do, although they get their spells from the power of the city's spirit rather than from nature. Their spells are oriented toward society and construction. In addition to spells, urban druids gain an increasing array of magical powers, including the ability to change shape into different humanoids and creatures found in urban environments. The most powerful urban druids can transform into objects or even constructs.

Alignment: As with classic druids, urban druids must remain impartial to a certain degree. They must value society and civilization above the individual. As a result, all urban druids must have a neutral component to their alignment. No urban druid is chaotic neutral, since hearing the secret voice of the city requires at least a modicum of organization.

Religion: An urban druid worships the purity of society and the city above all else. Religions are incorporated into this as a whole, although the urban druid finds more to draw power from in the massive cathedrals and huge masses of worshipers than from their deities.

Background: As mentioned above, urban druids are alone in the crowd. They dwell in cities, and although they often visit smaller towns or even travel into the wilderness on a quest, they are only truly at ease in a settlement with a population of no less than 5,000 souls. Often, a neighborhood never realizes that an urban druid dwells in its midst, so secretive and subtle are her workings and goals.

Races: Humans, being industrious and quick to expand and build, have the highest affinity for the calling of the urban druid. Half-elves and half-orcs, often forced to live in large cities where

Illustrated by Dan Scott



TABLE 2–13: THE URBAN DRUID

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	City sense, favored city 1, urban companion	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Crowdwalk	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Alley fighting	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Disease immunity, favored city 2	5	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Urban shape (1/day)	5	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Urban shape (2/day)	5	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5	Urban shape (3/day)	6	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Urban shape (Large), favored city 3	6	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Information network	6	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Urban shape (4/day)	6	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7	Urban shape (Tiny)	6	5	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Urban shape (object), favored city 4	6	5	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	—	6	5	5	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Urban shape (5/day)	6	5	5	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Urban shape (Huge)	6	5	5	5	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Favored city 5, urban shape (animated object 1/day)	6	5	5	5	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10	—	6	5	5	5	5	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Urban shape (6/day, animated object 2/day)	6	5	5	5	5	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	—	6	5	5	5	5	5	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Favored city 6, urban shape (animated object 3/day, Gargantuan)	6	5	5	5	5	5	4	4	4	4

they can rely on the anonymity of the crowd to hide their heritages, also often find themselves answering the secret voice of the city. Elves and gnomes, with their love of nature, are almost never urban druids.

Other Classes: Urban druids share a love of society with the bard and the rogue, and they tend to find the company of these classes the most pleasing. Their devotion to cities and civilization often places them at odds with more rural regions and the wildlands beyond; as a result, they tend to avoid interaction with rangers and druids. Barbarians, with their rash behavior and disdain for civilized life, are the most reviled of the other classes.

Role: As with the standard druid, the urban druid is a versatile character. She can serve as a healer, a warrior, and a diplomat with ease. Her urban companion can also provide valuable melee combat support.

Game Rule Information

Urban druids have the following game statistics.

Abilities: Charisma determines how powerful a spell an urban druid can cast, how many spells she can cast per day, and how hard those spells are to resist. To cast a spell, an urban druid must have a Charisma score of 10 + the spell's level. An urban druid gains bonus spells based on her Charisma. The Difficulty Class of an urban druid's spell is 10 + the spell's level + the urban druid's Charisma modifier. Since several of an urban druid's skills are based on Intelligence and Wisdom, those ability scores are also important to her. Dexterity is important in order to make up for their lack of training with all but the lightest forms of armor.

Alignment: Neutral good, neutral, lawful neutral, or lawful evil.

Hit Die: d8.

Class Skills

The urban druid's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (architecture

and engineering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language, Spellcraft (Int), Survival (Wis).

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

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

Class Features

All of the following are class features of the urban druid.

Weapon and Armor Proficiency: Urban druids eschew most forms of weaponry, preferring to use smaller and faster weapons that don't spread panic by their mere presence. Urban druids are proficient with the following weapons: club, crossbow (any), dagger, quarterstaff, rapier, sap, and short sword. They find armor to be distasteful and rude, and although they are proficient with padded, leather, and studded leather armor, they prefer to wear armor only when adventuring. The DM may allow urban druids to wear other forms of light armor that provide less than a +4 armor bonus as well. Urban druids are proficient with bucklers but no other shields.

An urban druid who wears prohibited armor or carries a prohibited shield is unable to cast urban druid spells or use any of her supernatural class abilities while doing so and for 24 hours thereafter.

Spells: An urban druid casts divine spells, which are drawn from the urban druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. An urban druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the urban druid must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Charisma modifier.

Like other spellcasters, an urban druid can cast only a certain number of spells of each spell level per day. She receives bonus spells per day if she has a high Charisma score. She does not have access to any domain spells or granted powers, as a cleric does.

An urban druid prepares and casts spells the way a cleric does, although she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). An urban druid may prepare and cast any spell on the urban druid spell list, provided she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting: An urban druid can channel stored spell energy into repair spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any repair spell of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

City Sense (Ex): An urban druid gains a +2 bonus on Gather Information and Knowledge (local) checks.

Favored City (Ex): At 1st level, an urban druid must select a favored city. This must be a settlement of at least small town size (*Dungeon Master's Guide*, page 137) or larger that the urban druid has visited, but need not be the city the urban druid currently calls home. As she gains levels, an urban druid may consider additional cities her favored cities.

While within the city limits of one of her favored cities, an urban druid gains a sacred bonus to all Bluff, Diplomacy, Gather Information, and Intimidate checks equal to her Wisdom modifier. In addition, she gains a +2 morale bonus on all Will saving throws.

Urban Companion (Ex): An urban druid begins play with an urban companion selected from the following list: Small animated object, bat, dire rat, rat, cat, dog, riding dog, horse (light or heavy), Medium monstrous centipede, Small monstrous scorpion, Small monstrous spider, mule, owl, pony, raven, snake (Small or Medium viper), warhorse (light). This creature is a loyal companion that accompanies the urban druid on her adventures as appropriate for its kind. A vermin serving as an urban companion has an Intelligence of 1, and its type changes to animal.

A 1st-level urban druid's companion is completely typical for its kind except as noted in the Druid's Animal Companion sidebar on page 36 of the *Player's Handbook*. As the urban druid advances in level, the companion's power increases as shown in that sidebar.

If an urban druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace a companion that has perished.

An urban druid of 4th level or higher may select from alternative lists of creatures (see below). Should she select an urban companion from one of these alternative lists, the creature gains abilities as if the character's urban druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's urban druid level and compare the result with the urban druid level entry on the table in the sidebar on page 36 of the *Player's Handbook* to determine the companion's powers. (If this adjustment would reduce the urban druid's effective level to 0 or lower, she can't have that creature as a companion.)

Any construct that serves an urban druid is spontaneously created by the 24-hour prayer that calls the urban companion; the urban druid need not

ALTERNATIVE URBAN COMPANIONS

An urban druid of sufficiently high level can select her urban companion from one of the following lists, applying the indicated adjustment to the druid's level (in parentheses) for purposes of determining the companion's characteristics and special abilities.

4th Level or Higher (Level –3)
Animated object (Medium)
Giant ant (soldier)
Dire bat
Monstrous centipede (Large)
Monstrous scorpion (Medium)
Monstrous spider (Medium)
Snake, viper (Large)
Warhorse, heavy

7th Level or Higher (Level –6)
Animated object (Large)
Carrion crawler
Hammerer (*Monster Manual II*, page 27)
Otyugh
Monstrous centipede (Huge)
Monstrous scorpion (Large)
Monstrous spider (Large)
Pulverizer (*Monster Manual II*, page 27)
Snake, viper (Huge)

10th Level or Higher (Level –9)
Animated object (Huge)
Monstrous spider (Huge)

13th Level or Higher (Level –12)
Monstrous centipede (Gargantuan)
Monstrous scorpion (Huge)

16th Level or Higher (Level –15)
Animated object (Gargantuan)
Monstrous spider (Gargantuan)

have the Craft Construct feat (*Monster Manual*, page 303) or expend gold and experience points to gain the construct companion.

Crowdwalk (Ex): At 2nd level, an urban druid can move through crowds with ease, moving as if in an open space. If an urban druid attempts to move through a square occupied by a hostile creature (such as with a Tumble check or an overrun attempt), she gains a +4 bonus on any skill check, Strength check, or attack roll made to resolve the movement.

Alley Fighting (Ex): Urban druids are masters at fighting in cramped quarters, such as city alleyways or narrow dungeon corridors. At 3rd-level, an urban druid's ability to fight in these conditions improves greatly. As long as she is fighting in an area no wider than her space (5 feet for a Small or Medium humanoid), she gains a +1 competence bonus on all attack rolls. Additionally, if she makes a melee attack against a target around a corner, the target does not gain the benefit of cover (unless the foe has total cover). The urban druid retains the benefits of cover against her enemy, unless she is fighting another urban druid or other creature with a similar power.

Disease Immunity (Ex): At 4th level, an urban druid becomes immune to all forms of disease, including supernatural diseases like mummy rot.

Urban Shape (Su): At 5th-level, an urban druid gains the ability to turn herself into any Small or Medium urban creature. This ability functions identically to a druid's wild shape ability, save that the list of forms the urban druid can take is much more specialized: It is limited to creatures with the humanoid type or to any non-construct creatures from her urban companion list (see above).

An urban druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level. In addition, she gains the ability to take the shape of a Large creature at 8th level, a Tiny creature at 11th level, and a Huge creature at 15th level. The new form's Hit Dice can't exceed the character's urban druid level.

At 12th level, the urban druid becomes able to use urban shape to change into an object (size based on the sizes allowed by the urban shape ability), such as a door or a wagon. The urban druid gains hardness equal to the material assumed, but the urban druid cannot assume the form of an object with a hardness of more than 10. As long as the urban druid is in object form, she has no means of locomotion or speech, but she retains awareness of her surroundings as if she were in her natural form.

At 16th level, an urban druid becomes able to use urban shape to transform into a Small, Medium, Large, or Huge animated object once per day. These construct forms are in addition to her normal urban shape usage. In addition to the normal effects of urban shape, the urban druid also gains all of the animated object's extraordinary special attacks and special qualities, including any defenses gained from the construct type. Her type changes to construct for the duration of the animated object form.

At 18th level, an urban druid gains the ability to assume animated object form twice per day, and at 20th level she can do so three times per day. At 20th level, she may use this ability to change into a gargantuan animated object.

Information Network (Ex): Upon reaching 9th level, an urban druid has established an information network in a number of cities equal to her Charisma bonus. While in any of these cities, the urban druid only takes half an hour to make a Gather Information check (rather than a full evening or day). In addition, if any event occurs in a city that would interest the urban druid, she may make a Gather Information check to learn of the event as a free action. Knowledge of such an event reaches the urban druid's ears in 1d4 hours unless the urban druid is in an area that cannot be reached by her contacts.

NEW URBAN DRUID SPELLS

The following spells were created or borrowed by urban druids to aid in their custodianship of a city's well-being.

Citygate

Transmutation [Teleportation]
Level: Urban Druid 9
Components: V, F
Casting Time: 10 minutes
Range: Touch
Effect: One city gate set in a city wall up to 20 feet wide and 20 feet tall teleports those who pass through it
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes

You cause a gate built into a city's wall to teleport, as *greater teleport*, any creature that passes through it to a second city gate designated by you when the spell is cast. Once you select the destination, you can't change it. Both the departure point and arrival point must be in city gates set in walls that surround a city of small town size or larger (*Dungeon Master's Guide*, page 137). The spell fails if you attempt to set the gate to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description of, or to another plane. The spell fails if either city gate is closed, and the effects of the spell end instantly if either gate is physically closed during the spell's duration. This spell is most often used to aid in the quick evacuation of a city in a time of disaster, but with a little forethought and planning it can also be used to stage sudden invasions of a city.

Focus: Ambers worth a total of at least 1,000 gp must be buried in the ground underneath each gate.

Repair Critical Damage

Transmutation
Level: Sor/Wiz 4, Urban Druid 4

As *repair light damage*, except *repair critical damage* repairs 4d8 points of damage +1 point per caster level (up to +20).

Repair Critical Damage, Mass

Transmutation
Level: Urban Druid 8

This spell functions like *mass repair light damage*, except that it repairs 4d8 points of damage +1 point per caster level (maximum +40).

Repair Light Damage

Transmutation
Level: Sor/Wiz 1, Urban Druid 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

When laying your hands upon a construct that has at least 1 hit point remaining, you transmute its structure to repair damage it has suffered. The spell repairs 1d8 points of damage +1 point per caster level (up to +5).

Repair Light Damage, Mass

Transmutation
Level: Urban Druid 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One construct/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

You repair 1d8 points of damage +1 point per caster level (maximum +25) to each selected construct.

Repair Minor Damage

Transmutation
Level: Sor/Wiz 0, Urban Druid 0

As *repair light damage*, except *repair minor damage* repairs only 1 point of damage.

Repair Moderate Damage

Transmutation
Level: Sor/Wiz 2, Urban Druid 2

As *repair light damage*, except *repair moderate damage* repairs 2d8 points of damage +1 point per caster level (up to +10).

Repair Moderate Damage, Mass

Transmutation
Level: Urban Druid 6

This spell functions like *mass repair light damage*, except that it repairs 2d8 points of damage +1 point per caster level (maximum +30).

Repair Serious Damage

Transmutation
Level: Sor/Wiz 3, Urban Druid 3
As *repair light damage*, except *repair serious damage*

repairs 3d8 points of damage +1 point per caster level (up to +15).

Repair Serious Damage, Mass

Transmutation
Level: Urban Druid 7

This spell functions like *mass repair light damage*, except that it repairs 3d8 points of damage +1 point per caster level (maximum +35).

Scatterspray

Transmutation
Level: Urban Druid 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Six or more Diminutive or Fine objects, all within 1 ft. of each other, whose total weight does not exceed 25 lb.
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: No

You point to a collection of little, unsecured items and cause them to fly off in all directions simultaneously. The spray of items makes a burst with a 10-foot radius. If the items are fairly hard or sharp (such as stones, sling bullets, coins, broken glass, or the like), creatures in the burst take 1d8 points of damage. A successful Reflex save negates this damage. Eggs, fruit, and other soft objects deal nonlethal damage.

This spell originally appeared in the *Forgotten Realms Campaign Setting*.

Susurrus of the City

Divination
Level: Urban Druid 5
Components: V, F, XP
Casting Time: 10 minutes
Range: Personal
Effect: You
Duration: 1 round/level

This spell awakens the secret voice of the city and causes a vacant building's façade to form a crude face and answers questions you have. You may ask one question per round. Each question must be one that can be answered in no more than one word, and the knowledge imparted by the susurrus of the city must be knowledge that is known to at least one person who is currently located in the city.

This spell, at best, provides information to aid character decisions. The susurrus of the city has no agenda of its own, and does not try to deceive or trick the caster. In cases where there are multiple answers to a question, the spell provides the one that is the most pertinent to the caster. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Focus: An abandoned building in a settlement of at least small town size or larger (*Dungeon Master's Guide*, page 137).

XP Cost: 100 XP.

URBAN DRUID SPELL LIST

Urban druids cast spells from the following list. Most of these spells are from the *Player's Handbook*, but a few are detailed above. New spells are marked with an asterisk.

0-Level Urban Druid Spells (Orisons)

Create Water: Creates 2 gallons/level of pure water.
Cure Minor Wounds: Cures 1 point of damage.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Magic: Read scrolls and spellbooks.
Repair Minor Damage*: Repairs 1 point of damage.
Resistance: Subject gains +1 bonus on saving throws.
Virtue: Subject gains 1 temporary hp.

1st-Level Urban Druid Spells

Alarm: Wards an area for 2 hours/level.
Animate Rope: Makes a rope move at your command.
Charm Person: Makes one person your friend.
Comprehend Languages: You understand all spoken and written languages.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Secret Doors: Reveals hidden doors within 60 ft.
Detect Undead: Reveals undead within 60 ft.
Endure Elements: Exist comfortably in hot or cold environments.
Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.
Hold Portal: Holds door shut.
Jump: Subject gets bonus on Jump checks.
Longstrider: Your speed increases by 10 ft.
Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.
Obscure Object: Masks object against scrying.
Obscuring Mist: Fog surrounds you.
Pass without Trace: One subject/level leaves no tracks.

Repair Light Damage*: Repairs 1d8 damage +1/level (max +5).

Scatterspray*: Unsecured objects fly outward in 10-ft.-radius burst.

2nd-Level Urban Druid Spells

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Chill Metal: Cold metal damages those who touch it.

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

Detect Thoughts: Allows "listening" to surface thoughts.

Eagle's Splendor: Subject gains +5 to Cha for 1 min./level.

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

Fog Cloud: Fog obscures vision.

Heat Metal: Make metal so hot it damages those who touch it.

Hold Person: Paralyzes one humanoid for 1 round/level.

Knock: Opens locked or magically sealed door.

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

Misdirection: Misleads divinations for one creature or object.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Repair Moderate Damage*: Repairs 2d8 damage +1/level (max +10).

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Rope Trick: As many as eight creatures hide in extradimensional space.

Spider Climb: Grants ability to walk on walls and ceilings.

Suggestion: Compels subject to follow stated course of action.

Summon Swarm: Summons swarm of bats, rats, or spiders.

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

Wood Shape: Rearranges wooden objects to suit you.

3rd-Level Urban Druid Spells

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Charm Monster: Makes monster believe it is your ally.

Contagion: Infects subject with chosen disease.

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

Daylight: 60-ft. radius of bright light.

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

Glibness: You gain a +30 on Bluff checks, and your lies can escape magical discernment.

Halt Undead: Immobilizes undead for 1 round/level.

Keen Edge: Doubles normal weapon's threat range.

Leomund's Tiny Hut: Creates shelter for ten creatures.

Magic Fang, Greater: One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Nondetection [M]: Hides subject from divination, scrying.

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

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Quench: Extinguishes nonmagical fires or one magic item.

Remove Disease: Cures all diseases affecting subject.

Repair Serious Damage*: Repairs 3d8 damage +1/level (max +15).

Shrink Item: Object shrinks to one-sixteenth size.

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

Stinking Cloud: Nauseating vapors, 1 round/level.

Tongues: Speak any language.

4th-Level Urban Druid Spells

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

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

Dispel Magic: Cancels spells and magical effects.

Dominate Person: Controls humanoid telepathically.

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

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

Legend Lore [M F]: Lets you learn tales about a person, place, or thing.

Leomund's Secure Shelter: Creates sturdy cottage.

Locate Creature: Indicates direction to familiar creature.

Minor Creation: Creates one cloth or wood object.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Repair Critical Damage*: Repairs 4d8 damage +1/level (max +20).

Rusting Grasp: Your touch corrodes iron and alloys.

Scrying [F]: Spies on subject from a distance.

5th-Level Urban Druid Spells

Animate Objects: Objects attack your foes.

Atonement: Removes burden of misdeeds from subject.

Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.

Control Winds: Change wind direction and speed.

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

Death Ward: Grants immunity to all death spells and negative energy effects.
Fabricate: Transforms raw materials into finished items.
Hallow [M]**:** Designates location as holy.
Leomund's Secret Chest [F]**:** Hides expensive chest on Ethereal Plane; you retrieve it at will.
Major Creation: As *minor creation,* plus stone and metal.
Mordenkainen's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
Passwall: Creates passage through wood or stone wall.
Repair Light Damage, Mass*: Repairs 1d8 damage +1/level for many objects.
Stoneskin [M]**:** Ignore 10 points of damage per attack.
Susurrus of the City* [F] [X]**:** Knowledge of city answers one question/round.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Unhallow [M]**:** Designates location as unholy.
Wall of Stone: Creates a stone wall that can be shaped.

6th-Level Urban Druid Spells

Antilife Shell: 10-ft.-radius field hedges out living creatures.
Bear's Endurance, Mass: As bear's endurance, affects one subject/ level.
Bull's Strength, Mass: As bull's strength, affects one subject/level.
Cat's Grace, Mass: As cat's grace, affects one subject/level.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Dispel Magic, Greater: As dispel magic, but +20 on check.
Eagle's Splendor, Mass: As eagle's splendor, affects one subject/level.
Find the Path: Shows most direct way to a location.
Flesh to Stone: Turns subject creature into statue.
Guards and Wards: Array of magic effects protect area.
Move Earth: Digs trenches and builds hills.
Owl's Wisdom, Mass: As owl's wisdom, affects one subject/level.
Repair Moderate Damage, Mass*: Repairs 1d8 damage +1/level for many objects.
Repel Wood: Pushes away wooden objects.
Spellstaff: Stores one spell in wooden quarterstaff.
Stone Tell: Talk to natural or worked stone.
Stone to Flesh: Restores petrified creature.
Suggestion, Mass: As *suggestion,* plus one subject/level.
Undeath to Death [M]**:** Destroys 1d4/level HD of undead (max 20d4).
Wall of Iron [M]**:** 30 hp/four levels; can topple onto foes.

7th-Level Urban Druid Spells

Control Weather: Changes weather in local area.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Disintegrate: Makes one creature or object vanish.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Mordenkainen's Magnificent Mansion [F]**:** Door leads to extradimensional space.
Phase Door: Creates an invisible passage through wood or stone.
Repair Serious Damage, Mass*: Repairs 3d8 damage +1/level for many objects.
Scrying, Greater: As scrying, but faster and longer.
Sequester: Subject is invisible to sight and scrying; renders creature comatose.
Statue: Subject can become statue at will.
Transmute Metal to Wood: Metal within 40 ft. becomes wood.
True Seeing [M]**:** Lets you see all things as they really are.
Wind Walk: You and your allies turn vaporous and travel fast.

8th-Level Urban Druid Spells

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Discern Location: Reveals exact location of creature or object.
Earthquake: Intense tremor shakes 80-ft. radius.
Finger of Death: Kills one subject.
Iron Body: Your body becomes living iron.
Maze: Traps subject in extradimensional maze.
Polymorph Any Object: Changes any subject into anything else.
Repair Critical Damage, Mass: Repairs 4d8 damage +1/level for many objects.
Repel Metal or Stone: Pushes away metal and stone.
Reverse Gravity: Objects and creatures fall upward.
Word of Recall: Teleports you back to designated place.

9th-Level Urban Druid Spells

Antipathy: Object or location affected by spell repels certain creatures.
Citygate* [F]**:** Teleports from one city gate to another.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Foresight: "Sixth sense" warns of impending danger.
Freedom: Releases creature from imprisonment.
Imprisonment: Entombs subject beneath the earth.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Shapechange [F]**:** Transforms you into any creature, and change forms once per round.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Sympathy [M]**:** Object or location attracts certain creatures.

Chapter Three:
Prestige Classes



Illustrated by Cara Mitten

Prestige classes are handy tools for introducing new mechanics to D&D, expanding characters into fun, new directions, and broadening the scope of possibilities in the game. This chapter presents ten prestige classes first introduced in the pages of *Dragon*. The classes are:

Aerial Avenger: A master of air combat, the aerial avenger swoops down upon his enemies like a deadly thunderbolt.

Arcanopath Monk: Martial arts and a hatred of spellcasters combine to produce a killer feared and hunted by wizards and sorcerers.

Blessed of Gruumsh: This champion of orc-kind makes a formidable foe or, in the case of a half-orc PC, a valued ally.

Cerebrex: The cerebrex's arcane talents grant him the ability to develop his vast intellect and peer into others' minds to rob them of their spells.

Fleet Runner of Ehlonna: These dedicated clerics and druids of Ehlonna fight and move with divine speed.

Flux Adept: The flux adept learns to use her magic to alter and control her body.

Force Missile Mage: Mages of this class focus on *magic missile* to push that spell beyond its normal limits.

Monk of the Enabled Hand: This prestige class encompasses a fighting style that incorporates a variety of special unarmed attacks.

Osteomancer: This spellcaster learns to weave magic that allows him to control the structure of bones, whether his own or his enemies'.

Shaper of Form: Initiates into this rare magical tradition learn from mysterious entirites to reshape objects with incredible ease.

Aerial Avenger

by Monte Cook, DRAGON #319, May 2004

Some say there is a brotherhood—unspoken, perhaps—among those who can leave the ground behind and take to the sky. The unbridled freedom enjoyed by such creatures breeds jealousy in their earthbound lessers.

A role common among creatures as diverse as dragons, cloud giants, and harpies, the aerial avenger is a combatant trained to utilize the ability to fly to its utmost. They come streaking out of the sky to attack those below with skill and ferocity, inspiring dread in all who experience their assaults.

Aerial avengers are quite rare among humanoid races, although sometimes a sorcerer with the ability to magically fly takes up the necessary training. Usually however, aerial avengers are creatures like mephits, celestials, certain fiends, giant eagles, sphinxes, dragons (and half-dragons), sprites, and couatls—to name just a few. Even beholders and other creatures that fly by non-traditional means sometimes become aerial avengers.

Usually, an aerial avenger serves as a steward over her fellow creatures, defending them against attack and retaliating against their enemies. They sometimes form into efficient cadres of flying warriors.

HIT DIE D8

REQUIREMENTS

To qualify to become an aerial avenger, a character must fulfill all of the following criteria.

Base Save Bonus: Reflex +3.

Skills: Tumble 5 ranks.

Feats: Dodge, Mobility.

Special: Must have a fly speed or the ability to cast *fly* at least twice per day.

CLASS SKILLS

The aerial avenger's class skills (and the key ability for each skill) are: Balance (Dex), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the aerial avenger prestige class.

Weapon and Armor Proficiency: Aerial avengers are proficient with all simple and martial weapons but with no armor or shields.

Flyby Attack: At 1st level, the aerial avenger gets Flyby Attack as a bonus feat.

Momentum (Ex): A 2nd-level aerial avenger learns to use her momentum and weight to her advantage while fighting. If in the air, the aerial avenger gains a +1 competence bonus to damage. At 5th level, this bonus becomes +2, and at 8th level it rises to +3.

Power Dive (Ex): When a 2nd-level aerial avenger makes a dive (charge) attack, she deals an additional +1d6 points of damage if she hits.

Maneuverability Increase (Ex): At 3rd level, the aerial avenger's maneuverability increases by one rank, so that an aerial avenger with an average maneuverability gains good maneuverability. If the aerial avenger's maneuverability is already perfect, this ability cannot affect it. The aerial avenger's maneuverability increases again at 7th level.

Speed (Ex): At 3rd level, the aerial avenger learns to increase her speed by +10 feet. This bonus increases by +10 feet at 8th level.

Death From Above (Ex): Through training and practice, the 4th-level aerial avenger improves her attack bonus while airborne. If in the air above a foe, the aerial avenger gains a +1 competence bonus to attacks. At 9th level, this bonus increases to +2.

Range Increase (Ex): The 4th-level aerial avenger, when making a ranged attack while in the air, increases

TABLE 3–1: THE AERIAL AVENGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Flyby Attack
2nd	+1	+0	+3	+0	Momentum +1, power dive
3rd	+2	+1	+3	+1	Maneuverability increase, speed +10 feet
4th	+3	+1	+4	+1	Death from above +1, range increase
5th	+3	+1	+4	+1	Momentum +2
6th	+4	+2	+5	+2	Swoop
7th	+5	+2	+5	+2	Maneuverability increase, speed +10 feet
8th	+6	+2	+6	+2	Momentum +3
9th	+6	+3	+6	+3	Death from above +2
10th	+7	+3	+7	+3	Terrifying shriek

the distance of any range increment (or in the case of spells that require a ranged attack roll, an increase in the overall range) by 50%.

Swoop (Ex): At 6th level, the aerial avenger learns to make a devastating attack. While flying in a straight line (using a full-round action), the aerial avenger can move her speed, making a melee attack at any foe within reach on her path. For each foe attacked beyond the first, each attack suffers a –1 attack penalty, so the aerial avenger must declare how many foes she attacks before she starts (minimum two). The aerial avenger gives up her regular attacks to take this action. This is an extraordinary ability that draws no attacks of opportunity, even if the aerial avenger passes through threatened areas on her way through the swoop.

Terrifying Shriek (Ex): The 10th-level aerial avenger can add a shrill shriek to any swoop attack, causing all creatures within 50 feet of the point of the first attack to make a Will saving throw (DC 20 plus the aerial avenger's Charisma modifier) or become panicked for 1d6+4 rounds.

Arcanopath Monk

by Bruce R. Cordell, DRAGON #281, March 2001

A terrible hate burns in the heart of the arcanopath monk. While others might hate with all their hearts, impotently, the arcanopath encompasses his fury and learns to use it. The arcanopath's meditations utilize methods of confronting a spellcaster. Once a monk begins to learn the art of the arcanopath, he can never expect safety in the presence of spellcasters again. The reverse, however, is also true.

A monk may take one or more levels of arcanopath monk and later take additional monk levels.

Class Features

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

Weapon and Armor Proficiency: Arcanopaths are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, and sling. The arcanopath monk gains the same advantages for using a kama, nunchaku, or siangham as does a monk.

Student of Perfection: Arcanopaths are monks, although they meditate on alternative methods of achieving physical enlightenment. As such, an arcanopath monk gains flurry of blows, unarmed damage, AC bonus, and unarmored speed as if he were a monk whose level equaled his monk level + his arcanopath monk level. For instance, a 6th-level monk/1st-level arcanopath has a base flurry of blows attack bonus of +4/+4 (as if he were a 7th-level monk). Those who manage to meet the requirements for this class who are not monks gain these abilities as if a monk equal to only their arcanopath monk level.



Illustrated by Jon Foster

REQUIREMENTS

HIT DIE D8

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

Alignment: Any lawful.

Base Attack Bonus: +4.

Skills: Knowledge (arcana) 8 ranks.

Feats: Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility.

Special: Must find the Monastery of Finithamon amidst the Ever-Changing Chaos of Limbo, successfully petition the sensei for membership, and have slain an arcane spellcaster.

CLASS SKILLS

The arcanopath's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Clap of Deafness (Su): The monk can use this supernatural ability once per round, but no more than once per arcanopath level per day. The monk must declare he is using the clap of deafness before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arcanopath is forced to make a Fortitude saving throw (DC 10 + the arcanopath level + the arcanopath's Wisdom modifier), in addition to taking damage as normal. If the saving throw fails, the opponent is deafened for 1 round. A deafened character has a 20% chance of spell failure when casting spells with verbal components (as well as suffering a –4 penalty on initiative checks and an inability to make Listen checks). Unless specified to the contrary, all spell failure penalties stack. Creatures immune to critical hits or sonic attacks cannot be affected by the arcanopath's clap.

Chop of Silence (Su): The arcanopath of at least 2nd level can use this supernatural ability once per round, but no more than once per arcanopath level per day. The arcanopath must declare he is using the chop of silence attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arcanopath is forced to make a Fortitude saving throw (DC 10 + the arcanopath level + the arcanopath's Wisdom modifier), in addition to taking damage as normal. If the saving throw fails, the opponent is rendered mute for 1 round. A mute character is unable to cast spells with a verbal component (and cannot communicate verbally). Creatures immune to critical hits cannot be affected by the chop.

Strike of Confusion (Su): The monk of 3rd or higher level can use this supernatural ability once per round, but no more than once per arcanopath level per day. The monk must declare he is using the strike of confusion before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arcanopath is forced to make a Fortitude saving throw (DC 10 + the arcanopath level + the arcanopath's Wisdom modifier), in addition to taking damage as normal. If the saving throw fails, the opponent has a 50% chance of spell failure when casting any spell (or attempting to use a spell-like ability) for 2d4 rounds. Unless specified to the contrary, all spell failure penalties stack. Creatures immune to critical hits cannot be affected by the strike.

Deflect Spell (Su): At 4th level, the arcanopath monk learns to deflect incoming ray and energy missile spells. The arcanopath must have at least one hand free (holding nothing) to use this ability. Once per round when the arcanopath would normally be hit with a ray or energy missile spell the character can make a DC 20 Reflex saving throw (if the ray or energy missile has a magical bonus to attack, the DC increases by that amount). If the arcanopath succeeds, he deflects the spell. The arcanopath must be aware of the attack and not flat-footed. Attempting to deflect a ray or energy missile doesn't count as an action.

A ray is a spell that produces a ray effect.

TABLE 3–2: THE ARCANOPATH MONK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Student of perfection, clap of deafness
2nd	+1	+3	+3	+3	Chop of muteness
3rd	+2	+3	+3	+3	Strike of confusion
4th	+3	+4	+4	+4	Deflect spell
5th	+3	+4	+4	+4	*Ki* strike (cold iron)
6th	+4	+5	+5	+5	Allseeing eye
7th	+5	+5	+5	+5	Slap of forgetfulness
8th	+6	+6	+6	+6	Empty hand
9th	+6	+6	+6	+6	Reflect spell
10th	+7	+7	+7	+7	Sundering strike of oblivion

An energy missile is a weaponlike spell that produces something physical that the spell projects or the caster can hurl, such as *Melf's acid arrow* or *produce flame*. *Fireball, magic missile,* and the like are not energy missiles.

***Ki* Strike (Su):** Beginning at 5th level, an arcanopath's unarmed attack is empowered with *ki* and is treated as if it were made of cold iron for the purposes of bypassing damage reduction.

Allseeing Eye (Su): The 6th-level arcanopath gains the ability to see as if enjoying the effects of a permanent *see invisibility* spell cast by a 5th-level sorcerer. This supernatural ability functions continuously.

Slap of Forgetfulness (Ex): The arcanopath monk of 7th or higher level can use this extraordinary ability once per round, but no more than once per arcanopath level per day. The monk must declare he is using the slap of forgetfulness attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arcanopath is forced to make a Fortitude saving throw (DC 10 + the arcanopath level + the arcanopath's Wisdom modifier), in addition to taking damage as normal. If the saving throw fails, the opponent loses 1d4 arcane spells (or 1d4 unused daily arcane spell slots). The lost spells or spell slots are lost first from the highest level spells the spellcaster can cast, but otherwise are determined by the creature struck. If the result indicates more spells lost than are prepared (or unused) at a particular level, spells at the next lower level are lost in the same fashion, and so on. Lost spells (or open spell slots) can be regained normally. Creatures immune to critical hits cannot be affected by the slap of forgetfulness.

Empty Hand (Ex): An 8th-level arcanopath monk gains the ability to make melee attacks against ethereal creatures.

Reflect Spell (Su): Starting at 9th level, when an arcanopath monk successfully deflects a spell he can choose to reflect it back at the caster. An arcanopath can use this ability a number of times per day equal to his Wisdom modifier (minimum once per day). A reflected spell is, in effect, cast back on the original caster, although the monk rerolls any necessary attack roll (associated DCs are unchanged).

Sundering Strike of Oblivion (Ex): When an arcanopath monk of 10th level makes a successful slap of forgetfulness, he can automatically convert it to a sundering strike of oblivion once per day. In addition to taking normal damage and losing 1d4 prepared arcane spells (or 1d4 unused daily arcane spell slots), the foe completely loses knowledge of the lost spells. Spellcasters who lose knowledge of spells may later attempt a Spellcraft check (DC 10 + spell level + the arcanopath's Wisdom modifier) to regain each one. Failure indicates the spell is unavailable until the next time the spellcaster advances a level, at which time the spellcaster automatically relearns all her forgotten spells (as well as gains knowledge of new spells as normal for the class).

Blessed of Gruumsh

by Monte Cook, DRAGON *#282, April 2001*

In a world of great magic and heroic deeds, even the more bestial humanoids have champions who wield great power. Witness the Blessed of Gruumsh, servitors of the one-eyed god of the orcs.

A blessed of Gruumsh is an orc or half-orc who enjoys the favor of his dark-tempered god. Each exemplifies all that is orc. He is always true to the ways of his race and lives by the words of his god. Masters of combat and intimidation, each is feared—and rightfully so.

Blessed of Gruumsh are most often fighters or barbarians, but clerics join their ranks almost as often. Rogues and rangers also make up a large minority of members of this elite group.

NPC blessed of Gruumsh are usually leaders among their people or lone, wandering champions fighting for their god's causes. Occasionally they work together in small, tight-knit groups, fighting surprisingly well together.

Class Features

All of the following are class features of the blessed of Gruumsh prestige class.

Weapon and Armor Proficiency: A blessed of Gruumsh is proficient with all simple and martial weapons, all types of armor, and with shields (except tower shields).

Divine Blessing (Ex): Gruumsh, it is said, watches over his blessed ones. Thus, each has a luck bonus to Armor Class equal to his blessed of Gruumsh class level.

Fist of Gruumsh (Su): At 2nd level, once per day, the blessed of Gruumsh can deal additional damage with any single attack. The amount of damage dealt is +1d6 for 2nd–4th levels, +2d6 for 5th–7th levels, and +3d6 for 8th–10th levels. Use of this ability must be declared before the attack roll is made. If the attack misses, that use of the fist of Gruumsh is wasted.

Evil Eye (eye of disdain) (Sp): Once per day, as a spell-like ability, the 3rd-level blessed of Gruumsh can make a gaze attack for 1 round as an attack action with a range of 30 feet. A Will save resists the effect (DC 10 + blessed of Gruumsh level + Cha modifier), and those who fail take a –1 penalty on attacks, saves, and skill checks for 1 round per blessed of Gruumsh level.

Keen Eye of Gruumsh (Su): At 5th level, once per day, the blessed of Gruumsh can add a luck bonus equal to his blessed of Gruumsh level on an attack roll for any single attack. Use of this ability must be declared before the attack roll is made. If the attack misses the keen eye of Gruumsh is wasted.

Evil Eye (eye of fear) (Sp): Once per day, as a spell-like ability, the 6th-level blessed of Gruumsh can make a gaze

HIT DIE d10

REQUIREMENTS

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

Race: Must be orc or half-orc.

Alignment: Any non-good.

Base Attack Bonus: +6.

Skills: Knowledge (religion) 3 ranks.

Feats: Cleave, Power Attack, Weapon Proficiency (orc double-axe).

Special: In a ritual dedicated to Gruumsh, a character seeking to become a blessed of Gruumsh must remove one of his own eyes (to further embody the one-eyed god).

CLASS SKILLS

The blessed of Gruumsh's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Profession (Wis), Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

attack for 1 round as an attack action with a range of 30 feet. A Will save resists the effect (DC 10 + blessed of Gruumsh level + Cha modifier), and those who fail must run in fear as if affected by a *fear* spell cast by a sorcerer with a caster level equal to the blessed of Gruumsh's class level.

Thunderous Roar of Gruumsh (Ex): At 8th level, once per day, the blessed of Gruumsh can double the number of attacks he makes in a given round while he bellows an incredible roar. If, for example, a blessed of Gruumsh normally attacks with an orc double axe at +16/+11/+6 and an off-hand attack of +16, he instead makes six attacks (at +16/+16/+11/+11/+6/+6) and two off-hand attacks (at +16/+16). The blessed of Gruumsh must be able to audibly roar to use this ability—a silence spell negates this ability, for example.

Evil Eye (eye of curses) (Sp): Once per day, as a spell-like ability, the 9th-level blessed of Gruumsh can make a gaze



Illustrated by Scott Fischer

TABLE 3–3: THE BLESSED OF GRUUMSH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Divine blessing +1
2nd	+2	+3	+0	+0	Fist of Gruumsh
3rd	+3	+3	+1	+1	Evil eye (eye of disdain)
4th	+4	+4	+1	+1	Divine blessing +2
5th	+5	+4	+1	+1	Keen eye of Gruumsh
6th	+6	+5	+2	+2	Evil eye (eye of fear)
7th	+7	+5	+2	+2	Divine blessing +3
8th	+8	+6	+2	+2	Thunderous roar of Gruumsh
9th	+9	+6	+3	+3	Evil eye (eye of curses)
10th	+10	+7	+3	+3	Divine blessing +4, true orc



attack for 1 round as an attack action with a range of 30 feet. A Fortitude save resists the effect (DC 10 + blessed of Gruumsh level + Cha modifier), and those who fail are cursed as if a sorcerer (of a caster level equal to the blessed of Gruumsh's class level) had cast *bestow curse* upon them.

True Orc (Sp): At 10th level, the blessed of Gruumsh can call upon his deity's might and speak in a commanding voice, uttering words in the true language of orcs—the very language that Gruumsh used to give birth to his children. These words inspire all orcs who can hear them (including the blessed of Gruumsh), granting those within 100 feet of the blessed of Gruumsh a +4 morale bonus on attack rolls, skill checks, and saving throws for 10 minutes. He can use this ability once per week.

Cerebrex

by Andrew M. Scott, DRAGON *#317, March 2004*

Experts at finding solutions to puzzles that baffle even the greatest minds, cerebrexes also possess awesome intellectual powers that strike fear in the hearts of other spellcasters.

Cerebrexes follow a path to enhance the human central nervous system—not merely the brain, but the eyes, the spine, and the senses—using magic. Those who follow this path are great thinkers and problem solvers. They are respected and feared for their ability to control not only their own minds, but also the minds of others. Cerebrexes are typically seen as aloof, absent-minded, and unaware of their surroundings. In fact, they are often so aware of their surroundings and have remembered so many facts that they simply forget—or do not care—to interact with the people around them.

Class Features

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

Weapon and Armor Proficiency: Cerebrexes gain no additional proficiency with any weapon or armor.

Spells: At each even-numbered level gained in the Cerebrex class, a character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Cerebrex, she must decide to which class she adds the new level for purposes of determining spells per day.

Enigma's Bane (Ex): A Cerebrex knows the way to the heart of any mystery. When confronted by a puzzle,

Illustrated by Wayne Reynolds

REQUIREMENTS



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

Skills: Concentration 8 ranks, Craft (alchemy) 4 ranks, Knowledge (arcane) 8 ranks, Spellcraft 8 ranks.

Spells: Ability to cast 3rd-level arcane spells.

CLASS SKILLS

The cerebex's class skills (and the key ability for each skill) are: Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Heal (Wis), Knowledge (all) (Int), Listen (Wis), Profession (Wis), Search (Int), Speak Language (None), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 8 + Int modifier.

enigma, code, or riddle, she gains a circumstance bonus equal to her cerebrex level to any Intelligence checks or Intelligence-based skill checks necessary to solve it.

Scent (Su): At 2nd level, the cerebrex gains the scent ability (*Monster Manual*, page 314).

Aggression Mastery (Su): At this point in her development, the 3rd-level cerebrex has mastered the areas of the brain responsible for aggression. Once per day, as a standard action, the cerebrex may either cause herself or another creature to enter a rage (as a barbarian), or alternatively to force a barbarian out of a rage. Non-barbarians rage as a 1st-level barbarian, while barbarians rage as normal. The cerebrex must touch the creature, which provokes an attack of opportunity, to use this ability. An unwilling target can make a Will save (DC 10 + one-half cerebrex level + Charisma bonus) to negate the effect.

Symphony of Nerves (Su): A 4th-level cerebrex's neural networks are now highly sensitized. Once per day, as a free action, she gains an enhancement bonus to Dexterity equal to one-half her cerebrex level. This effect lasts one round per cerebrex level.

Blindsense (Ex): At 5th level, the cerebrex's heightening senses grant her blindsense to 30 feet.

Telepathic Immunity (Su): A Cerebrex of 5th level is immune to all forms of telepathy or mind reading. She may suppress and reactivate this immunity at will, as a free action.

Eidetic Memory (Ex): At 6th level, the Cerebrex reaches the next level of her evolution: memory. She has perfect recall of events in all five senses. This grants her a competence bonus on all Intelligence checks and Intelligence-based skill checks equal to half her cerebrex levels.

Clairaudience/Clairvoyance (Sp): By concentrating for 1 minute, a 7th-level Cerebrex may expand her senses to such an extent that she can perceive an unseen area as per the clairaudience/clairvoyance spell. This ability is as the spell of the same name, as cast by a sorcerer of the cerebrex's class level.

Blindsight (Ex): An 8th-level cerebrex gains blindsight to 60 feet (*Monster Manual*, page 306).

Twist the Neural Skein (Su): The 9th-level Cerebrex knows the neural "shapes" of spells in her own mind so well that she can sense the traces of memorized spells in the minds of her opponents and tear them from their minds. Twice per day, as a standard action, a Cerebrex can watch a known spellcaster and attempt to determine a spell that caster still has prepared. She must succeed at a Spellcraft check (DC 15 + spell level + opponent's Intelligence modifier) to uncover a spell. The amount the check result exceeds this DC determines the highest level of spell she can find. She knows one randomly determined prepared spell of the appropriate level (or lower). The cerebrex chooses the spell level she wishes to investigate after making her check.

The cerebrex may attempt to overload the paths of the spellcaster's memory, making a discerned spell inaccessible, as if it had been cast. This requires the cerebrex to succeed at a touch attack against the opponent.

TABLE 3–4: THE CEREBREX

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enigma's bane	—
2nd	+1	+0	+0	+3	Scent	+1 level of existing class
3rd	+1	+1	+1	+3	Aggression mastery	—
4th	+2	+1	+1	+4	Symphony of nerves	+1 level of existing class
5th	+2	+1	+1	+4	Blindsense, telepathic immunity	—
6th	+3	+2	+2	+5	Eidetic memory	+1 level of existing class
7th	+3	+2	+2	+5	Clairaudience/clairvoyance	—
8th	+4	+2	+2	+6	Blindsight	+1 level of existing class
9th	+4	+3	+3	+6	Twist the neural skein	—
10th	+5	+3	+3	+7	Neural glimpse, inscrutable mind	+1 level of existing class

She and her opponent then both make opposed Will saves. If the cerebrex wins the opposed roll, the target loses the spell. If her opponent wins, he retains the spell, but the cerebrex may try again (including another attempt that round, if she can make more than one attack per round).

This ability has no effect on spellcasters who don't prepare their spells, such as bards and sorcerers.

Neural Glimpse (Su): The cerebrex can detect minute indicators of a humanoid's intended actions even as that being becomes aware of them. In combat, this translates into an insight bonus to AC equal to the cerebrex's Intelligence modifier. Outside of combat, the cerebrex gains an insight bonus equal to her Intelligence modifier (minimum +1) on Bluff, Diplomacy, Intimidate, and Sense Motive checks. She may use this ability once per day for a number of rounds equal to her cerebrex class level.

Inscrutable Mind (Su): Also at 10th level, the cerebrex has become so aware of her own mind that she gains a +4 bonus on all saves made against mind-affecting, fear, and sleep effects. In addition, whenever a cerebrex makes a saving throw against an illusion, she gains a circumstance bonus equal to her Intelligence bonus.

Fleet Runner of Ehlonna

by James Wyatt, DRAGON *#283, May 2001*

In the wild, speed is sometimes essential. Often, an animal's only hope of survival is to outrun another creature. Certain followers of Ehlonna, goddess of the woodlands, emulate this aspect of the natural world above all others, cultivating their natural speed until they become like the deer leaping between the trees, or—eventually—the wind that blows through them.

Most fleet runners of Ehlonna are clerics or druids who serve that deity, although a number of rangers also follow this path. Multiclass cleric/rangers or druid/rangers quite often become fleet runners, but members of other classes are rarely interested.

NPC fleet runners are almost feral creatures of the woodland. They have been known to run with the centaurs and dance with the satyrs although many prefer the company of animals to that of more sophisticated creatures. They use their speed and travel-related abilities in defense of the woodlands—to carry messages, send for aid, or bring aid themselves.

Class Features

All of the following are class features of the fleet runner of Ehlonna prestige class.



Illustration by Todd Harris



REQUIREMENTS

To qualify to become a fleet runner of Ehlonna, a character must fulfill all the following criteria:

Alignment: Neutral good.
Base Save Bonus: Will +3.
Skills: Knowledge (religion) 8 ranks.
Feats: Dodge, Mobility, Run.
Spells: Ability to cast divine spells.
Patron Deity: Ehlonna.

CLASS SKILLS

The fleet runner's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Hide (Dex), Knowledge (nature) (Int), Knowledge (religion) (Int), Move Silently (Dex), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Weapon and Armor Proficiency: Fleet runners are proficient with all simple and martial weapons, with all armor, and with shields (except tower shields).

Spells: At every even level the fleet runner gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling undead, wildshape, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a fleet runner, she must decide to which class she adds the new level for purposes of determining spells per day.

Fast Movement (Ex): The fleet runner has a speed faster than what is normal for her race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). For example, a human fleet runner in studded leather armor has a standard speed of 40 feet. This increase stacks with similar speed increases, such as from the barbarian or monk classes.

Greater Mobility (Ex): A fleet runner of Ehlonna gains a +8 dodge bonus to Armor Class against attacks of opportunity caused when she moves out of or within a threatened area. This supercedes the bonus granted by the Mobility feat.

Additional Domain: A fleet runner gains access to another of Ehlonna's domains as a third clerical domain. She can use the granted power of the domain (using her fleet runner level instead of her cleric level), and can choose from the spell lists of three domains when selecting her domain spells for the day. She can still cast only one domain spell of each level (1st through 9th) per day. Fleet runners without a level of cleric gain no benefit from this granted ability.

Evasion (Ex): At 2nd level and above, a fleet runner can avoid even magical and unusual attacks with great agility. If the fleet runner makes a successful Reflex saving throw against an attack that normally allows a Reflex save for half damage she instead takes no damage. The fleet runner can use evasion only if she is wearing light armor or no armor.

Leap of the Hart (Ex): At 3rd level and higher, a fleet runner makes Jump checks as if she made a running jump regardless of how far she moves (if at all) before leaping.

Shot on the Run: At 4th level, the fleet runner gains the Shot on the Run feat, even if she does not meet its prerequisite.

Run Like the Huntress (Su): At 5th level, a fleet runner gains supernatural stamina while running. She can run for a number of rounds equal to two times her Constitution score without making any checks, and she gains a +8 bonus on Constitution checks made to continue running after that point.

Improved Evasion (Ex): At 6th level, a fleet runner's evasion ability improves. She still takes no damage on

TABLE 3–5: THE FLEET RUNNER OF EHLONNA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+2	+0	+2	Fast movement, greater mobility, additional domain	—
2nd	+1	+3	+0	+3	Evasion	+1 caster level
3rd	+2	+3	+1	+3	Leap of the hart	—
4th	+3	+4	+1	+4	Shot on the Run	+1 caster level
5th	+3	+4	+1	+4	Run like the huntress	—
6th	+4	+5	+2	+5	Improved evasion	+1 caster level
7th	+5	+5	+2	+5	Run like the wind	—
8th	+6	+6	+2	+6	Leopard's pounce	+1 caster level
9th	+6	+6	+3	+6	Swiftness of the tigress	—
10th	+7	+7	+3	+7	Cheetah's sprint	+1 caster level

a successful Reflex, but henceforth she only takes half damage on a failed save. The fleet runner can only use improved evasion if she wears light armor or no armor.

Run Like the Wind (Sp): At 7th level, a fleet runner can slip magically between spaces, as per the spell *dimension door*, once per day as a spell-like ability. The fleet runner's effective caster level equals her class level.

Leopard's Pounce (Ex): At 8th level, a fleet runner can make a full attack at the end of a charge.

Swiftness of the Tigress (Ex): When she reaches 9th level, a fleet runner can act as if under the effects of a *haste* spell for a total of 1 round per class level per day. These rounds need not be consecutive.

Cheetah's Sprint (Su): Once an hour, a 10th-level fleet runner can take a charge action to move ten times her normal speed.

Flux Adept

by Andrew M. Scott, Dragon *#317, March 2004*

The path of the flux adept is far more physical and bloody than most mages would ever want to experience. The creed of the adept is that the body is in constant turmoil, and that turmoil should be embraced and empowered, not overcome. Arcane magic opens the door to the true potential of what is usually thought of as mere scaffolding for the brain: muscles, glands, organs. However, these systems, given their due, can turn any creature—mage or not—into an awesome force.

Class Features

All of the following are class features of the flux adept prestige class.

Weapon and Armor Proficiency: Flux adepts gain no additional proficiency with any weapon or armor.

Spells: At every odd-numbered level, a flux adept gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding this prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a flux adept, she must decide to which class she adds the new level for purposes of determining spells per day.

Grace Through Will (Ex): The simplest lesson of the path of the flux adept is the means to precisely control all of the body's muscles. While this is by no means something that can be mastered immediately, the mind and body can be made, in time, to work as one. The character adds half her flux adept level to all Balance, Climb, Escape Artist, and Tumble skill checks.

Pheromonic Control (Ex): At 2nd level, the flux adept learns that beauty is more than skin deep—it lies at least as deep as the glands. Three times per day, the flux adept may create an affect that functions like *eagle's splendor*, as cast by a sorcerer of the flux adept's class level. In addition, the flux adept gains an additional +2 bonus on any Charisma-based skill check made against a creature with the scent ability.

Thermoregulation (Su): A 2nd-level flux adept can, at will, vary her skin and blood to cope with extremes of temperature, even when these extremes have magical origins. The flux adept gains a +2 bonus on all saves against fire or cold effects, as well as Fortitude saves made in cold or very hot conditions (*Dungeon Master's Guide*, pages 302–303). At 7th level, the bonus increases to +4, and the flux adept is immune to the effects of cold and hot conditions.

Iron Stomach (Su): Beginning at 3rd level, the flux adept may draw nutrients out of any substance: bark, grass, stone, gold, and even ash. The adept gains no benefit against poisons delivered by an attack, but becomes immune to all ingested poisons (*Dungeon Master's Guide*, page 297).

Bitter Tides (Ex): The 4th-level flux adept now commands the composition of all fluids produced by glands or ducts of the body, such as tears, sweat, and saliva. She gains the ability to make such fluids acidic, and can do so a number of times per day equal to 3 plus her Constitution modifier (minimum 1). With this ability, the flux adept may either spit a single concentrated bolus of acidic saliva or sweat acid for 10 minutes. The acidic spittle deals 3d6 points of acid damage on a successful ranged touch attack (range increment 10 feet). Her acidic sweat deals 1 point of acid damage per round to any object she touches and wishes to affect. In addition, any creature that hits her with a natural weapon suffers 1 point of acid damage per hit. For each minute that she touches an item (such as ropes or shackles binding her, or a wooden door that blocks her path), her acidic sweat ignores 1 point of the object's hardness.

Feign Death (Ex): The 5th-level flux adept is able to turn off her metabolism (requiring no food, water, or even air) by entering a deep trance that resembles death. She can remain in this dormant state for up to 24 hours, and shows all the physical signs of death. She may enter this trance as a standard action. Awakening from the trance takes a full round. Upon entering a trance, the flux adept must designate up to three triggers that will awaken her prematurely. A trigger can only be an event that somehow affects the character (such as being touched, slapped, or damaged), and cannot be something tied to the time of day (such as the sun rising or setting). Triggers cannot depend on

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REQUIREMENTS

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

Skills: Heal 5 ranks, Knowledge (arcana) 8 ranks.

Feats: At least one metamagic feat, Endurance, Great Fortitude.

Spells: Ability to cast 2nd-level spells.

CLASS SKILLS

The flux adept's class skills (and the key ability for each) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (any) (Int), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

the character perceiving her surroundings, such as hearing a sound.

If none of her triggers are set off during her trance, the flux adept remains in this state for the full 24 hours. After a full 24 hours of rest in this state, the flux adept heals 2d8 damage and 2 points of damage to each ability score. While in this inert state, her body slowly repairs damage it has suffered.

Taste of Truth (Ex): At 6th level, the hormones of the body are now so familiar to the flux adept that she can actually read a creature's emotions by tasting its infinitesimal hormonal secretions in the air. Against living creatures, the flux adept receives a bonus on all Bluff and Sense Motive checks equal to her flux adept class level. Conditions that would prevent a creature from using the scent ability prevent a flux adept from using this ability.

Haste (Ex): Twice per day as a free action, the 7th-level flux adept may control her adrenaline and muscles to the extent she can act as if she was under the effect of a *haste* spell, as cast by a sorcerer of her flux adept level.

Boiling Blood (Ex): At 8th level, the flux adept has such mastery over her body chemistry that she can cause her hands to bloat with her body's primal power. Her hands become over-sized claws that grant her a natural attack. This grants the flux adept two claw attacks that deal 1d4 points of damage plus her Strength modifier.

If the flux adept also chooses to use her bitter tides ability, she deals +1 point of acid damage per claw attack.

The flux adept can maintain this effect for up to 1 round per level as a free action and may use it a number of times per day equal to 1 plus her Constitution modifier (minimum 1 per day).

Polyhaemia (Su): This ability allows the 9th-level flux adept to resynthesize potions in her own blood from



Illustrated by Wayne Reynolds

TABLE 3–6: THE FLUX ADEPT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Grace through will	+1 level of existing class
2nd	+1	+0	+3	+0	Pheromonic control, thermoregulation +2	—
3rd	+2	+1	+3	+1	Iron stomach	+1 level of existing class
4th	+3	+1	+4	+1	Bitter tides	—
5th	+3	+1	+4	+1	Feign death	+1 level of existing class
6th	+4	+2	+5	+2	Taste of truth	—
7th	+5	+2	+5	+2	Thermoregulation +4, haste	+1 level of existing class
8th	+6	+2	+6	+2	Boiling blood	—
9th	+6	+3	+6	+3	Polyhaemia	+1 level of existing class
10th	+7	+3	+7	+3	Regeneration 1	—

those that she has consumed in the last 24 hours. Once synthesized, the potion immediately affects the flux adept as if she had just drunk it. This ability requires a Craft (alchemy) check with a DC equal 20 + double the spell's level. For example, a flux adept attempting to duplicate a *potion of blur* would need to succeed at DC 22 Craft (alchemy) check. The flux adept may use this ability a number of times per day equal to 1 plus her Constitution modifier (minimum 1 per day). A failed Craft (alchemy) check still consumes a use of the ability. Each use requires a full-round action that provokes an attack of opportunity.

Regeneration 1 (Ex): At 10th level, a flux adept's mastery of the immune and repair systems of the body is such that she gains regeneration 1. Cold, electricity, fire, and sonic deal normal damage to a flux adept. A flux adept can regrow a lost limb or body part in 4d6 days, but cannot reattach the severed member by holding it to the stump.

Force Missile Mage

by Jishuo Yang, Dragon #328, February 2005

The spell *magic missile* is one of the most iconic elements of Dungeons & Dragons, a favored staple of many arcane spellcasters and an example of raw magical force. Thus, it is no wonder that a cabal of arcane spellcasters focuses their studies on this spell, determined to perfect its casting technique above all others. As these spellcasters obsessively explore *magic missile*'s secrets and press its boundaries, every rune and magical symbol of the spell becomes inexorably etched upon their minds. The outcome of such focused study results in the ability to warp the magical energies involved in casting *magic missile*, which leads to the creation of new abilities that augment the spell's effects. Eventually the most devoted researchers come to a new understanding of how magic works, revealing unplumbed depths of power out of the reach of ordinary spellcasters. These inspired spellcasters are known as force missile mages.

Other spellcasters don't understand the force missile mages' dedication to only one spell and frown upon what they see as misguided research. In their reasoning, force missile mages are a discredit to all spellcasters as they limit their understanding of magic to delve into the secrets of what many see as ultimately an insignificant spell. Due to this disdain, force missile mages avoid their more widely studied peers, either pursuing their studies subtly or in seclusion. This has led many to take up the life of a wanderer, traveling from one school or library to the next, learning more about their spell of choice and exploring the world.

Wizards stand to gain the most from becoming a force missile mage, but some sorcerers and multiclassed clerics also benefit from the class's unique focus. Clerics with access to the Force domain (see *Complete Divine*) often take levels in force missile mage and view their research into one of their faith's most fundamental spells as a religious undertaking.

While many who embark upon the path of the force missile mage claim to do so in order to gain a deeper understanding of magic in general, the majority take on the arduous task in order to become better killers. These arcane snipers hone their skill with *magic missiles* not out of curiosity, but for less scholarly reasons: wealth, revenge, or the power to kill with impunity.

Class Features

All of the following are class features of the force missile mage prestige class.

Weapons and Armor Proficiency: Force missile mages gain no new weapon or armor proficiencies.

Spells: A force missile mage continues training in magic as he gains levels. At each level after 1st, the force missile mage gains new spells per day (and spells known, if applicable) as if he had also gained a level in an spellcasting class he belonged to before he added

REQUIREMENTS

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To qualify to become a force missile mage, a character must fulfill the following criteria.

Skills: Concentration 9 ranks, Spellcraft 9 ranks.

Feat: Combat Casting.

Spells: Ability to cast *magic missile* once per day.

CLASS SKILLS

The force missile mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If the character has levels in more than one spellcasting class before becoming a force missile mage, he must decide to which class he adds each level of force missile mage for the purposes of determining spells per day.

Bonus Missile: At 1st level, a force missile mage gains increased mastery over his spell of choice. Every time he casts *magic missile* he creates an addition missile, even if this extra missile exceeds the normal maximum of five missiles that the spell normally allows. Thus, a 1st-level force missile mage/6th-level wizard creates five *magic missiles*, while a 1st-level force missile mage/8th-level wizard produces six missiles.

At 5th level, the force missile mage benefits from an additional bonus missile. This means that a high-level force missile mage can create up to seven missiles with a single casting of *magic missile*.

Still Missile (Ex): All of the force missile mage's *magic missile* spells lack a somatic component. He casts *magic missile* as if using the Still Spell feat but without an increase in spell level.

Energy Missile (Ex): A force missile mage becomes intimately attuned to the energies that compose the spell *magic missile* and may alter them in significant ways. Starting at 2nd level, a force missile mage may add either the acid, cold, electricity, or fire descriptor to any *magic missile* he casts.

The type of energy added to the spell is chosen at the time of casting, and you can choose a different type of energy each time you cast *magic missile*. This altered descriptor affects all missiles created by a single casting of *magic missile*. Although still a force spell, any *magic missile* altered in this way deals additional damage against vulnerable creatures and less damage against creatures with related resistances and immunities.

Swift Shield (Sp): A force missile mage realizes the need to defend himself against the *magic missiles* of



Illustrated by Eva Widermann

FAVORED SPELLS OF THE FORCE MISSILE MAGES

Force missile mages have a long and prolific history of using and creating magic similar to their spell of choice. Provided here are two spells likely to appear in the spellbooks of many force missile mages. More information on force spells and the Force domain are provided in *Complete Arcane* and *Complete Divine*, respectively. Those interested in further expanding their repertoire of force spells should also consult "Force Spells" in DRAGON #323.

BLAST OF FORCE

Evocation [Force]
Level: Force 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You direct an invisible blast of force at a chosen target. The blast is a ranged touch attack that deals 1d6 points of damage per two caster levels (maximum 5d6). In addition, any target damaged by this spell must succeed at a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

ORB OF FORCE

Evocation [Force]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One orb of force
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

TABLE 3–7: THE FORCE MISSILE MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bonus missile, still missile	—
2nd	+1	+0	+0	+3	Energy missile, *swift shield*	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Overpowering missile	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	*Reflective shield*	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Bonus missile	+1 level of existing spellcasting class

other spellcasters. A 2nd-level force missile mage can cast *shield* once per day as an immediate action. (An immediate action is like a free action, but only one can be made per round.) This spell is cast in addition to the force missile mage's usual number of spells per day and at the force missile mage's highest caster level.

Overpowering Missile: At 3rd level, the force missile mage's *magic missile* spells become especially potent, breaking through spell resistance more readily than normal. He gains a +2 bonus on caster level checks to overcome a creature's spell resistance with the spell *magic missile*. This benefit only applies to *magic missile* spells he casts.

In addition, a force missile mage's *magic missiles* might penetrate *shield* spells and *brooches of shielding*. Against such protections, the force missile mage makes a caster level check with a DC equal to the caster level, in the case of *shield*, or DC 20, in the case of a brooch.

Reflective Shield (Sp): At 4th level, a force missile mage can reflect the spell *magic missile*. For the purposes of being affected by *magic missile*, a force missile mage is constantly treated as being under the effect of the spell *spell turning*, thus reflecting offensive *magic missiles* back at their caster. If that caster is protected by the *shield* spell or a *brooch of shielding*, these reflected *magic missiles* are negated as normal. Missiles reflected back against a caster who also has *spell turning* in effect require the force missile mage to roll on the *spell turning* mishap chart (*Player's Handbook*, page 283).

Monk of the Enabled Hand

by Bruce R. Cordell, DRAGON #299, September 2002

Monasteries can be found in every corner of the land, each filled with contemplative monks learning the special brand of martial arts each individual monastery

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REQUIREMENTS

To qualify to become a monk of the Enabled Hand, a character must fulfill the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +4.

Feats: Combat Expertise, Deflect Arrows, Improved Disarm, Improved Unarmed Strike.

Special: Must obtain permission to join the order at any one of the many chapter houses that dot the land.

CLASS SKILLS

The monk of the Enabled Hand's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

TABLE 3–8: THE MONK OF THE ENABLED HAND

Level	Base Attack Attack	Fort Save	Ref Save	Will Save	Special
1st	0	+2	+2	+2	Monk abilities; *shim soo*, "mind over hand"
2nd	+1	+3	+3	+3	*Ki* strike (lawful)
3rd	+2	+3	+3	+3	*Kal soo*, "reverse hand"
4th	+3	+4	+4	+4	*Kong soo*, "empty hand"
5th	+3	+4	+4	+4	*Lung soo*, "dragon's tail slap"



Illustrated by Jeff Laubenstein

specializes in. While the naive believe that a monk is a monk, the initiated know that every monastery teaches its own unique style. The Order of the Enabled Hand is one such cloister inhabited by monks. Versatile warriors skilled at fighting without weapons or armor, monks of the Enabled Hand pursue personal perfection through action as well as contemplation. The Order of the Enabled Hand is known for its good works and the protection its members offer the downtrodden. Wherever they go, monks of the Enabled Hand are respected, and chapter houses teaching the Enabled Hand style have sprung up in many unlikely places.

Monks are the only characters suited to learn the style of the Enabled Hand.

PCs might encounter monks of the Enabled Hand barefoot and dressed in peasant clothes moving unnoticed among the populace, catching outlaws, monsters, and corrupt leaders unawares. PC monks who wish to join the order are usually able to find a chapter house in most cities.

Class Features

All of the following are class features of the monk of the Enabled Hand prestige class.

Weapon and Armor Proficiency: Monks of the Enabled Hand, although potentially proficient with several weapons from their standard monk training,

generally eschew those weapons in favor of using only their hands.

Monk Abilities (Ex): Monks of the Enabled Hand continue much of their monk training. As such, a monk of the Enabled Hand gains the flurry of blows, unarmed damage, AC bonus, and unarmored speed bonus as if he were a monk whose level equaled his monk level + his Enabled Hand level. Those who manage to meet the requirements for this class who are not monks gain these abilities as if a monk equal to only their Enabled Hand level.

***Shim Soo*, "Mind Over Hand" (Su):** A monk of the Enabled Hand has the ability to ignore a creature's armor with his unarmed attacks. The monk can use this supernatural ability once per round, up to a number of times per day equal to 1 + his Enabled Hand class level. The Enabled Hand monk must declare he is using a *shim soo* attack before making the attack roll (thus, a missed attack ruins the attempt). Against "mind over hand" attacks, the target uses its touch Armor Class.

***Ki* Strike (Su):** A monk of the Enabled Hand's unarmed attack is empowered with *ki*. His unarmed attacks are treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction.

***Kal Soo*, "Reverse Hand" (Su):** A monk of the Enabled Hand can strike his opponent at the same instant his opponent strikes the monk. The Enabled Hand monk can choose to make an immediate attack of opportunity against an opponent that makes a successful melee attack roll or melee touch attack roll against the monk, but the Enabled Hand monk takes a –5 penalty on the attack roll. The Enabled Hand monk cannot make more attacks of opportunity than he is normally allowed in a round. The monk can only use the reverse hand strike against an opponent he threatens.

***Kong Soo*, "Empty Hand" (Su):** A monk of the Enabled Hand is already adept at disarming his opponents (via the Improved Disarm feat). However, a monk of the Enabled Hand is an expert at relieving his foes of their weapons. When using *kong soo*, the monk's hands are treated as a Large weapon when the monk and his foe make opposed attack rolls with respect to their weapons.

***Lung Soo*, "Dragon's Tail Slap" (Su):** The Enabled Hand monk has the ability to send a creature that is damaged by his unarmed attacks flying across the battlefield. The monk can use this supernatural ability once per round, up to a number of times per day equal to his Enabled Hand class level. The monk must declare he is using a dragon's tail slap before making the attack roll (thus, a missed attack roll ruins the attempt). If a foe is struck by a monk of the Enabled Hand, the monk automatically initiates a bull rush attack (*Player's Handbook*, page 154), except as follows.

The Enabled Hand monk and his foe make opposed Strength checks. The Enabled Hand monk is treated as if he were one size category larger than his actual size for purposes of determining his size-category bonus on the opposed Strength check. In addition, the monk also automatically gains a +4 bonus from his *lung soo* training.

The foe takes an additional amount of damage from the attack equal to the number of feet she is knocked back. The Enabled Hand monk doesn't move when his foe is knocked back. The foe may provoke attacks of opportunity when he is knocked back (although not from the monk), but the monk is not subject to attacks of opportunity because he doesn't move (unlike a standard bull rush). If the monk fails the opposed check, he suffers no deleterious effect.

Osteomancer

by Andrew M. Scott, Dragon *#317, March 2004*

Not all arcane spellcasters who specialize in bones traffic with the undead. Many osteomancers, in fact, see themselves as artists; sculptors who just happen to use their bones (or to use their terminology, their "core") as their chosen medium.

The pioneer of osteomancy was Wendell Chirain. He was a complex man, driven by passions no person truly understood. He was a pragmatist and sneered at even the suggestion of sentimentality. Yet he was given to acts of astonishing charity, often to people he met once and would never see again.

Osteomancers are no more inclined to good or evil than any other character, but their macabre accoutrements and their tendency toward the bizarre tend to alienate the average person. There appears to be a resonance within the practice of osteomancy that causes portions of Chirain's worldview to be adopted by his fledgling students. There are many tales of mischievous osteomancers scaring tavern-goers witless by ostentatiously sneezing and then using their ability to turn boneless and slumping to the floor, as if struck down by some curse or magical plague. Others have put on impromptu shows to amuse local children by extending and retracting bone spurs at random. However, such displays often have social consequences, and wise osteomancers—or ones who have grown tired of being chased out of cities at pitchfork-point—learn discretion. Those who are less wise do not live as long.

Interestingly, this class does not attract those who specialize in necromancy; at its heart (or rather, marrow), osteomancy is about transmutation. Druids tend to be polarized in their attitudes and are either appalled or enchanted. No other class has a prejudice one way or the other, although they—like anyone else—might be taken aback by an osteomantic display. Osteomancers tend not to come from the longer-lived races. Dwarves, gnomes,

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REQUIREMENTS

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

Base Attack Bonus: +4.

Skills: Heal 4 ranks, Knowledge (arcana) 4 ranks, Knowledge (nature) 4 ranks.

Feat: Toughness.

Spells: Ability to cast at least three transmutation spells, one of which must be 1st level or higher.

CLASS SKILLS

The osteomancer's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Scry (Int), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

and elves tend to be deeply suspicious of magic that warps their mortal frames. After all, they are possessions they intend to keep intact for centuries.

Class Features

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

Weapon and Armor Proficiency: Osteomancers gain no additional proficiency with any weapon or armor.

Spells: At every even level gained in the osteomancer class, a character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an osteomancer, he must decide to which class he adds the new level for purposes of determining spells per day.

Boneless (Su): At will, as a full-round action, an osteomancer may dissolve or restore his own skeleton. He becomes able to travel at a speed of 10 feet through muscular control taught to all novice osteomancers (he may not run). The osteomancer may now fit in minute spaces and crawl under barriers, with one important caveat: the osteomancer must at all times take care to protect his organs, making sure they are not squashed or crushed. For simplicity's sake, assume the osteomancer cannot travel through any space smaller than 6 inches in diameter.

While in this form, the osteomancer is considered prone. He cannot use a shield, and loses his Dexterity bonus to Armor Class. He can't attack or cast spells with



Illustrated by Wayne Reynolds

verbal, somatic, material, or focus components while boneless. (This does not rule out the use of certain spells that the osteomancer might have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.)

Immunity to Disease (Ex): Due to their phenomenal understanding of bone and the role it plays in the immune system, osteomancers are immune to disease, including supernatural and magical diseases.

Skeletal Shift (Ex): As a standard action, 2nd-level osteomancers can shift the bone structure of their limbs and face (including teeth) to appear as a different person, at will. This ability grants a +3 bonus on Disguise checks.

Bone Spurs (Su): The 3rd-level osteomancer may, as a free action, cause portions of his skeleton to break his skin and protrude, causing him no damage or disability whatsoever. The protruding bones act as armor spikes and spiked gauntlets. The osteomancer is automatically proficient in the weapons forged directly from his own skeleton, but not the normal weapons of the same type. Note that while normal bone is far more fragile than any forged weapon, the osteomancer's supernatural skill causes his exposed bones to have the strength of steel. He may use this ability at will. As natural weapons, the osteomancer's bone spurs cannot be sundered.

Unnerve (Su): As an extension of the above ability, an osteomancer may sculpt his protruding bone into terrifying shapes, such as sinister leering faces. Creatures within 30 feet of the osteomancer attempting to strike or otherwise directly attack the osteomancer, even with a targeted spell, must attempt a Will save (DC 10 + osteomancer level + Charisma modifier). If the save succeeds, the opponent is unaffected and immune to that particular osteomancer's unnerve effect for 24 hours. If the save fails, the opponent suffers a –2 penalty on every attack roll against the osteomancer for the next 24 hours. A creature only has to make one save against a particular osteomancer per 24 hour period. This is a mind-affecting, fear effect.

Enlarge/Reduce (Sp): Beginning at 4th level, once per day, the osteomancer may cast *enlarge person* or *reduce person* on himself, as cast by a sorcerer of the osteomancer's class level. He gains one daily use of each spell.

Iron Bones (Su): A 4th-level osteomancer's bone spurs act as cold iron weapons for the purpose of overcoming damage reduction.

Seize the Core (Su): Once per day, the 5th-level osteomancer can take temporary control of the skeletons of his opponents, paralyzing them. He can affect up to one creature per osteomancer level within 60 feet, no two of which can be more than 30 feet apart. Each subject is allowed a Fortitude save (DC 10 + osteomancer level + Charisma modifier). Creatures without skeletons (such as oozes) are not affected. Subjects affected by this ability are held immobile as though paralyzed. As this ability targets the bone structure of a being, rather than its mind, corporeal undead are subject to its effect. A winged creature affected by this ability cannot flap its wings and falls. A swimmer cannot swim and might drown. Creatures immune to paralysis are not immune to this effect.

Silver Bones (Su): A 5th-level osteomancer's bone spurs act as both silver and cold iron weapons for the purpose of overcoming damage reduction.

Aligned Bones (Su): At 6th level, an osteomancer's bone spurs take on any nonneutral alignment the character has (chaotic, evil, good, or lawful) for the purpose of overcoming damage reduction. For example, a lawful neutral osteomancer's bone spurs act as lawful weapons. A wholly neutral osteomancer must choose for his bone spurs to be chaotic, evil, good, or lawful for the purpose of overcoming damage reduction. Once chosen, this alignment component cannot be changed.

Adamantine Bones (Su): A 7th-level osteomancer's bone spurs act as adamantine, cold iron, and silver weapons for the purpose of overcoming damage reduction.

Sap Life (Su): As a touch attack, an 8th-level osteomancer can cause a malaise to settle into the core of an opponent's bones. This effect deals 2d4 points of Strength damage unless the opponent makes a Fortitude save (DC 10 + osteomancer level + Charisma modifier). The osteomancer can use this ability a number of times per day equal to 1 plus his Charisma modifier (minimum 1). This ability can only affect living creatures with a skeleton.

Wield the Core (Su): At 9th level, the osteomancer can telepathically control the physical actions of any creature with a skeleton. The target creature must be within 30 feet, and is allowed a Fortitude save (DC 10 + osteomancer level + Charisma modifier) to negate the effect. On a failed save, the osteomancer can control the movements of the subject by forcing its bones to move however the osteomancer wills.

The effect only allows the osteomancer to control the movement of the creature's bone structure, and not its mind. Thus, the osteomancer cannot make the controlled creature speak, but he can cause the creature's jaws to clench shut, which would prevent a character from casting a spell with a verbal component or using an item that has a command word. This effect lasts for 1 minute per osteomancer level.

Obviously self-destructive commands, such as forcing the creature to walk off a cliff or jump into lava, end the effect. Once control is established, the range at which it can be exercised is unlimited, as long as the osteomancer has line of effect to the subject. Because the osteomancer must remain in line of effect (and therefore potentially keeping himself in harm's way), commanding a creature to face an obviously superior foe does not end the effect.

TABLE 3–9: THE OSTEOMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+0	+2	+0	+2	Boneless, immunity to disease	
2nd	+1	+3	+0	+3	Skeletal shift	+1 level of existing class
3rd	+2	+3	+1	+3	Bone spurs, unnerve	
4th	+3	+4	+1	+4	Enlarge/reduce, iron bones	+1 level of existing class
5th	+3	+4	+1	+4	Seize the core, silver bones	
6th	+4	+5	+2	+5	Aligned bones	+1 level of existing class
7th	+5	+5	+2	+5	Adamantine bones	
8th	+6	+6	+2	+6	Sap life	+1 level of existing class
9th	+6	+6	+3	+6	Wield the core	
10th	+7	+7	+3	+7	Osteophage	+1 level of existing class

As this power targets the bone structure of a being, rather than its mind, corporeal undead are subject to its effect. The osteomancer can use this power three times per day.

Osteophage (Su): This 10th-level ability is the most lethal power at the osteomancer's command. Once per day, an osteomancer can cause the skeleton of a target to liquefy in a matter of seconds, causing the target to collapse in on itself. This collapse causes instant death on a failed Fortitude save (DC 15 + Charisma modifier); a successful save prevents skeletal collapse but still deals 10d6 points of damage.

Shaper of Form

by Monte Cook, Dragon #326, December 2004

Bards sometimes tell tales, late at night, of primal beings from the very heart of existence that magically kidnap those who delve into the secrets of certain types of spellcasting. These spirits of form test their captives like alchemists test the purity of a gold sample gold. If the spirits find the tested individual wanting, they return her to where she originated with the memories of the experience wiped from her mind. If the spellcaster passes these mysterious tests the cryptic spirits of form tutor the spellcaster in a rare and special form of magic only they know how to teach—form shaping.

The shapers of form are rare but proud of their abilities. Unable to pass along the art of shaping magic (only the spirits of form can do that), they rarely work in guilds or with other organized groups of spellcasters. Instead, they find appropriate uses for their special talents as befits their needs and personality, whether as craftsmen, adventurers, performers, thieves, or anything else.

Any character with a spellcasting class can become a shaper of form. However, the specific type of magical knowledge required determines the spirits of form's decision more than the individual's raw power. Regardless of where their magical power originates—whether from dusty tomes or the blessing of nature—shapers of form are universally competent at using spells or abilities that alter things or themselves. Thus, most are usually quite good at a strange variety of skills—disabling devices by changing a gear or lever's shape slightly, escaping bonds by temporarily dislocating a joint, or even healing others by expertly staunching the flow of blood. Most shapers of form know how to alter their surroundings without the aid of magic.

Transmuters make up the majority of shapers of form, although clerics, druids, sorcerers, and unspecialized wizards are common in their ranks.

Class Features

All of the following are features of the shaper of form prestige class.

Weapon and Armor Proficiency: Shapers of form gain no proficiency with any weapon or armor.

Spells: When a shaper of form gains her 1st level, and every odd level after that (plus 10th level), the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the new level of shaper of form to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. For example, if an 8th-level cleric gains a level in shaper of form, she gains new spells as if she had risen to 9th level in cleric but uses the other shaper of form aspects of level progression such as attack bonus and save bonus. If she next gains a level of cleric, making her a



REQUIREMENTS

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

Skills: Craft (alchemy) 5 ranks, Craft (any other craft skill) 8 ranks, Knowledge (arcana) 5 ranks.

Feats: Great Fortitude, Spell Focus (transmutation).

Spells: Ability to cast six spells from the school of transmutation.

Special: Spirits of form, mysterious beings from beyond the normal ken of mortals, must have contacted the character. A character who wishes to join this class does well to study both magical and mundane means of altering the world around her in order to attract the attention of these beings.

CLASS SKILLS

The shaper of form's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Heal (Wis), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

9th-level cleric/1st-level shaper of form, she gains spells as if she had risen to become a 10th-level cleric.

If a character had more than one spellcasting class before she became a shaper of form, she must decide to which class she adds the spellcasting ability granted by levels of shaper of form.

Like Begets Like (Su): Once per day per three class levels, the shaper of form can change one nonmagic object of her size or smaller into a similar object of the same size. Similar items have the same or nearly the same shape and weight within 50% of each other. Similar items must also share a material in their construction that constitutes at least half of their form. For example, the shaper of form can transform a scimitar into a longsword, since both are swords that weight the same. She cannot change a dagger into a short sword, for example, because a short sword weighs twice as much as a dagger. The shaper of form could also change a set of leather armor into a set of studded leather but not a chain shirt (because the chain shirt is made of steel and not leather).

Sometimes, overall improvements can be made, but the value of the item cannot increase by more than double its original worth. This change is permanent and cannot be dispelled or otherwise removed by any means short of a *wish* or *miracle*.

This effect requires a full-round action to use and the shaper of form must touch the item in question in order to affect it. She can attempt to change an item in another creature's possession, but the item gets a Fortitude save (DC 10 + shaper of form level) to resist the effect.

Illustrated by Peter Bergting

TABLE 3–10: THE SHAPER OF FORM

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+2	+0	+2	Like begets like, modify self	+1 level of existing class
2nd	+1	+3	+0	+3	Fortify item, *polymorph* (1/day),	—
3rd	+1	+3	+1	+3	*Polymorph* (2/day)	+1 level of existing class
4th	+2	+4	+1	+4	Modify self, resist shaping	—
5th	+2	+4	+1	+4	Like begets like (magic)	+1 level of existing class
6th	+3	+5	+2	+5	As above, so below	—
7th	+3	+5	+2	+5	Modify self	+1 level of existing class
8th	+4	+6	+2	+6	Like begets like (larger)	—
9th	+4	+6	+3	+6	*Polymorph any object*	+1 level of existing class
10th	+5	+7	+3	+7	Disable, modify self	+1 level of existing class

At 5th level, the shaper of form can use this ability on magic items. The magic qualities do not change. If used on a +1 *flaming longsword* to make it into a warhammer, it becomes a +1 *flaming warhammer*. The value of the finished item cannot exceed the value of the original, and the change lasts for only 24 hours.

At 8th level, the shaper of form can use this ability on any object up to three sizes larger than herself.

Modify Self (Ex): At 1st level and every three levels thereafter (at 4th, 7th, and 10th level), the shaper of form can gain one effect from the following list, achieved through applying shaping magic to her own body. The effect is permanent. The shaper of form can choose the same ability more than once—the effects of each ability stack with themselves. For example, a shaper of form who takes the resilience ability three times has a permanent +3 natural armor bonus to her Armor Class. These effects cannot be removed by any means short of a *wish* or *miracle*, and each use of one of those spells removes only a single effect of this ability (thus, multiple *wishes* must be used to eliminate multiple benefits).

Prowess: The shaper of form gains a +1 inherent bonus to a physical ability score (Strength, Constitution, or Dexterity).

Quickness: The shaper of form adds +10 feet to her base land speed.

Renaissance: The shaper of form changes race, gender, or general physical appearance. She cannot change type and no ability score adjustments occur as a result of the change. Thus, if the character is weak and becomes an orc, she becomes a weak orc. The shaper of form cannot choose to become a member of a race with a level adjustment.

Resilience: The shaper of form gains a +1 natural armor bonus.

Toughness: The shaper of form gains +10 hit points.

Fortify Item (Su): Also at 2nd level, a shaper of form can increase the hardness of a single object her size or smaller by 1 with a touch. She can do this once per day. The change is permanent, and an object can receive the benefit of this ability only once. This effect cannot be removed by any means short of a *wish* or *miracle*.

Polymorph (Sp): At 2nd level, the shaper of form can cast *polymorph* once per day as a spell-like ability. At 3rd level, the shaper of form can cast *polymorph* twice per day.

Resist Shaping (Ex): At 4th level, the shaper of form gains a +2 inherent bonus on saves against transmutation magic.

As Above, So Below (Su): Once per day at 6th level the shaper of form can temporarily alter any non-living object of her size or smaller, changing it into another object of her size or smaller that the shaper can touch. For example, if the shaper sees an orc charging at her with a greatsword, she can transform a rock at her feet into a greatsword. The finished item can have a value no greater than 1,000 gp per level of the shaper of form. Magic qualities can be duplicated as well, as long as the shaper of form can identify them with a successful Spellcraft check. Thus, if the shaper of form can see someone else with *boots of striding and springing*, she can transform her boots (or anything else she can touch) into *boots of striding and springing*. The change lasts for 1 round per shaper of form level. This effect cannot be removed before its duration expires by any means short of a *wish* or *miracle*.

This effect requires a full-round action to use, and the shaper of form must touch the item to be changed in order to affect it.

Polymorph Any Object (Sp): At 9th level, the shaper of form can cast *polymorph any object* once per day as a spell-like ability.

Disable (Sp): At 10th level, the shaper of form gains the ability to ruin an item once every other day. This ability allows the shaper of form to create a *Mordenkainen's disjunction* effect to completely remove all magical abilities from a single item or to *disintegrate* (as the spell) any nonmagical, nonliving object. Neither use of this ability allows a saving throw, although artifacts can only be affected as described under *Mordenkainen's disjunction*

Chapter Four: Feats

Feats are one of the most popular aspects of third edition Dungeons & Dragons. This chapter presents a selection of new feats, including metamagic feats and a new type of feat called bloodline feats.



Illustrated by Matt Covatta

Bloodline Feats

Bloodline feats are designed with sorcerers in mind, although any character who meets the prerequisites can choose them. Each of the base feats in this category (the ones with the word "bloodline" in their names) grants a character the bloodline of a particular kind of magical creature, plus a specific set of extra arcane spells known. If more than one of her classes allows her to cast arcane spells without preparation, the character must decide to which list of spells known the spells granted by the base bloodline feat are added when the it is chosen. Choosing such a feat represents not only having a particular sort of ancestor but also coming to terms with that heritage sufficiently to benefit from it. A character may choose only one base bloodline feat.

The description of each base bloodline feat offers guidelines on how that ancestry might affect the character's personality, appearance, and spell selection. The player is free to use or ignore any of these suggestions, as desired. While ancestry does influence who you are and what you do, it is not the only telling feature of your character—or even the primary one.

Each base bloodline feat is the foundation of a short feat tree—that is, other bloodline feats (those with the bloodline type but that do not have "bloodline" in their names) require it as a prerequisite. These additional feats represent a sorcerer's continuing mastery of her heritage. In addition, some bloodline feats are general enough that any character who has taken a base bloodline feat (regardless of which one) can acquire them.

The base bloodline feats are most advantageous when taken in conjunction with the character's first level of sorcerer (or another class that casts spells in the same manner), but they can also prove beneficial

TABLE 4–1: FEAT SUMMARY

Feat Name	Prerequisites	Benefits
Air Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Anarchic Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Axiomatic Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Celestial Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Celestial Light	Celestial Bloodline, ability to cast 2nd-level arcane spells	Cast *light* five times per day
Draconic Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Dragon Sight	Draconic Bloodline, ability to cast 2nd-level arcane spells	Cast *detect magic* three times per day
Earth Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Fey Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Fey's Fate	Fey Bloodline, ability to cast 2nd-level arcane spells	+1 bonus on saves
Fiendish Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Fire Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Friend of the Earth	Earth Bloodline, ability to cast 2nd-level or higher arcane spells	+3 to Climb and Tumble on stone
Illithid Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Kin Mastery	Any bloodline feat, ability to cast 3rd-level arcane spells	Turn/rebuke ancestors once per day
Lawful Discipline	Axiomatic Bloodline, ability to cast 2nd-level arcane spells	+2 save vs. mind-affecting
Mind Weapon	Illithid Bloodline, ability to cast 2nd-level arcane spells	Cast *daze* three times per day
Necromantic Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Penumbra Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Plant Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Power in the Blood	Any bloodline feat, ability to cast 3rd-level arcane spells	Cast one extra bloodline spell per day
Serpent Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Water Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Ability Enhancer	Spell Focus (transmutation)	Increase ability score bonus from spells
Astral Tracking	Knowledge (the planes) 11 ranks, Spellcraft 8 ranks, Survival 10 ranks, Track	Track on Astral Plane
Braced for Charge [F]	Base attack +1	Set any polearm against charge
Charming	Cha 13, Negotiator	+3 on Charisma checks made to control charmed creatures
Circle Master [F]	Dodge, Circle Student, Concentration 4 ranks, base attack bonus +8	Circle Student bonus increases to +2
Circle Student [F]	Dodge, Concentration 2 ranks, base attack bonus +4	+1 attack and AC against focused opponent, AC penalty against others
Combat Charm	Wis 13	Deny save bonus on charm spells in combat
Commanding	Cha 14, Persuasive	+1 DC on compulsion spells
Cuthbert's Smite	Patron deity St. Cuthbert, smite evil	Extra use of smite evil, smite chaotic targets
Cutpurse	Improved Unarmed Strike, Sleight of Hand 5 ranks	Disguise Sleight of Hand attempt as combat maneuvers
Dead Eye [F]	Dex 17, base attack bonus +14, Point Blank Shot, Weapon Focus (any ranged weapon).	Add Dexterity bonus to ranged damage

Deceptive Dodge [F]	Dex 13, Int 13, Dodge, Expertise, base attack bonus +4	Force opponent to accidentally attack wrong target
Divine Conduit	Charisma 13, Divine Fervor, patron deity, ability to turn/rebuke undead	Channel energy to boost ally's divine casting
Divine Fervor	Patron deity	+2 ability score bonus for short time
Double Team [F]	Base attack bonus +6 or higher, Combat Reflexes	Flank opponent with ally regardless of position
Elemental Theurgy	Elemental domain, arcane spells of elemental type	Caster level is sum of all levels with elemental spells
Enspell Familiar	Familiar, caster level 1st	Cast shared spells on familiar at range
Favored Power Attack	Power Attack, base attack +4, favored enemy	More damage with Power Attack against favored enemy
Flash Casting	Cha 13, ability to cast a spell with the fire or light descriptor	Attackers suffer –2 penalty against you 1 round after you cast a spell
Haft Strike [F]	Two-Weapon Fighting	Fight with a polearm's haft
Hammer Fist [F]	Str 13, Improved Unarmed Strike	Deal 1-1/2 times Strength bonus with unarmed attack
Heads Up	Spell-like abilities or ability to cast arcane or divine spells	Use head of slain monster to access its powers
Hibernate	Con 13, Endurance	Heal double level of hit points and ability damage with sleep
Kung Fu Genius	Int 13, 1st level only	Use Int in place of Wis for monk abilities
Long Strike [F]	Base attack +2	Use polearm as a reach weapon
Mercurial Strike	Quick Draw, base attack bonus +5	Draw and attack to catch foe flat-footed
Mighty Are Fallen [F]	Dex 13, Int 13, Combat Expertise, Dodge, Mobility	+4 AC vs. Power Attack
Pack Feint [F]	Improved Feint, Pack Tactics, base attack bonus +8	Feint attempt denies Dex bonus against allies
Pack Tactics [F]	Wis 13	Non-flanking allies gain +1 on attacks against flanked target
Pebble Underfoot [F]	Improved Trip	Gain bonus to trip larger foes
Pike Hedge [F]	Base attack bonus +2, Combat Reflexes	Double damage to receive charge, triple with polearm
Pole Balance [F]	—	+4 on Balance, resist bull rush, or resist trip with polearm
Pole Fighter [F]	Proficiency with the selected weapon, Weapon Focus with the selected weapon, flurry of blows class feature	Use flurry of blows with polearm
Precise Strike	Dex 13, sneak attack	Trade sneak attack dice for bonus to hit
Puppet Master	Wis 13	+5 DC to notice your magical control over target
Ring the Golden Bell [F]	Wis 13, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike), base attack bonus +5	Turn unarmed strike into ranged attack
Riposte [F]	Int 13, Combat Expertise, base attack bonus +5	Opponent that misses provokes attack of opportunity
Scalding Faith of the Sun	Divine grace, turn undead	Grant divine grace ability to ally for short time
Scathing Wit	—	Use Intimidate to confer penalties
Seer	Cha 13, Divine Fervor, patron deity	+1 luck bonus to Listen, Search, Sense Motive, Spot, use *augury* once per day
Serenity	Divine grace	Use Wisdom rather than Charisma for various paladin abilities
Shield Maiden's Grace	Divine grace, ability to turn undead	Grant divine grace to creature touched
Shorten Grip [F]	—	Attack adjacent foe with reach polearm

Single Blade Style [F]	Int 13, Combat Expertise, Weapon Finesse, base attack bonus +10	+2 dodge bonus to AC when using one-handed weapon, no shield
Spinning Defense [F]	Combat Expertise, Deflect Arrows	+1 AC, no limit with Deflect Arrows when using full defense with polearm
Staggering Blow [F]	Str 13, Improved Critical (unarmed or bludgeoning weapon), Power Attack, Heal 3 ranks, base attack bonus +12	Stun foe on successful critical hit
Unorthodox Flurry	Flurry of blows	Use flurry of blows with non-monk weapon
Vault [F]	Str 13, Jump 4 ranks	Superior jump ability with polearm
Bend Spell	—	Spell ignores benefits of cover.
Fell Energy Spell	—	Increase bonuses conferred by spells by +2 for undead
Guided Spell	—	Ranged touch spell ignores cover, concealment
Song of the Dead	—	Mind-affecting spell may target undead

[F] Indicates a feat eligible for selection with the fighter's bonus feats.

to characters of higher level, especially for the purpose of accessing the other bloodline-related feats. DMs should consider the spell selections provided and how those fit into their game worlds before deciding whether to use these feats. The DM is always free to adjust the spell list to reflect campaign-based spell restrictions or new spells not described in the *Player's Handbook*, if desired.

Additional subtypes within each bloodline are also possible—most notably in the draconic bloodline, since a sorcerer's persona and abilities might reflect the specific kind of dragon in her ancestry. In such a case, DMs and players can adapt the base bloodline feat accordingly.

Ability Enhancer [General]

Your helpful transmutation spells aid you more than normal.

Prerequisite: Spell Focus (transmutation).

Benefit: Any transmutation spell you cast that enhances ability scores increases the ability scores by +2 more than it normally does. For example, casting *bull's strength* with this feat grants the subject a +6 enhancement bonus to Strength, instead of the usual +4 enhancement bonus.

Author: Chris Perry. **Source:** #325.

Air Bloodline [Bloodline]

One of your ancestors was a creature of elemental air. Beings associated with this element come in an almost endless variety and your characteristics might vary with the type of elemental creature from which you descend. Regardless of your exact ancestry, you are likely to have blue eyes and wild, unkempt hair.

The descendants of cloud giants tend to be tall, loud, and often arrogant, but they have a strong appreciation for beauty. Characters with storm giant ancestors, on the other hand, tend toward gentleness and tolerance, but they can display violent tempers when provoked. Descendants of elemental flying creatures display a predatory nature in their movements and behavior, always preferring to keep the advantage of height and distance when dealing with others. Dust mephits produce skinny, morbid descendants; air mephits pass along their lively nature; and ice mephits lend their aloof and distant manner to posterity.

Restless and moody, sorcerers with the Air Bloodline feat often adventure just to move. They might seem apathetic at times, but they can surprise others with quick emotional displays. Such characters tend to be impatient when others want to be still, and they enjoy spending long periods of time in debate.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st—*Obscuring mist*
2nd—*Gust of wind*
3rd—*Wind wall*
4th—*Shout*
5th—*Telekinesis*
6th—*Control winds*
7th—*Ethereal jaunt*
8th—*Summon monster VIII* (elementals and outsiders with the air subtype only)
9th—*Freedom*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he

learned any of these spells as a member of another spellcasting class.

Characters with Air Bloodline cannot learn or cast spells with the earth descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #311.

Anarchic Bloodline [Bloodline]

You are descended from a chaotic outsider. The characteristics you display might depend in part on the kind of chaotic heritage you have. Regardless of your exact ancestry, you are likely to have one or more unusual physical traits, such as mismatched eyes or untamable and strangely hued hair.

The descendants of demons tend to have misshapen features and a terrible temper with a decidedly cruel streak. Eladrin descendants tend to have strong emotional reactions (especially positive emotions) and often become fervent (if short-term) supporters of a cause. Characters with slaad ancestry generally have strongly variable mood swings, and they often take on the personality traits, speech patterns, and clothing styles of those around them in a haphazard and unpredictable manner. Those with titan blood often stand head-and-shoulders above other members of their race; they enjoy experiencing the world around them and become angry when others might merely be bored.

Characters with the Anarchic Bloodline feat are nearly always chaotic-aligned. They tend to be restless, desiring change above all else. They are prone to act irrationally, based on sudden whims and flights of fancy. The adventurous life, full of excitement, danger, and travel, appeals to them. Chaos-blooded characters often have a wide variety of spells in their repertoire from all schools and for all manner of uses. They rarely focus their spells around a theme or with a specific function in mind.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1st—*Color spray*
2nd—*Tasha's hideous laughter*
3rd—*Rage*
4th—*Confusion*
5th—*Mind fog*
6th—*Mislead*
7th—*Prismatic spray*
8th—*Maze*
9th—*Weird*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Author: Scott Carter. **Source:** #325.

Astral Tracking [General]

You can follow tracks across the featureless wastes of the Astral Plane. In addition, you can try to determine the destination of a creature that has used a teleport spell or effect.

Prerequisites: Knowledge (the planes) 11 ranks, Spellcraft 8 ranks, Survival 10 ranks, Track.

Benefit: You can attempt to track a creature normally, even through the featureless wastes of the Astral Plane (base Survival DC 25). In addition, when standing at the location (on any plane) from which a creature departed by means of a teleportation spell or effect, you can determine its destination with a successful DC 30 Survival check. If you have your own means of teleportation, you can then teleport to that location as though you had viewed it once.

Author: James Wyatt. **Source:** #309.

Axiomatic Bloodline [Bloodline]

You are descended from a native of a lawful plane. The most common members of this bloodline are the spawn of devils, who sow their seed in the Material Plane as part of far-reaching and complex plots against their rivals. Archons create mixed-blood offspring with mortals in order to counter the machinations of devils and other evil outsiders. Rarely, mortal travelers who spend a significant portion of their lives in a lawfully aligned plane begin to take on some of the traits of that plane that later manifest in their descendants.

Members of this bloodline are almost exclusively lawful. They seem driven by an inner set of rules that generally work in accordance with the laws of the land. They tend to have a symmetrical appearance, dress conservatively, and stick to a regimented life. Even when adventuring, they follow their routine to the best of their ability. Creatures descended from devils tend to use rules for their benefit, manipulating the system and taking advantage of legal loopholes. Descendants of archons practice the gentler aspects of regimen, living lives in as organized a fashion as possible.

Characters with the Axiomatic Bloodline feat tend to be organized and consistent; they generally look down on abnormality or spontaneity. As such, those with lawful blood excel at spells that locate items and creatures as well as spells that return things to their proper place or shape.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1st—*Detect chaos*
2nd—*Locate object*
3rd—*Magic circle against chaos*
4th—*Locate creature*
5th—*Dismissal*
6th—*True seeing*
7th—*Forcecage*
8th—*Discern location*
9th—*Dominate monster*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the chaotic descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #325.

Bend Spell [Metamagic]

Cover does little to reduce the effectiveness of your spells.

Benefit: You reduce all benefits from cover for creatures affected by one of your spells. Target creatures gain no cover bonuses to Armor Class against a bent spell, and any saving throws made by creatures in its area of effect gain no cover bonuses. This feat does not allow your spell to affect any target that would not normally be affected (for example, a target with total cover still cannot be affected).

A bent spell uses up a slot one level higher than the spell's actual level.

Author: James Jacobs. **Source:** #291.

Braced for Charge [General]

When receiving a charge, you know how to strike where it truly hurts.

Prerequisite: Base attack bonus +1.

Benefit: You can ready an action to set any pole arm against a charge. This attack deals double damage on a successful hit against a charging character. This feat grants no bonus to weapons that already grant double damage when set against a charge.

Normal: Only specific weapons deal double damage when readied against a charge.

Special: A fighter may select Braced for Charge as one of his fighter bonus feats.

Author: Jason Bulmahn, Ari Marmell, et al. **Source:** #331.

Celestial Bloodline [Bloodline]

One of your distant ancestors was a good outsider. The characteristics you display might depend in part on the kind of celestial heritage you have.

Descendants of devas or archons tend to be very decisive—quick to judge and quick to act. Characters with couatl or lillend ancestors are often physically beautiful, and they tend to favor snakes and other reptiles as familiars. The most common sources of celestial blood, however, are minor good deities or the avatars of more powerful beings. A sorcerer descended from such a line can be very passionate about his faith, whether he follows his ancestor's religion or not.

Characters with the Celestial Bloodline feat are usually good-aligned, although not always. Their yearning for adventure stems either from a desire to aid others, an innate need to combat evil, or both. As such, celestial-blooded characters tend to focus their spell selections on good- or neutral-aligned spells that aid others.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st—*Protection from evil*
2nd—*Daylight*
3rd—*Magic circle against evil*
4th—*Rainbow pattern*
5th—*Dismissal*
6th—*Guards and wards*
7th—*Sequester*
8th—*Sunburst*
9th—*Summon monster IX* (good outsiders only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the evil descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #311.

Celestial Light [Bloodline]

You gain the ability to produce light.

Prerequisites: Celestial Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You can cast *light* five times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Author: Scott Carter. **Source:** #311.

Charming [General]

You are particularly convincing when attempting to command targets of your mind-affecting spells.

Prerequisites: Cha 13, Negotiator.

Benefit: When you make a Charisma check to exert control over the target of a mind-affecting spell you



cast, you gain a +3 bonus on this roll. This applies to checks to convince the target of a spell from the *charm person* spell chain to take an action it normally wouldn't, as well as to opposed Charisma checks made by two casters whose spells affect the same target and who give it conflicting orders.

Author: Owen K.C. Stephens. **Source:** #312.

Circle Master [General]

You have mastered the techniques of the master's wheel and can focus on multiple opponents at once.

Prerequisites: Concentration 4 ranks, Circle Student, Dodge, base attack bonus +8.

Benefit: Your bonus on attack and to AC against the target of your Circle Student feat increases to +2.

Special: A fighter may select Circle Master as one of his fighter bonus feats.

Author: Travis Stout. **Source:** #301.

Circle Student [General]

You have been trained in a master's wheel, a form of fencing instruction that grants you focus and control.

Prerequisites: Concentration 2 ranks, Dodge, base attack bonus +4.

Benefit: By focusing your perceptions on only one opponent, you reap benefits at the cost of your ability to defend against the attacks of others. When in melee with the foe you designate as the focus of your Dodge feat, you may choose to gain an additional +1 dodge bonus to your Armor Class from attacks made by that creature and a +1 competence bonus on attack rolls against that foe. Unfortunately, during that round you take a –2 penalty to your AC against attacks by any other creature.

Special: A fighter may select Circle Student as one of his fighter bonus feats.

Author: Travis Stout. **Source:** #301.

Combat Charm [General]

Your charm spells are equally effective in combat and noncombat situations.

Prerequisites: Wis 13.

Benefit: When casting a *charm* spell (such as *charm animal, charm person,* or *charm monster*) on a creature being threatened by you or your allies, it does not gain the usual +5 bonus on its save against the spell.

Author: Owen K.C. Stephens. **Source:** #312.

Commanding [General]

The targets of your compulsion spells find them difficult to resist.

Illustrated by Tom Fowler

Prerequisites: Cha 15, Persuasive.

Benefit: Add +1 to the Difficulty Class for all saving throws against your enchantment (compulsion) spells. This bonus stacks with the bonuses from Spell Focus (enchantment) and Greater Spell Focus (enchantment).

Author: Owen K.C. Stephens. **Source:** #312.

Cuthbert's Smite [General]

You can smite chaotic creatures as well as evil ones.

Prerequisites: Patron deity St. Cuthbert, ability to smite evil.

Benefit: Your smite evil class ability also works against chaotic creatures. Additionally, you may use your smite ability one more time per day. If you accidentally smite a creature that is not chaotic or evil, the smite has no effect but is still used up for the day. Smite evil and smite chaos are supernatural abilities.

Author: Gary Holian. **Source:** #306.

Cutpurse [General]

You are able to pick the pockets of your melee opponents.

Prerequisites: Sleight of Hand 5 ranks, Improved Unarmed Strike.

Benefit: While engaged in combat, you may attempt to use the Sleight of Hand skill to pickpocket an enemy without provoking an attack of opportunity. This feat allows you to disguise your Sleight of Hand attempts as combat maneuvers.

Normal: Using Sleight of Hand in melee provokes an attack of opportunity.

Author: Paul Leach. **Source:** #322.

Dead Eye [General]

Your precision with ranged weapons translates into more telling strikes than you could normally make.

Prerequisites: Dex 17, Point Blank Shot, Weapon Focus (any ranged weapon), base attack bonus +14.

Benefit: You may add your Dexterity bonus on damage rolls made with ranged weapons for which you have the Weapon Focus feat, so long as the target is within 30 feet.

Special: Dead Eye does not increase the damage dealt to creatures immune to critical hits.

A fighter may select Dead Eye as one of his fighter bonus feats.

Author: Clifford Horrowitz. **Source:** #304.

Deceptive Dodge [General]

You can assume a defensive posture that allows you to redirect melee attacks made against you.

Prerequisite: Dex 13, Int 13, Dodge, Expertise, base attack bonus +4.

Benefit: When a melee attack by your dodge target (as per the Dodge feat) misses you while you are fighting defensively, that attack has a chance to strike another target of your choice that is both adjacent to you and within the attacker's reach. The attacker must make a new attack roll for the redirected attack, using the same modifiers applied to the missed attack.

You may use this feat once per round. If there are no other targets adjacent to you and within the attacker's reach, you can't have attacks strike others.

Special: A fighter may select Deceptive Dodge as one of his fighter bonus feats.

Author: Andy Collins. **Source:** #305.

Divine Conduit [General]

You can lend your own divine power to a divine spellcaster of your faith.

Prerequisite: Cha 13, Divine Fervor, patron deity, ability to turn or rebuke undead.

Benefit: If you touch a divine spellcaster who worships the same deity as you, you can expend one or more daily uses of your turn undead ability to boost that character's spellcasting power with your own divine energy. Such a transfer requires a standard action. The touched character can apply a metamagic feat to the next spell he casts as a free action. The total level cost of the metamagic feat must be less than or equal to the number of turn undead uses you expended. Unused energy lasts 1 round before it fades. All divine energy transferred in this way is completely absorbed by the touched character and has no other effects. The caster must have access to the metamagic feat as normal. He applies it to the spell while he casts it via the energy you provided. He does not need to prepare the spell with the feat.

You cannot use this ability to boost your own spellcasting talents. The spell your ally uses requires its normal casting time, making quickened spells useless with this ability.

Author: Skip Williams. **Source:** #305.

Divine Fervor [General]

You can use divine energy to gain a temporary boost to an ability score.

Prerequisite: Patron deity.

Benefit: Once per day you can call upon your deity and gain a +2 bonus to any one ability score. The bonus lasts a number of rounds equal to 1 + your Charisma modifier (minimum 1 round).

Author: Skip Williams. **Source:** #305.

Double Team [General]

When fighting with at least one ally who also possesses this feat, you can coordinate your attacks effectively and threaten your opponent's vital areas more easily.

Prerequisites: Combat Reflexes, base attack bonus +6.

Benefit: When you and an ally who also has this feat both threaten the same opponent with a melee

weapon, the target is treated as flanked regardless of the positions of you and your ally. Targets normally immune to flanking are immune to the special flanking conditions created by this feat.

Special: A fighter may select Double Team as one of his fighter bonus feats.

Author: Dean Poisso. **Source:** #303.

Draconic Bloodline [Bloodline]

You are descended from a dragon. The dragon bloodline is strong in both physical power and magic. Your characteristics might vary with the type of dragon from which you are descended, but you share some traits with others of draconic blood. Like your majestic reptilian ancestor, you are proud and of noble bearing, and you might even share its coloration in some way.

Although characters with draconic blood can have any alignment, they are prone to mimic their dragon ancestor's personalities. Others often see them as somewhat arrogant and obsessive, but the dragon-blooded usually feel justifiably proud of their abilities. Spellcasters with draconic ancestors love knowledge and beautiful items, and they often adventure to acquire one or the other. Their spell selections tend toward either flamboyant, combat-oriented spells, or knowledge-gathering spells. Sorcerers of this bloodline favor the same environments as their dragon ancestors.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st—*Comprehend languages*
2nd—*Darkvision*
3rd—*Protection from elements*
4th—*Fear*
5th—*Mind fog*
6th—*True seeing*
7th—*Vision*
8th—*Mind blank*
9th—*Dominate monster*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

A character with the Draconic Bloodline feat retains many of the strengths and weaknesses of his ancestor. As such, he must choose a category of spells (often spells with a certain descriptor) that he cannot learn or cast. (For example, the descendant of a green dragon might not be able to cast spells with the earth descriptor, while the heir of a bronze dragon might be denied access



Illustrated by Matt Cavotta

to spells with the fire descriptor.) Such spells do not appear on the character's spell list for any class. The DM should be involved in the decision about which category of spells the character is denied.

Author: Scott Carter. **Source:** #311.

Dragon Sight [Bloodline]

You have a dragon's affinity for magic and can see magical auras. When you use this ability, your eyes glow with inner light.

Prerequisites: Draconic Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You can use *detect magic* three times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Author: Scott Carter. **Source:** #311.

Earth Bloodline [Bloodline]

You are descended from a creature of elemental earth. Your heritage probably stems from one of the humanoid-shaped beings from the Elemental Plane of Earth, although elemental earth creatures native to the Material Plane can contribute this bloodline as well. Regardless of the exact earth creature in your ancestry, you probably have a hardy, solid-looking body and dark coloration, and you might even exude an earthy smell.

Stone giants produce long, lean descendants who tend to be shy but playful. The progeny of earth mephits are generally stubborn, while those of salt mephits are often gifted with a sarcastic wit. Characters with gargoyle blood tend to be territorial and prone to violence, especially when it comes to protecting what is theirs.

Some would say that sorcerers with the Earth Bloodline feat are unchanging, but this assessment is not entirely true. Rather, they are slow to change—not to mention tough, determined, and unwavering in their goals. They generally enjoy being underground, so they like to delve into dungeons and other subterranean locales.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st—*Enlarge person*
2nd—*Shatter*
3rd—*Keen edge*
4th—*Stone shape*
5th—*Transmute mud to rock*
6th—*Move earth*
7th—*Statue*
8th—*Iron body*
9th—*Summon monster IX* (elementals and outsiders with the earth subtype only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the air descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #311.

Elemental Theurgy [General]

You can combine alternative sources of power when using spells that contain the same elemental descriptor (air, earth, fire, or water).

Prerequisites: At least one elemental domain (Air, Earth, Fire, or Water), ability to cast arcane spells with the same elemental descriptor as your domain.

Benefit: Choose one of your elemental domains: Air, Earth, Fire, or Water. You can cast spells with the related spell descriptor as if your caster level was the sum of all spellcasting classes that grant spells of that elemental spell descriptor. The effect applies only to a single elemental descriptor chosen when the feat is taken. For example, a 5th-level cleric/3rd-level wizard with the Fire domain and this feat can cast any spell with the fire descriptor as an 8th-level caster.

This does not affect your spells per day or spells known. It only increases your caster level when casting spells of the appropriate descriptor.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new elemental domain and spell descriptor.

Author: Tim Hitchcock. **Source:** #325.

Enspell Familiar [General]

You can cast spells on your familiar over a distance.

Prerequisites: Caster level 1st, ability to gain a familiar.

Benefit: You are always considered to be in contact with your familiar for the purpose of casting shared spells, as long as it is within 1 mile of you. Thus any spell you cast on yourself also affects your familiar.

Normal: The familiar must be within 5 feet of the caster at the time such a spell is cast.

Author: Stephen Kenson. **Source:** #280.

Favored Power Attack [General]

You can deal more damage to favored enemies.

Prerequisites: Power Attack, base attack +4, favored enemy.

Benefit: Chose one of your favored enemies. When you use the Power Attack feat against that favored

enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you are using a two-handed weapon, add 3 times the number. The normal restrictions of the Power Attack feat apply.

Author: Rich Redman. **Source:** #310.

Fell Energy Spell [Metamagic]

You add a dose of raw necromantic energy to your beneficial spells, making them especially effective for undead creatures.

Benefit: Any numerical bonus granted by a spell modified with this feat increases by +2 for all undead creatures it affects. This increase does not apply to factors such as range, save DC, healing, or other numerical factors relating to a spell. Only effects described as bonuses gain this benefit. A fell energy spell takes up a spell slot one level higher than the spell's actual level.

Author: Mike Mearls. **Source:** #312.

Fey Bloodline [Bloodline]

One of your ancestors was a fey creature, or was raised as such. Fey sometimes take humanoid mates or capture children and raise them as their own. Fey-blooded characters vary greatly in appearance but most have some odd feature that marks them, such as a strange eye or hair color.

The heirs of dryads are often quite shy but they possess quick minds and an earthy beauty. Grig-blooded characters are mischievous and lighthearted, while those with pixie blood are prone to take their pranks too far. Characters with nixie blood are suspicious beings who tend to avoid strangers but remain fiercely loyal to places or persons they love.

Sorcerers with fey blood often have changing, fickle natures. They are quick to laugh and play tricks, but slow to forgive or forget slights. They adventure primarily out of a sense of alienation, seeking some place or group to which they can belong. They are fond of spells that deceive and manipulate emotions, such as *charm person.*

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry grants you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st—*Detect secret doors*
2nd—*Glitterdust*
3rd—*Tongues*
4th—*Hallucinatory terrain*
5th—*Seeming*
6th—*Mislead*
7th—*Sequester*
8th—*Otto's irresistible dance*
9th—*Wail of the banshee*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Although folklore often associates fey creatures with the spirits of the dead, this belief could not be further from the truth—in fact, all fey are inherently bound to life. Thus, characters with the Fey Bloodline feat cannot learn or cast spells that create or control undead, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #311.

Fey's Fate [Bloodline]

You are touched by the luck of your ancestors.

Prerequisites: Fey Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You get a +1 luck bonus on all saving throws.

Author: Scott Carter. **Source:** #311.

Fiendish Bloodline [Bloodline]

One of your distant ancestors was an evil outsider. The characteristics you display might depend in part on the kind of fiendish heritage you have. Many of your bloodline are dark in coloration, although great variation can exist depending on your specific ancestry.

Evil outsiders such as demons and devils produce a surprisingly large number of offspring on the Material Plane. Their descendants are frequently (but not always) evil. Demon-blooded characters and others descended from beings native to the chaotic evil realms are usually chaotic themselves, and at their worst they can be prone to greedy or lustful behavior.

Those with devil blood, on the other hand, tend to be lawful. They have no compunctions about bending the rules as far as possible, but they rarely break them. Like their fiendish ancestors, devil-spawn are known for keeping their word.

Characters with fiendish blood often seem driven—even haunted—by the potential for evil within them, especially if they try to hold to a neutral or good path. They frequently adventure out of a restlessness caused by their own internal struggles, although sometimes they do so simply because they enjoy killing and adventuring provides a perfect outlet for that tendency. Such characters usually prefer spells of darkness and deception, even if they are good-aligned.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st—*Protection from good*
2nd—*Darkness*
3rd—*Sepia snake sigil*

4th—*Bestow curse*
5th—*Nightmare*
6th—*Mislead*
7th—*Insanity*
8th—*Maze*
9th—*Imprisonment*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the good descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #311.

Fire Bloodline [Bloodline]

One of your ancestors was a creature of elemental fire. Your physical characteristics might vary with the type of elemental creature from which you are descended, but you're likely to have wild red or coal-black hair and either smoky gray or golden eyes. Your heritage probably stems from one of the humanoid-shaped beings from the Elemental Plane of Fire, although elemental fire creatures native to the Material Plane can contribute this bloodline as well.

The descendants of azers see fire as a tool, and they love crafts that control the power of flame. They tend to prefer a regimented life and usually keep their destructive natures in tight check, although they are no less dangerous because of that forbearance. The descendants of fire mephits have a mischievous nature and enjoy destructive pranks, while characters with steam mephits in their ancestry consider themselves above such behavior and often look down on others with considerable arrogance. Fire giant spawn can be ruthless in achieving their goals, and even others with fire blood see them as brutal. None, however, can be as cruel as the descendants of salamanders.

Usually hot-tempered and unpredictable, characters with the Fire Bloodline feat can also be passionate, egotistical, and unusually prone to destructive behavior. They usually adventure for a chance at personal gain and glory. Fire holds a primal fascination and fear for most creatures, and scions of this bloodline use that to their advantage, often choosing mind-affecting spells to supplement their preferred destructive flame spells.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st—*Hypnotism*
2nd—*Pyrotechnics*
3rd—*Tongues**
4th—*Fire shield*
5th—*Cloudkill***
6th—*Summon monster VI* (elementals and outsiders with the fire subtype only)
7th—*Delayed blast fireball*
8th—*Sunburst*
9th—*Meteor swarm*

*The subject's tongue resembles a tongue of flame.
**The fog produced has a smoky smell and quality.

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the water descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #311.

Flash Casting [General]

Your passion for magic manifests visibly when you cast a spell.

Prerequisite: Cha 13, ability to cast a spell with the fire or light descriptor.

Benefit: A fiery nimbus surrounds you whenever you cast a spell with the fire or light descriptor. This makes it almost impossible to hide while spellcasting, but it makes you difficult to look at as well. For 1 round after casting a fire or light spell creatures that attempt to attack you take a –2 penalty on attack rolls. Creatures must be able to see you to be affected by Flash Casting, and creatures with blindsight or creatures that cannot see are immune.

Author: Clifford Horowitz. **Source:** #314.

Friend of the Earth [Bloodline]

Your deep affinity for the earth enables you to move across it with greater ease than others.

Prerequisites: Earth Bloodline, ability to cast 2nd-level or higher arcane spells.

Benefit: You gain a +3 circumstance bonus on Climb and Tumble checks when in contact with stone or earthen surfaces.

Author: Scott Carter. **Source:** #311.

Guided Spell [Metamagic]

Your spells zero in on a specific target.

Benefit: Only those spells delivered by a ranged touch attack can be guided. Choose a target within range before casting a guided spell. A guided spell ignores anything up to total cover and full concealment as it moves over, under, or around barriers, seeking that target. You do not check for miss chance due to

concealment, and your foe does not gain an AC bonus due to cover. If a guided spell misses on its initial attack, it persists for a number of rounds equal to 1/3 your level (rounded down), making another ranged touch attack on your turn each round against that target until it hits or the guided duration ends. If the target or you move out of the range of the spell, if the target gains total cover or concealment from your position, or if the line of effect for the spell is blocked, the guided spell immediately ends. You do not need to concentrate on a guided spell while it is attacking. A guided spell uses up a spell slot three levels higher than the spell's actual level.

Author: Christopher Campbell. **Source:** #307.

Haft Strike [General]

You have learned to fight with both ends of a pole arm.

Prerequisite: Two-Weapon Fighting.

Benefit: When wielding a pole arm two-handed you may choose to attack with the haft of the weapon. You may only perform this attack as part of a full-attack action. This additional attack is at your highest attack bonus and deals damage like a club of the same size as the pole arm. Although the haft does not possess any of the bonuses associated with the weapon (such as flaming), it does count as magic for the purposes of overcoming damage reduction if the weapon is enchanted. When using this feat, each attack you make in that round (the extra one and the normal ones) suffers a –2 penalty. You only receive half your Strength bonus on damage rolls with this attack. This feat cannot be used with a double weapon.

Normal: The haft of a non-double weapon is considered an improvised weapon and cannot be used as part of a full-attack action.

Special: A fighter may select Haft Strike as one of his fighter bonus feats.

Author: Jason Bulmahn, Ari Marmell, et al. **Source:** #331.

Hammer Fist [General]

You are trained in an unarmed fighting style that emphasizes a two-handed strike.

Prerequisites: Str 13, Improved Unarmed Strike.

Benefit: You may make a single unarmed attack with both hands to add 1-1/2 your Strength bonus on the damage roll. This extra damage does not apply if you make a flurry of blows attack or if you are holding anything in either hand.

Special: A fighter may select Hammer Fist as one of his fighter bonus feats.

Author: James Wyatt. **Source:** #279.

Heads Up [General]

You are capable of using the gaze attacks of a slain creature. Why should monsters have all the fun?

Prerequisite: Spell-like abilities or ability to cast arcane or divine spells.

Benefit: If you grasp the severed head of a creature with a gaze supernatural ability (such as the petrifying gaze of a medusa) within 1 hour of the creature being slain, you may use that creature's head to employ the slain creature's gaze supernatural ability as a standard action up to three times during the next 24 hours. After that time the head is rendered useless. Retrieving the head from a slain creature is a full-round action that provokes an attack of opportunity.

Author: Eric Haddock. **Source:** #328.

Hibernate [General]

When you sleep, you heal at an increased rate.

Prerequisite: Con 13, Endurance.

Benefit: So long as you get at least 8 hours of uninterrupted sleep, you regain hit points equal to twice your character level and heal 2 points of ability damage to each ability score. If you sleep uninterrupted for a full 24 hours, you regain hit points equal to four times your character level and heal 4 points of ability damage to each ability score. "Uninterrupted sleep" does not need to take place in a bed.

Normal: When you rest a full 8 hours, you regain hit points equal to your character level and heal 1 point of ability damage to each affected score. If you have complete bed rest for a full day and night, you regain hit points equal to twice your character level and heal 2 points of ability damage to each affected score.

Author: Dean Poisso. **Source:** #313.

Illithid Bloodline [Bloodline]

Illithids frequently perform experiments on their slaves, grafting and splicing bits from one species onto another. Often, illithids use body parts from their own race to augment their slaves. Eventually, some of these enhanced slaves escape back to their own people. You are the descendant of one such escaped slave.

Creatures with the Illithid Bloodline feat tend toward no particular alignment, personality trait, or overall outlook. They do, however, typically share certain physical traits, such as lacking hair but possessing black eyes and pale skin with a slightly purplish tint.

Sorcerers who have an escaped illithid slave in their ancestry tend to select spells that manipulate or ruin the mind. They favor enchantment spells above all others.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at first, from the following list.

1st—*Hypnotism*

2nd—*Detect thoughts*



3rd—*Suggestion*
4th—*Confusion*
5th—*Feeblemind*
6th—*Mass suggestion*
7th—*Insanity*
8th—*Mind blank*
9th—*Dominate monster*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Those with this feat cannot learn or cast spells that alter an object or creature's size or shape (such as *enlarge person* or the *polymorph spells*) and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #325.

Kin Mastery [Bloodline]

You can channel the energies of your arcane bloodline to turn or rebuke creatures with which you share a common heritage.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: Once per day, you may turn or rebuke creatures of the same kind as your bloodline ancestor as a cleric of 1/2 your level in the arcane spellcasting class that granted you access to your base bloodline feat. You may choose to either turn or rebuke such creatures upon taking this feat, but you cannot later change that decision.

Special: You may take this feat more than once. Each time you take it after the first, you gain an extra use per day of your chosen turning ability.

Author: Scott Carter. **Source:** #311.

Kung Fu Genius [General]

Some styles of martial arts require the student to memorize advanced medical text's and anatomical charts. These styles favor the intellectual over the introspective.

Prerequisites: Int 13, must be gained at or before the first level of the monk class is taken.

Benefit: You use your Intelligence modifier rather than Wisdom modifier for all monk special abilities that normally rely on Wisdom.

Author: Patrick Younts. **Source:** #319.

Lawful Discipline [Bloodline]

Your orderly mind allows you to overcome magical coercion more easily.

Prerequisites: Axiomatic Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You gain a +3 bonus on Will saves made to resist mind-affecting effects.

Author: Scott Carter. **Source:** #325.

Long Strike [General]

You have practiced grasping a pole arm farther down the haft than normal, granting you extended reach.

Prerequisite: Base attack bonus +2.

Benefit: As a full-attack action, you can make one attack with a pole arm as if it had reach, allowing you to strike an opponent 10 feet away. If the pole arm already grants reach, treat its reach as if it extended 5 feet farther.

Normal: Only reach weapons allow you to attack foes more than 5 feet away.

Illustrated by Erik Polak

Special: A fighter may select Long Strike as one of his fighter bonus feats.

Author: Jason Bulmahn, Ari Marmell, et al. **Source:** #331.

Mercurial Strike [General]

With a single motion, you draw your weapon and slash at an opponent.

Prerequisite: Quick Draw, base attack bonus +5.

Benefit: Any time an opponent provokes an attack of opportunity from you but you are unarmed, you may draw a melee weapon and make your attack of opportunity with it. The target of your attack of opportunity is caught flat-footed for that attack.

Author: Mike Mearls and Jeff Quick. **Source:** #310.

Mighty are Fallen [General]

You can sidestep the powerful swings of an opponent that is using Power Attack.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility.

Benefit: You gain a +4 bonus to your Armor Class against any blow enhanced by the Power Attack feat.

Special: A fighter may take Mighty are Fallen as one of his fighter bonus feats.

Author: James Wyatt. **Source:** #309.

Mind Weapon [Bloodline]

The mental power of your ancestors has passed to you.

Prerequisites: Illithid Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You can use *daze* three times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Author: Scott Carter. **Source:** #325.

Necromantic Bloodine [Bloodline]

One of your ancestors was an undead creature or possessed an unholy link with the undead brought on by frequent contact. While undead do not reproduce by normal means, their infectious taint might affect necromancers and others who deal regularly with the dead or undead. In rare instances a vampire or other undead might feed off a pregnant humanoid and in allowing her to live endow the unborn child with its foul nature.

Your physical characteristics might vary depending on the type of undead creature from which you are descended, but you're likely to have pale or ashen skin and dark eyes and hair. The touch of undeath in a family almost exclusively comes from intelligent, corporeal undead. It



takes powerful magic or extremely bizarre situations for creatures to gain this feat from unintelligent or incorporeal undead. The descendants of ghouls tend to be feral and constantly hungry. Those with ghast ancestors generally have a strong, unpleasant stench, and they often find it difficult to satiate their hunger. Lich-blooded characters value intelligence and generally have elitist personalities, often appearing gaunt and skeletal. Characters descended from mummies tend to have dull but focused personalities, and many have gaunt, dry skin. Descendants of vampires tend to have long canine teeth and commanding, seductive personalities. Wight-blooded characters tend to have clawlike fingernails and toenails, and lean, muscular bodies; they are generally hate-filled loners who hold grudges. Characters with the Necromantic Bloodline feat often favor wearing the blacks, whites, and grays of mourning.

Sorcerers with a touch of the undead in their family trees tend to concentrate, appropriately enough, on spells from the school of necromancy. Spells that allow the caster to control a creature's mind are popular among those descended from vampires.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1st—*Cause fear*
2nd—*Ghoul touch*
3rd—*Vampiric touch*
4th—*Contagion*
5th—*Dominate person*
6th—*Eyebite*
7th—*Control undead*
8th—*Trap the soul*
9th—*Wail of the banshee*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells of the conjuration (healing) subschool, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #325.

Pack Feint [General]

You know how to confuse an opponent with the aid of your comrades.

Prerequisites: Improved Feint, Pack Tactics, base attack bonus +8.

Benefit: Whenever you successfully use Bluff to feint in combat, the target loses his Dexterity bonus to Armor Class for your next attack and the next attack of any allies adjacent to the foe when you made your Bluff check. To benefit from this feat, each ally's next attack and your next attack must be made on or before your next turn.

Normal: After a successful feint in combat, your victim loses his Dexterity bonus to AC for your next attack, so long as you make your attack on or before your next turn.

Special: A fighter may select Pack Feint as one of his fighter bonus feats.

Author: Dean Poisso. **Source:** #313.

Pack Tactics [General]

Fighting in cooperation with one or more partners is second nature to you. You are a master of harrying opponents and finding their undefended flanks.

Prerequisite: Wis 13.

Benefit: Whenever you flank an opponent, an ally not flanking that foe gains a +1 bonus on melee attacks made against your flanked opponent. Flanking allies retain the normal +2 bonus on melee attacks.

Special: A fighter may select Pack Tactics as one of his fighter bonus feats.

Author: Dean Poisso. **Source:** #313.

Pebble Underfoot [General]

You have learned a special combat technique useful for bringing down creatures much larger than you.

Prerequisite: Improved Trip.

Benefit: When attempting to trip a creature at least two size categories larger than you, you gain a +4 bonus on opposed trip checks. If you fail to trip the creature, it cannot immediately attempt to trip you.

Special: A fighter may select Pebble Underfoot as one of his fighter bonus feats.

Author: James Wyatt. **Source:** #279.

Penumbra Bloodline [Bloodline]

You are descended from a planar traveler who frequented the Ethereal Plane or Plane of Shadow. The energies of these planes altered and augmented your ancestor, infusing your bloodline with a trace of shadow or ether. You are touched by the planes, and they grant you arcane powers that continue to shape your life.

Penumbra-blooded creatures tend toward extremes in coloration, with either unusually dark or fair skin, black or stark white hair, and silver or black irises. Most are very thin, but not to the point of unhealthiness. They generally wear plain clothing in subdued hues of gray or white. Creatures with shadowy or ethereal ancestry tend toward neutrality and often have quiet, secretive personalities. Many penumbra-blooded creatures prefer dark places and avoid direct sunlight as much as possible.

Sorcerers who possess a penumbral ancestor favor spells that conceal places and people as well as spells that access the Plane of Shadow or Ethereal Plane.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1st—*Obscuring mist*
2nd—*Darkness*
3rd—*Nondetection*
4th—*Evard's black tentacles*
5th—*Shadow evocation*
6th—*Shadow walk*
7th—*Plane shift*
8th—*Greater shadow evocation*
9th—*Etherealness*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the light descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #325.

Pike Hedge [General]

You are particularly skilled at setting a weapon to receive a charge.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: When readying an action to receive a charge, you deal double damage with any melee weapon, or triple damage with a spear, halberd, or any other polearm that normally deals double damage when set to receive a charge.

Special: A fighter may select Pike Hedge as one of his fighter bonus feats.

Author: Travis Stout. **Source:** #317.

Plant Bloodline [Bloodline]

One of your ancestors had an unusually close tie to the natural world. Possibly the rarest of ancestries, only the most powerful spellcasters or deities can cause the melding of plants and animals.

Plant-blooded creatures tend to have brown skin and green eyes, and they generally act more patiently and quietly than their peers. Scions of flowering plants are often beautiful and vain, in love with bright colors and prone to extravagance. Those who descend from vines have long thin bodies with tangled masses of hair and combative dispositions. Fungal descendants tend toward pale skin and hair tones, preferring sedentary lives and dark, cool places. Tree-blooded creatures stand taller than their peers and have quiet but friendly personalities, content with deep thoughts and slow actions.

Sorcerers with plants in their ancestry prefer spells that manipulate themselves or the environment around them to protect or grow life.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1st—*Endure elements*
2nd—*False life*
3rd—*Water breathing*
4th—*Minor creation*
5th—*Transmute rock to mud*
6th—*Control water*
7th—*Control weather*
8th—*Control plants*
9th—*Imprisonment*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if

she learned any of these spells as a member of another spellcasting class.

In almost every culture, plants and growing things represent life and growth. Thus, characters who possess this life-centered bloodline cannot learn or cast spells with the death descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #325.

Pole Balance [General]

You can use your pole arm to brace yourself against impact and prevent you from falling.

Benefit: When wielding a pole arm two-handed you gain a +4 circumstance bonus to resist being bull rushed or tripped, and on any Balance checks to avoid losing your footing. You may not use this feat if you are flat-footed or if you are in a precarious position (such as on a tightrope or while climbing) that does not provide you a solid surface against which to prop the weapon.

Special: A fighter may select Pole Balance as one of his fighter bonus feats.

Author: Jason Bulmahn, Ari Marmell, et al. **Source:** #331.

Pole Fighter [General]

Your monastic training included extensive work with pole arms and other similar weapons.

Prerequisite: Proficiency with the selected weapon, Weapon Focus with the selected weapon, flurry of blows class feature.

Benefit: Chose a pole arm. You can treat that weapon as a special monk weapon, allowing you to perform a flurry of blows with it.

Special: A fighter may select Pole Fighter as one of his fighter bonus feats.

Author: Jason Bulmahn, Ari Marmell, et al. **Source:** #331.

Power in the Blood [Bloodline]

You can call on your arcane heritage to cast one additional spell per day.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: You may cast one additional spell per day, over and above your allotment for the class that qualified you for your base bloodline feat. The additional spell must be one granted by that bloodline feat.

Author: Scott Carter. **Source:** #311.

Precise Strike [General]

You are skilled in finding your opponent's weakness and striking where it hurts most.

Prerequisites: Dex 13, ability to sneak attack.

Benefit: When making an attack that would qualify as a sneak attack, you may take away any number of dice from your sneak attack damage and add a +2 circumstance bonus on your attack roll for each die reduction you make. You may convert as many of your dice from your sneak attack damage as you wish in this manner. However, if you make more than one sneak attack during a round and are using this feat, you must convert the same number of dice for each one.

Author: Mike Mearls and Jeff Quick. **Source:** #310.

Puppet Master [General]

It is more difficult to notice manipulation of the targets of your enchantment spells.

Prerequisite: Wis 13.

Benefit: Add +5 to the DC of a Sense Motive check to notice that the target of one of your mind-affecting spells is being magically influenced (DC 30 for most spells, DC 20 for *dominate person* or *dominate monster*).

Author: Owen K.C. Stephens. **Source:** #312.

Ring the Golden Bell [General]

With the rush of air from a single precise strike, skilled martial artists can extinguish a candle flame from several feet away. Legendary masters developed this ability to the point that they could ring a thousand-pound bell using only a finger strike from 20 feet away.

Prerequisites: Wis 13, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike), base attack bonus +5.

Benefit: A number of times per day equal to 1 + your Wisdom bonus, you may deal unarmed strike damage with a successful ranged attack. This attack has a range increment equal to 5 feet + 5 feet per point of Wisdom bonus. Normal cover modifiers apply. This attack can deliver any effect your unarmed strike can normally deliver, such as a stunning attack due to the Stunning Fist feat.

Special: A fighter may select Ring the Golden Bell as one of his fighter bonus feats.

Author: Patrick Younts. **Source:** #319.

Riposte [General]

You are adept at striking from a defensive posture.

Prerequisites: Int 13, Combat Expertise, base attack bonus +5.

Benefit: If you use Combat Expertise to increase your Armor Class, the first opponent to attack and miss you for that round provokes an attack of opportunity from you.

Special: A fighter may select Riposte as one of his fighter bonus feats.

Author: Clifford Horrowitz. **Source:** #304.

Scalding Faith of the Sun [General]

The power and grace of the Sun Lord has enhanced your ability to turn undead



Prerequisite: Patrion deity Pelor, divine grace, turn undead.

Benefit: You turn undead as a cleric of your class level.

Normal: A paladin turns undead as a cleric two levels lower would.

Author: Gary Holian. **Source:** #306.

Scathing Wit [General]

You are particularly gifted in the art of hurling insults.

Benefit: As a full-round action, you can belittle and insult a single creature that can understand you and is within 30 feet. You and the target must make opposed Intimidate checks; if you win, the target is humiliated and takes a –1 penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for a number of rounds equal to your Charisma modifier (minimum of 1 round). If you fail the opposed Intimidate check, the target shrugs off the insults. A particular target may only be subjected to your Scathing Wit once per day.

Author: James Jacobs. **Source:** #291.

Seer [General]

You receive flashes of insight from your deity.

Prerequisite: Charisma 13, Divine Fervor, patron deity.

Benefit: You gain a +1 luck bonus on Listen, Search, Sense Motive, and Spot checks.

In addition, you can call upon your deity once per day for limited information about the future in general, although this usage of the feat temporarily depletes your capacity for divine insight. The effect is similar to that of an *augury* spell, except there is no material component and you can see only about 10 minutes into the future. This usage of the feat is a spell-like ability requiring a full-round action. Once you have used the feat in this way, the luck bonus it normally provides is negated for the rest of the day.

Author: Skip Williams. **Source:** #305.

Serenity [General]

Your wisdom, inner calm, and sagacity fuels your class abilities rather than your force of personality or will.

Prerequisite: Divine grace.

Benefit: Use your Wisdom bonus in place of your Charisma bonus for purposes of divine grace, lay on hands, smite evil, and turn undead.

Normal: The abilities use your Charisma bonus.

Author: Gary Holian. **Source:** #306.

Serpent Bloodline [Bloodline]

One of your ancestors served as a slave of the yuan-ti. Over the course of years, the constant exposure to serpentine magic and blood warped your ancestor, putting just a trace of snake blood into your family line. Your physical characteristics might vary with

the type of snake from which you are descended, but you're likely to have yellow or black eyes and patches of scaly skin.

Viper-blooded characters tend to have sharp, angular features with narrow jaws; they generally speak quickly and have a sharp wit. Descendants of cobras tend to have wide, thick necks and hair that grows out from the sides of their heads; they generally prefer solitude, but when in the company of others they possess a commanding presence. Creatures with a constrictor ancestor often have strong, thick bodies and limbs; they tend to take their time, even in dangerous situations, but they become an unstoppable force once they finally decide to act. Rattler-blooded characters tend to have a tough, worldly look; they like to dress in bright colors, especially reds and yellows, and are usually quite vocal about their abilities and intent.

Sorcerers with serpentine blood prefer spells that intimidate a foe or end a fight quickly.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1st—*Cause fear*
2nd—*Hypnotic pattern*
3rd—*Sepia snake sigil*
4th—*Phantasmal killer*
5th—*Dominate person*
6th—*Repulsion*
7th—*Power word blind*
8th—*Power word stun*
9th—*Power word kill*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Because serpents must forever crawl on their bellies, even their offspring cannot hope to look to the skies. Characters with this feat cannot learn or cast spells intended to allow them to leave the ground (such as *fly*, *levitate*, or *overland flight*), and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #325.

Shield Maiden's Grace [General]

You can channel energy to grant grace and spiritual calm to your companions.

Prerequisite: Divine grace, ability to turn undead.

Benefit: Spend one of your turn undead attempts to grant a touched creature the protection of your divine



Illustrated by Jake Parker

grace. The creature applies your Charisma modifier at the time it was touched as a bonus on all saving throws. The Shield Maiden's Grace lasts a number of rounds equal to your Charisma modifier (minimum 1 round). The bonus from this ability does not stack with a paladin's divine grace.

Author: Gary Holian. **Source:** #306.

Shorten Grip [General]

You know how to alter your grip on a reach weapon to use it against nearby opponents.

Benefit: When wielding a pole arm with reach that you are proficient with, you may treat the weapon as if it did not have reach. The weapon is unwieldy when used in this fashion and you take a –2 penalty on attack rolls when attacking an opponent you normally could not.

Normal: Reach weapons cannot be used against adjacent foes.

Special: A fighter may select Shorten Grip as one of his fighter bonus feats.

Author: Jason Bulmahn, Ari Marmell, et al. **Source:** #331.

Single Blade Style

You wield a single weapon well.

Prerequisites: Int 13, Combat Expertise, Weapon Finesse, base attack bonus +10.

Benefit: When fighting with a weapon you have chosen for the Weapon Focus feat, wearing light armor or no armor, and with nothing in your off-hand, you gain a +2 dodge bonus to your Armor Class.

Special: A fighter may select Single Blade Style as one of his fighter bonus feats.

Author: Travis Stout. **Source:** #301.

Song of the Dead [Metamagic]

You can add such a powerful dose of necromantic energy to your mind-affecting spells that they function against undead creatures but are useless against all others.

Benefit: A mind-affecting spell modified by this feat works normally against intelligent undead creatures. Mindless undead (those without Intelligence scores) are still immune to its effect, and the altered spell has no effect against living creatures or constructs. A song of the dead spell takes up a spell slot one level higher than the spell's actual level. Note that the use of this feat does not make mind-affecting spells affect undead if the spell's description specifies that the target must be living or of a particular creature type (other than undead).

Any spells prepared with Song of the Dead become necromancy spells.

Author: Mike Mearls. **Source:** #312.

Spinning Defense [General]

You can spin a pole arm around you, deflecting attacks.



Illustrated by Fred Hooper

Prerequisite: Combat Expertise, Deflect Arrows.

Benefit: While wielding a pole arm during a total defense action, you receive a +1 dodge bonus to your Armor Class (that stacks with the bonuses from total defense) and you can use the Deflect Arrows feat any number of times until your next turn (you do not need an open hand to deflect ranged weapons while using this feat). While using this feat, you cannot catch any of the weapons through the Snatch Arrows feat.

Normal: You can only use the Deflect Arrows feat once per round.

Special: A fighter may select Spinning Defense as one of his fighter bonus feats.

Author: Jason Bulmahn, Ari Marmell, et al. **Source:** #331.

Staggering Blow [General]

You are capable of delivering devastating strikes in melee combat, and when you land a critical blow, opponents seldom recover in time to fend off your attacks.

Prerequisites: Str 13, Heal 3 ranks, Improved Critical (unarmed or bludgeoning weapon), Power Attack, base attack bonus +12.

Benefit: Whenever you confirm a critical hit with a melee attack that deals bludgeoning or nonlethal damage for which you have the Improved Critical feat your opponent must make a Fortitude save (DC 10 + 1/2 your level + your Strength modifier) or be stunned for one round.

Special: A fighter may select Staggering Blow as one of his fighter bonus feats.

Author: Dean Poisso. **Source:** #303.

Unorthodox Flurry [General]

You are trained in a monastic tradition that uses nontraditional weapons.

Prerequisite: Flurry of blows.

Benefit: Choose one light weapon. You become proficient with that weapon and can use it as a special monk weapon. You can make a flurry of blows attack with the chosen weapon. (You cannot choose a light exotic weapon unless you already have proficiency with that weapon.)

Normal: Without this feat, monks only gain these benefits with specific weapons, such as the kama, siangham, or nunchaku.

Author: James Wyatt. **Source:** #279.

Vault [General]

While wielding a pole arm you can jump great distances.

Prerequisite: Str 13, Jump 4 ranks.

Benefit: When wielding a pole arm two-handed, the DC for a long jump is reduced by –5. In addition, the DC for a high jump is equal to three times the distance to be cleared. If you jump up to grab something, you must drop the pole arm to grab the target.

Normal: The DC for a high jump is equal to four times the distance to be cleared.

Special: A fighter may select Vault as one of his fighter bonus feats.

Author: Jason Bulmahn, Ari Marmell, et al. **Source:** #331.

Water Bloodline [Bloodline]

You have a creature of elemental water as an ancestor. Your physical characteristics might vary with the type of elemental creature from which you are descended, but you're likely to have blue, green, or white coloration. Water blood stems both from planar elemental beings and creatures native to the Material Plane that have a strong affinity for water.

Triton spawn often seem well meaning but distant. Characters who can trace their water heritage directly to a being from the Elemental Plane of Water, however, can seem downright cold to others.

Water-blooded characters adventure for a number of reasons, but they all seem driven to go forward, go deeper, and overcome any obstacles in their paths. Some deep-seated instinct teaches them to be aware of what's going on around them, since death can come from any direction underwater. Since fluids are so adaptable, characters with this bloodline are fond of spells that deal with change.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st—*Expeditious retreat*
2nd—*Fog cloud*
3rd—*Water breathing*
4th—*Quench*
5th—*Transmute rock to mud*
6th—*Otiluke's freezing sphere*
7th—*Control weather*
8th—*Summon monster VIII* (elementals and outsiders with the water subtype)
9th—*Elemental swarm* (water elementals only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with Water Bloodline cannot learn or cast spells with the fire descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Author: Scott Carter. **Source:** #311.

Chapter Five:

Equipment & Magic Items

This chapter presents a variety of new magic items, mundane weapons and armor, and other gear. It presents mundane weapons, armor, adventuring gear, and alchemical goods first. It then lists magical items in the same basic order (armor, weapons, and so on) as the *Dungeon Master's Guide*.

Weapons

Aside from the monk, every character needs a handy weapon to keep monsters at bay. Even a wizard or sorcerer leans on a crossbow or staff when the spells run low. The weapons presented in this section cover a variety of polearm types, new types of arrows, and exotic weapons taken from cultures both historical and imaginary.

Ankus: The ankus is made up of a long dull hook along with a blunt point attached to a pole. An ankus has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can use an ankus to make trip attacks. If you are tripped during your own trip attempt, you can drop the ankus to avoid being tripped. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Arrow, Blunt: These masterwork arrows have specially crafted wooden tips. They deal nonlethal damage instead of normal damage. *Author:* Stephen Kenson. *Source:* #279.

Arrow, Flight: The light shaft and special design of this masterwork arrow increases a bow's range increment by 25 feet. *Author:* Stephen Kenson. *Source:* #279.

Arrow, Signal: This masterwork arrow is specially designed to emulate a bird's call when fired. Elven fletchers craft the arrows to make calls that will be recognized as signals by the elves of the community. For example, a hawk's cry might be used to signal an attack, and an owl's cry might be used to signal a stealthy advance. A successful DC 20 Survival check can be made to determine whether the birdcall comes from a bird or another source. The intricate carving of the arrows makes them clumsy in flight, resulting in a –2 penalty if used to attack. *Author:* Stephen Kenson. *Source:* #279.

Arrow, Smoke: The arrow is essentially a smokestick in the shape of an arrow that can be ignited and fired from a bow. It trails smoke behind and creates a cloud of smoke in a 10-foot cube where it strikes, but the arrow deals no damage. The smoke dissipates normally. Smoke arrows provide excellent concealment for elven warriors, allowing them to make quick raids or retreats. *Author:* Stephen Kenson. *Source:* #279.

Arrow, Thunder: Thunder arrows have thunderstones at their tip. A direct hit inflicts no damage but does trigger the thunderstone's sonic attack. Misses should be treated as an attack with a grenade-like weapon. *Author:* Stephen Kenson. *Source:* #279.

Awl Pike: Built similarly to a longspear, the awl pike is almost 15 feet long. You can strike opponents 15 feet away with it, but you can't use it against foes closer than that. If you use a ready action to set an awl pike against a charge, you deal double damage on a successful hit against a charging character. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Bardiche: This weapon combines a pole with a long curving cleaver blade, mounted near the tip. A bardiche is cumbersome and unwieldy but devastating when it strikes. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Bec de Corbin: Also called a "raven's beak," the bec de corbin has both the head of an exceptionally heavy pick and a spear blade. A bec de corbin has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a bec de corbin against a charge, you deal double damage on a successful hit against a charging character. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Bladed Flail: A heavy flail set with a sword blade rather than a bludgeon, this weapon is renowned for its ability to chop through hordes of opponents in a deadly arc. When used with the Cleave or Great Cleave feat, the bladed flail grants its wielder a +2 competence bonus on additional attacks granted by those feats. This weapon also grants the same bonuses on trip and disarm attacks as a standard flail. *Author:* Mike Mearls. *Source:* #304.

TABLE 5–1: WEAPONS

Ammunition	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Ammunition							
Arrow, blunt (20)	10 gp	—	—	—	—	3 lb.	Bludgeoning
Arrow, flight (20)	10 gp	—	—	—	+20 ft.	2 lb.	Piercing
Arrow, signal (20)	10 gp	—	—	—	—	3 lb.	Piercing
Arrow, smoke (1)	25 gp	—	—	—	–10 ft.	1/5 lb.	—
Arrow, thunder (1)	75 gp	—	—	—	–20 ft.	1/2 lb.	—
Bolt, shatter (1)	75 gp	—	—	18–20/×3	—	1/5 lb.	—

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Weapons							
Dagger, disguised	+50 gp	*	*	*	*	*	*
Poison ring	45 gp	1	1	20	—	—	Piercing
Two-Handed Weapons							
Fauchard [1]	7 gp	1d6	1d8	×3	—	10 lb.	Slashing

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Two-Handed Weapons							
Bardiche	9 gp	1d8	1d10	×3	—	12 lb.	Slashing
Duom [16]	20 gp	1d6	1d8	×3	—	8 lb.	Piercing
Lucerne hammer [1]	12 gp	1d6	2d4	×4	—	10 lb.	Bludgeoning or piercing
Partisan [1]	12 gp	1d6	2d4	×3	—	12 lb.	Piercing or slashing
Pilum [1]	5 gp	1d6	1d8	×3	20 ft.	6 lb.	Piercing
Spetum [4]	10 gp	1d6	2d4	×3	—	8 lb.	Piercing
Voulge [1]	10 gp	1d8	1d10	×3	—	14 lb.	Slashing

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Weapons							
Garrote ring	50 gp	1d6/rd	1d8/rd	18–20	—	—	Slashing
Panther claw	75 gp	1d3	1d4	×3	—	3 lb.	Slashing or piercing
Spring dart boots	65 gp	1d2	1d2	20	10 ft.	2 lb.	Piercing
One-Handed Weapons							
Hydraflail	40 gp	1d6	1d8	×3	—	10 lb.	Bludgeoning
Swordbreaker	50 gp	1d6	1d8	19–20/×2	—	4 lb.	Slashing
Two-Handed Weapons							
Ankus [13]	15 gp	1d6	2d4	×2	—	15 lb.	Bludgeoning
Awl pike [26]	10 gp	1d6	1d8	×3	—	10 lb.	Piercing
Bec de corbin	28 gp	1d6	2d4	×4	—	14 lb.	Piercing
Flail, bladed	45 gp	1d8	1d10	×2	—	20 lb.	Slashing
Greatspear	25 gp	1d10	2d6	×3	10 ft.	9 lb.	Piercing
Lochaber axe	18 gp	1d8	1d10	×3	—	15 lb.	Slashing
Longstaff [56]	15 gp	1d4/1d4	1d6/1d6	×2	—	6 lb.	Bludgeoning
Poleaxe, heavy	20 gp	1d10	2d6	×3	—	15 lb.	Piercing or slashing
Shortspear, broad-bladed	25 gp	1d8	1d10	×3	20 ft.	7 lb.	Piercing
Staff, bladed [5]	50 gp	1d6/1d6	1d8/1d8	×2	20 ft.	10 lb.	Slashing
Vulcanian thunder club	75 gp	1d8	1d10	×2	—	15 lb.	Bludgeoning

Warpike, dwarven	45 gp	1d8	2d6	×3	—	15 lb.	Piercing or Slashing
Ranged							
Razor net	50 gp	1d4	1d6	×2	10 ft.	15 lb.	Slashing
Special							
Folding bow	+75 gp	*	*	*	*	*	*
Modular weapon	+150 gp	*	*	*	*	*	*

* As base weapon

1 This weapon has reach; you can use it to strike foes 10 feet away, but not adjacent foes.
2 This weapon deals double damage when readied against a charge.
3 You can use this weapon to make trip attacks. If you are tripped during the attempt, you may drop the weapon to avoid being tripped in return.
4 This weapon grants a +2 bonus on disarm attacks.
5 Double weapon.
6 See the description of this weapon for special rules.
7 This weapon deals nonlethal damage.

Bladed Staff: The bladed staff is a 6-foot-long weapon with blades at either end. The complex fighting styles employed with this weapon typically use the haft of the weapon for defense. The bladed staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double weapon in one hand can't use it as a double weapon. *Author:* Jesse Decker. *Source:* #281.

Bolt, Shatter: This beautiful crossbow bolt is crafted entirely from a specialized form of glass. It has a long tip that is more slender than the rest of the shaft. Upon striking a target, it shatters into razor sharp slivers that cause tremendous amounts of pain, increasing the critical threat increment to 18–20/×3. Shatter bolts are available for hand, heavy, and light crossbows.

Shatter bolts are extremely delicate and are easily destroyed by intense jostling, such as what occurs in melee combat. Any time a character bearing shatter bolts (held in hand, nocked in a crossbow, or held in a quiver) is grappled, tripped, or takes 10 or more points of damage from a single strike, there is a 50% chance that all the shatter bolts break and are destroyed. A *shatter* spell automatically destroys any shatter bolts caught in its area of effect. Because of this, most wielders of shatter bolts try to stay out of melee. Shatter bolts are always destroyed if they miss their target.

Because of their extremely fragile structure, shatter bolts cannot be the target of the following spells: *greater magic weapon, keen edge,* or *magic weapon. Author:* Eric Cagle. *Source:* #298.

Broad-Bladed Shortspear: The heavy steel spear tip of this weapon makes it difficult to use without the special training of an exotic weapon. *Author:* Mike Mearls. *Source:* #304.

Disguised Dagger: This weapon is a dagger with a stiletto-like blade disguised to look like an ordinary object, such as a ladies' hair comb or an ink pen. In addition to being easy to smuggle into well-guarded areas, the dagger grants a +5 bonus on Sleight of Hand checks to conceal it, in addition to the dagger's usual +2 bonus. Dedicated spies even have masterwork or magical disguised daggers made for them. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

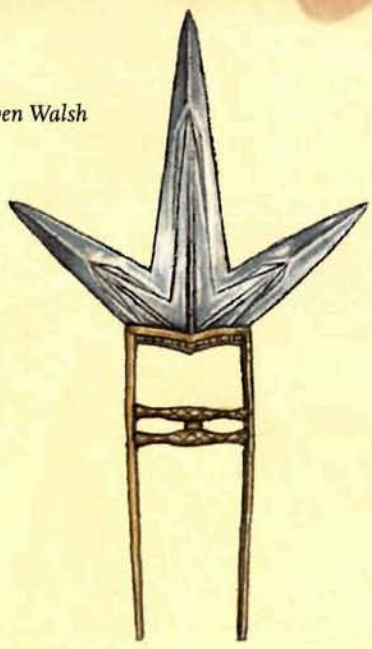
Duom: The duom is a longspear with a standard spearhead, as well as two blades curved so that they point backward along the shaft. The weapon has reach, allowing you to strike opponents 10 feet away with it. Those proficient with the duom can also attack adjacent foes with the reversed heads using a practiced "reversed strike." Apply a –2 penalty on the attack roll if you use the duom to attack a second adjacent opponent in the same round you attacked the first opponent. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Fauchard: A simple pole arm with a curved, slashing blade, not unlike a gently curved sickle. A fauchard has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Folding Bow: This bow has a joint in the middle that allows it to fold in half when unstrung, making it easier to conceal. A character can make a Sleight of Hand check to conceal a folded folding bow as if it were a small object. Only non-composite bows can be made into folding bows. Assembling or disassembling a folding bow is a standard action that provokes an attack of opportunity. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Garrote Ring: The wearer of this large, ostentatious ring can detach the gem atop it and pull forth a length of extremely fine, tough wire that can be used to strangle an opponent. Pulling out the wire is a free action, but rewinding it requires a full-round action.

A garrote attack uses the grappling rules from the *Player's Handbook,* with a few additions.



Panther Claw
illustrated by Steven Walsh



Bladed Flail
illustrated by Karl Kerschl



Broad-Bladed Shortspear
illustrated by Karl Kerschl

Attack of Opportunity: A garrote attempt provokes an attack of opportunity from the target. If the attack of opportunity deals damage, the garrote attack fails.

Getting the Garrote in Place: To attack with a garrote, you must first loop the weapon over your opponent's head and work it into place around his neck. You must be able to reach the target's head, so you normally cannot garrote an opponent two or more size categories larger than yourself. However, if such an opponent is sitting or lying down, or you are attacking from overhead, a garrote attack might still be possible.

To begin a garrote attack, you must make a successful melee touch attack to grab your opponent. Unlike a normal melee touch attack, you do not ignore all your opponent's armor, since you might not be able to place the garrote properly if your foe's neck is protected. To determine the opponent's AC against a garrote attack, apply the appropriate modifiers from the table below.

Armor Type	AC Modifier Against Garrote Attack
Natural armor	Normal protection
Full plate	+4 armor bonus

If you fail to hit with your melee touch attack, your garrote attack fails. If you are entitled to multiple attacks in a round, you can attempt to place the garrote multiple times.

Strangle: Make a grapple check. You do not automatically lose the grapple check if your opponent is two or more size categories larger than you are.

If you succeed, your opponent is considered grappled and has started to strangle. You immediately deal your garrote's damage. Your Strength modifier applies to this damage, and if that modifier is a bonus, you get one and one-half times that bonus if you use both hands in the attack. If you fail the grapple check, you don't start strangling your opponent or dealing damage. Instead your opponent slips free and is no longer considered grappled.

Move in: You must move into the target's space in order to maintain the strangle. Doing so provokes attacks of opportunity from threatening enemies, but not from your target.

Maintaining a Garrote Attack: Once you have a garrote in place, have won the grapple check, and have moved into your opponent's space, you can continue to deal garrote damage with successful grapple checks as often as you are entitled to attempt them. If you can make multiple attacks in a round, you can use them to attempt grapple checks to deal damage. The garrote remains in place until you release your opponent or until it escapes your hold.

Unless you used a locking garrote to make your attack, you and your opponent are considered grappled while you maintain the attack. You cannot attempt to pin your opponent during your garrote attack, nor can you attack with another weapon.

While You're Being Garroted: Being garroted is just like being grappled, except that you take normal damage. You can attempt to escape the garrote by making a successful grapple check on your turn. You can also attack with a light weapon. Spellcasting is difficult, since you cannot use any verbal or somatic components. You may cast spells requiring only material components or focuses if you already have them in hand. If the spell is one that you can cast while being strangled, you must still make a Concentration check (DC 20 + spell level) to avoid losing it.

Cutting a garrote from your own throat is possible, but difficult. When buried in your neck, the garrote is AC 21. In addition, you take a –4 penalty on your attack, since you must try to avoid cutting your own neck. You cannot use the disarm action against an attacker who has a garrote wrapped around your neck. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Greatspear: This heavy spear has a broad flat blade. A greatspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Hydraflail: Hydraflails are light, three-headed flails. The individual flail-heads are smaller than those of a light flail, but the multiple chains make the weapon even more effective at disarming foes. When wielding a hydraflail, you gain a +4 bonus on your opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy). *Author:* Dean Poisso. *Source:* #303.

Lochaber Axe: An axe-headed weapon with a hook for tripping, the lochaber axe is essentially a larger halberd lacking the top-spike. A lochaber axe has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Longstaff: Longer than a quarterstaff, a longstaff is much more difficult to use, but skilled wielders are better able to protect themselves from multiple attackers when fighting cautiously.

If you are proficient with the longstaff and you fight defensively or employ the total defense combat maneuver, you cannot be flanked for the rest of the round. This benefit also applies if you are proficient in the weapon, have the Combat Expertise feat, and shift at least 2 points of your attack bonus to Armor Class for the round.

The longstaff is a double weapon and a special monk weapon just like the quarterstaff (see that description for details).

Characters proficient with the longstaff can treat it as a quarterstaff for the purposes of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Lucerne Hammer: The lucerne hammer is similar to the halberd, but with a longer spike and a smaller three-pronged hammerhead instead of an axe blade. A lucerne hammer has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Modular Weapon: Extremely popular with assassins and spies alike, a modular weapon can be carried on the owner's person without drawing attention. A modular weapon is made up of several tiny and innocuous-looking components that snap, twist, or screw together to make a fully functioning weapon. Any simple or martial melee weapon that weighs 5 pounds or less may be made modular, as can hand crossbows, darts, and slings.

A modular weapon has two modular components for each pound of its weight. Each component is designed to appear as an article of clothing, jewelry, or almost any other ordinary wearable object. To recognize parts of a modular weapon, an observer must make a DC 20 Intelligence check. A +1 bonus applies to this check for every two components of the modular weapon that the viewer can see.

Assembling or disassembling a modular weapon takes 1 minute. Redistributing the individual pieces into their proper, disguised locations after disassembly requires 1 additional minute. If any components are missing, the weapon cannot be assembled.

Because they are not whole and solid, modular weapons tend to fall apart when subjected to serious abuse. Whenever the wielder rolls a natural 1 on an attack roll with the weapon, it breaks and falls apart. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Panther Claw: The panther claw looks much like a punch dagger with two extra blades. The weapon retains the punch dagger's deadly force and the extra blades are useful for disarming opponents. Wielders proficient with the panther claw gain a +4 competence bonus when making disarm attempts with the panther claw. *Author:* Jesse Decker. *Source:* #281.

Partisan: The partisan consists of a central spike with two slashing axelike spikes protruding from the sides of the main blade. A partisan has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. A partisan is sometimes called a "bohemian ear-spoon." *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Pilum: A thin spear; over a foot of its length is metal. A pilum can be used to attack an enemy's shield (and

only a shield) as a sunder attempt. This attempt can be made at range. If attempted in melee combat, this draws an attack of opportunity unless you have the Improved Sunder feat. If the pilum deals more damage than the shield's hardness, the spear is stuck in the shield. This deals only 1 point of damage to the shield regardless of how much damage was actually done over the hardness. Removing a pilum takes 2d4 rounds. While the pilum is attached to a shield, the target must drop the shield or suffer a –2 penalty to Armor Class and on attack rolls and Reflex saves due to the added weight and awkwardness. Obviously, you lose use of the pilum while it is attached in this way. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.



Poison Ring: This large but stylish ring has a reservoir that can hold a single dose of poison (injury only). To deliver the poison, the wearer must flip down a tiny, hollow needle so that it protrudes from the palm side of the ring, then make a successful touch attack against her target. Locking the needle into place requires a standard action, but the wearer tends to look rather suspicious fussing with her ring. Alternatively, the wearer can attempt to position the needle one-handed with a DC 15 Dexterity check, but failing by 5 or more indicates that she has pricked herself with the needle and is subject to the poison. An observer can notice the needle protruding from the wearer's palm with a successful DC 30 Spot check.

The ring deals 1 point of damage on a successful touch attack, plus the poison's normal damage. The victim may have to make a DC 10 Wisdom check to recognize the source of the attack if not in combat. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Poleaxe, Heavy: This weapon has a massive axe blade set onto a long pole. A heavy poleaxe has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a heavy poleaxe against a charge, you deal double damage on a successful hit against a charging character. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Razor Net: These wicked weapons act like standard nets, but their barbs are larger and sharpened, allowing them to inflict damage whenever a trapped creature attempts either a Strength check to break the net or an Escape Artist check to slip out of the net. Since the barbs and razors invariably damage the net once a creature begins struggling inside one, the escape and break DC decreases by 1 each time a trapped creature attempts to escape. Once the net is successfully thrown and captures a creature, it cannot be used again. All other effects are as a standard net. Exotic Weapon Proficiency (net) allows use of either the standard net or a razor net. *Author:* Dean Poisso. *Source:* #303.

Spetum: A spetum is similar to a ranseur but on a shorter pole. With a spetum, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails). *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Spring Dart Boots: The heels of these boots are slightly oversized so that each can accommodate a small, spring-loaded dart launcher equipped with a single dart. Firing the dart requires a full-round action. Because the dart deals only minimal damage, most users either coat it with poison (which must be purchased separately) or use the attack as a distraction. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Swordbreaker: Swordbreakers have longsword-shaped blades with thick metal teeth created by notches cut into one edge. The tempered steel is designed to catch blades, and when you use a swordbreaker to sunder a foe's weapon, you deal an additional +1d6 points of damage. *Author:* Dean Poisso. *Source:* #303.

Voulge: The voulge is simply a long cleaver blade mounted on the end of a long pole. A voulge has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Vulcanian Thunder Club: This long wooden club is set with sharp, iron spikes. In addition to being used as a greatclub, the vulcanian thunder club has another use. The club's upper end is set with a hollow metal chamber. Before battle, this chamber is stuffed with an ammunition packet—a mixture of alchemist's fire, other alchemical items, and iron pellets—and covered with a wax-sealed wooden plate. A short string runs down the club from this plate to the weapon's handle. In combat, the wielder may use a standard action to pull the string, breaking the seal and removing the wooden plate. With the contents of the metal chamber exposed to air, the alchemist's fire within detonates in a small explosion that sends the pellets bursting forth in a 20-foot cone that deals 2d4 points of damage. A successful DC 15 Reflex save halves this damage.

After using the club in this manner, a character can reload the club with an ammunition packet. Instead of purchasing the ammunition packets, a character with the Alchemy skill can create them with a successful Craft (alchemy) check. *Author:* Mike Mearls. *Source:* #304.

Illustrated by Matt Covatta

Warpike, Dwarven: The dwarven warpike resembles a halberd with a greatly elongated shaft, and a counterweight at the other end. A dwarven warpike has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

If you use a ready action to set a dwarven warpike against a charge, you deal double damage on a successful hit against a charging character.

You can use the hook on the back of a dwarven warpike to make trip attacks. If you are tripped during your own trip attempt, you can drop the dwarven warpike to avoid being tripped. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Armor

Only a fool ventures out into the wilds or the depths of a dungeon without some form of protection. The new armors presented in this section are drawn from both history and the world of the fantastic.

Retarius: This suit of gladiatorial armor consists of leather and metal protection for only the left arm and shoulder, including a high shoulder guard. *Author:* Dean Poisso. *Source:* #303.

Samnite: Samnite gladiator armor consists of a large crested helmet with a visor, leather or metal bands on the sword arm, and similar bands on the leg of the warrior's shield side. Sometimes the leg armor is replaced with a greave. *Author:* Dean Poisso. *Source:* #303.

Secutor: Secutors gladiator armor includes a rounded helmet, a metal leg guard called an ocrea on its left side, and heavy leather and metal bands on the wearer's sword arm. *Author:* Dean Poisso. *Source:* #303.

Silk Armor: Crafted by highly trained artisans who weave this armor from the silk of monstrous spiders, silk armor is a prized form of protection favored by drow who want to look good without weighing themselves down. Silk armor looks more like a medium-weight jerkin than regular armor, but it is incredibly tough.

Silk armor is naturally accepting of enhancements. Although the enhancement's cost is unaffected, the time it takes to add the enhancement to the armor is reduced by half. In addition, non-masterwork silk armor can be enhanced with magic. *Author:* Eric Cagle. *Source:* #298.



Arboreal Armor

Thracian: This set of gladiator armor includes a large-crested helmet—often topped with the image of a mythological beast—and leg armor for both legs. *Author:* Dean Poisso. *Source:* #303.

Alchemical Items

While magic is the most common source of power for adventurers, the pseudo-science of alchemy has produced such useful tools as the tindertwig and the thunderstone. These new alchemical items fill a variety of roles for adventurers.

Alchemist's Mercy: A fine powder that, when mixed with water or fruit juice and consumed, eliminates the effects of a hangover. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

TABLE 5–2: ARMOR

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Weight
Light Armor						
Retarius armor	10 gp	+1	+6	–1	5%	5 lb.
Samite armor	10 gp	+1	+8	–1	10%	10 lb.
Secutor armor	40 gp	+3	+3	–2	20%	30 lb.
Silk armor	5,000 gp	+3	+8	–1	5%	15 lb.
Thracian armor	15 gp	+2	+5	–2	10%	15 lb.

Illustrated by Cara Mitten

Armor Soft: This slippery red oil has a mild corrosive effect on most metals. Although long-term use of armor soft is detrimental to any suit of armor, it provides the short-term benefit of easier movement and less noise. Any suit of metal armor treated with armor soft has its armor check penalty reduced by one. The effects of armor soft last for 1 hour.

Each application of armor soft causes a cumulative 5% chance of the armor failing. The check is made after the duration of the armor soft has expired. Any armor that fails as a result of armor soft's corrosive effect is rendered useless.

Armor soft does not reduce the armor check penalty of nonmetal armor, but the corrosive properties still apply. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Blackwater: A single vial of blackwater rapidly affects a 10-foot cube of water. Any aquatic creature that breathes blackwater must make a DC 10 Constitution check each round or begin to drown. The DC for this check increases by 1 on each round after the first. The creature can also try to "hold its breath" (as a creature going underwater would normally do), using the rules from the *Dungeon Master's Guide*. Blackwater affects creatures that can breathe water due to a spell or effect, such as *water breathing*, but it has no effect on creatures that can only breathe air. *Author:* Eric Cagle. *Source:* #298.

Catstink: Given the penchant of the powerful to guard their estates with dogs, more than one spy has had to make a quick getaway pursued by a pack of barking canines. A dose of catstink (which is actually an alchemical compound, not the urine or musk of felines) on your trail temporarily confuses the scent ability of any creature. The creature must make a successful DC 15 Survival check to regain the scent of any target it pursued before exposure to the catstink. Catstink does not prevent a creature with scent from using the ability in any other way (such as to detect or pinpoint a hidden creature); it only makes it more difficult for the creature to track by scent alone. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Cooling Gel: This cold blue gel can be applied to the skin. It provides fire resistance 1 for 1 hour or heals 1d6 points of fire or heat damage dealt within the last 5 rounds. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

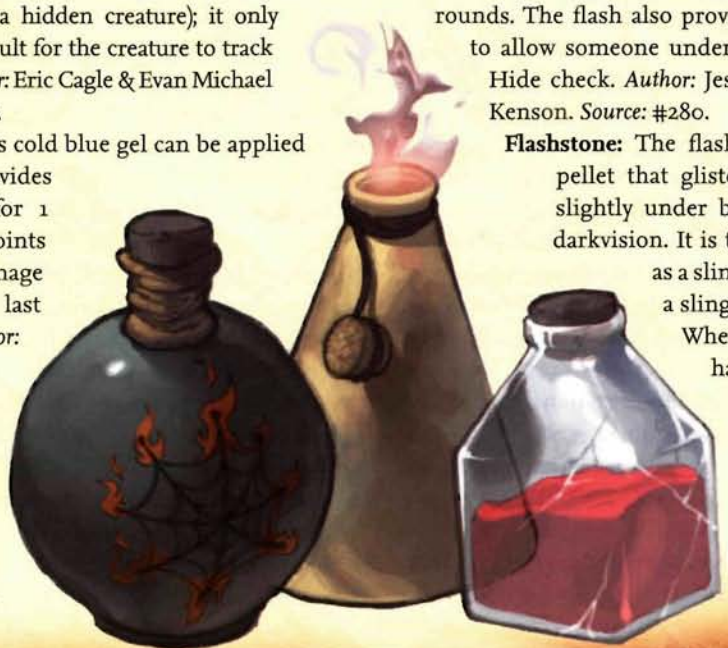
Courier's Ink: Courier's ink is a special invisible ink that becomes visible only when dipped into a revealing solution. The efficient formula for the ink actually produces the revealing solution as a byproduct of the creation process, making the two relatively inexpensive. Courier's ink is common enough that blank pages found among captured documents are routinely dipped in a revealing solution to look for information hidden with the ink. Revealed courier's ink is always red, so most people with sensitive information to hide write or draw on a page first in a differently colored ink. This serves to draw suspicion away from pages treated with the special ink. Once the revealing solution is applied, messages written in courier's ink are permanently visible.

Courier's ink cannot be used to record a spell. Until it is dipped in the revealing solution, courier's ink is invisible. This makes drawing the precise symbols used in magic spells impossible. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Firestone: This small orange stone can be hurled as a grenadelike weapon. When it hits a hard surface, it bursts into a puff of flame that deals 1d6 points of fire damage and ignites any flammable materials within the 5-foot square where it strikes. Fires lit by a firestone burn normally. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Flash Powder: This silky gray powder is a mild explosive. Flash powder burns too quickly to cause more than minor burns even in large quantities. What the powder lacks in explosive force it makes up for in visual effect. Used occasionally in warfare as a diversionary tool, flash powder has become a mainstay of a burglar's equipment. The blinding light it produces often provides enough of a distraction for a skilled rogue to get out of danger. Even a small quantity of the powder burns brightly enough to cause those looking directly at it to take a –5 penalty on Spot checks for the next 5 rounds. The flash also provides enough distraction to allow someone under observation to make a Hide check. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Flashstone: The flashstone is a hard, shiny pellet that glistens in light and glows slightly under both normal vision and darkvision. It is the same size and shape as a sling bullet, and it is used in a sling as often as it is thrown. When a flashstone strikes a hard surface, it vaporizes instantly, releasing a blast of light (15-foot-diameter burst). Any creature caught in the blast must make a DC 16 Fortitude save or be blinded



Illustrated by Andrew Hou

TABLE 5–3: ALCHEMICAL ITEMS

Item	Cost
Alchemist's Mercy	1 gp
Armor Soft	50 gp
Blackwater	100 gp
Catstink	250 gp
Cooling Gel	100 gp
Courier's Ink	20 gp
Firestone	50 gp
Flash Powder	20 gp
Flashstone	30 gp
Free Foot	25 gp
Holdfast	50 gp
Ice Crystal	5 gp
Insect Repellent	5 gp
Liquid Ice	30 gp
Night Eyes	25 gp
Powdered Water	5 sp
Shriek Paste	50 gp
Slimebane	15 gp
Slippery Oil	50 gp
Slumberweed	500 gp
Sneezing Powder	60 gp
Softshoe Powder	25 gp
Soupstone	300 gp
Spy button, flash	50 gp
Spy button, smoke	30 gp
Spy button, thundering	40 gp
Stonecloth	100 gp
Tangle Wire	25 gp
Tongueloose	150 gp
Traveler's Solace	50 gp
Truth Wine	75 gp
Vapors of Sleep	50 gp

for 1 round. Once the 1-round blindness has passed, the creature takes a –2 penalty on Search and Spot checks for 1 minute while its eyes recover. *Author:* Eric Cagle. *Source:* #298.

Free Foot: This quick-drying oil makes one 5-foot square exceptionally slippery. Creatures moving through the affected area must make a DC 15 Dexterity check to keep their feet. Trying to stand requires a similar check, as does moving out of the square once footing has been regained. Large or multilegged creatures only suffer the effects of free foot if all of their legs are in the covered area.

Free foot and tangle wire can make a fearsome improvised trap. If either check to move out of the square is failed, the victim cannot move out and is subjected to the effects of both substances again on the following round. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Holdfast: Since the tanglefoot bag's invention, scholars and adventurers alike have looked for more ways to use the powerful but short-lived adhesive. One of the most successful variations is holdfast, a small bundle of the same adhesive attached to the end of a rope. When the rope is thrown with enough force and accuracy, the bundle breaks, creating a temporary means of securing the rope to the surface it was thrown against. Quieter than a grappling hook and easy to transport, holdfast has become an item of choice for those who must infiltrate a walled structure or cross a dangerous chasm.

To attach the rope to the desired target, the character must make a ranged attack. A holdfast container has a range increment of 10 feet. Armor Class modifiers for size apply. Thus a character trying to hit any point high on a 30-foot wall must try to hit AC 0 (the desired area of the wall is Huge, but Armor Class can go no lower than 0) with a –4 range penalty (three range increments). A character who wants to hit a spot within 1 foot below a 2-foot-wide window high on a 40-foot wall would have to hit AC 2 (+2 size modifier to AC because the desired target area is Tiny) with a –6 range penalty. Any missed attack has a 50% chance of causing the holdfast bundle to break against another surface (use the rules for the deviation of grenadelike weapons to determine where the holdfast struck on such a failed throw). One bag of holdfast can support 200 pounds until the adhesive loses its effectiveness. Holdfast lasts 1d4+3 rounds before becoming too weak to hold the rope in place. Creatures struck by holdfast can pull off the sticky bag with a successful DC 27 Strength check. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Ice Crystal: When immersed in liquid, this small piece of rock crystal becomes as cold as a piece of ice and remains that way until it is removed from the liquid, whereupon it reverts to its normal temperature. Ice crystals are used to cool liquids in laboratories and keep drinks cold. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Insect Repellent: This strong-smelling liquid can be applied to the skin to repel insects. It keeps Tiny or smaller insects at bay for 4 hours per application. Larger insects and those under the control of a spell must make a DC 12 Will save to approach a protected character. This benefit is lost if the character attacks the insect. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Liquid Ice: This viscous liquid becomes extremely cold when exposed to air. A vial of liquid ice can freeze the surface of a 10-foot-square area of water or smother a like area of fire. Used as a grenadelike weapon, a vial of liquid ice deals 1d6 points of cold damage on a direct hit and 1 point of splash damage. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Night Eyes: This thick grease, when applied to the naked eye, grants temporary low-light vision. The

grease takes one full-round action to apply and lasts for 10 minutes. Torches and other faint light sources provide light normally for a character, but any source of bright light (like sunlight or the *daylight* spell) causes the night eyes user to take a –1 penalty on attack rolls. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Powdered Water: This fine white powder sparkles faintly. An ounce, mixed with a single drop of water, becomes a gallon of drinkable water. The powder is usually put in a vessel that can contain the full gallon of water before the drop of activating liquid is added. The vessel is then shaken to agitate the mixture. It takes a full round for the gallon of water to form.

The powder must be kept in a watertight container to remain effective, but it is an easy way to transport large amounts of water over great distances. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Shriek Paste: The shrieker, a common fungus found in the bowels of the Underdark, is sometimes cultivated by drow societies, creating a first line of defense against intrusion around their cities. In addition, drow alchemists harvest the fungus and render it down to a base substance capable of reproducing the shrieker's howl.

Shriek paste is an oily, smelly substance with a slightly purplish color. When smeared on a surface, it retains the same consistency almost indefinitely. When the paste is exposed to a light source equivalent to torchlight or greater, it rapidly crystallizes. During this process, the paste emits a high-pitched screeching noise, making it a useful signaling device. The shriek is loud and easy to hear (Listen DC –10) This sound lasts for 1 round before the paste dries up entirely and is rendered inert. *Author:* Eric Cagle. *Source:* #298.

Slimebane: This concoction breaks down oozes of all types (see the *Monster Manual*). When used as a grenadelike ranged weapon, it deals 1d6 points of damage on a successful hit and 1 point of splash damage. On the round following a direct hit, the ooze must make a DC 15 Fortitude save or take an additional 1d6 points of damage. Slimebane does not affect creatures not of the ooze type. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Slippery Oil: This oil provides a +5 bonus on Escape Artist checks for up to 1 hour or until removed with an alcohol-based liquid. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Slumberweed: When dried, ground to a powder, and inhaled or ingested, the leaves of this plant induce a sleeplike state resembling death for 8 hours. Sometimes spies pack a dose of slumberweed into specially made necklaces with holes on either end that can act as an impromptu blowgun (usable only for delivering the powdery toxin). At other times, slumberweed is ingested by the spy himself, for the purpose of feigning death. A successful DC 12 Fortitude save negates the sleep. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Sneezing Powder: This fine powder can be thrown as a grenadelike weapon. On a direct hit, the target must make a DC 12 Fort save or take a –1 penalty on all attack rolls, saving throws, ability checks, and skill checks for 1d4 rounds because of sneezing and watery eyes. Creatures immune to gases or poisons are immune to sneezing powder. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Softshoe Powder: Rubbing this powder on feet or footwear makes moving silently easier. Applying softshoe powder provides a +2 competence bonus on Move Silently checks. Unless all of a creature's feet or footwear are treated, there is no benefit from the powder. The effects of the powder last for 10 minutes after its application. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Soupstone: When dropped into a container of water, this small smooth stone turns the water into a hot, nourishing broth of a flavor chosen when the stone is made. A soupstone can transform up to 10 gallons of water before it becomes inert. It has no effect on water-based creatures like water elementals. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Spy Button: Several versions of these specially designed buttons exist. They can be fancy or plain and are made to blend in with the clothing they are sewn on. To use a spy button, the wearer must rip it free from the article of clothing to which it is attached as a free action and throw it against a hard surface. The most common types of spy buttons are as follows.

Flash: This button creates a brilliant burst of light on impact. If a flash button detonates within 5 feet (1 square) of a creature, that creature must make a DC 15 Fortitude save or be dazzled for 1d3 rounds. Sightless creatures are not affected.

Smoke: This button produces a cloud of impenetrable black smoke that fills a 10-foot cube. It dissipates in 2 rounds, or a single round if affected by moderate or stronger winds.

Thundering: This button mimics the effect of a thunderstone (*Player's Handbook*, page 129). *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Stonecloth: This heavy, gray cloth is woven from special mineral fibers. Making it requires the Craft (tailoring) skill in addition to the Craft (alchemy) skill. The fire-retardant cloth does not catch fire unless exposed to flame for more than a minute. Thus, someone wearing stonecloth takes the initial damage from a fire attack, but does not catch fire and take burning damage on later rounds. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Tangle Wire: Tangle wire, a thin spiked wire coated with a less-adhesive, longer-lasting form of the

substance found in tanglefoot bags, is made in strands of up to 10 feet long. The adhesive makes tangle wire hard to transport and handle, but easy to string across a narrow opening and doubly effective against those who encounter it. Tangle wire comes wrapped in a tight bundle, and once unwound, it cannot be rewound and stored for later use.

To avoid tangle wire, a character must make a successful DC 15 Spot check. A character who fails this Spot check is caught by the tangle wire and takes 1d2 points of damage per round unless he remains completely immobile and cannot move out of the square containing the wire until freed of its grip. Anyone caught by a tangle wire can make a DC 20 Escape Artist check to escape or a DC 15 Strength check to pull away. A caught creature with a slashing weapon can free himself as a full-round action. As long as the creature is willing to take the damage from the wire he can act normally while caught. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Tongueloose: When ingested—usually dissolved in a drink or sprinkled over a meal—a vial of this powder induces a lethargic state for 1d3 hours, during which the subject is highly susceptible to suggestion. A successful DC 14 Fortitude save negates this effect. Anyone interacting with someone who has failed the save against a dose of tongueloose receives a +4 circumstance bonus on Bluff, Diplomacy, and Intimidate checks against that person. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Traveler's Solace: This fiery, unpleasant liquid allows the user to temporarily circumvent the effects of fatigue and exhaustion for a short time. Fatigued or exhausted characters who drink a vial of traveler's solace can run and charge normally. Fatigued characters under the effects of traveler's solace take no penalties to their Strength or Dexterity. Exhausted characters take a –4 penalty to both ability scores (instead of the usual –6 penalty). The beneficial effects of traveler's solace last for 1d4 hours, but the aftereffects last much longer. Exhausted characters who use traveler's solace to lessen the effects of exhaustion require a full 8 hours of rest before they become fatigued. Fatigued characters who use traveler's solace require at least 8 hours of bed rest before they become fully rested. A vial of traveler's solace has no effect if another has been taken within the past 8 hours. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Truth Wine: This sweet white wine of elven origin loosens the tongue more effectively than other alcohol-based drinks. In addition to suffering the wine's normal intoxicating effects, a character who drinks truth wine must make a DC 15 Will save to tell a lie. The wine's effects are short-lived, lasting only 10 rounds –1 round per point of the drinker's Constitution bonus. (For example, a character with a +2 Constitution bonus would suffer truth wine's effects for 8 rounds.) Creatures must drink at least 1 glass (8 oz.) of truth wine to suffer its effects.

Elves are unaffected by truth wine. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Vapors of Sleep: When applied to a cloth and held over the nose and mouth (or other breathing orifices), this liquid forces the target to make a DC 13 Fortitude save or fall asleep, as if affected by a *sleep* spell, for 1d4 hours. The attacker must successfully grapple the target in order to use the vapors of sleep on her. A vial of the liquid can also be thrown as a grenadelike weapon. It does not cause the target creature to fall asleep, but the creature must make a DC 13 Fortitude save on a direct hit or take a –1 penalty on all actions for 1d4 rounds due to drowsiness and disorientation. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Magic Items

This section presents a variety of new magic items. It is arranged in the same order as the *Dungeon Master's Guide*, although rods and staffs are combined into one table and section.

TABLE 5–4: SPECIFIC ARMORS

Armor	Price
Drachensgaard	11,000 gp
Arboreal armor	16,000 gp
Humillianthir	21,000 gp
Praesidium Luminata	24,000 gp
Hellshield	25,000 gp
Truedeath	26,000 gp
Shield of obstruction	27,403 gp
Armor of the long journey	39,650 gp
Spellcease	40,000 gp
Breastplate of righteous endeavors	61,600 gp

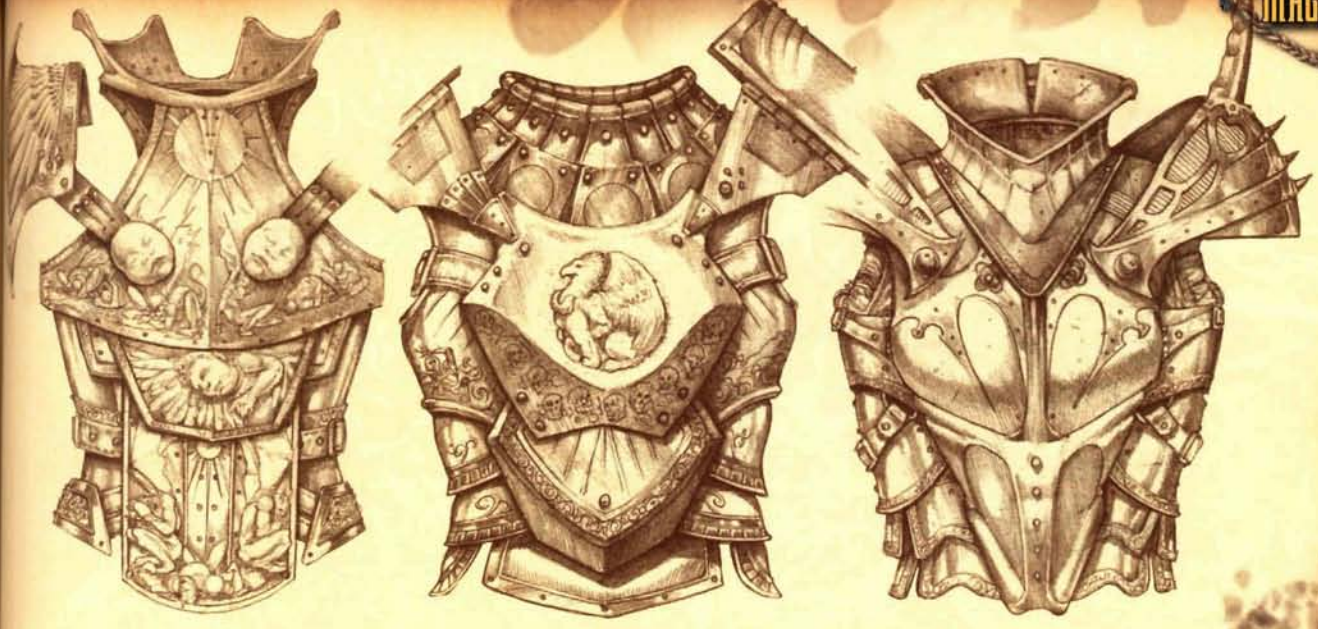
Specific Armors

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

Arboreal Armor: Druids created *arboreal armor* for their ranger allies so they might better defend the wilds against despoilers.

Arboreal armor appears as plates of bark held together by vines and covered with patches of moss. The armor has an earthy smell, and it is favored by wood elves, who find it especially suited to their naturalistic taste.

Arboreal armor functions as a set of +2 *leather armor.* Its appearance gives the wearer a +4 bonus on Hide checks made in forested settings. The armor automatically regenerates damage dealt to it at the rate of 1 hit point per hour. The wearer can cast *entangle* three times per day, and the armor itself



Hellshield Armor *Truedeath Armor* *Drachensgaard Armor*

casts *goodberry* every morning at dawn, growing five berries from its own form.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *entangle, goodberry;* Price 16,000 gp; Weight 15 lb. *Author:* Kieran Turley. *Source:* #326.

Armor of the Long Journey: A suit of *armor of the long journey* is made from a mundane-looking steel alloy bearing no special marks or runes. While the armor appears bulky, a closer inspection reveals that it is actually as light as a chain shirt.

Armor of the long journey protects its wearer as a suit of *+2 full plate armor of cold resistance.* The suit, however, is so light that its owner can move at his normal base land speed rather than the reduced land speed caused by normal full plate. The *armor of the long journey* also aids its wearer in carrying great loads. While wearing this armor, the owner treats all medium loads as light loads, and all heavy loads as medium loads. Furthermore, the wearer of *armor of the long journey* never suffers from the effects of fatigue caused by traveling. Combat and other conditions (such as swimming, raging, and certain spells) fatigue the wearer normally.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, *bear's endurance, resist energy;* Price 39,650 gp; Weight 25 lb. *Author:* Richard Farrese. *Source:* #328.

Breastplate of Righteous Endeavors: Legend has it that the *breastplate of righteous endeavors* was forged in the bowels of the earth by a dwarven metalworker, Furg Ironbrow. It is said that Heironeous himself visited the old smith and warned him that an ancient evil would arise from the heart of the abandoned dark elf city of Liznoberrev. Heironeous granted Ironbrow an oil from another realm of existence, blessed the dwarf with an unceasing vitality, and removed his need for rest. Heironeous instructed Ironbrow to forge as many breastplates as he could within a three-month period, anoint the armor with the ethereal-based oil, and sprinkle each chest plate with the blood of seven specific dwarves whose piety impressed him greatly.

When the foretold day of evil arrived, the dwarves were ready. As hordes of drow vampires surrounded the underground dwarven complex, legions of its bravest soldiers teleported into their midst. It was the *breastplate of righteous endeavors* that won the battle, a feat that history has not forgotten.

Each *breastplate of righteous endeavors* is a *+3 breastplate.* All are marked with Heironeous's holy symbol—a large white hand gripping a surging lightning bolt. Only lawful good characters can use the breastplate's other powers; to all others it functions simply as a *+3 breastplate.*

For lawful good characters, the armor absorbs the first 10 points of damage per round due to damage from negative energy the wearer would normally take (similar to the *resist energy* spell). In addition, the wearer can use the armor to cast *bless, invisibility to undead,* and *protection from evil* three times per day, and *holy smite* once per day as a 10th-level caster.

Moderate evocation; CL 10th level; Craft Magic Arms and Armor, *bless, holy smite, invisibility to undead, protection from evil, resist elements,* creator must be lawful good; Price 61,600 gp; Weight 30 lb. *Author:* Joseph R. Terrazzino. *Source:* #288.

Drachensgaard: *Drachensgaard* has often been worn by paladins who devoted their lives to the destruction of evil dragons. It was created by the wizard Thurgas "Dragondoom" Dorrn for his companion and fellow dragonslayer, Justinian Graevis. Since Justinian's death

Illustrated by Arnie Swekel



Hulillianthir Armor *Spellcease Armor* *Praesidium Illuminata Armor*

at the claws of an ancient red dragon, *Drachensgaard* has been passed down to various paladins of his order, but the armor works perfectly well for any paladin.

Drachensgaard is a suit of *+1 full plate* enhanced to provide the following additional powers to paladins:

- A +2 resistance bonus against dragons' breath weapons that allow a Reflex save.
- Allows the wearer to understand and speak Draconic while worn.
- When the wearer utters a command word, crampons project from the boots of the armor to aid the wearer in climbing the rocky cliffs and icy mountains where many dragons lair. The magic crampons grant the paladin a +2 competence bonus on his Climb skill checks.

Moderate divination; CL 6th; Craft Magic Arms and Armor, *endure elements, tongues;* Price 11,000; Weight 50 lb. *Author:* Johnathan M. Richards. *Source:* #275.

Hellshield: *Hellshield* was crafted by the wizard Armadane for the paladin Cornelius Borugon, a devout follower of Heironeous who dedicated his life to the destruction of fiends. Cornelius was slain by the blade of a beautiful assassin in the service of a demon lord; while he readily saw the evils of the demonic and diabolic races he often turned a blind eye to the evil members of his own race.

Hellshield is a suit of *+3 full plate* crafted to allow a paladin to bring the war against fiends to their home ground.

Hellshield provides its wearer with the ability to exist unharmed in extreme environments. A paladin so outfitted is granted fire and cold resistance 25.

The wearer gains a +4 insight bonus on Sense Motive checks versus evil outsiders. This power allows the paladin to better ignore the glib lies, silken seductions, and false promises of the evil creatures he has been sent to destroy.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *detect thoughts, protection from energy;* Price 25,000; Weight 50 lb. *Author:* Johnathan M. Richards. *Source:* #275.

Humillianthir: Because of the strong ties between a paladin and his bonded mount, a special type of armor was developed for both. Collectively known as *Humillianthir* ("The Armor-Bond between Horse and Master" in Elven), it consists of a suit of armor for the paladin and a set of barding for the mount. The barding has a saddle built into its design. Both pieces were created at the same time by the elven sorceress Aelleanna for her brother, the paladin Caldeth, and his warhorse, Silverhooves.

Humillianthir is a suit of *+3 leather armor* for the rider and *+3 leather barding* for the mount. Once a paladin equips his special mount with this barding, it appears on the mount whenever he summons it.

As a move action the paladin can *greater teleport* onto his mount with the following restrictions:

- The paladin must be within 500 feet of his mount.
- The teleportation occurs only if both horse and rider are wearing their armor.
- The mount cannot be carrying someone else in the saddle.

The *greater teleport* power functions only for a paladin and his special mount, but a normal mount or nonpaladin can still gain the benefit of the armor's protection.

If either the paladin's armor or the mount's barding is destroyed, the remaining half of the set loses its *greater teleport* power (although it still functions as *+3 leather armor* or *+3 leather barding*). Damaged or

destroyed *Humillianthir* armor or barding cannot be replaced with a new complimentary piece; a completely new set of both barding and armor must be fashioned.

Because of its light weight, *Humillianthir* can be placed upon any Large aerial steed such as a pegasus, griffon, or hippogriff.

Strong conjuration; CL 13th; Craft Magic Arms and Armor, *greater teleport;* Price 21,000; Weight 15 lb. *Author:* Johnathan M. Richards. *Source:* #275.

Praesidium Luminata: The *Praesidium Luminata* was crafted by the wizard Bombulio for the paladin Shiornna Ravenstorm after she saved his life and his tower from a magical assault by the forces of Hextor.

This suit of *+1 full plate* glows with a holy light when worn by a paladin. This light is a manifestation of the purity and goodness inherent in the paladin and her deity. It provides illumination as bright as daylight within a 30-foot radius and has the following additional magical effects:

- All good-aligned creatures within 30 feet of the paladin gain a +1 morale bonus on their attack rolls.
- All evil-aligned beings within 30 feet of the paladin take a –1 penalty on their attack rolls.
- Creatures with the light sensitivity special quality suffer the drawbacks of that ability while within the radius of illumination.
- The light reveals all invisible creatures within 30 feet of the paladin. Such creatures become visible to anyone, not just the paladin.
- The light reveals all forms of magical shapeshifting by superimposing an image, visible to anyone, of the shapeshifting creature's original form over its current guise. While the creature is within 30 feet of the paladin both its original and current form are visible in a kind of double image. This double image vanishes once the creature attacks or is attacked by someone within the light's range. Note that the power of the armor's light does not force a physical change in the shapeshifter; it merely allows everyone to see the creature as it really is. Furthermore, as soon as the creature exits the radius of illumination, the image of it's original form vanishes.

In addition, the armor is easier to don. By placing the helm upon her head and invoking the name of Heironeous while mentally willing the action, the paladin can teleport the rest of *Praesidium Luminata* onto her body as a free action. The teleporting power can only be used if the armor is within 10 feet of the paladin. Summoning the armor is a standard action.

A non-paladin wearing *Praesidium Luminata* cannot activate any of its magical powers, although the armor still functions as *+1 full plate.*

TABLE 5–5: SPECIFIC WEAPONS

Specific Weapon	Cost
Bolt of discord	3,250 gp
Quiet dagger, apprentice	10,800 gp
Staff of the crushing breeze	18,000 gp
Quiet dagger, journeyman	25,300 gp
Hand of the creator	48,502 gp
Thornblade	56,450 gp
Quiet dagger, master	59,300 gp
Sai of the hornet	72,300 gp
Eagles' cry bow	73,800 gp
Barthon's delving doves	78,000 gp
Deitus daggers	88.302 gp
Lash of torment	98,325 gp
Heart tracker	110,500 gp
Quarterstaff of law	278,300 gp

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *bless, daylight, greater teleport, prayer, true seeing;* Price 24,000; Weight 50 lb. *Author:* Johnathan M. Richards. *Source:* #275.

Shield of Obstruction: The elven war masters of ancient times commissioned a number of magic arms and vestments forged by the greatest smiths of the era. The generals who led the great elven hosts used these weapons and armors to reward their loyal commanders as well as their most valiant warriors. Today, few of these items remain; the hardy *shield of obstruction* is one of them.

Shields of obstruction are most commonly shaped into the form of pointed-edged leaves. Along with countless battle scars, each is covered with intricate carvings of vines that bristle with protruding thorns. This tangled motif often circles the ancient insignia of the elven house the shield's original owner served.

A *shield of obstruction* is a *spiked +3 light wooden shield* that can grow a *wall of thorns,* as per the spell, once per day. This wall of thorns is 90 feet long and 10 feet thick and lasts 90 minutes. It must be created in a straight line and is not shapeable by the wielder.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *wall of thorns;* Price 27,403 gp; Weight 5 lb. *Author:* Richard Farrese. *Source:* #328.

Spellcease: This armor is an invaluable tool in the fight against evil spellcasters. *Spellcease* was created by Volifume Phormeidul, a wizard long associated with various paladin orders. Mounted into the chestpiece of the armor in a "V" pattern are five ellipsoid gemstones. Each gem is a deep purple and glows with an internal power of its own.

Spellcease is a suit of *+1 full plate* that automatically absorbs (1d4+2) × 10 spell levels of spells with the evil descriptor or from the school of necromancy.

When the armor absorbs its full limit of spell levels, the five stones burn out and the armor is unable to

absorb further evil magic (although it remains *+1 full plate*). Volifume was able to "recharge" the *spellcease* armor by replacing the stones—unfortunately, that process was lost when the wizard died. If he left any notes detailing the process they have yet to be found.

A paladin wearing *spellcease* can cast *holy sword* once per day.

Strong abjuration; CL 13th; Craft Magic arms and Armor, Craft Wondrous Item, *greater spell immunity, holy sword,* creator must be 15th-level paladin; Price 40,000; Weight 50 lb. *Author:* Johnathan M. Richards. *Source:* #275.

Truedeath: This armor was designed for Sir Michael Pellingrove of Battlebarrow—a paladin dedicated to the destruction of all forms of undead—by the wizard Vhandal Deathsbane, who shared his calling.

The name *truedeath* refers to laying to rest of the tortured souls that have become undead, many against their will. Sir Michael Pellingrove had compassion for those unfortunates who had entered such a state unwillingly. For those like the lich—who meticulously planned and orchestrated their own undeath—he had nothing but the edge of his blade and the burning power of his god's fury.

A set of *+1 full plate, truedeath* has the symbol of Sir Michael's order sculpted on the chest plate. When worn, the armor's symbol glows in the presence of undead, alerting the paladin when such a creature is within 60 feet. The paladin can use the symbol to aid his turn undead checks. A paladin using this power turns undead as a cleric of two levels lower instead of the normal three.

Truedeath was magically bonded to a font of holy water at Sir Michael's church. As long as the font remains filled, any corporeal undead creature coming in contact with the magic armor is affected as if doused with holy water: The undead creature takes 2d4 points of damage. When this occurs, the holy water in the font at the church boils and bubbles. After 1d4+4 such uses, the holy water must be replenished in the font or this power stops functioning and remains dormant until the font is refilled.

The wearer of *truedeath* is immune to magical aging effects from undead attacks.

Because each of the various paladin orders have different symbols, *truedeath* is fully useful only to a member of the order for which it was made. The undead detection ability works only for an active believer of the order's faith, so a cleric from the same faith can wear it and use all of the armor's benefits (including turning at one level higher than normal), but a fighter from another faith (even a different lawful good religion) or a paladin of a different deity gains only the protection from the magical aging powers of undead and the caustic holy water effect for as long as the font stays filled. The DM should determine the specific paladin order to which the armor belongs.

Faint divination; CL 5th; Craft Magic Arms and Armor, *bless water, detect undead;* Price 26,000; Weight 50 lb. *Author:* Johnathan M. Richards. *Source:* #275.

TABLE 5–6: WEAPON SPECIAL ABILITY

Special Ability	Cost
Suppressing	+5

Weapon Special Ability

Most magic weapons only have enhancement bonuses. Such items can also have the following special ability. A weapon with a special ability must have at least a +1 enhancement bonus.

Suppressing: A creature damaged by a suppressing weapon must make a DC 22 Will save or lose the benefits of its spell resistance for 1 round. The target's spell resistance returns to normal on the following round.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *antimagic field;* Price +5 bonus. *Author:* Chris Thomasson. *Source:* #306.

Specific Weapons

The following specific weapons usually are preconstructed with exactly the qualities described here.

Barthon's Delving Doves: Each *delving dove* is a *+2 undead bane arrow.* In addition, a *delving dove* is exceptionally good at hitting foes behind cover. When fired at a foe behind cover, a *delving dove* grants an additional +2 bonus on that ranged attack roll. A creature damaged by a *delving dove* must make a DC 15 Will save or lose its resistances to cold and electricity for 2d4 rounds. Creatures immune to cold and electricity are not affected.

Unlike most magic ammunition, a *delving dove* is not destroyed after hitting or missing its target. Instead, it appears to transform into a dove and flies back to it owner's quiver or hand to be usable on the following round.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *summon monster I, telekinesis;* Price 78,000 gp; Cost 39,000 gp + 3,120 XP; Weight —. *Author:* Joseph R. Terrazzino. *Source:* #288.

Bolt of Discord: Delighting in sowing chaos among their enemies, the drow have created weapons that disrupt and confuse, thereby prolonging the conflict. A *bolt of discord* is a *+1 crossbow bolt* covered in bizarre sigils that seem to move on their own accord. Upon impact, the bolt releases a *confusion* spell with a 15-foot radius, as if cast by a 13th-level wizard (DC 16 Will save negates). In addition, if a creature is directly struck by the *bolt of discord* it is affected by an *insanity* spell as if cast by a 13th-level wizard (DC 20Will save negates).

Strong enchantment; CL 13th; Craft Magic Arms and Armor, *confusion, insanity;* Price 3250 gp; Cost 1625 gp + 130 XP; Weight —. *Author:* Eric Cagle. *Source:* #298.

Deitus Daggers: Each *deitus dagger* is a +2 *holy dagger* that on command can be used to cast *righteous might* and *searing light* once each per day. These spells are cast as though by a 10th-level caster.

A *deitus dagger* can end the control a master vampire has over its spawn and other vampires. When a vampire is struck by a *deitus dagger* its master vampire must make a DC 15 Will save. Failure indicates that the master vampire has lost control of its slave, which is now free to act as it wills. The master vampire can never regain the control it once had.

Whenever a successful attack against a vampire or vampire spawn made with a *deitus dagger* comes up as a natural 19 or 20 the vampire or vampire spawn must make a DC 20 Will save or be destroyed.

Strong transmutation; CL 17th; Craft Magic Arms and Armor, *holy smite, protection from evil, righteous might, searing light,* creator must be good; Price 88,302 gp; Weight 1 lb. *Author:* Joseph R. Terrazzino. *Source:* #288.

Eagles' Cry Bow: Powerful creations of Corellon Larethian and sacred relics of the elven people, *eagles' cry bows* are potent weapons. Their power as a symbol to elves exceeds their worth on the battlefield. Elves dutifully protect the secrets of creating *eagles' cry bows,* and they ruthlessly hunt down any non-elf who steals one. If a non-elf comes into possession of one through honorable means, the hunters deal with the erstwhile owner in a more diplomatic manner. Elves grimly but earnestly spread the rumor that a thief might find a quicker and less painful death at the claws of an angry dragon than from elves hunting for a stolen *eagles' cry bow.*

A work of art, an *eagles' cry bow* is covered in beautiful woodcarvings depicting scenes from elven history. A mithral bowtip caps each arm of the bow, while rich leather covers its grip, and two eagle feathers are interwoven with the string and tied in place with fine mithril wire.

An *eagles' cry bow* is a +5 *composite longbow* (+4 Strength bonus) with double the range increment of a normal composite longbow (220 feet) and a maximum range of twenty range increments (each range increment beyond the first still incurs the normal –2 penalty). Whenever a user fires an *eagles' cry bow* it lets out a cry similar to that of an eagle, thus giving the bow its name. All elves within 30 feet of the bow who can hear it are affected as if by a 15th-level bard's inspire courage ability (granting a +3 morale bonus on saving throws against charm and fear effects and on attack and weapon damage rolls) for that round and for the following 5 rounds.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, Far Shot, *true strike,* creator must be an elf; Price 73,800 gp; Weight 3 lb. *Author:* Kieran Turley. *Source:* #326.

Hand of the Creator: Clerics of Corellon Larethian dedicate their lives to the protection of the elven people and their ancient culture. Those who prove themselves worthy champions of their faith sometimes receive a special blade dubbed the *hand of the creator.* This intricately designed punching dagger is fashioned from mithral. Its handle is covered with strands of dark blue leather strips, and its silvery blade is marked with tiny elven runes.

The *hand of the creator* works as a +1 *keen punching dagger* that deals an extra 1d4 points of damage when wielded by an elf or half-elf. When used by a character with elven blood, the *hand of the creator* bestows the Curse of the Creator on any creature without elven blood it strikes. The non-elf foe can make a DC 14 Will save to resist the curse. The Curse of the Creator surrounds the creature in a permanent *faerie fire* effect and causes the target to be permanently shaken. (A shaken creature takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.) The *hand of the creator's* wielder can remove the curse as a standard action. The spells *break enchantment, limited wish, miracle, remove curse,* and *wish* can also remove the curse.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *bestow curse, faerie fire, keen edge,* creator must be elf or half-elf; Price 48,502 gp; Weight 1/2 lb. *Author:* Richard Farrese. *Source:* #328.

Heart Tracker: The original *heart tracker* was crafted by the Iron Leaf, a clan of druids fighting to regain control of Malteth Wood, a forest invaded by a vampire lord and his minions. After its usefulness was proven, the druids crafted many more and allied themselves with a nearby community of wood elves who carried *heart trackers* into battle with taunting smiles and proud declarations of

Illustrated by (left) Cara Mitten, (right) Niklas Jansen

vengeance. The vampire lord Virmiklar and his kin were all but extinguished. Virmiklar alone escaped, vowing to return.

In years following the incident in Malteth Wood, the *heart trackers* lost their appeal and were forgotten, for there were no more vampires to fight. The wood elves migrated elsewhere, and it is believed they took many of the weapons with them. Legend has it that Lord Virmiklar's agents slowly recovered the troublesome *heart trackers* and destroyed all but a few. Some sages wonder whether this is why the dread vampire has returned today.

Each *heart tracker* is a *+1 repeating crossbow of speed.* Intelligent undead damaged by a bolt fired from the *heart tracker* must make a DC 15 Will save or be held immobile, as per *halt undead.* Non-intelligent undead receive no save and are automatically held immobile.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *halt undead, haste;* Price 110,550 gp; Weight 4 lb. *Author:* Joseph R. Terrazzino. *Source:* #288.

Lash of Torment: This whip is embedded with cruel spikes of iron and glass, effectively making it a whip-dagger. (Whip daggers are exotic weapons that cost 25 gp, deal 1d6 points of slashing damage [1d4 Small], score a critical on a 19–20, and weigh 3 pounds. They are identical to whips in all other respects.) It is usually found in the possession of drow slavers or torturers. In the hands of a non-drow, the *lash of torment* acts merely as a *+1 whip dagger.* In addition, every time a non-drow wielder misses on an attack roll, the *lash of torment* curls back and strikes the wielder. This curse has been placed on the weapon to prevent slaves from taking it up against their masters. Some drow slavers leave the *lash of torment* in a place where a slave can find it, watching with delight as the slave suffers the consequences of a missed strike.

In the hands of a drow, the *lash of torment* functions as a *+3 wounding whip dagger.* On a critical hit, the *lash of torment* also causes tremendous agony. The victim suffers wracking pains, resulting in a –2 penalty to Dexterity and a –4 penalty on all attack rolls, skill checks, and ability checks. A DC 18 Fortitude save negates this effect. Both effects last 1d10 minutes, and any additional hits from a *lash of torment* during this time have no further effect on the victim beyond the normal damage dealt.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *Mordenkainen's sword, symbol;* Price 98,325; Weight 3 lb. *Author:* Eric Cagle. *Source:* #298.

Quarterstaff of Law: This *+2 lawful suppressing quarterstaff* is designed specifically for use by the most powerful githzerai monks against the slaadi of Limbo and foes who attempt to invade their homes. While wielding the weapon, the user of a *quarterstaff of law* can cast *order's wrath* once per day and *detect chaos* at will. Suppressing is a new item quality described on page 124.

Strong abjuration; CL 18th; Craft Magic Arms and Armor, *antimagic field, detect chaos, order's wrath,* creator must be lawful; Price 278,300 gp; Weight 4 lb. *Author:* Chris Thomasson. *Source:* #306.

Quiet Dagger: *Quiet daggers* come in three forms: apprentice, journeyman, and master. An apprentice acquires his dagger when he takes his first level in the assassin prestige class. He reaches the rank of journeyman at 5th level and master at 9th.

An *apprentice's quiet dagger* is a *+1 dagger* that grants its wielder a +5 competence bonus on Move Silently checks when held.

A *journeyman's quiet dagger* is a *+2 dagger* that grants it wielder a +5 competence bonus on Move Silently checks when held. It also functions as a *lesser silent metamagic rod.*

A *master's quiet dagger* is a *+3 dagger* that grants its wielder a +5 competence bonus on Move Silently checks when held, functions as a *lesser silent metamagic rod,* and grants its wielder SR 14.

Faint or moderate illusion; CL 3rd (apprentice), CL 6th (journeyman), CL 9th (master); Craft Magic Arms and Armor, *dispel magic (master dagger only), silence;* Price 10,800 gp (apprentice), 25,300 gp (journeyman), 59,300 gp (master); Weight 1 lb. *Author:* Oliver Diaz and Robert J. Hahn. *Source:* #330.

Sai of the Hornet: Created for an order of monk assassins dedicated to the destruction of all arcane spellcasters, these magic weapons can make their own unremitting assaults. It is said that countless spellcasters and supernatural creatures have fallen to the twirling blades of these animate weapons.

This finely wrought steel weapon is a *+1 dancing returning sai.* However, the wielder of a *sai of the hornet* can loose it to attack on its own. A *sai of the hornet* functions as a dancing weapon except that it can also make ranged attacks as though thrown by its wielder, attacking any foe within 50 feet and taking penalties for range normally. After commanded to attack a distant foe, it returns to its owner per the returning property and it continues to dance if dancing duration remains.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *shield* or *shield of faith, telekinesis;* Price 72,300 gp; Weight 1 lb. *Author:* Keith Strohm. *Source:* #325.

Staff of the Crushing Breeze: A *staff of the crushing breeze* is the weapon of a warrior-philosopher. These sturdy shoots of evergreen bamboo are ornately etched with depictions of serene glades, lakes, and mountains, as well as symbols meant to inspire peace. However, in

Illustrated by Jeff Carlisle

stark contrast, the glistening metal of countless chains covers much of their carved surfaces. While the silvery chains hide much of the staff's masterfully crafted surfaces, they protect the etchings from coming to harm when used in battle.

Composed of a length of bamboo wrapped in a thin mesh of mithral chains, the *staff of the crushing breeze* is a +2 *quarterstaff* that grants its wielder access to the Improved Trip feat, even if she does not meet the prerequisites.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *gust of wind;* Price 18,000 gp; Weight 4 lb. *Author:* Keith Strohm. *Source:* #325.

Thornblade: Nature deities and powerful sylvan creatures grant these potent weapons to great protectors of nature. Many good and neutral fey view the possession of a *thornblade* as evidence of skill and trustworthiness. A *thornblade* bonds with its owner, and should its owner not touch the weapon for 30 days, it withers away to nothing, effectively destroying itself. A *thornblade's* owner can grant the sword as a gift to another creature, making that creature the weapon's new owner. Most owners of a *thornblade* are careful to announce an heir for the sword while they yet live. Those who don't make their wishes known are usually buried with their weapons, which never again allow other creatures to claim them, causing them to wither away if stolen from their owners' graves.

A *thornblade* appears in its sheath as a simple scimitar with a leather-bound hilt. When drawn, a number of barbed rosebush-like thorns instantly spring from the flat of its emerald-sheened blade. The thorns sink back into the blade when sheathed.

A *thornblade* is a *+3 keen scimitar.* Up to three times per day, when its wielder makes a successful attack with the *thornblade,* he can choose to have the sword's thorns affect the target with bloodroot poison (see the *Dungeon Master's Guide*).

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *poison;* Price 56,450 gp; Weight 4 lb. *Author:* Kieran Turley. *Source:* #326.

Rings

Rings bestow magical powers upon their wearers.

Keeper's Guide: Clerics of Osiris often place traps in the tombs of dead nobles to protect their treasures and bodies from grave robbers. Eventually, the clerics need to return to these tombs to bury the next generation of nobles and their belongings. Since the knowledge of the exact location of every trap can be forgotten (and cannot be written down for fear of theft), the clerics created the *keeper's guide* to help them. The *keeper's guide* is a ring made of solid turquoise with a single lapis lazuli stone set in it. This ring grants the wearer the ability to find traps as a rogue and a +3 insight bonus on all Search checks to find traps.

Moderate divination; CL 6th; Forge Ring, *find traps;* Price 24,000 gp; Weight —. *Author:* Kevin Hamilton. *Source:* #325.

Ring of Earth's Grasp: This ring enhances the wearer's grip with each hand. The wearer gains a +4 bonus on Climb checks, grapple checks, checks to resist being disarmed, and any other Strength-based checks for which grip is a factor.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength;* Price 10,000 gp; Weight —. *Author:* Ari Marmell. *Source:* #314.

Ring of Scry Detection: This unobtrusive gold ring is inscribed with images of eyes on its interior curves. The wearer of this ring constantly benefits from the *detect scrying* spell.

Moderate divination; CL 7th; Forge Ring, *detect scrying;* Price 28,000 gp; Weight —. *Author:* Johnathan Richards and Matt Sernett. *Source:* #319.

Ring of the Evil Eye: A *ring of the evil eye* is a cursed item that appears to be a moist living eye set in a large gold ring. This disturbing item provides its wearer with a +6 bonus on Spot checks and a +2 bonus on initiative rolls, and that appears to be the item's only function. Yet if the wearer is the target of a divination (scrying) spell, he automatically fails any saving throw to resist the spell and the spell automatically penetrates the wearer's spell resistance (if any).

A simple *detect magic* spell yields only a faint transmutation aura on this item. An *identify* spell has a 1% chance per caster level to reveal the item's true properties. *Analyze dweomer* automatically reveals the ring's true nature.

Moderate divination; CL 7th; Forge Ring, *clairaudience/clairvoyance, scrying;* Price 6,000 gp; Weight —. *Author:* Oliver Diaz and Robert J. Hahn. *Source:* #330.

Ring of Stalking: This delicate silver band has a single black diamond set on its surface. To activate the

TABLE 5–7: RINGS

Ring	Cost
Evil eye	6,000 gp
Earth's grasp	10,000 gp
Keeper's guide	24,000 gp
Scry detection	28,000 gp
Stalking	56,000 gp

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ring, the wearer must speak a command word and then the name of a creature known to the user into the stone. If the wearer concentrates on the creature and holds his hand aloft, the ring's gem glows when held in the direction of the named creature. There is no limit to the ring's range except that the target must be on the same plane as the wearer. When the wearer is within 120 feet of the target the ring glows continuously and grows warm to the touch. At that point, the proximity of the target is too close to reveal its exact direction. Changing the ring's target is a full-round action.

Strong divination; CL 13th; Forge Ring, *greater scrying, locate creature;* Price 56,000 gp; Weight —. *Author:* Johnathan Richards and Matt Sernett. *Source:* #319.

Rods and Staffs

Rods are scepterlike devices that have unique magical powers and do no usually have charges. Anyone can use a rod.

Staffs offer immense utility because they pack so many capabilities into one item and they use the wielder's ability score and relevant feats to set the DC for saves against their spells.

Briar Staff: Druids working to rid their home of savage humanoid invaders created the first *briar staffs*. These staffs have seen extensive use against orc raiding parties and as a result have drawn the vengeful attention of at least one orc deity. Anyone wielding a *briar staff* should expect trouble from orcs in his future.

A *briar staff* is created from a single gnarled oak bough. The staff bears a cluster of twisted twigs at its top, which bud to life whenever its wielder uses one of its powers.

Unlike other staffs, a *briar staff* can regain spent charges. This requires burying the staff 1 foot deep within a forest at least 1 square mile in size. For every 7 days it remains buried and undisturbed, the staff regains 1 charge. The *briar staff* allows the use of the following spells:

- *Entangle* (1 charge)
- *Spike growth* (1 charge)
- *Wall of thorns* (3 charges)

Strong transmutation; CL 12th; Craft Staff, *entangle, spike growth, wall of thorns;* Price 139,500 gp; Weight 4 lb. *Author:* Kieran Turley. *Source:* #326.

Deluge Rod: A reclusive ocean-dwelling druid calling himself the Brine Lord created the first *deluge rods*. After pirates slew the druid, they discovered a number of these rods hidden in his island home. *Deluge rods* have a dark reputation among arcane spellcasters and the rods' side-effects have made them unpopular with all but the most power hungry.

Deluge rods appear as scepters of solid water suspended in time, sometimes with tiny sea creatures swimming within. The rods are undecorated, but a cascade of miniature rainbows appears around them when they are exposed to strong sunlight. During quiet moments, these rods emit echoes of crashing waves upon a rocky coast.

TABLE 5–8: RODS AND STAFFS

Rod/Staff	Cost
Rod of the wild	35,145 gp
Staff of earthen might	46,406 gp
Rod of deadly function	60,000 gp
Rod of revealing	60,000 gp
Deluge rod	93,180 gp
Briar staff	139,500 gp

A *deluge rod* has a number of formidable powers, but it extracts a price from its user. The bearer of a *deluge rod* can never truly feel warm or dry, even in the hottest desert. As a result, the wielder takes a –8 penalty on Fortitude saves made to resist the effects of a cold environment and on Constitution checks to resist drowning, but he gains a +4 circumstance bonus on Fortitude saves to resist the effects of heat and on Constitution checks to stave off thirst. Sea elves and other aquatic races consider this curse a boon when traveling on land.

A *deluge rod* has the properties of a *+1 frost club* with the following powers.

Touch of the Brine Lord: As a free action, the rod's wielder can activate this ability, causing the rod to deal an additional 2d6 points of cold damage when used as a melee weapon. This effect lasts for 10 rounds once activated, and can be used three times per day.

Breath of the Brine Lord: The rod sprays forth a cloud of acidic mist, as the spell *acid fog*. This power can be used once per day.

Will of the Brine Lord: The rod summons 1d4+1 Huge fiendish sharks or 1 Huge water elemental, as the spell *summon monster VII*, once per day.

Strong conjuration; CL 13th; Create Rod, *acid fog, summon monster VII;* Price 93,180 gp; Weight 2 lb. *Author:* Kieran Turley. *Source:* #326.

Rod of Deadly Function: A dark variation of the *rod of lordly might*, this slim black rod has a series of studs along its base. Its design is cruel and utilitarian, like a torture device version of a traditional *rod of lordly might*. The *rod of deadly function* has numerous magical and mundane functions activated either by concentrating or by pressing one of the studs along the base

The following spell-like functions of the rod can each be used once per day.

- *Deep slumber* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.



Illustrated by (left to right) Cara, Mittem, Cara Mitten, Cara Mitten, Niklas Jansen, Jeff Carlisle

- *True strike.*
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 halves) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *deep slumber.* If the attack fails, the effect is lost.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a *+1 light mace.*
- Pressing button 1 turns the rod into a *+1 keen rapier.*
- Pressing button 2 turns the rod into a *+2 returning throwing axe.*
- Pressing button 3 causes a steel-chain whip to form that acts as a *+3 whip dagger.*
- Pressing button 4 causes the rod to extend various lockpicking tools which function as a set of masterwork lockpicks. The tools it creates include picks, files, manual drills, spikes, levers, and wrenches.

Strong divination, enchantment, evocation, and transmutation; CL 18th; Craft Rod, Craft Magic Arms and Armor, *deep slumber, true strike;* Price 60,000 gp; Weight 5 lb. *Author:* Oliver Diaz and Robert J. Hahn. *Source:* #330.

Rod of Revealing: Cherished by all who face illusionists in battle, *rods of revealing* are especially prized among those who wish they could categorize everything as easily as day and night. These highly valuable rods appear as simple iron scepters carved with an open eye upon one end.

A *rod of revealing* suppresses all magic from the school of illusion as if it were within an *antimagic field.* This effect covers a 110-foot radius centered on the rod and is useable once per day. The rod can maintain this illusion suppression field for 110 minutes (1 hour, 50 minutes). While the rod affects an area, no new illusion spells or effects can be cast or triggered. Any attempt to cast such a spell in the area instantly fails and items with illusion effects (such as a *ring of invisibility*) simply fail to function. A *rod of revealing* has no effect on nonillusion spells and effects.

Strong abjuration; CL 11th; Craft Rod, *antimagic field, invisibility purge;* Price 60,000 gp; Weight 5 lb. *Author:* Richard Farrese. *Source:* #328.

Rod of the Wild: Primitive human barbarians and some wood elf tribes favor these stout cudgels and actively pursue rumors of their locations. A *rod of the wild* provides great prestige to a member of such a tribe who possesses it, and occasionally one finds its way into the tomb of a particularly powerful or respected warrior or chieftain.

Rods of the wild appear as 3-foot-long oak cudgels intricately carved with stylized representations of

the four animal aspects they bestow. As a rod ages, the grain of its wood darkens until it achieves the appearance of bog oak.

A *rod of the wild* functions as a +2 *club* that grants special abilities based on four animal totems. Once per day, the *rod of the wild's* wielder can choose to take on certain aspects of one of these four animals. The rod continues to grant the special abilities of the chosen animal totem as long as its wielder holds it. A *rod of the wild* only grants its wielder the abilities of one totem animal at a time.

Bear: The wielder gains a +3 natural armor bonus and a +4 enhancement bonus to his Strength. While using this aspect the wielder adds 20 pounds to his weight from increased bulk.

Hawk: The wielder gains a +2 competence bonus on Search and Spot checks and can *feather fall* at will as a spell-like ability. In this aspect, the wielder's eyes take on a golden hue.

Mouse: The wielder gains a +4 competence bonus on all Hide checks and can use *reduce person* on himself at will. While in this aspect the wielder gains an uncontrollable nose twitch. This twitch has no effect other than for roleplaying purposes.

Salmon: The wielder gains a +4 competence bonus on all Swim checks and can use *water breathing* once per day. While in this form, the wielder's skin takes on a slight silvery sheen.

Moderate transmutation; CL 9th; Craft Rod, *bull's strength, feather fall, reduce person, water breathing;* Price 35,145 gp; Weight 3 lb. *Author:* Kieran Turley. *Source:* #326.

Staff of Earthen Might: This staff is carved from stone and tipped with either a gem or an intricately sculpted chunk of marble. It allows the use of the following spells:

- *Soften earth and stone* (1 charge)
- Stone shape (1 charge)
- *Tremor* (1 charges)
- *Transmute mud to rock* (2 charges)
- *Transmute rock to mud* (2 charges)

Moderate transmutation; CL 10th; Craft Wondrous Item, *soften earth and stone, stone shape, tremor, transmute mud to rock, transmute rock to mud;* Price 46,406 gp; Weight 5 lb. *Author:* Ari Marmell. *Source:* #314.

Wondrous Items

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Acorn of Acuity: These simply carved acorns are powerful tools originally created by druids to help their companions understand the glory of nature. Many travelers find these items indispensable for long journeys in the wild. Rangers tend to favor *acorns of acuity,* as they enhance their nature-oriented skills.

An *acorn of acuity* is a fist-sized wooden carving of an acorn made from oak and polished smooth as if from years of use. The first time a character holds an *acorn of acuity* he feels a sudden rush of consciousness as the item attunes to him.

A character who holds the acorn in one hand gains a +5 competence bonus on all Survival skill checks. The *acorn of acuity's* owner can also *speak with animals,* as the spell, once per day.

Faint divination; CL 3rd; Craft Wondrous Item, *speak with animals;* Price 4,120 gp; Weight —. *Author:* Kieran Turley. *Source:* #326.

Alchemist's Glass: An *alchemist's glass* is a beaker usually constructed of green or blue glass with several small spouts near the bottom. Arcane writing frequently covers the sides of the glass and sometimes includes the command words required to use the glass to its full potential.

Whenever the glass is filled with fluids, powders, or leaves, it mixes them together evenly. This occurs even if the materials in question normally don't mix, such as oil and water (although in this case the fluids separate normally as soon as they leave the glass). Infusions and teas can be made in a single round if placed within the glass.

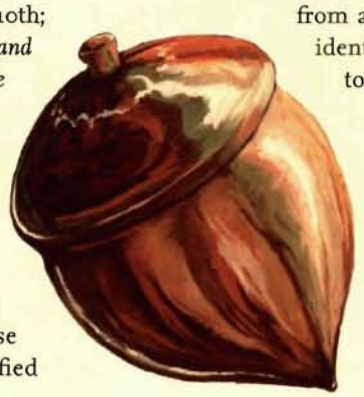
Additionally, each *alchemist's glass* has two command words associated with it. The first command word causes the glass to break down any liquid or potion it contains into its component parts. This effect immediately destroys a potion but also reveals what ingredients were used in the potion's creation. This command also removes the salt from seawater, separates poisons from any liquids they're mixed with, and is sometimes used to check the purity of fresh water.

The second command word causes separated materials to pour from the bottom of the glass, each from a different spout. This can be helpful when identifying unusual ingredients or when trying to purify a potable liquid.

If there are more components than spouts, as many components as possible drain out. When the second command word is spoken again, another round of components pours from the spouts. The second command word can be used repeatedly until all of the components have been separated.

Faint divination; CL 3rd; Brew Potion, Craft Wondrous Item, *detect poison, purify food and drink;* Price 1,800 gp; Weight 2 lb. *Author:* Owen K.C. Stephens. *Source:* #289.

Amulet of Astral Projection: This silvery, prismatic pendant hangs from a fine chain of adamantine. When



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TABLE 5–9: WONDROUS ITEMS

Wondrous Items	Cost	Wondrous Items	Cost
Scarab charm	300 gp	*Scout googles*	15,000 gp
Snake charmer	1,000 gp	*Boots of the woodland*	16,000 gp
Amulet of deception	1,200 gp	*Girdle of hate*	16,000 gp
Alchemist's glass	1,800 gp	*Spy glass*	16,000 gp
Belt of the camel	3,000 gp	*Cloak of the desert*	18,000 gp
Scorpion bracers	3,000 gp	*Quiver of plenty*	18,000 gp
Thespian's mask	3,000 gp	*Holy bone shackles*	19,500 gp
Dwarven rune stein	3,300 gp	*Clay of sculpting*	20,000 gp
Requiem jar	3,300 gp	*Chalice of true seeing*	21,600 gp
Deathglance locket	3,860 gp	*Mask of the reaper*	30,000 gp
Acorn of acuity	4,120 gp	*Carrion gauntlet*	32,300 gp
Sand of Set	4,200 gp	*Coffin clamps of Aziell Moonchild*	37,760 gp
Circlet of convocation	4,775 gp	*Spider mask, brown recluse*	37,840 gp
Ventriloquist's mouthpiece	6,000 gp	*Cape of the general*	38,000 gp
Autonomous harp	6,250 gp	*Golden beholder*	38,000 gp
Bardic cup	6,500 gp	*Mirror of captured images*	40,000 gp
Shell of amplification	7,000 gp	*Robe of the burning serpent*	40,000 gp
Silver collars of Adentrius	7,250 gp	*Chromatic flute*	46,500 gp
Caine's flagon of shadows	8,000 gp	*River sandals*	47,000 gp
Tiara of Bast	8,000 gp	*Obi of the white lotus master*	48,000 gp
Vampiric goblet	8,100 gp	*Horn of the planes*	55,000 gp
War mug of the ogre magi	8,315 gp	*Spider mask, black widow*	56,150 gp
Zhen'hra's tools	8,640 gp	*Ioun stone, black and white ellipsoid*	60,000 gp
Rose of kings	10,000 gp	*Dragon's goblet*	72,000 gp
Sylvan cloak	11,500 gp	*Vestment of judgement*	95,000 gp
Gauntlets of heartfelt blows	12,000 gp	*Extradimensional anchor*	112,000 gp
Goggles of scrutiny	12,000 gp	*Spider mask, phase spider*	115,440 gp
Eye of Horus	13,200 gp	*Sylvan cloak, greater*	153,360 gp
Bands of the iron monkey	15,000 gp	*Amulet of astral projection*	320,320 gp

the command word is spoken, the amulet projects its wearer and up to eight other willing creatures of the wearer's choice onto the Astral Plane as if with an *astral projection* spell. Using this item takes its toll, however. Upon returning from a trip to the Astral Plane made with the amulet, the user must make a successful DC 23 Will save or take 2d6 points of Intelligence damage. (Creatures that accompanied the wearer on the trip are safe from this effect.)

Strong necromancy; CL 17th; Craft Wondrous Item, *astral projection;* Price 320,320 gp; Weight —. *Author:* Chris Thomasson. *Source:* #306.

Amulet of Deception: *Amulets of deception* are used to confuse those who might scry upon their wearers. Each *amulet of deception* is a 1-inch-wide, 2-inch-tall gold locket on a thin chain of golden links. The amulet is often oval- or heart-shaped and opens up to reveal a tiny portrait, such as one might keep of a lover or spouse. However, the image that appears in the locket is also the one that appears in place of the wearer if she is ever scried upon or in the area of a scrying effect while wearing the *amulet of deception.* The amulet also grants the wearer a +2 insight bonus on Intelligence checks to notice a scrying sensor, but it does nothing to prevent the scrying from continuing other than cloak the wearer in the appearance depicted in the amulet. Many who work in the shadows use these devices to prevent their enemies from determining their true appearances.

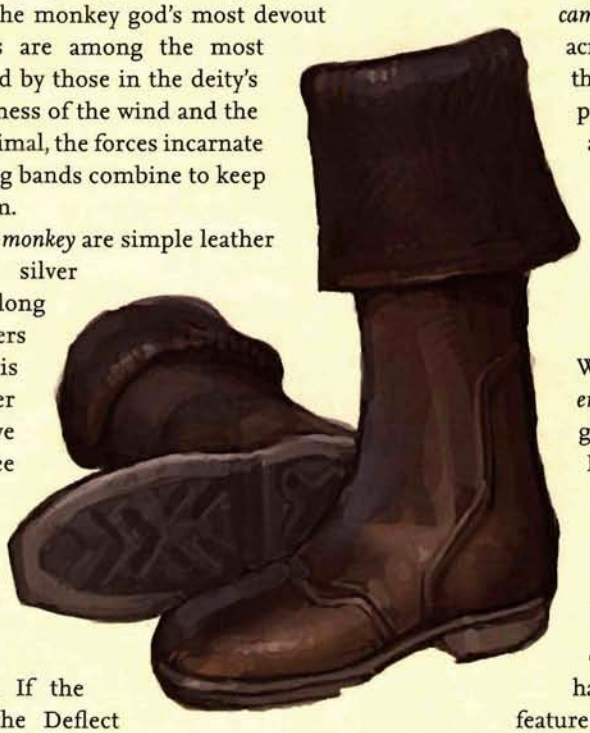
Faint illusion; CL 5th; Craft Wondrous Item, *disguise self;* Price 1,200 gp; Weight —. *Author:* Johnathan M. Richards and Matthew Sernett. *Source:* #319.

Autonomous Harp: An *autonomous harp* is usually made of wood plated with gold and stands on four clawed legs. The masterwork harp is a construct capable of movement and has statistics identical to a Medium animated object made of wood. Like a golem, it follows the commands of its creator or those its creator designates. In addition to the normal actions an animated object can take, the *autonomous harp* can be commanded to play itself as a free action (playing itself is also a free action for the harp), providing a +2 circumstance bonus on Perform checks made within 20 feet that would benefit from musical accompaniment.

Moderate transmutation; CL 11th; Craft Wondrous Item, Perform (strings) 5 ranks, *animate objects;* Price 6,250 gp; Weight 40 lb. *Author:* S. Deniz Bucak. *Source:* #317.

Bands of the Iron Monkey: Inspired by the piety and dedication of one of the monkey god's most devout servants, these bands are among the most honored gifts bestowed by those in the deity's service. With the swiftness of the wind and the strength of a savage animal, the forces incarnate in these simple-looking bands combine to keep their wearer from harm.

The *bands of the iron monkey* are simple leather armbands with six silver medallions sewn along the leather that covers the outer forearm. This item grants the wearer a +2 bonus on initiative rolls and grants her free use of the Deflect Arrows feat. Both armbands must be worn, and the user must have at least one hand free to deflect projectiles. If the wearer already has the Deflect Arrows feat, *bands of the iron monkey* allow the wearer to use the feat twice each round.



Faint abjuration; CL 3rd; Craft Wondrous Item, *entropic shield;* Price 15,000 gp; Weight 2 lb. *Author:* Keith Strohm. *Source:* #325.

Bardic Cup: A *bardic cup,* sometimes known as a *goblet of song,* is a finely crafted and valuable silver drinking vessel. The bowl of each cup is adorned with small gems, and the stem is molded into the form of four figures—one cloaked figure carrying a dagger, one holding a staff, one holding a skull, and one bearing a harp.

Whenever liquid is poured into a *bardic cup,* one or more of the figures might sing. If the liquid is poisonous, diseased, or foul, the skull face softly sings a mournful dirge. If the liquid has healing properties, the figure with a harp plays a bright ballad. If a magic liquid is placed in the chalice, the figure with the staff sings a deep rhythmic chant. If the liquid is cursed or inherently evil, the figure with cloak and dagger whispers a lament.

If a liquid qualifies as more than one of these, all appropriate figures sing in harmony. Thus a magic healing potion poured into the cup causes both the staff-bearing and harp-carrying figures to sing. *Bardic cups* are often used by adventuring minstrels to partially identify potions and fresh water or to test drinks for poison without offending a host.

Faint divination; CL 3rd; Brew Potion, Craft Wondrous Item, *detect evil, detect magic, detect poison, purify food and drink;* Price 6,500 gp; Weight 1 lb. *Author:* Owen K.C. Stephens. *Source:* #289.

Belt of the Camel: Made from woven camel hair and blessed by clerics of Isis, the *belt of the camel* defends travelers on long treks across the desert. The belt protects the wearer from extreme heat, as per *endure elements,* but not cold. In addition, the wearer never becomes thirsty and never requires water for nourishment, although the need for food still exists. The belt must be worn for 24 hours before its powers take effect.

Faint abjuration; CL 1st; Craft Wondrous Item, *create water, endure elements;* Price 3,000 gp; Weight 1 lb. *Author:* Kevin Hamilton. *Source:* #325.

Boots of the Woodland: These enchanted calf-high boots are fashioned from soft leather or suede with thick soles made from spongy hide. The boots, which come in all manners of style, only have one distinctive and uniting feature in the form of a rune engraved upon each sole, forming a crude "X."

Boots of the woodland bestow great speed and agility upon their owner while traveling in woodlands. In any forest environment (which includes sparse woods and tree-covered hills or mountains) the wearer of a pair of *boots of the woodland* is protected as though under the permanent effect of an *endure elements* spell, adds 10 feet to his base land speed, gains a +4 insight bonus on all Reflex saves, and benefits from a +10 competence bonus on all Move Silently checks. Both boots must be worn in a forest environment for 24 hours for their magic to take effect.

Faint abjuration; CL 5th; Craft Wondrous Item, *cat's grace, endure elements, expeditious retreat;* Price 16,000 gp; Weight 1 lb. *Author:* Richard Farrese. *Source:* #328.

Caine's Flagons of Shadows: Only eight of these magic drinking vessels are believed to have been made by the shadow sorcerer Caine before he mysteriously disappeared. Each flagon appears to be made of black wood intricately carved with strange fluid patterns and cloaked figures. Despite its appearance, a *flagon of shadows* weighs as much as an iron stein of the same size. *Flagons of shadows* are always cool to the touch and never cast shadows themselves.

Each flagon has a command word carved onto its bottom. Most of these are not recorded anywhere else, but it is known that "makareem" is one of them.

Fives times per day, a *flagon of shadows* can be filled with liquid and the command word spoken, turning the

Illustrated by Cara Mitten

liquid into liquid shadow. If left in the flagon, the liquid shadow lasts 10 rounds before evaporating.

The liquid shadow can be poured on the ground, in which case it creates a 20-foot radius sphere of darkness like the *darkness* spell as though cast by a 2nd-level caster.

Additionally, the liquid shadow can be imbibed. The imbiber adds +2 to the DC of his illusion (shadow) spells for 3 hours.

Faint evocation; CL 3rd; Craft Wondrous Item, Spell Focus (illusion), *darkness;* Price 8,000 gp; Weight 1 lb. *Author:* Owen K.C. Stephens. *Source:* #289.

Cape of the General: Savage orc and goblin tribes universally feared the mighty elven armies of ancient times, but the elves' celebrated victories were in great part due to the cunning and charismatic generals who led them in battle. In those legendary days, the leader of each elven host wore a cape made out of glistening night-blue silk with myriad silver runes imprinted around the collar. This garment served to display the officer's rank, but was also magically endowed to help him in his duties. Most of these cloaks went to the grave with the generals who wore them, but fortunate tomb robbers occasionally stumble upon a *cape of the general.* In modern elven society, very few of these garments remain, but some are still handed down from one generation to the next.

A *cape of the general* functions as a +2 *cloak of resistance* and also provides a +2 enhancement bonus to the wearer's Charisma and Intelligence scores. When worn by a character with elven blood, the item grants a +4 morale bonus on saving throws made against fear effects to all elven-blooded allies within a 30-foot radius.

Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor, fox's cunning, remove fear,* creator must be elf or half-elf; Price 38,000 gp; Weight 1 lb. *Author:* Richard Farrese. *Source:* #328.

Carrion Gauntlet: The hinged and jointed pieces of the *carrion gauntlet* are made from bits of bone, carapace shards, and the dried flesh of various creatures. Created by evil clerics in an attempt to harness the power of undeath, the gauntlet constantly thirsts for life force. The wearer of this +1 *gauntlet* can use it to cast *vampiric touch* at will as a 5th-level caster.

Moderate necromancy; CL 5th; Craft Wondrous Item, *vampiric touch;* Price 32,300 gp; Weight 1 lb. *Author:* Kevin Hamilton. *Source:* #325.

Chalice of True Seeing: These unusual items always appear to be dented, scratched, and tarnished goblets of little value. This appearance is an illusion to conceal the chalice's true form of valuable inlaid gold studded with precious gems. In its true appearance, a *chalice of true seeing* is always constructed of materials worth at least 2,000 gp. All of these chalices have command words engraved on them, usually on the bottom.

When the command word is spoken, the chalice fills with a thick, rose-red syrup. This can be done once per day. Anyone drinking the sweet syrup gains *true seeing,* as the spell. The syrup loses its magical properties if it is removed from the chalice before it is consumed, and all of the syrup must be drunk by a single individual for the *true seeing* effect to function.

Moderate divination; CL 10th; Craft Wondrous Item, *true seeing;* Price 21,600 gp; Weight 1 lb. *Author:* Owen K.C. Stephens. *Source:* #289.

Chromatic Flute: For some people, music just isn't enough. They need something to look at or a performance doesn't hold their attention. To reach these people, a bard can hire a troupe of dancers or she can find a *chromatic flute.* These masterwork flutes are usually crafted from a precious metal, such as gold or platinum, and inscribed with arcane runes. When played, illusory abstract images form behind the bard, flowing from shape to shape and changing color in response to a performance. The visual accompaniment provides a +2 circumstance bonus on Perform checks made with the flute. Additionally, as a standard action, the player of the flute can attempt to use it to cast illusion spells. The instrument's player must make a Perform check to make the flute cast the spell, DC 10 for a *silent image,* DC 15 for a *minor image,* and DC 20 for a *major image.* The Perform check to make the flute create an illusion does not benefit from the +2 circumstance bonus on Perform checks.

Moderate illusion; CL 7th; Craft Wondrous Item, *major image, minor image, silent image;* Price 46,500 gp; Weight 1 lb. *Author:* S. Deniz Bucak. *Source:* #317.

Circlet of Convocation: Some people really don't like being scried upon. For these individuals, the *circlet of convocation* gets the point across. This silver circlet contains five green gems, each sparkling with radiance from within.

The *circlet of convocation* provides a +5 insight bonus on the wearer's Intelligence check to notice a scrying sensor. If the wearer notices a scrying sensor, he may use the *circlet of convocation* as a standard action to instantly appear in a random open square adjacent to the scrying creature. This travel is a flawless teleportation that can even cross the boundaries of planes. Each time the *circlet of convocation* is used to transport the wearer to a scrying creature, one of the five gemstones "burns out." In effect, the *circlet of convocation* is a five-charge magic item with each such use expending one charge. If no open adjacent square exists, the teleportation attempt simply fails and a gem is not burnt out.

Even after all five charges have been used, the circlet continues to provide its +5 insight bonus on detecting scrying sensors.

Using the power of the circlet has its disadvantages. The circlet does not grant any information about the scrying

creature or guarantee the safety of the environment that is the wearer's destination.

Strong conjuration; CL 13th; Craft Wondrous Item, *detect scrying, greater teleport, planeshift;* Price 4,775 gp; Weight —. *Author:* Johnathan M. Richards and Matthew Sernett. *Source:* #319.

Clay of Sculpting: Upon command, this fist-sized lump of gray clay can be stretched and molded into an object of any size up to Medium. The clay follows the vision of the user, helping the user mold it into a perfect likeness of the object the user desires to create. The sculpting of the object takes 1 full round plus 1 full round per each size category the desired object is larger than Tiny. Interruptions in this process leave the clay at the point it was left; with use of the command word, the process can be continued or the user can chose to begin the process anew. When the sculpting is finished, the *clay of sculpting* turns into a solid stone version of the object created. It remains in this form until a second command word is spoken or until the formed object is broken or destroyed, whereupon it reverts to a fist-sized lump of clay.

Moderate transmutation; CL 9th; Craft Wondrous Item, *stone shape, transmute mud to rock;* Price 20,000 gp; Weight 1 lb. *Author:* Ari Marmell. *Source:* #314.

Cloak of the Desert: This cloak is made from a light brown, sturdy material, velvety on one side with a rough sandpaperlike texture on the other. If the wearer wraps it around herself, the *cloak of the desert* allows her to merge with sand or any sandstone large enough to encompass her body, in the same manner as *meld into stone.* This effect can last to up to an hour and can be used three times per day.

Moderate transmutation; CL 6th; Craft Wondrous Item, *meld into stone;* Price 18,000 gp; Weight 1 lb. *Author:* Kevin Hamilton. *Source:* #325.

Coffin Clamps of Aziell Moonchild: The *coffin clamps of Aziell Moonchild* were forged in the likeness of draconic hands, each finger adorned with a black marble claw, each knuckle studded with an emerald. When all three are placed on the lid of a coffin, they secrete refulgent green goo that slithers about the entire surface of the coffin, filling all its apertures and infusing the object with nearly indestructible force. The clamps can affect coffins (also boxes, chests, coffers, and similar containers with closed lids) of up to 1,000 cubic feet in volume. As a standard action, the clamps can be removed by anyone outside the coffin.

A coffin affected by the coffin clamps is immune to all magical and natural effects or attacks. It cannot be harmed until the coffin clamps are removed or the magic force of the coffin clamps is destroyed. The magic force of the coffin clamps is unaffected by most magical and natural effects and attacks. It cannot be dispelled, but it is destroyed by a *disintegrate* spell or a *sphere of annihilation.*

The magic force keeps out (and in) all magic and all things. Ethereal and astral forms of movement are blocked. *Astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport,* and similar spell-like or psionic abilities cannot pass through the barrier created by the coffin clamps.

Although not created for the purpose of vampire slaying, after their discovery in a vampire's castle they were used to seal vampires into their coffins and transport them to places of holiness where they were released and killed by waiting paladins. More clever—or desperate—vampire slayers used the clamps to seal vampire coffins after the vampires had exited them, therefore disallowing reentrance by gaseous form.

Strong evocation; CL 13th; Craft Wondrous Item, *dimensional anchor, forcecage;* Price 37,760 gp; Weight 6 lb. *Author:* Joseph R. Terrazzino. *Source:* #288.

Deathglance Locket: This small locket is an anti-scrying device not in the sense that it prevents scrying upon the subject, but rather that it is used to punish those who would so intrude upon the subject's privacy. A *deathglance locket* is a 1-inch tiger eye gemstone on a slim golden chain. It is worn about the neck and counts as an amulet in terms of magic items worn. The *deathglance locket* grants its wearer a +2 insight bonus on Intelligence checks to notice scrying sensors. When the wearer notices a scrying sensor, she may call upon the power of the locket to strike back at the scrying creature. Once per day upon command, the *deathglance locket* traces the scrying sensor's magic back to the scrying creature's location and sends an immaterial copy of its tiger eye gem hurtling his way. From the scrying creature's point of view, it's as if the tiger eye gem suddenly flies from the locket and speeds in his direction. The scrying creature immediately suffers 10d6 points of damage (DC 20 Will save for half) and must make a Concentration check (DC 10 + the damage dealt by the *deathglance locket*) or the scrying effect ends.

Moderate abjuration; CL 11th; Craft Wondrous Item, *detect scrying;* Price 3,860 gp; Weight —. *Author:* Johnathan M. Richards and Matthew Sernett. *Source:* #319.

Dragon's Goblet: A *dragon's goblet* is a rare and sometimes dangerous magic item that can be both harmful and useful to adventurers. The goblet is a cunningly sculpted figurine of a mighty winged lizard clutching a bowl in its mouth. Usually the goblet is made of gold or silver, but a few are carved from gems.

Whenever a *dragon's goblet* is filled with liquid, the goblet transforms it into a burning fluid like alchemist's fire. This fluid can be poured out to start a fire or hurled at a creature as a grenadelike weapon with a range of 10 feet and no range increment. The brave can drink the burning liquid in an attempt to produce more spectacular effects.

Once per hour, the burning fluid can be drunk without harm and provides one of two effects. The drinker can either breathe forth gouts of flame or contain the fire within. That decision must be made immediately after the liquid is imbibed.

If the drinker decides to breathe flame, the imbibed liquid functions exactly like an *elixir of fire breath.*

If the drinker decides to contain the fire within, the drinker gains *protection from energy* (cold) as though cast by a 10th-level caster.

If the burning fluid is imbibed when it is not safe (less than an hour since the last time it was safely imbibed) the drinker must make a DC 20 Fortitude save or take 4d6 points of fire damage. Success indicates the drinker takes half damage.

Moderate abjuration; CL 10th; Craft Wondrous Item, *protection from energy;* Price 72,000 gp; Weight —. *Author:* Owen K.C. Stephens. *Source:* #289.

Dwarven Rune Stein: *Dwarven rune steins* are squat and heavy mugs of iron engraved with images of dragons, bears, axes, and dwarven runes. The steins are shorter and wider than most human drinking vessels, with handles molded to fit a dwarf's sturdy grip. The runes are an ancient form of dwarven writing, each describing a specific trait venerated by dwarves.

The user of the stein can invoke a rune to transform any liquid contained within and then drink it to gain magical benefits. The transformed liquid works only for the person who invoked the rune, and the liquid must be imbibed in the same round the rune is invoked or the liquid has no effect. Invoking the rune and drinking the liquid is a full-round action. The runes fade away once used and cannot be used again.

Bravery Rune: Liquid transformed by this rune grants the rune invoker resistance to fear. This functions as the *remove fear* spell.

Endurance Rune: This rune causes the liquid within the stein to have the same effects as a *potion of bear's endurance.*

Fortitude Rune: This rune causes the liquid within the stein to have the same effects as a *potion of aid.*

Heroism Rune: This rune causes the liquid within the stein to have the same effects as a *potion of heroism.*

Honesty Rune: Liquid transformed by this rune grants the rune invoker an aura of honesty. This functions as the *zone of truth* spell centered on the rune's invoker.

Luck Rune: By imbibing this liquid, the invoker gains incredible luck. For an hour the drinker gains a +1 luck bonus on all saving throws. In addition, the drinker may reroll one roll that she has just made. She must take the second result. This extraordinary ability is usable once during the hour that the luck bonus lasts.

Mettle Rune: This rune grants the drinker a +4 natural armor bonus for 1 hour.

Skill Rune: Invoking this rune and drinking from the stein grants a +3 competence bonus on any Craft skill check. This magical benefit lasts one week.

Strength Rune: This rune causes the liquid within the stein to have the same effects as a *potion of bull's strength.*

Sturdiness Rune: The sturdiness rune grants the drinker a +10 competence bonus on Balance skill checks and a +10 competence bonus on Strength checks to resist bull rush attacks for 1 hour.

Moderate transmutation; CL 8th; Brew Potion, Craft Wondrous Item; Price 3,300 gp; Weight 1 lb. *Author:* Owen K.C. Stephens. *Source:* #289.

Extradimensional Anchor: This device constantly radiates a *dimensional anchor* effect in a 40-foot-radius emanation. Creatures on the same plane within this area cannot use *astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport* and similar magic. This property makes the item extremely valuable for fighting highly mobile opponents such as githyanki.

Appearing as a glowing, green crystalline prism, an *extradimensional anchor* is roughly 2 feet long and 8 inches in diameter. It levitates 2 feet off the ground at all times and floats along within 2 feet of its owner, much like an animated shield. The anchor cannot, however, support any weight; any effect that exerts more than 1 pound of force on the anchor causes it to fall to the ground. The anchor continually sheds light equivalent to that of a torch.

By making a successful melee touch attack against the owner, an opponent can take possession of an *extradimensional anchor.* Such an action provokes an attack of opportunity.

Each *extradimensional anchor* comes with a shield—a fine, magically enhanced mesh of mithral that, when draped over the anchor, suppresses the *dimensional anchor* effect. This shielding does not, however, stop the item from floating.

Moderate abjuration; CL 7th; Craft Wondrous Item, *dimensional anchor;* Price 112,000 gp; Weight 20 lb. *Author:* Chris Thomasson. *Source:* #306.

Eye of Horus: Pharaohs throughout the ages have kept vigilant watch over their people using special agents of Re-Horakhty. Clerics created the *eye of Horus,* supposedly blessed by Re-Horakhty himself, to be worn by these agents to protect them. The *eye of Horus* is a single lens that, when placed over one eye, seems to meld into the user's flesh. It takes a full-round action for the lens to be absorbed by the user. A tattoo then appears surrounding the eye resembling the *eye of Horus.* The user can will the lens back out of her flesh as another full-round action. When the user dies, the eye resurfaces.

Once absorbed, the *eye of Horus* allows its user to *detect evil* at will as a standard action. In addition, the

user may cast *disguise self, misdirection,* and *protection from evil,* each once per day and only on himself.

Faint divination; CL 3rd; Craft Wondrous Item, *detect evil, disguise self, misdirection, protection from evil;* Price 13,200 gp; Weight —. *Author:* Kevin Hamilton. *Source:* #325.

Gauntlets of Heartfelt Blows: These soft leather gauntlets sport a large, flat gem on the back of each hand. Ringed by steel, these stones slowly shift color as long as the gauntlets are worn. Whenever the bearer becomes involved in combat, the stones glow brighter, and their colors begin to swirl with intense energy, casting a fiery aura around any weapon in the wearer's hands. The wearer's melee attacks cause extra points of fire damage equal to his Charisma bonus (minimum of +1). This bonus damage also applies to touch attacks. The fire does not deal damage to the wearer or anything the wearer carries.

Faint transmutation; CL 5th; Craft Wondrous Item, *burning hands;* Price 12,000 gp; Weight 1 lb. *Author:* Clifford Horowitz. *Source:* #314.



Goggles of Scrutiny

Girdle of Hate: This broad belt is made of hide, hair, and bone, and it is studded with small hooks along its length. The exact source of these materials is ambiguous until someone with a racial or favored enemy buckles it on and speaks a command word, at which point the girdle appears to be constructed from a creature representative of one of the wearer's chosen enemies. If the wearer has more than one racial or favored enemy, the girdle applies its benefits to one enemy of the wearer's choice (chosen when the belt is first donned). The hooks, while useless as weapons, make a fine mounting point for captured scalps, and the cords of hair easily hold other grisly trophies. Any trophies of the appropriate type of racial or favored enemy smoke for a moment when first mounted on the hooks, then become cured and preserved within 1 round.

The girdle doubles all bonuses the wearer gains against the chosen racial or favored enemy, such as those possessed by dwarves or granted by the ranger class.

Moderate conjuration; CL 7th; Craft Wondrous Item, caster must have racial or favored enemy; Price 16,000 gp; Weight 2 lb. Clifford Horowitz. *Source:* #314.

Goggles of Scrutiny: *Goggles of scrutiny* grant their wearer a +2 bonus on all Search and Spot checks. In addition, any creature with the death attack special ability need only study a potential victim for 2 rounds instead of 3.

Strong divination; CL 12th; Craft Wondrous Item, *clairaudience/clairvoyance;* Price 12,000 gp; Weight —. Oliver Diaz and Robert J. Hahn. *Source:* #330.

Golden Beholder: A *golden beholder* is a magic scrying device that shares its form with its monstrous namesake. With all of its pieces collected and in place, the *golden beholder* looks like a 2-foot-diameter sculpture of a beholder made of gold. The large central eye is a sphere of glass set half inside the face of the sculpture, while the eyes on the metal stalks are made of hard clear gemstones of moderate value.

Each of the ten eyestalks can be withdrawn from the beholder, revealing a dagger blade. The eyestalk daggers are always of masterwork quality and are worth approximately 450 gp due to their fine craftsmanship and the gemstone "eye" that forms the dagger's pommel. Most *golden beholders* are made by Medium creatures, and thus their eyestalk daggers are made for use by Medium creatures. Each eyestalk dagger is imbued with a permanent *Nystul's magic aura* effect that makes it seem nonmagical. *Detect magic* does not detect the aura of an eyestalk dagger, but as with *Nystul's magic aura,* an *identify* spell cast on the eyestalk dagger allows the caster a DC 10 Will save to recognize magic in the dagger and detect its divination and illusion auras.

When removed from the body, each eyestalk dagger functions as a scrying sensor for the *golden beholder's* central eye. Touching the sheath-hole of a removed eyestalk dagger and saying the *golden beholder's* command word sets the central eye's scrying focus to that eyestalk dagger. The *golden beholder* user sees and hears with his own visual and auditory acuity from the position of the gemstone that forms the pommel of that eyestalk dagger. An impenetrable gray haze hides everything beyond 30 feet from view, although sounds that issue from beyond that distance are still audible if the user could normally hear them from the dagger's position.

Creatures within the area watched by an eyestalk dagger do not gain an Intelligence check to sense it as a scrying sensor, but a creature under the effects of a *detect scrying* spell can do so with a successful DC 10 Will save. Creatures within the area viewed by the eyestalk dagger do not gain a Will save to resist being seen and spell resistance does not apply. Anti-scrying spells, such as *mind blank* or *screen* function normally, hiding or disguising the creature or area from the *golden beholder's* user as described by the spell. If the gemstone is removed from the eyestalk dagger, or the eyestalk dagger is otherwise broken or destroyed, the user of the *golden beholder* cannot use that dagger as a scrying sensor.

Illustrated by Jeff Carlisle

The scrying link between the *golden beholder* and its eyestalk daggers withstands any distance, even separation across different planes. The scrying effect of an eyestalk dagger cannot be dispelled, but a successful targeted *dispel magic* attempt made against an eyestalk dagger suppresses that dagger's function for 1d4 rounds. An *antimagic field* also suppresses the *golden beholder's* ability to access an eyestalk dagger.

A *golden beholder* user can cast spells through the device as though using the *greater scrying* spell.

Golden beholder owners use the potent item in many different ways. Most commonly, eyestalk daggers are given to allies (or allowed to fall into the hands of enemies) so that the user can keep track of other creatures' movements and actions. Other *golden beholder* owners use them as security devices, hiding eyestalk daggers in key locations such that they are not easily spotted but have good views of the surrounding terrain.

Strong divination; CL 13th; Craft Wondrous Item, *greater scrying, Nystul's magic aura;* Price 38,000 gp; Weight 100 lb. *Author:* Johnathan M. Richards and Matthew Sernett. *Source:* #319.

Holy Bone Shackles: A tribe of dwarf barbarians known as the Hunting Wind noticed that their vampire adversaries would not venture close to the tombs of their holiest warriors. Shamans and holy men debated the strange behavior. Finally, it was decided that the tribe would capture vampires and perform experiments upon them, using the unearthed skeletons of their long-lost heroes. This decision, which daringly broke ancient taboos, produced the *holy bone shackles.* Gifted shamans used the bones of their holiest people to make thick bonds that locked magically, and skilled artisans carved sacred images of the Hunting Wind tribe about the shackles. It is said that vampires the world over still warn one another of the "curse of the Hunting Wind."

Although originally fabricated from the bones of deceased holy men, these masterwork manacles can be made from any kind of bone. When the shackles are hurled at a corporeal undead with a humanoid form, they expand or contract to fit the undead and bind its arms on a successful ranged touch attack. An undead with its arms bound cannot use them to attack or cast spells with a somatic component, and it automatically fails skill checks that require it to use its arms. An undead takes 1d6 points of holy damage each round it remains bound.

The shackles bind the undead until the user speaks the command word to release it or it escapes. The undead can escape with a successful DC 35 Escape Artist check or DC 28 Strength check. A successful Strength check opens the shackles; it does not destroy them.

Moderate evocation; CL 10th; Craft Wondrous Item, *holy smite,* creator must be good; Price 19,500 gp; Weight 3 lb. *Author:* Joseph R. Terrazzino. *Source:* #288.



Mask of the Reaper

Horn of the Planes: The music of the *horn of the planes* resonates with the planes of the multiverse. A performer with the *horn of the planes* and the correct melody can open a portal to another plane. The masterwork horn is a platinum trumpet with inscription on the outside that depicts the arrangement of the planes. Once per day, a performer playing the horn can attempt to use it to open a *gate* (as per the spell). The bard must know the proper melody to play for a particular plane. Learning the proper melody requires that the performer have 5 ranks in Perform and successfully make a DC 30 Knowledge (the planes) or bardic knowledge check. Any player may open a gate to a random plane as a standard action with a successful DC 25 Perform check. If the performer knows the tune for a specific plane, she can open a gate on that plane at a random location (on the plane) as a standard action with a successful DC 25 Perform check and to a specific location as a standard action with a successful DC 30 Perform check. Because there is a consequence of failure (getting a result of 25 or greater but less than 30 on the Perform check), a character cannot take 20 on the Perform check to play a *horn of the planes.* If a performer plays the horn without attempting to open a *gate,* there is a cumulative 1% chance for each continuous round of playing that the horn opens a gate to a random plane as long as the horn has not already been used to open a gate. The *horn of the planes* can open a *gate* only once per day.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate;* Price 55,000 gp; Weight 5 lb. *Author:* S. Deniz Bucak. *Source:* #317.

Ioun Stone (Black and White Ellipsoid): This *ioun stone,* an ellipsoid mottled in black and white, provides the equivalent of a *mind blank* spell in regards to scrying. That is, if anyone attempts to scry directly

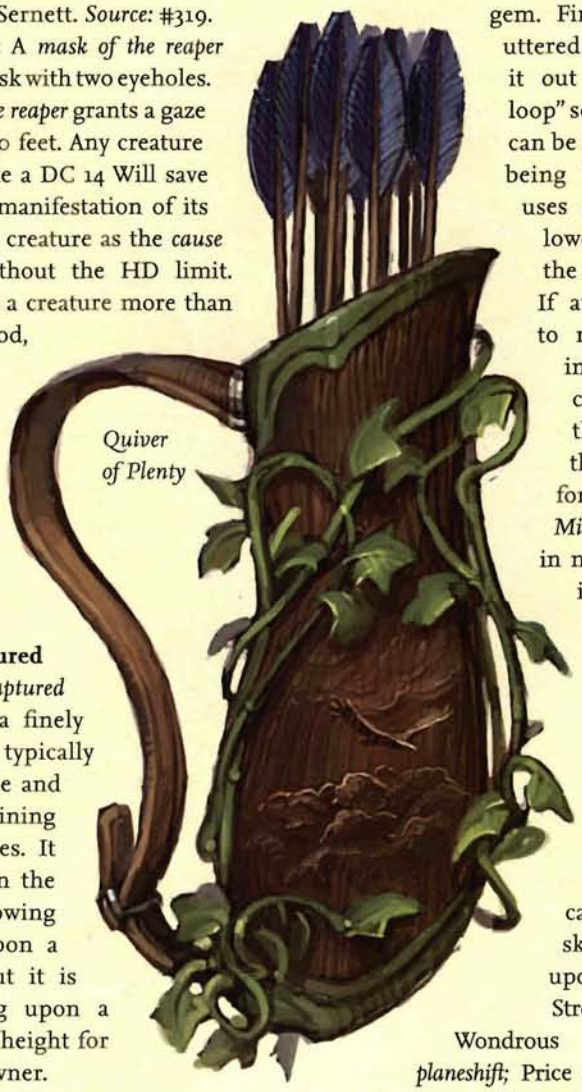
Illustrated by Jeff Carlisle

upon a person using this type of *ioun stone*, the attempt automatically fails. If a scrying device or spell is used to scan an area that the person with the *ioun stone* is in, the scrying creature sees the area but not the person. The *ioun stone* does not provide any of the non-scrying benefits of the *mind blank* spell, such as immunity to spells, effects, and devices that otherwise detect, influence, or read emotions or thoughts.

Strong abjuration; CL 15th; Craft Wondrous Item, *mind blank;* Price 60,000 gp. *Author:* Jonathan Richards and Matthew Sernett. *Source:* #319.

Mask of the Reaper: A *mask of the reaper* appears as a gray knit mask with two eyeholes. When worn, a *mask of the reaper* grants a gaze attack with a range of 30 feet. Any creature within range must make a DC 14 Will save or see in the wearer a manifestation of its worst fear, affecting the creature as the *cause fear* spell although without the HD limit. The mask cannot affect a creature more than once in a 24-hour period, whether the target fails its save or not.

Moderate illusion; CL 7th; Craft Wondrous Item, *cause fear;* Price 30,000 gp; Weight —. Oliver Diaz and Robert J. Hahn. *Source:* #330.



Quiver of Plenty

Mirror of Captured Images: A *mirror of captured images* appears to be a finely wrought silver mirror, typically 3 feet tall by 4 feet wide and held in a frame containing 24 embedded gemstones. It has a retractable leg on the back of its frame allowing it to stand upright upon a desktop or dresser, but it is more commonly hung upon a wall at the appropriate height for proper viewing by its owner.

The *mirror of captured images* is slightly different than most scrying devices in that it can be set to begin scrying and then continues to do so automatically until the effect is dispelled or it is commanded to stop. Upon utterance of a command word, the mirror views another place as if with *clairvoyance,* but vision extends even onto other planes provided that the user is sufficiently familiar with the chosen place. A second command word begins recording the images from the distant location depicted in the mirror's surface, storing these images in the twenty-four gems. Each gem holds 1 hour's worth of images, so the whole mirror can store up to a full day's images. If left activated for more than 24 hours, the mirror begins "recording over" the oldest images so that only the most recent 24 hours are kept on record. Using the second command word again stops the recording.

If a third command word is uttered while touching one of the gemstones on the frame, the mirror "plays back" the images it has stored within that gem. Finally, a fourth command word uttered while touching a gemstone takes it out of the "continuous recording loop" so that the hour's worth of images can be stored there indefinitely without being "recorded over" in subsequent uses of the mirror. Of course, this lowers the length of time available to the mirror for continuous recording. If at a later time the user wishes to record over the images stored in a gem, repeating the fourth command word while touching the gem in question returns it to the pool of available gemstones for continuous recording.

Mirrors of captured images are often used in magical stakeouts, when someone is expecting a particular item to be stolen and wishes to capture the identity of the thief without remaining in the area himself. They are also occasionally used for blackmail purposes, capturing indiscretions that the instigators would rather not become public knowledge. As the mirror has no auditory capability, Spot is an invaluable skill when using this device to spy upon others' conversations.

Strong divination; CL 13th; Craft Wondrous Item, *clairaudience/clairvoyance, planeshift;* Price 40,000 gp; Weight 40 lb. *Author:* Johnathan M. Richards and Matthew Sernett. *Source:* #319.

Obi of the White Lotus Master: Constructed of the purest silk and delicately decorated with masterful brushstroke representations of lotus petals, the *obi of the white lotus master* is reputedly the belt worn by a master warrior-philosopher before he attained Perfection. Anyone of lawful alignment wearing the obi receives a +4 armor bonus to Armor Class.

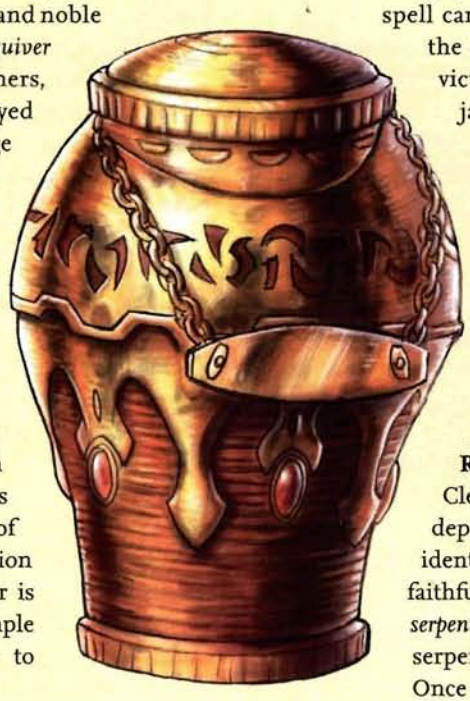
If worn by a monk, this item reveals its true nature. When tightened around the waist of a lawful neutral character with the unarmed strike ability or Improved

Illustrated by Niklas Jannsen

Unarmed Strike feat, the obi enhances its wearer's perception, allowing her to see her opponents' intentions and granting her the opportunity to counter or avoid attacks. This effect causes any foe to suffer a 20% miss chance when attacking the wearer. If the *obi of the white lotus master's* wearer is denied her Dexterity bonus, she cannot make use of the obi's enhancement of perception, and the obi only provides its +4 bonus to Armor Class.

Faint abjuration; CL 3rd; Craft Wondrous Item, *mage armor, owl's wisdom;* Price 48,000 gp; Weight 1 lb. *Author:* Keith Strohm. *Source:* #325.

Quiver of Plenty: Crafted by Nestaril the Undying, one of the most venerated elven wizards of a previous age, these rare quivers are prized by those who own them. Although elves of ancient and noble lineage occasionally inherit a *quiver of plenty* from their forefathers, most of these items were destroyed long ago. Until recently no sage could duplicate these valuable magical items.



Quivers of plenty are frequently made from leather of rich browns and verdant greens. At a foot long and about half as wide, the face of a *quiver of plenty* is a work of art, covered in resplendent reliefs representing images of the natural world, such as monkey-filled glades, packs of animals, or ancient deities of nature. Aside from its rich coloration and wonderful design, the quiver is otherwise like any other: A simple leather strap allows its owner to attach it to his back or waist.

A *quiver of plenty* provides its owner with a limitless supply of various types of masterwork arrows. Whenever the owner reaches into the *quiver of plenty* his mental desire causes it to instantly create an arrow of the desired type that remains in existence long enough to fire. The *quiver of plenty* can create an infinite number of wooden arrows, steel-tipped arrows, silver-tipped arrows, and cold-iron-tipped arrows. It can also create five adamantine-tipped arrows each day. If the quiver's owner drops, hands off, or otherwise lets go of a created arrow in a way that isn't firing it from a bow, the arrow disappears. All arrows created by a *quiver of plenty* dissipate into nothingness immediately after they strike a solid object (whether the intended target or not).

Strong conjuration; CL 9th; Craft Wondrous Item, *major creation;* Price 18,000 gp; Weight 1 lb. *Author:* Richard Farrese. *Source:* #328.

Requiem Jar: This tonic of black sludge is typically encased in a barrel-shaped bronze receptacle, around which hangs a chain with a blank plaque. To use this tonic, it must be poured into a corpse's mouth. From there it magically works its way through the body, causing the corpse to deteriorate at an incredible rate. In 1 round all remnants of the corpse's flesh and blood dissolve into dust. In 2 rounds the creature's bones or exoskeleton completely crumble and in 3 rounds the resulting dust magically whirls up and flies into the empty container formerly housing the tonic. On the previously blank plaque the creature's name magically appears. This magical process ensures three things: the creature's remains are obfuscated from searching parties, a *raise dead* or *resurrection* spell cannot revive the dead creature, and the assassin has portable proof of the victim's demise. The remains in the jar are sufficient for a *resurrection* spell should they be emptied out.

Living creatures that drink the fluid within a *requiem jar* are not affected by its magic, but are sickened for 1 hour.

Faint evocation; CL 3rd; Craft Wondrous Item, *disintegrate;* Price 3,300 gp; Weight —. Oliver Diaz and Robert J. Hahn. *Source:* #330.

Robe of the Burning Serpent: Clerics of Apep use white robes with depictions of flaming serpents to identify and reward the serpent god's faithful followers. The *robe of the burning serpent* looks like such a robe, but the serpents are woven with golden thread. Once per day, the wearer can change herself into a yuan-ti abomination per the *polymorph* spell for 10 minutes.

Robes of the burning serpent are created only for the most devout servants of Apep and punish any unfaithful who try to wear them. If a person of good alignment dons the robe, she takes 1d4+10 points of fire damage every round until she removes the robe. If a person of evil alignment wears the robe, the flaming serpents glow briefly, signifying to others that she is indeed a true follower of Apep.

Moderate transmutation; CL 10th; Craft Wondrous Item, *fire trap, polymorph,* creator must be of evil alignment; Price 40,000 gp; Weight 1 lb. *Author:* Kevin Hamilton. *Source:* #325.

Rose of Kings: A *rose of kings* is an ornately sculpted chalice of copper—or rarely, wood—in the form of a beautiful rose. The twelve petals of the flower make up the bowl, and the stalk of the rose is the stem of the

Illustrated by Jeff Carlisle

vessel, which bears a single thorn. Most of these items are in the hands of kings and high priests, who often use them to interview potential advisors and allies.

If the bowl of the *rose of kings* is filled with wine, the single thorn begins to glow with a dull green radiance. Anyone touching the thorn takes 1 point of damage. Each time the thorn is touched, one petal of the rose also glows.

If creatures pricked by the thorn drink from the rose, they become unable to lie to each other for 1 hour. All those who drink from the cup immediately become aware of its properties. They can freely lie to individuals who have not drunk from the rose but are temporarily prevented from telling even the slightest falsehood to their fellow drinkers. Creatures affected by the rose are not compelled to speak.

Faint enchantment; CL 3rd; Craft Wondrous Item, *zone of truth;* Price 10,000 gp; Weight 1 lb. *Author:* Owen K.C. Stephens. *Source:* #289.

Sand of Set: A small black bag with pictures of entwined snakes woven into the fabric contains the *sand of Set.* Clerics sift through piles of sand and chose only the finest, darkest sand to bless in the name of Set. When a user tosses a handful of the *sand of Set* onto the ground within 5 feet of herself, 1d4+1 medium vipers (see the *Monster Manual*) appear and follow their creator's mental commands. The vipers remain for 7 rounds or until destroyed. The bag contains enough sand for three uses.

Moderate conjuration; CL 7th; Craft Wondrous Item, *summon nature's ally IV;* Price 4,200 gp; Weight —. *Author:* Kevin Hamilton. *Source:* #325.

Scorpion Bracers: *Scorpion bracers* are made from the shells of giant desert scorpions. Clerics of Set use ancient ceremonies to magically infuse these bracers with power, giving the wearer a +5 resistance bonus on Fortitude saves against all poisons.

Moderate abjuration; CL 10th; Craft Wondrous Item, *resistance;* Price 3,000 gp; Weight 1 lb. *Author:* Kevin Hamilton. *Source:* #325.

Scout Goggles: A magic item traditionally made in pairs, a set of *scout goggles* consists of at least two pairs of identical goggles. Each pair has two clear lenses that fit over the eyes and are held in place by a leather band securing them to the head. A pair of *scout goggles* is activated by command word; once triggered, anything viewed through that pair of goggles is also sent to the other pair (or pairs) in the set, allowing other wearers to see what the transmitting user sees. Most commonly, whoever normally takes "point" in a scouting mission activates her pair and allows other party members (those who have a pair of *scout goggles* from the same set) to see through her eyes. This allows the rest of the party to know if she gets into trouble while separated from the group.

Each pair of *scout goggles* has two command words: one to send visual information to the other goggles in the set, and a second command word to receive such information. When one pair is triggered in "transmit mode," it sends a mental signal to the wearers of the other goggles in the set that information is ready to be received, then each user must activate her goggles in "receive mode" to see through the other goggles. A single pair of *scout goggles* cannot both send and receive visual information simultaneously. Repetition of the same command word "shuts off" the *scout goggles.* Transmission occurs over any distance but not across planes.

A person using a pair of *scout goggles* to see what the transmitting wearer sees becomes susceptible to any gaze attacks or visual-based spells that might affect the transmitting wearer. For instance, if a transmitting wearer encounters a medusa, she must make a Fortitude save to prevent being petrified, and so must anyone else currently tapped into her pair of *scout goggles.* Each individual makes her own saving throw in such instances.

A person with *scout goggles* in transmit mode automatically grants anyone else wearing a set in receive mode a +2 circumstance bonus on their Spot checks to notice something the transmitting member has already spotted herself (perhaps a hidden guard or the tripwire to a trap). A person wearing *scout goggles* in receive mode can see both what they can normally see at their location and what the transmitting *scout goggles* see without being disoriented.

A set of *scout goggles* works only with the other goggles in its own set. Additional goggles can be made and joined to an existing set, but only if all other pairs are present during the creation of the new pair, allowing them all to be attuned together.

The creation information is for a single pair of *scout goggles.*

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance;* Price 15,000 gp; Weight —. *Author:* Johnathan M. Richards and Matthew Sernett. *Source:* #319.

Shell of Amplification: This is a 7-inch-long conch shell with a hole at the point. When the command word is spoken, sounds made near the hole become audible and clear to all creatures who can hear (not deaf or within the area of a *silence* spell) within a 200-foot-radius spread. This negates any negative circumstance modifiers to Perform checks due to noise or poor acoustics and allows a speaker or singer to be heard clearly even in the midst of calamity. In addition, when a bard uses the fascinate ability through the shell, it increases the range of that ability to a 200-foot-radius spread and negates the need for the creature to see the bard or the bard to see the creature. Allies the bard sees and designates can be considered immune to his use of the fascinate ability.

Moderate transmutation; CL 7th; Craft Wondrous Item, *message;* Price 7,000 gp; Weight 1 lb. *Author:* S. Deniz Bucak. *Source:* #317.

Silver Collars of Adentrius: *Silver collars of Adentrius* prevent vampires from turning into their gaseous forms. When a collar is hurled at a vampire or vampire spawn, it expands and fits onto the undead creature on a successful ranged touch attack. The collar grips the vampire tightly, and the vampire is magically prevented from assuming gaseous form until the user speaks the command word to release it. The vampire or vampire spawn can break (and ruin) the collar with a successful DC 30 Strength check or escape with a successful DC 30 Escape Artist check.

If a vampire is reduced to 0 hit points while wearing the collar, the vampire is instantly destroyed.

Moderate transmutation; CL 10th; Craft Wondrous Item, *gaseous form;* Price 7,250 gp; Weight 3 lb. *Author:* Joseph R. Terrazzino. *Source:* #288.

Snake Charmer: The original *snake charmer* instruments were double-reed talimbas from a distant land. As knowledge of the instruments spread, the enchantment was applied to other instruments, and now *snake charmers* come in a variety of instruments. A *snake charmer* adds a +10 bonus on Perform checks when the bard using it tries to fascinate reptilian creatures (including creatures of the dragon type). This stacks with the +2 bonus for playing a masterwork instrument.

Faint enchantment; CL 3rd; Craft Wondrous Item, *enthrall;* Price 1,100 gp; Weight by instrument type. *Author:* S. Deniz Bucak. *Source:* #317.

Spider Masks: Found only in the possession of high-ranking clerics of Lolth, these masks grant great power, but they extract a terrible price upon the wearer. Once donned, the mask fuses itself to the wearer's face and cannot be removed short of use of a *limited wish, miracle,* or *wish.* Even if the mask is successfully removed in this manner, the wearer must make a DC 25 Fortitude save or be instantly killed by the fury of Lolth. Seeing such a mask, most drow immediately treat the wearer with a great deal of respect. There are three known types of masks:

Black Widow: This mask is midnight-black, with the distinctive red hourglass shape of the black widow spider located on the forehead. Unlike the other masks listed here, the wearer's mouth is visible, although it looks like he possesses huge, spider-like fangs. Eight small spider eyes are scattered evenly on the mask's surface. The wearer gains the following abilities:

- +4 profane bonus on Listen, Move Silently, Search, and Spot checks.
- *Cause fear* at will as if cast by a 15th-level sorcerer.
- The wearer gains the ability to make a single bite attack each round. This bite deals 1d8 damage and poison (DC 18 Fortitude save; initial and secondary damage 3d6 Constitution).

Brown Recluse: This dull brown mask completely covers the wearer's head, with only eight black eyes and two huge hairy fangs breaking the surface. The wearer gains the following abilities:

- +4 profane bonus on Spot and Listen checks.
- *Jump* and *spider climb* at will.
- The wearer gains the ability to make a single bite attack each round. This bite deals 1d6 damage and injects a terrible poison that begins to rot the wearer's flesh (DC 18 Fortitude save; initial and secondary damage 2d6 Constitution).

Phase Spider: This mask resembles that of a phase spider: white and blue, with eight silvery white eyes. The wearer gains the following abilities:

- +2 profane bonus on Spot, Search, and Listen checks.
- The wearer gains the ability to make a single bite attack each round. This bite deals 1d6 damage and poison (DC 13 Fortitude save; initial and secondary damage 1d6 Constitution).
- As a move action, the wearer can shift from the Ethereal Plane to the Material Plane. Shifting back to the Ethereal Plane also takes a move action. The ability is otherwise identical to the *ethereal jaunt* spell as cast by a 9th-level cleric. The wearer can shift between the planes at will.

Strong necromancy; CL 15th; Craft Wondrous Item, *jump, poison* (brown recluse); Craft Wondrous Item, *ethereal jaunt, poison* (phase spider); Craft Wondrous Item, *cause fear, poison* (black widow); Price 37,840 gp (brown recluse), 115,440 gp (phase spider), 56,150 gp (black widow); Weight —. *Author:* Eric Cagle. *Source:* #298.

Spy Glass: A *spy glass* appears to be a small, 1-ounce tumbler of delicate crystal or quartz with a gold-edged rim. Despite its fragile appearance, a *spy glass* is actually as strong as steel. Designed as a tool of espionage, attempts to detect the magic of a *spy glass* are interfered with by a permanent *Nystul's magic aura.*

The powers of a *spy glass* do not become apparent until the glass is placed against a wall. When this is done, the glass acts as a simple scrying device, allowing anyone who looks through the glass to see through the wall. This power functions only when the glass is placed against a wall. It cannot be used to look through floors, tables, ceilings, trees, or anything other than a constructed or carved wall. Because of the ease with which such an item can be misused, *spy glasses* are outlawed in some kingdoms.

Moderate divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance;* Price 16,000 gp; Weight 3 lb. *Author:* Owen K.C. Stephens. *Source:* #289.

Sylvan Cloak: Originally created by a dryad sorcerer, many sylvan races fighting to preserve their woodland homes favor these cloaks. Elves and their allies possess the majority of these magic garments.

A *sylvan cloak* is mottled green in color with oak leaf designs in brown and gold running along its length.



Sylvan Cloak

Heavy fabrics, such as burlap and wool, make up the cloak and a number of magical enhancements ensure that it never catches on branches or underbrush and that it faintly smells like a forest after a heavy rainfall. A copper brooch in the shape of an acorn gathers the cloak at the neck.

Anyone who wears a *sylvan cloak* gains a +4 bonus on Escape Artist checks and a +4 bonus on Fortitude saves made to resist the effects of extremely hot or cold environments. Creatures tracking a character wearing a *sylvan cloak* by scent take a –10 penalty on their Wisdom or Survival checks while tracking him through heavily wooded areas. This effect of the cloak does not inhibit trackers in any nonforested environment.

Faint transmutation; CL 5th; Craft Wondrous Item, *pass without trace;* Price 11,500; Weight 1 lb. *Author:* Kieran Turley. *Source:* #326.

Sylvan Cloak, Greater: Gifted to the staunchest of nature's defenders by members of fey and elven royalty, these heavy garments conceal far greater powers than their worn, simple appearances belie. Superficially appearing as *sylvan cloaks,* these magic items grant all of a *sylvan cloak's* abilities, as well as the ability for their wearers to *tree stride,* as the spell, once per hour. Additionally, a wearer can also animate a tree as per the *liveoak* spell once per day.

Moderate transmutation; CL 11th; Craft Wondrous Item, *liveoak, tree stride;* Price 153,360 gp; Weight 1 lb. *Author:* Kieran Turley. *Source:* #326.

Thespian's Mask: Sometimes called a "performer's face" or "actor's visage," each of these fascinating masks is a unique and intricate work of art. Fashioned by the greatest elven artists of the modern age, no two *thespian's masks* are alike.

A *thespian's mask* is carved from the finest ivory and then painted to resemble the face of a humanoid creature. Depending on the whim of the artisan creating it, a *thespian's mask* might, for example, bear a fearsome orc warrior's visage, the fair skin of an elven maiden, or the face of an old human sage.

When worn, the mask merges with its owner's face, changing his features to match those of the humanoid creature depicted upon it. The change affects the wearer as the spell *disguise self,* but it only changes the wearer's appearance to match that of the face the mask was crafted to depict. For example, a *thespian mask* in the form of a fair-skinned elven maiden would disguise its wearer—including clothing and equipment—as an elven maiden and nothing else. This ability remains in effect for as long as the mask is worn.

Faint illusion; CL 5th; Craft Wondrous Item, *disguise self,* Craft (sculpting) 10 ranks; Price 3,000 gp; Weight —. *Author:* Richard Farrese. *Source:* #328.

Tiara of Bast: Gold headpieces with various sizes of inlaid carnelian stones, these tiaras allow clerics of Bast to keep watch over her domain. When someone of good alignment wears the tiara, he can speak with any feline animal as if having cast *speak with animals.* In addition, once per day the user may influence a feline animal as per the spell *charm animal.*

Faint enchantment; CL 3rd; Craft Wondrous Item, *charm animal, speak with animals;* Price 8,000 gp; Weight —. *Author:* Kevin Hamilton. *Source:* #325.

Vampiric Goblet: A *vampiric goblet* always appears to be a finely crafted chalice of precious metal, usually platinum or gold. Twenty-four clear crystals are set

Illustrated by Cara Mitten

around the bowl of the goblet with a rune of a dagger etched above each.

The runic daggers in the goblet can be made to glow using a command word, which is never written anywhere on the goblet. Anyone who drinks from a *vampiric goblet* without speaking the command word takes 1 point of damage. Each hit point stolen by the goblet causes one crystal to turn ruby red. Once all twenty-four crystals are red, the goblet stops draining hit points.

If a second command word is spoken right before drinking, one of the crystals glows red, the person sipping from the goblet regains 1 hit point of damage, and the red crystal becomes clear once more. If the drinker is uninjured, the hit point is lost.

Moderate conjuration; CL 5th; Craft Wondrous Item, *cure moderate wounds;* Price 8,100 gp; Weight 1 lb. *Author:* Owen K.C. Stephens. *Source:* #289.

Ventriloquist's Mouthpiece: The *ventriloquist's mouthpiece* is a small golden tube about an inch long and one-eighth of an inch in diameter. It fits comfortably under the tongue when the performer is speaking normally and can be placed between the teeth (with the mouth closed) as a free action. It allows the performer to cast his voice as per the *ventriloquism* spell at will as a free action.

Faint illusion; CL 3rd; Craft Wondrous Item, *ventriloquism;* Price 6,000 gp; Weight —. *Author:* S. Deniz Bucak. *Source:* #317.

Vestment of Judgment: Holy garb created in the name of Anubis, *vestments of judgment* are black with gold trim and depict in gold thread the scales of judgment on the front and two jackals facing away from each other on the back. After a person of good alignment wears the vestment for thirty days, she is able to use it to cast *true resurrection* once per month. If a person of evil alignment dons the vestment, he must make a DC 16 Fortitude save each round or contract mummy rot (*Monster Manual,* page 190).

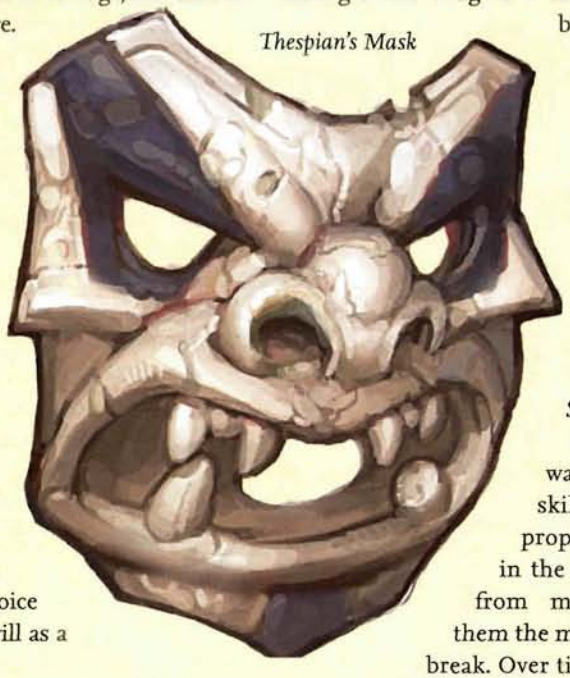
Strong conjuration; CL 17th; Create Wondrous Item, *contagion, true resurrection,* creator must be of good alignment; Price 95,000 gp; Weight 1 lb. *Author:* Kevin Hamilton. *Source:* #325.

War Mug of the Ogre Magi: This unusual item is a tall and heavy flagon usually of steel or bronze. It weighs 5 pounds and is designed for a larger than human-sized hand. A quart of liquid can be poured into the mug without quite reaching its brim. Even when the mug is filled to capacity, its magic properties prevent any material from accidentally spilling out of it, no matter how much the mug is jostled, moved, or tipped. Drinks remain safely within the vessel unless lips touch its rim.

The true magic of a *war mug of the ogre magi* does not become obvious until it is used to strike someone. The mug is then revealed to be a simple weapon of some potency, striking for 1d6+2 points of damage. The mug also provides a +2 enhancement bonus on attack rolls made with it. All damage done by the mug is nonlethal damage. The mug is a favored weapon in barroom brawls, allowing its wielder to knock out opponents without worrying about killing them—or spilling his drink.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor, Craft Wondrous Item, *greater magic weapon;* Price 8,315 gp; Weight 3 lb. *Author:* Owen K.C. Stephens. *Source:* #289.

Thespian's Mask



Z'henra's Tools: Z'henra was a drow torturer whose skill reached legendary proportions. She specialized in the extraction of information from mind flayers, considering them the most challenging of races to break. Over time, she created a series of magic implements of torture to help her crack through the most difficult wills.

The kit contains hooks, scalpels, barbs, razor-sharp tongs, and other sinister items, all of which are made of polished silver. The tools have an unusual activation: They must be placed one by one in front of the victim who has to be able to see them. After all of the tools have been placed, the torturer is then free to pick them up and use them on the victim. *Z'henra's tools* grant a +10 profane bonus on Intimidate checks during the course of the torture session. Once per day, the tools can generate a *zone of truth* as if cast by a 12th-level cleric. Curiously, this ability can only be activated after 1 full hour of torture with the tools has been performed. Sages speculate that Z'henra built in this safeguard in case the subject proved too difficult to break through conventional methods, and they remain convinced that the ability was rarely used.

Strong enchantment; CL 12th; Craft Wondrous Item, *zone of truth;* Price 8,640 gp; Weight 5 lb. *Author:* Eric Cagle. *Source:* #298

Illustrated by Niklas Jannsen

Chapter Six: Classics

Arcane Alterations: Templates for Spells

by Christopher Perkins, Dragon *#311, September 2003.*
d20 Open Game content • see page 171 for details

The concept of spell templates was originally introduced in *Arcana Unearthed,* the variant *Player's Handbook* written by Monte Cook for Malhavoc Press, and updated in *Arcana Evolved.* Just as creature templates alter the basic statistics and abilities of monsters, spell templates modify existing spells, altering their parameters or requirements. A spellcaster who has access to a particular spell template can apply it to any of her spells that meet the requirements specified in the template's description.

In *Arcana Evolved,* a character can acquire a spell template in any of several ways. She can gain a class feature or magic item that allows her to apply a spell template to her spells, or she can take a special feat (called a ceremonial feat) that grants access to the desired template. Unless otherwise noted, use of a template to modify a spell does not increase its level.

Unlike other feats, ceremonial feats involve magic and grant supernatural abilities. Access to spell templates is just one of the many benefits that feats in this category provide. Acquiring a ceremonial feat requires not only an available feat slot, but also a daylong ritual or ceremony. The ritual takes one week to prepare and requires special supplies and ingredients costing 100 gp. (This cost does not apply to a ceremonial feat taken at 1st level because the ritual is assumed to have occurred before the character enters play.)

This article presents seven new spell templates, as well as the ceremonial feats that grant access to them. The chart indicates which feats correspond to each new template.

Sample Spell Templates

A character who has access to more than one spell template can add multiple templates to a given spell, as long as all of them are applicable to that spell and she can pay all the costs. Unless otherwise specified, a spell template that applies a special effect to a spell does so only once, regardless of how many separate effects the spell produces. For example, if a spellcaster uses the ghost touch template on a *scorching ray* spell (which fires up to three rays), the ghost touch effect applies only to the first ray.

The following format is used to present spell template information.

Name: The description of the spell template discusses its origin, effect, and the kind of spells to which it can be applied. For example, some templates work only with spells that deal damage, some with spells of a certain school or subschool, some with single-target spells, and so forth. Any physical effects that use the template might have on the spellcaster are also noted here.

Cost: This cost must be applied each time the spell template comes into play. Costs might be material components of a certain value, or they might be verbal or somatic components that cannot be modified (or negated) by any means, including metamagic feats. For example, the Silent Spell feat cannot be applied to a spell with a verbal component that cannot be modified. Material components are consumed unless the component is specified as a material focus.

Prerequisite: This entry describes the how the spell template can be acquired. In most cases, a spell template is acquired by taking the requisite ceremonial feat.

Bloodleech

Using methods taught by the spirits of slain necromancers, you draw strength from those you wound with your spells. Your veins throb and pulse visibly when you cast a bloodleech spell.

This template can be added to any spell that deals hit point damage. The spell deals an additional 1d6 points of damage to one living target of the caster's choice, and the caster is instantly healed of damage equal to this bonus amount. If the chosen target is immune to the type of damage the spell deals or does not suffer the damage for some reason, the caster does not heal any hit points.



illustrated by Jason Engle

Using a bloodleech spell against another sentient creature is considered an evil act.

Cost: Verbal component (a specific, guttural, evil-sounding word or phrase) that cannot be modified and a material component (a ruby worth at least 25 gp).

Prerequisite: Bloodthirsty.

Champion

You have learned ancient magical techniques for imbuing summoned monsters with greater power. Creatures summoned via champion spells appear slightly larger and more powerful than typical specimens of their kind.

This template can be added to any conjuration (summoning) spell that summons one or more creatures. All creatures summoned with a champion spell have maximum hit points. Furthermore, you may cast spells with a range of "touch" on any creatures you have summoned with a champion spell without actually needing to touch them, provided that they are within your line of sight. For example, you could cast *blur* on a creature you have summoned even if it's standing 30 feet away from you. All other parameters (such as duration, number of targets, and the like) of a touch spell used in this manner still apply normally.

Cost: Material component (a topaz worth at least 250 gp).

Prerequisite: Superior Summons.

Concussive

You have learned how to direct your destructive spells so that they strike with maximum force. Concussive spells are louder than normal and seem to strike with greater impact.

This template can be added to any spell that deals hit point damage. Any creature damaged by a concussive spell must succeed on a Balance check (DC 10 + caster level) or be knocked prone by the impact of the spell.

Cost: Somatic component (thrusting hand gestures) that cannot be modified and a material component (a pearl worth at least 25 gp).

Prerequisite: Spellstrike.

Elemalefic

You have learned how to capture minor elemental spirits and trap them in your spells. A spell amplified by the elemalefic template seems to form frowning skulls, grasping claws, or screaming faces of the appropriate energy type within its area.

This template can be added to any spell that deals energy damage (acid, cold, electricity, fire, or sonic). After the spell's normal duration expires, or after its damage is dealt, elemental spirits plague all creatures damaged by the spell for a number of additional rounds equal to the spell's level. This residual energy deals 1d4 points of damage per round of the same energy type as the spell itself dealt. For instance, a creature damaged by an elemalefic *ice storm* takes 1d4 points of residual cold damage per round for 4 rounds after the spell's duration expires. The spell is still considered to be in effect for the purpose of *dispel magic*.

A spell with this template gains the appropriate energy descriptor (the acid descriptor for an elemalefic acid spell, the cold descriptor for an elemalefic cold spell, and so forth).

Cost: Material component (worth 50 gp) that is specific to the energy type, as follows: a few drops of black dragon drool (acid), diamond dust (cold), a star made of woven copper wire (electricity), ruby dust (fire), or a golden tuning fork (sonic).

Prerequisite: Elemalefic Spellcaster.

Ghost Touch

You establish a link with the Ethereal Plane. A barely visible, silvery aura briefly surrounds you while you're casting a ghost touch spell.

The ghost touch template can be added to any spell with one or more targets. Spells with this template gain the ghost touch property and are not subject to the 50% miss chance that normally applies against an incorporeal target.

Cost: Material component (silver orb worth at least 50 gp).

Prerequisite: Ethereal Tendril.

Invigorating

You unlock ancient methods of manipulating divine healing energy. Your eyes turn white while casting an invigorating spell.

This template can be added to any spell that cures hit point damage. In addition to curing damage normally, an invigorating spell can remove any or all of the following conditions affecting the targets: dazed, exhausted, fatigued, sickened, or stunned. You specify which conditions are to be removed when you cast the spell.

Cost: Verbal component (recitation of an ancient healing incantation) that cannot be modified.

Prerequisite: Invigorating Spellcaster.

Shackled

You have learned how to harness the residual, wasted energy of a spell and use it to hinder the mobility of your targets. The spell energies unleashed by a shackled spell tend to linger even after the spell's effects have taken hold.

This template can be added to any spell with a duration other than instantaneous or permanent. In addition to its normal effects, a shackled spell causes each target to move at one-half its normal speed (rounded down to the next 5-foot increment) for

the entire duration of the spell. If applied to a spell that itself reduces speed (such as *slow*), the effects are cumulative. Any reduction in speed also affects jumping distance, as normal.

Cost: Somatic component (a grasping hand gesture) that cannot be modified, a material focus (a set of silver shackles worth at least 100 gp), and material component (a golden key worth at least 25 gp). This template cannot affect 9th-level spells.

Prerequisite: Spellbinder.

Ceremonial Feats

The following ceremonial feats allow access to the spell templates described above. They also grant additional situational bonuses and benefits, as noted in their individual descriptions.

Bloodthirsty (Ceremonial)

After a daylong ritual involving you and at least six others, one of whom must be a necromancer, you gain mastery of blood.

Benefit: You may apply the bloodleech template to your spells. If you have cast a bloodleech spell in the past 24 hours, you heal naturally at an accelerated rate, recovering hit points equal to twice your character level with a night of rest, or three times your character level with an entire day and night of rest.

Elemalefic Spellcaster (Ceremonial)

After a daylong ritual involving an invocation to angry elemental spirits, you can call upon their rage to enhance your spells.

Benefit: You may apply the elemalefic template to your spells. You also gain a +2 bonus on Survival checks made while on any of the four elemental planes.

Ethereal Tendril (Ceremonial)

After a daylong ceremony in which you sacrifice and devour an ether scarab (described in *Monster Manual II*), you can imbue your spells with the power to strike incorporeal foes.

Benefit: You may apply the ghost touch template to your spells. You also gain the ability to move at normal speed (instead of half speed) when traveling on the Ethereal Plane.

Invigorating Spellcaster (Ceremonial)

After completing a daylong ritual involving you and six clerics, you can cast healing spells that have additional invigorating powers.

Benefit: You may apply the invigorating template to your spells. You also gain a +2 bonus on all Heal checks.

Spellbinder (Ceremonial)

Upon completing a daylong ceremony during which you and the other six participants are shackled together at the ankles, you master the ability to inhibit others' movements with your magic.

Benefit: You may apply the shackled template to your spells. You also gain a +2 bonus on Use Rope checks made to bind a creature.

Spellstrike (Ceremonial)

After a daylong ceremony involving you and at least six monks, you gain the power to knock down foes with your spells.

Benefits: You may apply the concussive template to your spells. You also gain a +2 bonus on Concentration checks made to ignore vigorous, violent, or extraordinarily violent motion while casting spells (see Concentration in Chapter 10 of the Player's Handbook for details).

Superior Summons (Ceremonial)

After completing a daylong ritual attended by six others, at least one of whom is a conjurer, you gain the ability to summon more powerful creatures than normal and establish a magical connection with them.

Benefits: You may apply the champion template to your spells. Furthermore, you cast conjuration (summoning) spells at +1 caster level.

Spell Template Feats

Spell Template	Associated Ceremonial Feat
Bloodleech	Bloodthirsty
Champion	Superior Summons
Concussive	Spellstrike
Elemalefic	Elemalefic Spellcaster
Ghost Touch	Ethereal Tendril
Invigorating	Invigorating Spellcaster
Shackled	Spellbinder

The Glyphs of Cerilon

by Larry DiTillio, Dragon #50, June 1981

The *glyph of warding* spell is one of the most fascinating and useful spells in the D&D game for both players and Dungeon Masters alike. For a player, a good glyph can solve all sorts of dilemmas, as well as providing a safe, pre-planned route of escape. For the DM, a glyph can serve as a very nifty trap, certain to foil those nimble-fingered, keen-eyed thieves at every turn. Glyphs are also terrific for providing a surprise

for an invading party bent on pounding through that open archway to blast the Temple of Evil's resident High Priest.

Aside from their practical usefulness, glyphs also provide an opportunity for the DM to utilize a bit of fiendish creativity in the actual creation of the glyphs themselves. Glyphs that differ by only a single element (e.g., one glyph that is a triangle with two wavy lines, and one that is a triangle with three wavy lines) can make for many delightful snafus, as can glyphs that have the same purpose but different names. There are also many more possibilities for glyphs than the usual fire damage, electrical damage, paralysis, and so forth, which the *Player's Handbook* details. Following are a description of the mechanics of glyphs as they exist in the author's Cerilonian Campaign, a list of glyphs for the reader's perusal, and a few ideas for magic items which pertain to glyphs. Happy Warding!

The third-edition update to this classic article alters the rules for glyphs to make them useful to all spellcasters. Originally presented as useful variations on the *glyph of warding* spell, this article has been expanded and slightly altered to make glyphs and their creation a useful art.

For purposes of these rules, a glyph is any mystical symbol imbued with arcane or divine energy. When the symbol is disturbed, such as by an unwary rogue stepping upon it, the glyph discharges its energy.

In addition to the new rules given here, a divine caster can opt to use any of the presented symbols with the *glyph of warding* spell

Learning Glyphs

An arcane or divine spellcaster can learn the process behind scribing or creating a glyph through the Glyph Scriber feat.

Glyph Scriber [General]

You have studied the art of using and inscribing magical symbols known as glyphs. You can use these symbols to create magical wards that protect you against intruders.

Prerequisites: Knowledge (arcana) or Knowledge (religion) 8 ranks, arcane or divine caster level 5th.

Benefit: You learn 2 glyphs and can learn more as described below. You also gain the ability to scribe and empower glyphs.

You must spend long hours in research at a library, wizardly conclave, sorcerer's union, or similar institution. Each day, you must make a special Knowledge (arcana) check, with your caster level as a competence bonus. The DC of this check depends on the resources available to you. This check represents both your ability to uncover the information you need and your ability to comprehend it.

You either select the glyph you want to learn or you learn one at random.

Resources	DC
Extensive library	15
Large library	20
Mid-sized library	25
Small library	30

You can know up to one glyph per level of arcane and divine spellcasting class you possess. Once you learn a glyph you cannot "lose" its knowledge to learn a different one.

Using Glyphs

To use a glyph, you must scribe the glyph and invest it with arcane or divine power. A divine caster can also simply cast *glyph of warding* and use any of the glyphs he knows to replace that spell's standard options. In this case, the caster simple uses the spell and ignores the following rules.

Scribing a glyph requires 10 minutes of work and a Craft (runes) skill check. The DC of this check depends on the spell energy used at the time of the glyph's creation. When you scribe a glyph, you must spend a spell slot of at least 3rd level to grant it power. The Craft DC equals 20 + spell level used. You may take 10 on this check as normal. If you fail, you do not spend the spell slot and can try again. Inserting the energy into the glyph is the last step in the process of its creation.

A glyph created in this manner is weaker than one created using *glyph of warding*. It can be set to discharge when the first creature touches it or enters its square, and it remains in place for 1 hour per level of the spell slot spent to power it.

When you create a glyph in this manner, its caster level equals double the level of the spell slot used to create it. Its save DC equals 10 + your spellcasting ability modifier + the spell slot's level.

A glyph occupies a single 5-foot by 5-foot square. The first creature to touch the glyph or enter its space triggers the glyph and takes its effects.

If a glyph is scribed using finely powdered gems worth 100 gp per spell level used to create it, the glyph is permanent until discharged.

Aside from the changes noted above, a glyph scribed in this manner acts as one created with *glyph of warding*.

In terms of the campaign, you can also use these glyphs as various symbols and to describe the specific effects of the options described under the standard *glyph of warding* spell. A *glyph of warding* cast to deal electrical damage might appear as the symbol beel.

In some cases, the glyphs given here are weaker than the effects provided for by the spell. This is intentional, as glyphs scribed by spending spell slots

are more flexible and easier to access than those created through the spell.

Cerilonian Glyphs

The following forty-four glyphs add a great deal of flexibility to spellcasters.



Akme: Deals fire damage to creatures of any alignment other than lawful good. It deals 1d6 points of damage per 2 caster levels. A successful Reflex save halves the damage.



Azedul: Causes paralysis for 1 round per caster level, with the victim being able to attempt a new save each round to break free. Once free, the victim need not save again. A successful Will save negates the paralysis



Beel: This glyph explodes into a crackling ball of energy that deals 1d6 points of electrical damage per 2 caster levels. A successful Reflex save halves the damage.



Bora: Deals damage plus amnesia. This glyph deals 2 points of damage per level of caster and causes total amnesia in the target for 1 minute per caster level. A successful Will save halves the damage and negates the amnesia. The amnesia causes a spellcaster to lose access to 1d3 spell slots or prepared spells, each of a different, random level (if possible). A nonspellcaster loses the benefits of the skill ranks he has in 1d3 randomly chosen skills. The target acts as if untrained in that skill and gains no bonus from the ranks spent on it. A target regains his spells or skill ranks at the end of the effect's duration.



Cand: Demon Ward. This glyph is specifically designed to ward against evil outsiders. Once activated, this glyph prevents any such creatures from passing through the space it occupies for 10 minutes per caster level. A Will save allows a creature to pass. This is a mind-affecting ability.



Cino: Drains Strength. This glyph can only be set with the touch trigger. The target of this glyph must make a Fortitude save or take a –1d6 penalty to Strength for 10 minutes per caster level.



Dage: Reverse of Akme. Deals fire damage to creatures of any alignment other than lawful evil. It deals 1d6 points of damage per 2 caster levels. A successful Reflex save halves the damage.



Dam: This glyph explodes into a ball of flame that deals fire damage to creatures of evil alignments only. It deals 1d6 points of damage per 2 caster levels. A successful Reflex save halves the damage.



Ejo: Balance. This glyph deals 1d6 points of damage per 2 caster levels to any creature that does not have a neutral component to its alignment. A successful Reflex save halves the damage.



Ez: Magicbane. This glyph drains charges from any wand possessed by the toucher or passer, 1 charge per caster level. It causes uncharged items, such as magical weapons and potions, to be unable to function for 1 round per level of caster. The item appears to be a mundane object of the relevant type. The magic is merely suppressed, not destroyed. For example, a *bag of holding* is a normal sack for the duration, but once this effect ends the contents within it can be retrieved as normal. The target of this glyph is allowed a Will save to negate the effect. Wands lose their power automatically.



Fola: Causes uncontrollable muscle spasms for 2 rounds per caster level. Victim drops any held items, falls prone, and can take only one action (standard or move) per round. A successful Will save negates the effect.



Ginmore: Order. Deals 1d6 points of electrical damage per 2 caster levels to any target of chaotic alignment. A successful Reflex save halves the damage.



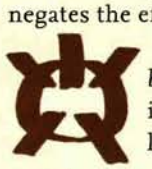
Glyl: This glyph confuses its victim, as per the *confusion* spell, for 1 round per 2 caster levels. A successful Will save negates the effect.



Han: Causes a blinding flash of light. The creature activating the glyph and anyone within 10 feet of the triggered glyph is blinded for 1 round per 2 caster levels. A successful Will save negates the effect.



Inda: Metalbane. All metal on the passer or toucher of this glyph heats up, as per the spell *heat metal* with a caster level equal to the level of the spell slot used to power this effect. A successful Will save negates the effect.



Ik: Polymorph. Targets its victim with a *baleful polymorph* spell that turns the victim into an earthworm for 1 round per caster level. A Fortitude save negates the effect.

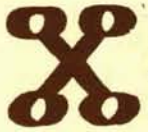


Jend: Deals 1d6 points of fire damage per 2 caster levels to creatures of good alignments only. A successful Reflex save halves the damage.



Kuan: The witherer. This glyph can only be set with the touch trigger. It causes the toucher's limb to wither, affecting whichever limb he touched the warded area with. If the target walked on to the glyph, he moves at half speed and takes a –4 penalty on all Balance checks and Reflex saves. If he touched it with an arm, he cannot

use that arm. This effect lasts for 1 round per caster level. A successful Fortitude save negates the effect.



Lenden: The shortener. This glyph targets the victim with *reduce person*, except the spell affects any type of creature and not just humanoids. A successful Fortitude save negates the effect.



Lumat: The freezer. This glyph freezes the target. It has the same effect as *chill metal*, but the target takes damage as if he wears metal armor, regardless of his actual equipment. A successful Will save negates the effect.



Mot: Paperbane. This glyph causes the ink on all items of paper the toucher or passer bears to temporarily fade. This includes scrolls, maps (if on paper), spellbooks, librams, manuals, and so on. Each item fades for 1 minute per caster level.



Myb: Drains Dexterity. The target of this glyph must make a Fortitude save or take a 1d6 penalty to Dexterity for 10 minutes per caster level.



Nolon: Madness. This glyph causes the toucher or passer to go temporarily insane, screaming wildly, shaking as if with palsy, and babbling about terrors in the dark. This madness lasts 1 rounds per level of caster. A successful Will save negates the effect. An insane victim cannot fight, be reasoned with, or cast spells. He may move as normal, and avoids attackers and other dangers as normal.



Ors: Life drain. This glyph grants 1 negative level to the target. A successful Fortitude save negates the effect. This level lasts for 1 round per caster level, and it does not cause permanent level loss.



Ozha: Acid. This glyph explodes into a shower of corrosive acid that sprays the target. It deals 1d6 points of damage per 2 caster levels. A successful Reflex save halves the damage. This damage also applies to any armor the target wears.



Pel: The silence. This glyph causes the target to be struck deaf and blind for 1 round per caster level. A successful Fortitude save negates the effect.

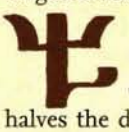


Pogen: The raiser. This glyph causes the activator to be hurled upwards at tremendous speed and be smashed against the ceiling. The victim is thrown 10 feet in the air per 2 caster levels. The victim takes falling damage as normal, and takes an additional 1d6 points of damage per 2 caster levels if he strikes the ceiling before soaring his full distance. A Reflex save allows a target to avoid this effect, remaining on the ground and taking no damage.



Qin: This glyph deals 1d6 points of fire damage per 2 caster levels to whomever sets it off. A successful Reflex save halves the damage.

Quolat: Poison. This glyph exposes the target to a mild poison (Fort negates; 1d4 points of ability damage primary and secondary damage). You choose the targeted ability score when you create this glyph. .



Rimesh: The sanctifier. Deals 1d6 points of damage per three caster levels against evil living creatures. A successful Reflex save halves the damage. Undead take 1d6 points of damage per caster level.



Sovin: Causes disease. The glyph's creator selects a disease as per the spell *contagion*. The target is exposed to that disease and must make a saving throw against it to resist its progress. Use the save DC listed for the disease to determine its course, rather than the standard DC for glyph effects.



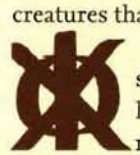
Syat: The sleeper. The target of this glyph falls asleep. A successful Will save negates the effect. He may be awakened by normal means.



Tarrat: Drains Intelligence. The target of this glyph must make a Fortitude save or take a –1d6 penalty to Intelligence for 10 minutes per caster level.



Unkin: The bleeder. This Glyph causes any wounds on the target to open and begin bleeding. Wounds continue bleeding for 2 rounds per level of caster, dealing an additional 2 points of damage per round. A successful Fort save halves the duration (to only 1 round per caster level). Binding and magic do not staunch this blood loss, but *dispel magic* does. This glyph affects only creatures that have taken damage from a physical attack or spell within the past 6 hours. The glyph has no effect on creatures uninjured in the past 6 hours, nor on constructs, elementals, plants, undead, or other creatures that lack or do not need blood.



Uvas: The web. This glyph has the same effect as *web* centered on the glyph's location, with a caster level determined as normal for a glyph.



Vana: Demon ward. This glyph is exactly like Cand and Jash, except that it affects more powerful evil outsiders. Any demon with HD less than or equal to the glyph's caster level automatically fails its save against Vana. Spell resistance does not apply in this case.



Vyg: This glyph deals electrical damage to all creatures with a lawful alignment. Other creatures are unaffected. Vyg deals 1d6 points of damage per 2 caster levels. A successful Reflex save halves the damage.



Weirkan: The stoner. This glyph turns the toucher or passer to stone for 1 round per 2 caster levels. A successful Fortitude save negates the effect.



Wod: The scream. When touched or passed this glyph emits a monstrous scream that stuns everyone within 20 feet of its location for 1d3 rounds. A successful Fort save sets the duration to 1 round. In addition, nearby creatures and guards that hear this noise likely come to investigate.



Xaj: This glyph explodes in an icy blast that deals 1d6 points of cold damage per 2 caster levels. A successful Fortitude save halves the damage.



Xorsan: Gembane. All gems, jewelery, and other Diminutive items worth less than 10 gp on the victim's person teleport from his possession to a spot within 100 feet of the glyph, per the creator's choosing. A successful Will save negates the effect. Such a spot is usually within a locked box or chest.



Yagsha: The traveller. This glyph transports the target as per the spell *dimension door* to a spot of the glyph creator's choosing. A successful Will save negates the effect. This spot must be selected when the glyph is created.



Ylmis: Regression. This glyph targets the creature that activates it with *touch of idiocy*, per the spell. The penalties last for 10 minutes per level.



Zannit: Death. This glyph places a minor curse on the victim. The next time an opponent scores a critical threat against the victim, the threat is automatically confirmed.



Zic: Deals electrical damage and stuns targets. Victims of this glyph take 1d6 points of electrical damage per 2 caster levels and are stunned for 1 round per 3 caster levels. A Fortitude save halves the damage and negates the stun effect.

The Answer is... The Riddle!

by Mark Anthony, DRAGON *#175, November 1991*

Alive without breath,
As cold as death;
Never thirsty, ever drinking,
All in mail never clinking.

—J. R. R. Tolkien, The Hobbit

Riddles in the dark made for a rather nasty adventure as far as a poor hobbit named Bilbo Baggins was concerned—and they can do the same for player characters in fantasy roleplaying games. If your heroes are bored with fighting the same smelly orcs, toss a riddle or two at them. Even the most calloused adventurers start to sweat when it's "Answer—or else!" (In case you're wondering, the answer to the riddle above, as Gollum well knew, is "fish.")

Riddles and perplexing puzzles of many sorts are a perfect means to liven up an adventure when roleplaying has become routine. Unlike tossing in new twists on the same old physical dangers ("Okay, folks, this time it's a plaid dragon!"), riddles provide a new kind of challenge—a mental one—that can restore vigor to a jaundiced campaign. And riddles provide wonderful obstacles for low-level characters who can't go out and fight the big stuff but who tire of killing a score of kobolds in order to get twelve copper pieces.

Riddles involve players directly with the action going on. It's not just rolling dice and looking at modifiers—suddenly it's the players themselves and their own abilities that determine whether or not they make it through the adventure, find the treasure, rescue the princess, or even escape with their characters' lives! In this way, riddles add a dimension of reality to an adventure, making the excitement of the situation more vivid in the player's mind, which makes for more creative roleplaying.

The Riddles There Are

Many kinds of riddles and puzzles exist that a crafty Dungeon Master might use.

What Am I?

The most basic sort is the What Am I? riddle, a bit of poem or prose that describes some sort of object, place, or event. These riddles generally have one answer and often use vague language and rhyme to beguile the would-be answerer. Bilbo's "fish riddle" is one example.

Try this for another example:

In daytime I lie pooled about,
At night I cloak like mist.
I creep inside shut boxes and
Inside your tightened fist.
You see me best when you can't see,
For I do not exist.

In case you haven't got the answer, here's a different sort of puzzle with the same answer as in the riddle above:

Devils and rogues know nothing else, save starlight.

Have you given up, or were they too easy? In either case, the answer is "darkness." The first riddle merely describes the attributes of darkness, although in a rather roundabout way. The second is a word puzzle

where the first letter of every word provides the answer. This one could have been even harder if the letters required rearrangement. Below I explain in more depth how I made these and other riddles. First, here are a few other types of riddles worth mentioning.

Prophecy

Similar to a What Am I? riddle, a prophecy describes a situation that lies sometime in the future. Usually, a prophecy cannot be understood until the appropriate time or place arrives, and it's up to the clever adventurer to realize the prophecy's fulfillment and then react accordingly. Say that the great hero Kaladan follows a prophecy spoken over him at his birth by a witch, telling him he will meet his destiny if he ever reaches a particular place. The prophecy states:

Your doom awaits you in a land
That treads upon the sea.
No matter where you turn and stand
One bearing will there be.
Here all colors fade to one;
Unclouded eyes can't see.
And sideways always runs the sun
Around your destiny.

One day, our hero journeys far into the northlands of the world, where he travels over a frozen ocean into the white, blinding land of the eternally setting sun. If he's clever, he realizes this is the place the prophecy described: the North Pole. (Or did the prophecy mean the South Pole?) If he's not clever... well, let's hope his doom doesn't surprise him too horribly.

While they can describe a variety of subjects, all prophecies should have one thing in common: excruciating vagueness! After all, that's what keeps the players on their toes, and it saves the DM from being too exacting in setting up adventures for the future. Note that the hero is not guaranteed to reach his destiny (he might be killed beforehand), and he is certainly not guaranteed to triumph in the end!

Secret Messages

A creative DM uses many other sorts of riddles and puzzles to baffle his players as well. Secret messages are a particularly fun method. Perhaps it's a parchment with a hidden message (perhaps a riddle in itself) written in lemon juice. The message is invisible, but when held over a fire (use care when doing this, of course!), the lemon juice darkens, thereby revealing the message. Or perhaps it's a map that, when folded in a special way, reveals an all-new terrain, showing the way to a dungeon entrance. Or maybe the players are forced to solve a mathematical problem, a rebus, or a musical code in which notes are letters. The possibilities are limited only by the DM's imagination and deviousness.

Hidden Riddles

Riddles don't have to be so straightforward, though. In fact, you can riddle players without them even knowing it if they don't pay attention. Names, both those of people and places, are a perfect medium for hidden riddles. One way is to rearrange or reverse the letters of a word or a name, thereby creating a new name (an anagram). For example, a group of characters might just have escaped their worst enemy, Doomfell, when they happen upon a merry merchant named Lom de Lof going their same direction. By the time they realize what "Lom de Lof" spells when the letters are transposed it might be too late!

Name riddles can also reveal something about the place or person they name. A haggard wanderer called Rex might really be a king, and a band of adventurers searching for the legendary Black Valley might or might not think of anything unusual when it comes to a town called Ebonvale. Riddles can be everywhere, limited only by the DM's discretion and imagination. The more riddles of this kind, the richer, more meaningful, and more mysterious the fantasy campaign world becomes

Difficulties

Of course, riddles should be limited to the known abilities of the players. For example, don't use a musical code when no one in the group knows how to read music. And riddles of the What Have I Got In My Pocket? type, although remarkably successful for a certain hobbit, are impossible to solve and quite unfair. However, the DM shouldn't hesitate to make riddles varied and difficult. The best riddles are perfectly solvable, but only with a goodly amount of creative thinking.

Using Riddles

Although riddle types abound, ways in which to use riddles are even more plentiful. Riddles can replace almost any sort of physical barrier in an adventure—particularly monsters and traps—that might hinder characters on their way to the treasure or other goal. And riddles, too, should follow the same rules for placement as both monsters and traps. Easier riddles exist in the upper dungeon levels, but deeper down—where hoards of gold lie hidden—the riddles become more complex, more difficult, and more deadly if not solved.

To add to the suspense of riddle solving, players should have to discover the answer in real time, not game time. Of course, some riddles are long term. A prophecy, for example, might not be solvable for months or even years of game time, and a riddle-map that leads the way to a dragon's lair need not be solved until the players wish to go there. But other riddles can and should be more immediate, especially when the stakes are high, to add tension and excitement



Illustrated by Linda Tso

to the game. It's difficult to be bored when one has just three minutes to answer a djinn's riddle or else become trapped in the creature's bottle. And a DM will never see his players so involved with an adventure as when their favorite high-level characters must solve a puzzle in five minutes or be cast into the depths of the Abyss. Riddle solving in real time is an experience your players will not soon forget!

Riddles are also perfect for starting off a new adventure. One character might have an ancient map willed to her by a mysterious great uncle. The map leads to a fabled temple, but there's a riddle on the map:

With this ancient map,
you must find your own way.
Don't heed the directions;
they'll lead you astray.
If first it seems odd,
then its help will be naught;
Infinity sideways
means nothing but ought.
If you lack direction,
can you go amiss?
Perhaps you might wish
to reflect upon this.

This riddle gives a set of instructions concerning the use of the map. The first couplet lets the readers know something's up. The second tells her to ignore odd numbers and to treat eights ("infinity sideways") as zeros, and the third couplet says that the directions on the map are mirrored. With the riddle solved, the adventurers can find the temple. Solving a mystery or puzzle such as this provides a great motive for the start of a group's adventures and adds an extra dimension to the usual orc-den raid.

Riddles also work particularly well when a group has both beginning and experienced players. Normally, the beginning players sit out on the sidelines as the more seasoned players take over the adventure, knowing just which spells their characters must use, when to look for secret doors, and how the DM's mind works. Riddles, however, even the score, taking away any advantages an experienced player might have. In fact, with the fresh way of looking at roleplaying adventures most new players have, they often tend to be the best riddle solvers of all! By incorporating riddles into an adventure, the DM can help the beginning player feel like he can actually do something to help the group rather than have his character simply cower at the rear of the marching order. This in turn helps new players to get and stay enthused about the game.

Working on the same principle, DMs can use riddles to get an unruly campaign back under control. If the players have become too powerful and can kill just about anything sent their way, toss them something they can't shake a sword at—preferably lots of them, even a whole dungeon of riddles! A holy sword or artifact does little in solving a riddle. The players suddenly have to think for themselves instead of tossing a few dice. Adventure and challenge are back in the game.

Riddles can also liven up a hack-and-slash campaign by providing an alternative to winning by might. DMs can send their players the message that the mind really can prevail over muscle. Instead of a squad of skeletal knights guarding the gate of a forbidden city, how about a pair of ponderous bronze gates inscribed with a cryptic riddle? (Don't forget what an interesting time the fellowship of the Ring had getting through the west gate of Moria!) Or instead of the heroes confronting a powerful wizard directly, perhaps an ancient codex spells out another way they can bring about his demise:

Both king and horse have this, of course,
But you'll want neither of them,
perforce.

If they're clever, the adventurers realize that rain (as opposed to the reign of a king and a horse's reins) might be deadly to this particular mage. They might then devise some clever ruse to entrap him in a rain shower rather than simply cutting him to bits.

Riddles also provide a convenient way for the DM to give a group of players some desired piece of information without having to be too obvious about it. One of the characters could come across a strange message carved into a wall by a warrior's dying hand. Another might find a scrap of parchment with part of a riddle (even better than the whole thing) which could provide a clue to finding a mage's cache. DMs can pretty easily find ways to introduce riddles into an adventure. After all, introducing them doesn't require much logic. In fact, the players don't even need to find out just how the riddle got where it did. That can be another mystery.

Creating Riddles

No DM should feel intimidated by the task of creating riddles. With a little imagination (which every DM has already) and a few easy steps, thinking up riddles is no more difficult than creating any other part of a roleplaying adventure.

One of the first things to remember is that your absolute best friend is a thesaurus (such as the one at **thesaurus.com**). A thesaurus is loaded with plenty of obscure words with which to stump your players. A rhyming dictionary can also be of help if you get stuck when making rhyming riddles. With these two tools by your side, the rest is just thinking up an idea and setting it down.

In creating What Am I? riddles, the first step is to think of what you want to riddle about. This sounds awfully basic, but consider your ideas carefully so that the riddle describes precisely what you want to detail. Once you have an object, idea, or concept that you think is describable, interesting, and applicable to the situation in which it is introduced, you're ready to begin. For example, for a riddle mentioned earlier I chose darkness as my subject (perfectly suitable for a riddle in some subterranean cavern). The next step was to merely list some of its attributes. In my case, I wrote down

- *covers everything at night*
- *shadows in daytime*
- *inside things, like boxes*
- *see it when eyes are shut*
- *an absence of light, doesn't really exist.*

After this step, I was ready to arrange this information in sentences—not a riddle, yet, but instead a descriptive set of lines in an order in which I liked them.

It's in shadows in daytime.
It covers the world at night.
It can hide inside things, like a box.
It can be seen when you shut your eyes.
It doesn't really exist.

That wouldn't really stump anyone, but now comes the final step. Put the sentences in as vague a language as possible, use obscure words for common ones, and use literary devices like metaphor and analogy, puns, rhymes, and personification. For more information about using any of these devices consult any standard English writing manual.

In my case, I had the object describe itself in the first person. I also replaced "to be" verbs with "action" verbs; instead of "being" in shadows, I had it "pooled about." In the place of rather ordinary words I put mysterious-sounding ones that also helped to personify darkness, giving it a life of its own. Instead of "covers" I used "cloak" and instead of "hide" I used "creep," making it sound more devious. I also stuck in various descriptive phrases such as "cloak like mist" and "inside your tightened fist" purely for sake of rhythm and rhyme.

The end result was an interesting and usable riddle. If this sounds difficult, just try it yourself. To go from plain sentences to riddle-language, simply write in "lofty language" and thumb through your thesaurus. You'll have no problem whatsoever.

Other puzzles and riddles are just as easily created. For a word puzzle, pick a code pattern after you choose your idea. This type of riddle must have a fixed coding system. It can be complex and difficult, but it must be logical and regular in order to be solvable. In the example of this type I gave earlier I decided to make a sentence in which each word began with a letter from the word "darkness." The next step was to simply think up a set of words that began with those letters. Once again, a thesaurus is a great help. Don't worry if the sentence doesn't make complete sense. Riddles are supposed to be cryptic, anyway!

To make the riddle more complex, I could have created a puzzle in which the first letter of each word had to be rearranged to get the answer (an anagram acronym). Or chose the last letter in each word as the important one. Or had every third word pulled out to form a message. Or wrote the message backwards. The possibilities are limitless. Remember, no matter how plain and apparent the pattern seems to you, the players have no idea just what type of riddle you've given them. They might try to solve it as a What Am I? riddle when the superficial meaning has nothing to do with the answer at all and it's the hidden code that's important.

Creativeness can yield a multitude of other original puzzle and riddle ideas. A seemingly ordinary message could have a symbol embossed upon it that shows up only with a pencil-rubbing. DMs might buy blank, pre-cut jigsaw puzzles and create their own puzzle maps. A new message might be revealed when a parchment is folded in a certain way. Players will have a great (if sometimes frustrating) time solving any of these and countless other riddles. Having actual physical objects to manipulate brings the game to life in a new way and gives the player a more vivid feel for their character's situation.

Any way they're used, riddles can restore life and excitement to roleplaying by putting brand new twists on the same old challenges. If your players are looking for a little new adventure, the answer is... the riddle!

Runes

by Phil Taterczynski and Roger Raupp, DRAGON *#69, January 1983*

A band of adventurers tramp through what seems like miles of endless, featureless corridors devoid of any traces of the enemy when suddenly a fighter notices a set of symbols carved in the wall. "What do they say?" he mutters.

The wizard moves forward to apply his skill. "These are runes," he says, "fortunately of the common sort. I think I can read them...." He concentrates for a moment, then adds, "They warn of deadly peril ahead for any who are brave enough to pass."

Runes are one of the oldest forms of writing known to exist in Western Europe and Scandinavia. The cultures of those areas in pre-medieval and medieval times used them extensively.

Since this era roughly parallels the technology and culture of most DUNGEONS & DRAGONS campaigns, DMs might find it useful to incorporate runes into their fantasy settings.

A modern dictionary defines a "rune" as a letter in one of several old Germanic alphabets, or simply as an occult symbol. The word "rune" translates from Old Germanic as "secret lore;" in Anglo-Saxon, the same word means "secret." A similar Anglo-Saxon word, *runa*, translates to "magician" and the Norse word *runar* means "friend." All of these descriptive words relate to the history of the rune—a past often blurred by superstition, myth, and misinterpretation.

Scandinavian legends offer varying accounts of how runes were discovered, and even today it is a popular misconception that runes developed in those lands. The following is an excerpt from the poem *Havamal* ("Sayings of the High One"), words of wisdom as spoken by Odin, the chief god of Norse mythology. In this account, Odin finds a runic alphabet at the price of many torments:

I know that I hung from the windy tree,
For all of nine nights, stuck by a spear,
Given to Odin, myself to myself;
Of that tree, no one knows whence run its roots.
I was brought no bread, no horn to drink from.
I gazed down, then grasped the runes,
Crying aloud, finally I fell.
You shall find runes and read the staves
Great strong staves, great mighty letters,
The mighty sage wrote them,
Given by the gods, made by their chief.
Do you know how to write?
Do you know how to read?

Another Norse myth relates how a Valkyrie (one of the female warrior-servants of the Norse gods who carried away men slain in battle) gave the mighty hero Sigurd the knowledge of how to use magic runes and also obtain the favor of Tyr, the god of war: "For victory one should carve Runes in thy sword-hilt and twice name Tyr."

Germans Got the Idea First

Although these tales from folklore are interesting, they do not tell the entire truth of the matter. Actually, it is among the early Germanic people—not the Norsemen—that the history of the rune begins. The Germanic people lived in northern Europe from the time of the earliest surviving descriptions of the lands north of the Alps. A Roman historian named Posidonius, who died in 50 BCE, mentioned the Germans in his books of histories. In 98 CE, Cornelius Tacitus wrote detailed accounts of the Germanic tribes in a book called *Germania*. These tribes appear in later historical references as the barbarian Angles, Franks, Goths, Lombards, Teutons, Vandals, and others who kept the Romans busy in the final days of their empire.

The Germans, according to Tacitus, had a high regard for omens, and used sticks—each marked with a different sign—to cast fortunes. The signs used on the sticks might not have been runes, but this is where the history of runes starts.

In earlier times, the Germanic tribes and their forerunners used written or carved symbols as representations of events, ideas, and objects. Although not runes in the sense of the term as defined here, they could be considered descendants of runes. Carvings from the late Bronze Age and early Iron Age, some made as long ago as 1600 BCE, are found on rocks throughout Scandinavia, particularly in Sweden. These prehistoric symbols, known as Hallristningar, represent man and nature: tools, body parts, animals, and sun symbols. (We can consider the era during which these marks were originally scribed as prehistoric, since the people of these lands were at the time far more primitive than the Greeks or Egyptians to the south.)

It is believed these symbols carried deep religious and mystic significance, showing in pictures the power of the things they represented. These symbols were apparently not used as a form of writing, although it is reasonable to assume that the people who used them gave names to each one. A modern example of the same principle is the skull-and-crossbones symbol, which conveys a meaning of "poison" or "danger" to someone viewing it but is not actually a word or part of our alphabet in itself.

Theories of the Origin of Runes

Inscriptions using letters resembling runes appear in rock carvings found near the Alps dating from about 235 CE. They are clearly related to later runes, and many letters also look similar to their Latin counterparts. Some think these symbols belonged to the Etruscans, a tribe from northern Italy.

Authorities don't all agree, however, on the exact time and place of the origin of runes. The alphabets of the Etruscans, Greeks, Illyrians, Phoenicians, and Romans, as well as the Hallristningar, have all been proposed as the particular or primary source. The most popular theory on the origin of runes incorporates several of the possible answers: The Germanic tribes, coming into close and frequent contact with literate cultures, could well have taken the idea of an alphabet and used it. If so, they could have easily borrowed symbols from the alphabet of their neighboring tribe, the Etruscans.

In about 350 CE, the Romans began to hire German mercenaries to fight beside their own legions. This would have given the Germans very close contact with the Roman culture and also its alphabet, as well as the opportunity to travel throughout the Mediterranean. In such travels the Germans could also have come in contact with the writing systems of the Greeks and other more remote cultures. When the mercenaries



came home, they most likely brought with them influences from all these encounters.

Why Runes Look the Way They Do

The origin of runes might be disputed, but why they possess the forms they do is not. Whether Germanic, Scandinavian, or another of many types, runes have one thing in common: The letters are stiff and angular, usually composed of vertical or perpendicular staves, only rarely (if ever) horizontal ones. The early Germanic tribes were barbaric in comparison to the cultures of the Mediterranean, whose alphabets descended from scripts painted or inked on various surfaces or incised in soft materials like plaster or clay. In contrast, wood and stone were the materials most readily available for scribing in the north. Germanic symbols had to be simple in form to make them easy to carve into those difficult surfaces. When the Germans used wood (as was most common), they carved runes along the length of a tree limb or slab of wood with one side shaved flat. Horizontal staves are less frequent in the characters, since carving a horizontal stave could split the grain and mar the work. For more permanent inscriptions, the Germans used stone. Later, as metalworking developed, they inscribed various sorts of finished metal items.

After their creation, all the Germanic peoples quickly adopted runes. For a period of time, Hallristningar symbols and runes appeared in the same carvings. A spearhead dating from the third-century CE, found near Kovel in the western Ukraine, bears engravings of both kinds of markings. At that time and until around 500 CE, the German tribes invaded and warred with the Roman Empire and were constantly on the move. Migrations and wars brought many different tribes into contact, and this undoubtedly helped spread runes through the entire Germanic world.

In the early days of their existence, runes were used almost exclusively for one of two purposes: for inscriptions and (in the minds of the superstitious, at least) for magic.

Many of the inscriptions were memorials to dead friends or kinsmen, a memento of a visit, or something referring to the craftsman or builder of the inscribed item. Norse mercenaries in the employ of the Byzantine Emperor carved runes on a statue of a lion in Piraeus, Greece. A runic inscription found at Kingitorissoak, Greenland, reads: "Erling Sighvatsson and Bjarni Thordarson and Endridi Jonsson on the Saturday before the minor Rogation Day built these cairns."

Such rune-stones can be found in any of the lands where the Scandinavians lived. Today there are some 2,500 known to exist in Sweden alone, with another 1,500 scattered all over Denmark, Finland, Greenland, Iceland, Russia, Norway, and even North America.

Other inscriptions can be found on weapons, jewelry and coins. Runes were scratched on weapons to label them with the names of the owner, the maker, the owner's patron deity, or the weapon itself. The Kovel spearhead, mentioned above, carries the name "Attacker." The Chessel Down sword, found in a Jutish grave on the Isle of Wight, has on it the words "increase to pain." The runes on this sword show Anglo-Saxon influences, which indicates that it was forged by Danes or their descendants living in England.

On the rim of a gold drinking horn recovered in Germany there was found the inscription: "I, Hlewegast, Holt's son, made this horn." The horn itself was decorated with hunting and battle scenes resembling those found on rune-stones.

The use of runes on coins had begun by the time of the Anglo-Saxon kings Pada, who ruled from 655 to 657 CE, and Ethelred (675-704). Their names appear on coins minted in the kingdom of Mercia. A coin from East Anglia contains a runic inscription commemorating King Ethelbert, who died in 794.

Over the years, runic alphabets developed into many different forms. Often runes themselves looked the same, but what they represented differed from kingdom to kingdom. Today all the different runic alphabets are generally categorized into three types: Anglo-Saxon, Germanic, and Scandinavian.

The "Futhark" System

Although the values, form, and total number of characters in each runic alphabet often varied, during and after the height of their use they were nearly always organized in a system called the "futhark"—an



arrangement of the runes in an alphabet into five divisions, the first of which spelled the word "futhark" (or a similar word, depending on the country).

It is possible the "futhark" users borrowed the arrangement from a Celtic writing system called Ogham, which was distinctly different from runes: this writing consisted of slashes cut into the corner of a beam or stone, but they were arranged into divisions in a like manner.

The Decline of Runes

In the year 1000, Iceland became a Christian nation by vote in the Althing, the national assembly, and Greenland converted within a few years. This turn of events led to the adoption of the Roman alphabet in those areas, and so to the passing of the last of the runic scripts.

The Church was indirectly responsible for the decline in use of runes in most cases. Along with fostering the spread of Christianity, it also encouraged literacy and education. Latin was the alphabet and language churchmen taught to converts. Since the runic alphabets had never been widely developed into a manuscript form, the Roman letters became more popular, and thus the full development of runes into a manuscript language never took place. An exception to this norm was a Goth named Wulfilas, who worked to bring Christianity to his people. He translated the Bible into the Gothic language and invented a script that used many runelike letters.

Although the church didn't always actively try to suppress the use of runes, no doubt some parishes did. Even after the Roman alphabet became widely used, some parts of the population held on to the use of runes. Such people were mostly loremasters and poets, those who maintained the legends and knowledge of their societies' pre-Christian cultures. Many of the Church's advocates frowned upon much of this knowledge and considered it paganism, black magic, and contrary and offensive to the ways of the church. Runic writing was looked on with equal disfavor, considered to have mystic properties because it was the means by which these pagans recorded their thoughts and recollections.

Runes have resurfaced in history since their decline, but only in isolated cases. Two Swedish military leaders used runes: Admiral Mogens Gyldenstjerne, in the year 1543, kept a private journal written in runes. General Jacob de la Gardie used a runic military code system during the Thirty Years' War in the early 17th century. The use of runes as a craftsman's mark survived among guilds and other artisans' groups. Adolf Hitler, in his efforts to incorporate Teutonic mythology into Nazi ideology, used runic and Hallristningar symbols. Two outstanding examples are the swastika, a mystic sign which originated as a sun symbol, and the double *sig* ("victory") emblem worn by SS troops.

Recently, the popularity of fantasy literature—spearheaded by the publication of the work of J.R.R. Tolkien—has brought about a renewed interest in runes. Different authors have devised different runic alphabets for use in their works, prompting more people than ever before to wonder where the whole idea came from.

All of the foregoing offers an overview of how runes came about and where they went, and a bit about how they were used along the way. Unfortunately, few accounts have survived about the actual use of runes by, and their effect upon, historical personages. Little is known about the "inside story" of runes during the Dark Ages. However, one such legendary tale involving an actual person does exist, although the story might have been exaggerated over the years.

Egil Skallagrimsson and His Saga

The tale of Egil Skallagrimsson survives as one of the legends of the Vikings—stories which are well-known, and rightly so, for they offer an inside view of a dynamic young society. Although these stories were finally written

down during the Christian period, many of them were maintained through generations of oral story-telling going back to prehistoric times. Iceland became the home of the majority of the surviving manuscripts, and the Icelandic scribes for the most part failed to succumb to the temptation many clerical copyists felt to Christianize their culture's tales. Thus, the Viking sagas present a reasonably dependable portrait of prehistoric Nordic society. Since Iceland was and remains the home of the sagas, however, it is no surprise that the central figures in most of them are Icelanders.

One such figure, Egil Skallagrimsson, a warrior and rune-master, is told about in a tale called simply Egil's Saga. The story contains several passages and parts that describe Egil using runes for various purposes, including healing, the placing of curses, and detection. These accounts were written sometime around the year 1230, telling of events that took place from the years 858 to 990 CE, beginning with the story of Egil's father and uncle and ending with Egil's death. Two of the tales are summarized below:

Egil, his comrade Olvir, and their crew were traveling by ship and landed on Atley Island, one of the estates of King Eirik Bloodaxe. The caretaker of the King's land—a man named Bard—offered to let Egil, Olvir, and the men stay in a barn, gave them straw for bedding, and only bread, sour curds, and skyr (a sour, partially fermented whey drink) to eat, claiming he had nothing better. Meanwhile King Eirik and his wife Gunnhild sat in the main hall, presiding over a feast. The king asked where his caretaker was, and a man replied, "Bard is out looking after his guests."

"What sort of guests are these," said the king, "that he'd rather be with them than here with us?" The man replied they were some of the Chieftain Thorir's men, which indeed Egil and the others were.

"Go out and inform them," said the king, "that I want them to come inside."

The king warmly welcomed Egil, Olvir, and their men. Olvir sat at the king's side, with Egil next to them, and they all drank toasts (refusing would have been a slight to the king) until Olvir's men became quite intoxicated. Bard, displeased with how things had turned out, pressed one ale-filled horn after another on Olvir, hoping to embarrass him. Egil, however, began to drink Olvir's share. Bard remarked how great Egil's thirst was and passed him another full horn. Egil took the horn and spoke this verse:

You spoke to this ogre-slayer of a scanty feast
While there was a sacrifice—a woman's cunning.
It was a badly kept secret, your unseen guests,
This meanness lasted too long, small-hearted Bard.

Bard told him to drink and stop being abusive, whereupon Egil drank everything proffered to himself and Olvir.

Then Bard turned to the queen and complained that this man insulted his hosts by claiming to be thirsty no matter how much he was given. The queen and Bard conspired to put poison in a drink, and the queen gave it to Egil, ordering him to quaff it.

Egil brought out his knife and stabbed his palm, then took the horn, carved runes into it, and smeared them with his blood while saying:

Cut runes in the horn. Redden them with blood.
Then speak the words of the rite, a poem over the horn.
Drink this draught who will, the glad maid's gift,
But note which mouth it's meant for, this ale Bard has signed.

With that the horn burst asunder, splashing the poisoned ale to the floor.

This legendary incident indicates the potency of the magic attributed to runes.

Egil killed Bard that same night, and in so doing earned the lasting enmity of Eirik and Gunnhild.

The second tale takes place sometime later, when Egil returned to Norway to pursue a lawsuit concerning his wife's inheritance. King Eirik declared him an outlaw, and in retaliation Egil attacked the king's hall on the Isle of Herle and killed the king's son Rognvald.

After the battle, when his crew was ready to sail, Egil climbed onto a rock outcropping on the island that faced the mainland of Norway. He took a horse's head and set it on a hazelwood staff, saying, "Here I set up a staff of scorn, and place this scorn on the hand of King Eirik and Queen Gunnhild."

He then pointed the horse's head toward the mainland and continued, "And I place this also on the spirits of the land, that they all should be lost and unsettled, until they drive King Eirik and Queen Gunnhild from this land." Egil stuck the staff between the rocks and left it there with the head facing the mainland, cut runes in the staff to proclaim his speech, and returned to his men to set sail.

Egil's curse was fulfilled, or so it would seem: King Eirik's brother, Haakon, returned from a stay in England soon afterward. The brothers shared the kingship for a while, but Haakon eventually drove Eirik from the throne.

Using Runes In Roleplaying

After learning the legendary and historical facts about runes, many DMs and players in fantasy roleplaying games can easily imagine how to use runes in an adventure or a campaign. Runic alphabets can be designed as a form of code, with cryptic messages carved into walls, doors, monuments, or whatever else, as memorials or warnings. A character's weapons and armor might carry runic inscriptions of the equipment's name or the name of its (past or present) owner.

The DM might allow sorcerers or wizards to carve runes for the casting of some spells instead of using material components. If a DM allows characters to learn

a runic alphabet, the character might use it to mark maps, write spells into spellbooks, or send messages.

The possibilities for using runes in gaming seem great, but there are some limiting factors to keep in mind. If several cultures use runes, similarities and differences between the various systems should be accounted for. Are these cultures living in close proximity to one another? If so, is there then a reason for their runes to illustrate influences gained from one another? For instance, imagine a fairly civilized group of elves who had long ago developed their linguistic and writing skills living next to a society of humans who had only recently (in Elvish terms) developed such skill. If both cultures have runic alphabets, chances are great that the human alphabet demonstrates a lot of Elven influence. When considering the runic system of a particular culture in a world where runes are in widespread use, a DM should be able to answer these questions: Did this culture develop its runes or borrow them from someone else? If so, who? When? How? And why?

If a society or culture in a campaign develops runes independently, then the materials they use for carving must be considered when determining the rune character designs. For example, the Germans had very simple runes that had either vertical or perpendicular staves because such a formation was easiest to carve into wood, their most abundant material. In a fantasy campaign, dwarves who created their runes for carving into stone or metal wouldn't be restricted by such a form, since most metal and stone doesn't have a grain. However, they would still probably use straight staves, to keep carving fairly efficient. A culture that used runes in a script form, instead of in carvings, would most likely form the characters for ease of writing with a pen or brush.

Once the general method of employment of runes in a campaign has been laid out, it then becomes necessary to develop a system for creating runic alphabets, matching symbols to sounds, and scribing the runes. This article offers a sample Common tongue runic alphabet. This alphabet, or a form of it, might be usable as a starting point, since most D&D characters know Common. Much of the following system can be incorporated into other alphabets as well.

These Common runes were designed under the assumption that the Common tongue is equivalent to English, since it is the Common language for most D&D players and both English and Common are combinations of many different languages.

The Common runic alphabet has a few more symbols than the twenty-six letters of the English alphabet. This is justified by the likelihood of the different evolution of such a language in a fantasy campaign. A writing system that developed without the influences that affected the English language quite possibly might have individual symbols for sounds that can only be obtained in English by a compound-letter form (such as "ch" or "th"). Also, to speed the carving of runes, symbols would likely be created for commonly used words, so a thing or a concept could be expressed with one character instead of a series of characters.

Another aspect of English someone trying to learn the language might consider awkward is that words are not always pronounced phonetically. In a fantasy world where a truly universal Common tongue develops, the language probably does not exhibit such tendencies—or the inaccuracies that once did exist might have been eradicated over time.

To translate scribed runes into English words, consider how a letter sounds instead of just how it looks, because sometimes multiple letter-symbols in English represent the same sounds. To translate the other way (from English into runes to be carved), break down the English words phonetically and spell them as they sound.

In the Common Tongue runes, there are more vowel sounds given than there are vowel characters in English. This is done so the sound a vowel (or vowel combination) makes can be accurately depicted. Using similar reasoning, consonant characters that represent sounds similar or identical to other consonants have been eliminated: for instance, the letter "c" does not exist in this alphabet, since the sound it makes in a word can be expressed by an "s" or "k" character.

Players and DMs have to consider what sorts of materials and techniques are available for scribing or writing the runes onto a surface. Geography has an effect on available materials, just as it did with the Germanic tribes. Tree limbs and large rocks, for instance, were in abundance where the Germanic tribes lived. In a fantasy environment that contains large trees and rocks, these would be obvious and often-used surfaces for carving. In a world devoid of trees or rocks (a distinct possibility in a fantasy milieu), choices for a carving medium would be restricted to other suitable and available materials.

Runes can also be carved on manufactured items—rings, weapons, gauntlets, and so forth. Even a world that doesn't contain an abundance of suitable raw materials contains weapons, magic items, and other things that can be inscribed.

Runes can be written (applied upon a surface instead of being etched into it) on almost any material that accepts ink, pigment, charcoal, or other writing media. Parchment, animal hide, or—for the very lavish—vellum (calf's hide finely tanned and scraped) hold ink from a quill or pigment from a brush.

Historically, certain techniques were used in the configuration of rune characters in or on a surface.

On free-standing stones (runestones), the characters were often carved between parallel borders in the form of a winding "snake" design that served to embellish the work and make the stone more attractive. A less artistic method of carving was to simply put down the characters in "rune-rows" set off from one another by straight horizontal lines, often spaced so that the tops and bottoms of the rune characters touched the lines.

Words were not usually set off by spaces between them; rather, one would be separated from the next by a dot or a small "x." Words were also distinguished by painting them in different colors, but if the coloring washed or wore away, the message could become rather cryptic. In addition, according to many legends (including Egil's Saga), the magic of runes would not work unless the writing was smeared with blood.

As with any other subject that has a foundation in history, the concept of runes can be adapted by players and DMs for use in a D&D game without necessarily remaining totally faithful to history. Perhaps a runic alphabet develops into the most widely used form of communication in a fantasy world. Or, perhaps the "art" of scribing runes only partially develops and is known only to a select few. Any system is appropriate, as long as it's logical, and as long as it fits in the world for which it was designed.

Runestones

by Ed Greenwood, DRAGON #69, January 1983

One night Elminster and I were sharing what fantasy writer Lin Carter calls a "round of converse" (the sage has acquired a weakness for piña coladas, a beverage unknown in the Realms from whence he comes), and our talk turned to the dwarves.

Elminster thought the picture of the Hill Dwarf in the *D&D Monster Cards* very striking. While he admired it, your wily editor asked if he knew of any written dwarvish records: tomes of lore, for instance, and, ahem, magic. Elminster chuckled and reached into one of the many pockets in his voluminous robes (yes, I know he looks odd, but the neighbors think I'm strange anyway), coming out with his pipe and pouch—and a stone, which he handed to me.

"Dwarves seldom write on that which can perish," Elminster said, lighting up. "Rarely, they stamp or inscribe runes on metal sheets and bind these together to make books, but stone is the usual medium: stone walls in caverns, stone buildings, pillars, or standing stones—even cairns. Most often, they write on tablets—'runestones,' as we call them in the Common Tongue."

The stone I held was flat and diamond shaped, about an inch thick, and of some very hard rock I did not recognize. It was deep green in color, polished smooth, but it was not, Elminster assured me, any sort of jade. The face of the stone was inscribed with runes in a ring or spiral around the edge, and at the center bore a picture. Some runestones have pictures in relief, and are used as seals or can be pressed into wet mud to serve as temporary trail markers underground.

To a dwarf, all runestones bear some sort of message. Most are covered with runic script; Elminster knows of three such scripts. One of them, known as "Dethek," translates directly into Common, and all of the stones he showed me that night and subsequently were in this script. The runes of this script are simple and made up of straight lines, for ease in cutting them into stone. No punctuation can be shown in Dethek, but sentences are usually separated by cross lines in the frames that hold the lines of script, words are separated by spaces, and capital letters have a line drawn above them. Numbers enclosed in boxes (within the frames) are dates, day preceding year by convention. There are collective symbols or characters for identifying peoples (clans or tribes) or races. If any runes are painted, names of beings and places are commonly picked out in red, while the rest of the text is colored black or left as unadorned grooves.

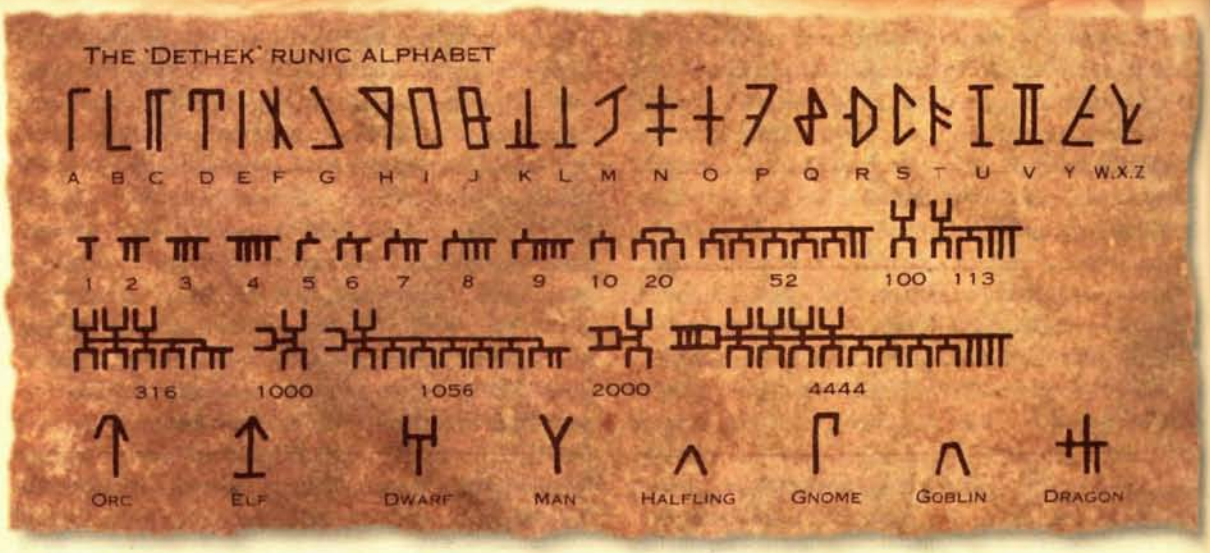
Runestones are commonly read from the outer edge toward the center; the writing forms a spiral which encloses a central picture. In the case of the first stone Elminster showed me (Elminster said the stone he showed me came from a place now destroyed), the crude central picture identified the writer as a warrior (shown as a hammer) of the House of Helmung, now thought to be extinct. (His name, "Nain," is written above the shield of Helmung, as is the custom. A dwarf of some importance would place his personal rune there.)

Runestones telling a legend or tale of heroism usually have a picture of the climactic scene described in the text; grave markers or histories usually reproduce the face or mark of the dwarves described. The central symbol might also be a commonly understood symbol (for example, a symbol of a foot for a trail marker, or an inverted helm to denote safe drinking water), or sometimes nothing more than simple decoration.

Runestones serve as genealogies and family burial markers, Elminster told me, and record tales of great events and deeds of valor. They might be inventories of the wealth of a band or private messages which would be meaningless to all but a few individuals.

One stone was found in a labyrinth of dwarven caverns cut into a mountain range, serving as a very plain warning—to those who knew the script—of a pit trap just beyond. Another, somewhere in the same abandoned dwarf-halls, is reputed to hold a clue to the whereabouts of the Hammer of Thunderbolts once borne in the Battle of the Drowning of Lornak.

"But you," Elminster said, looking innocently up at the smoke rings slowly rising in the evening sky above



his rocking chair, "will as usual be most interested in treasure." I made him another drink, and in silence we watched the fireflies play around the garden fountains. I waited, and finally he spoke. "Apart from those stones that are treasure maps—usually directions hidden in those cryptic verses people write when they think they're being clever—a few stones are themselves magical, or adorned with gems."

Later meetings with Elminster yielded three examples of treasure-map stones, and two examples of magical stones: a record in the *Book of Passing Years* that mentions a runestone that is attuned to point north or toward a specific location, and almost forty references in the folk tales and ballads of the northern Realms to runestones that spoke (via a *magic mouth* spell) when certain persons were near, or when certain words—sometimes nothing more than nonsense words inscribed upon the stone itself, to be read aloud—were said over it.

Some nonmagical runestones contain warnings or poetry, but most often their songs are treasure-verses. A few such verses he showed to me; Elminster assures me that as far as he knows, no one has yet found the treasures hinted at in the examples he provided. All of them await any adventuring band that is strong and brave, of keen wits and good luck. "That's why," he added dryly, "they haven't been found yet."

Tesseracts

Or, Making Meticulous Mapmakers Mad

by Gary Jordan, Dragon *#17, August 1978*

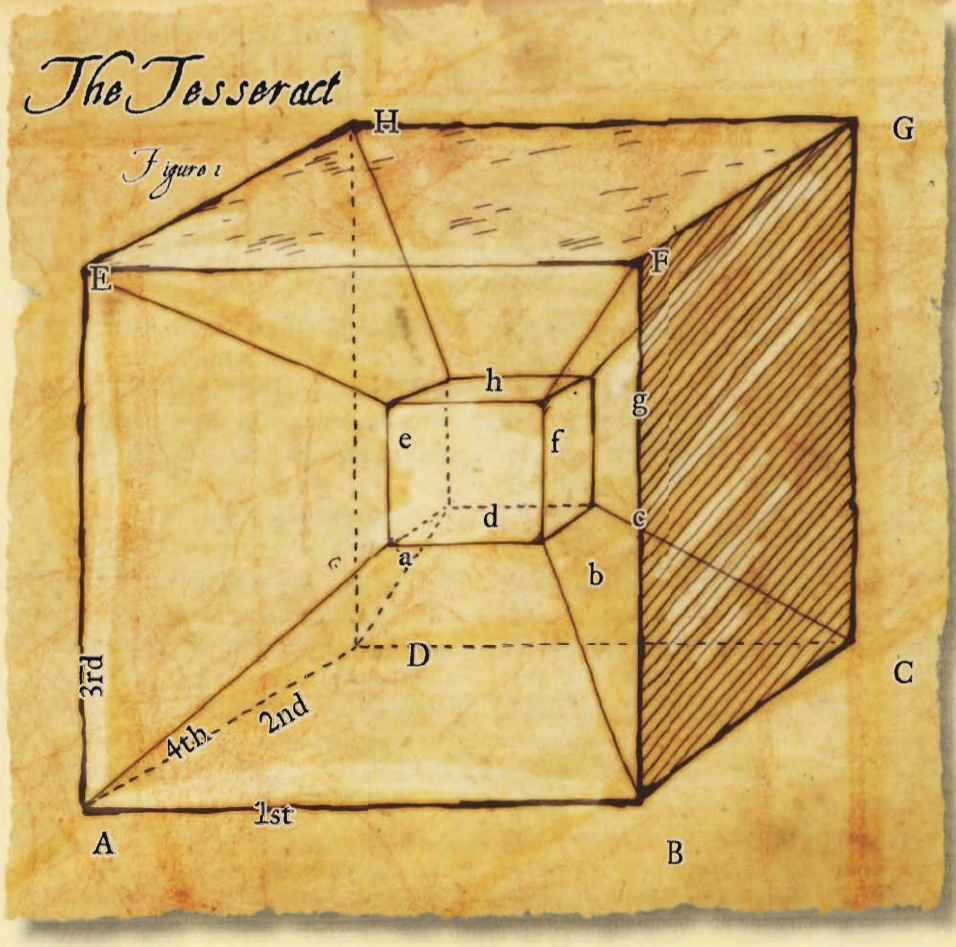
A tesseract, as everyone (or at least readers of Robert A. Heinlein's "And He Built A Crooked House") knows, is a four-dimensional cube or "hypercube." This means a cube extended in a direction simultaneously perpendicular to all three of its axes so that each cube of a tesseract shares a common side and four common edges with each cube adjacent to it and with each cube immediately adjacent to the adjacent cube.

Confused? Wondering what in the name of Anubis this has to do with D&D and mapmaking? All will be made clear—at least as clear as is necessary to make use of the idea (most Americans, for example, can't completely explain the internal combustion engine but we keep right on driving cars anyway).

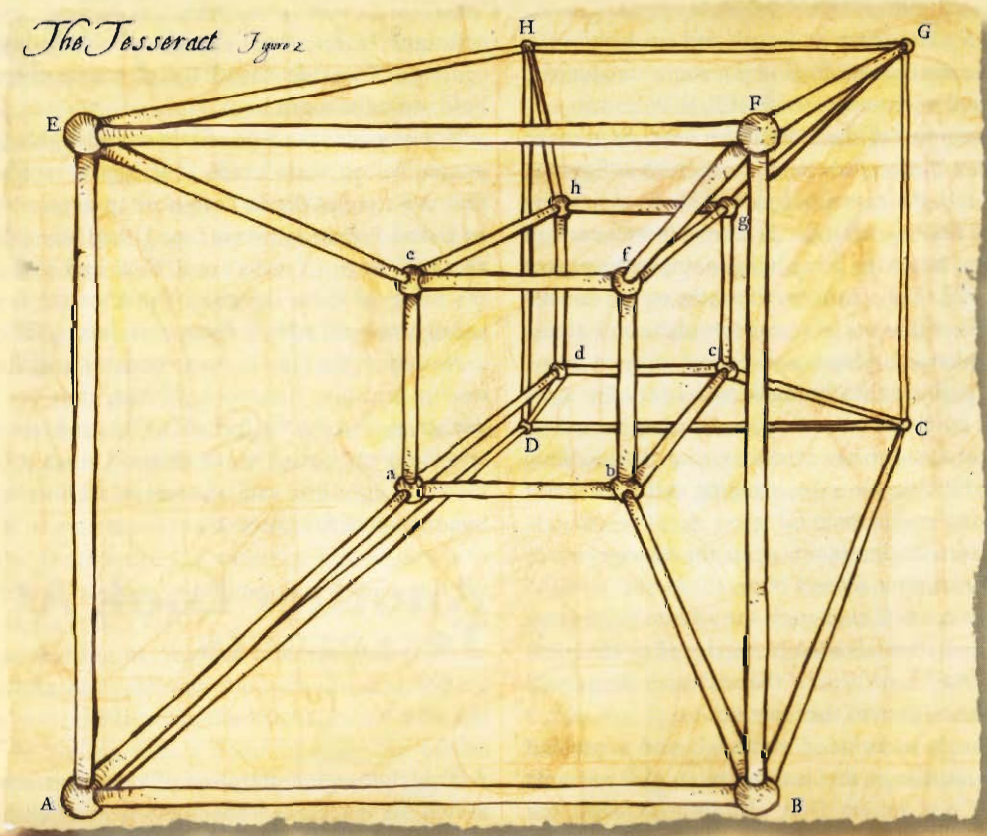
The tesseract is a mathematical abstraction whose properties are known and easily applied and adaptable to D&D. Look at figure 3 (page 165). Bear in mind that each of the shapes shown is in fact a perfect square, which is meant to represent a floor plan of a cubical room. Therefore we have a central room (C), an eastern room (E), a southern room (S), a western room (W), a northern room (N), and another room we'll call the frame room (F). Not shown are the upper room (U) and lower room (L) which border the top and bottom of the central room.

Of course, some method should be provided for eventual escape—such as a ring or bracelet which allows the wearer and those around him to pass through one of the doors of room C into the dungeon beyond. Such a device should be usable only in this tesseract, naturally. The more cruel DMs among us would no doubt leave out such frills, forcing the hapless party to rely on *knock* or *teleport* spells, wishes, or even divine intervention.

Going by the description given above, we can see that since E is adjacent to C, it must share a wall with N and a wall with S. As represented, each room does the same thing with adjacent rooms. Now for the real mind boggler: room F. F is adjacent to E; the rooms immediately adjacent to E are N and S; therefore F shares a wall with N and a wall with S. But sharing a wall makes the rooms adjacent, and W is adjacent to both



Illustrated by Rob Lazzaretti



Illustrated by Rob Lazzaretti



Illustrated by Rob Lazzaretti

N and S, so F must share its fourth and final wall with W, which means that room F is the room outside the square formed by the outer walls of E, N, W, and S.

For the purposes of the DM, all he need do is make some notation and keep a separate map (such as figure 3), which gives him the basic floor plan of his tesseract. The arrows show the relationships of the walls well enough and still allow the DM to furnish the rooms in the proper dimensions. This floor plan also shows the rooms directly above and below the central room, to which some access should be planned. These two rooms present some interesting problems (to be explained later). For now, let's look at our basic plan. Suppose a party meanders down a corridor and comes across a rather plain-looking door. After checking for traps, listening at the door, and so on, the party enters room C.

So long as any door remains open, the tesseract is not activated. Opening a second door allows the party to pass through room C as though the others didn't exist. If all four doors are allowed to be closed at the same time, no matter how briefly, thereafter all doors will lead to the next room of the tesseract.

As previously mentioned, rooms U and L present peculiar problems. An anomaly might become apparent: if one enters F by climbing through the ceiling of U, one finds oneself climbing through the ceiling of F upside down! And of course the corollary holds true for room L.

Unless you're the type of DM who delights in having people fall on their heads, it is highly recommended that you not bother to design in an access between L or U and F. (Nor between L or U and any other room except C, since L's walls are E, N, W, and S's floors, and U's walls are their ceilings.) The tesseract is complex enough without adding these unnecessary frills.

Now that the basics have been established, draw one up and play it solo, populating it as your whims dictate, just to get the feel of it. Get used to saying left and right instead of north or west, since you've seen that a straight line can take you in all four directions in a matter of four rooms.

Another Look At Tesseracts

by Allen Wells, DRAGON *#38, June 1980*

A fairly thorough description of a tesseract is necessary at first, for readers to understand the rest of the article.

If you think you already understand tesseracts, you may just skim this section and look at the diagrams.

There are two ways of showing a cube in two dimensions. Unfolding the cube and showing how to put it back together again, or showing what its "projection" or "shadow" into 2-space looks like. Similarly, there are two ways to show a tesseract in three dimensions.

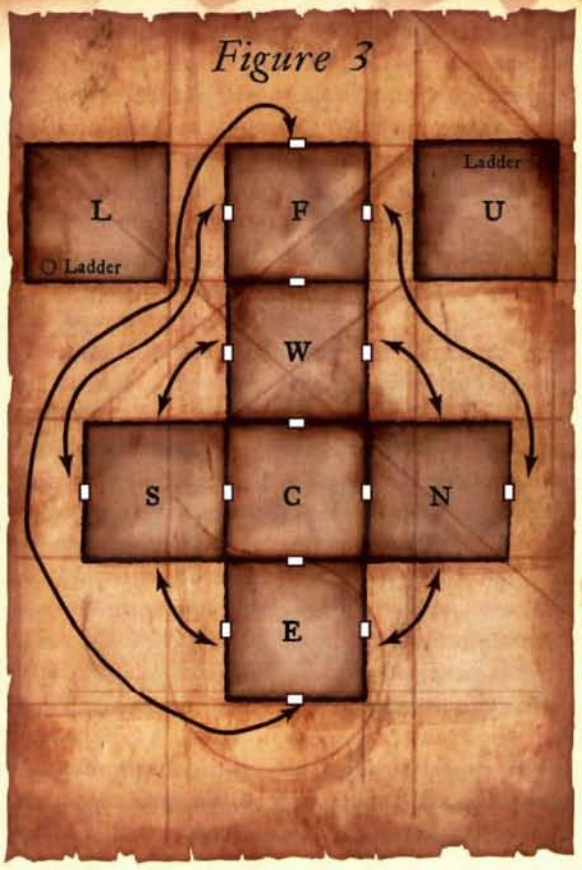
The first way to show a tesseract is to "unfold" it. In figure 4, the two faces of cubes labeled "a" connect to each other in such a way that the dots connect. Since these faces are really connected, you can redraw the tesseract as in figure 4–B where I have "rolled" the cubes up the tesseract. I could have rolled them again ("e" matches "e" and "d" matches "d").

Now that we can see how the "d" faces match, I can move the top cube to match the side cube (transition from 4–A to 4–C). Not the orientation of the dot on face "e." Now we can begin to explore the possibilities of a tesseract. Start out by mapping out your dungeon, either using figure 3 and showing how all the faces connect, or 4–A. In either case you have to keep track of what cube you are mapping in and what surface is the floor.

This brings up the first problem: Which way is down? My answer is, down is the way your feet are pointing. This doesn't mean that if you turn your feet, you turn "down," but when you open a door, "down" is still "down" in the next room. This means that gravity is a property of you and your possessions, not of the room, and it is possible to have two people in the same room who think a different face is the "floor."

As an example, consider figure 4. Let us say that an intrepid group of adventurers starts in the bottom cube in figure 4–A. Athmar goes upstairs into the cube in the center (which cannot be seen in the diagram) and goes through a door toward us into the cube that has faces "a," "c," and "e" (the one poking out). He is now standing on face "g" (see 4–B). Mythner, who stayed behind in the "bottom" cube, decides to go adventuring on his own into the same cube by taking a door through face "g," and is now standing on face "e." Athmar and Mythner are in the same room, but they each think that a different way is up! This shows an interesting fact; although there are only eight rooms there are (8 × 6) 48 different floors! Each floor is essentially a different room since you can't necessarily get to something just by being in the same room as it is.

Now the fun begins. You can tantalize your party by putting a chest of pearls on the ceiling, and they have to figure out how to maneuver through the tesseract to turn the ceiling into a floor! Imagine the battles between parties standing on different walls. Or, how about flights of arrows coming down from a party on



Illustrated by Rob Lazzaretti

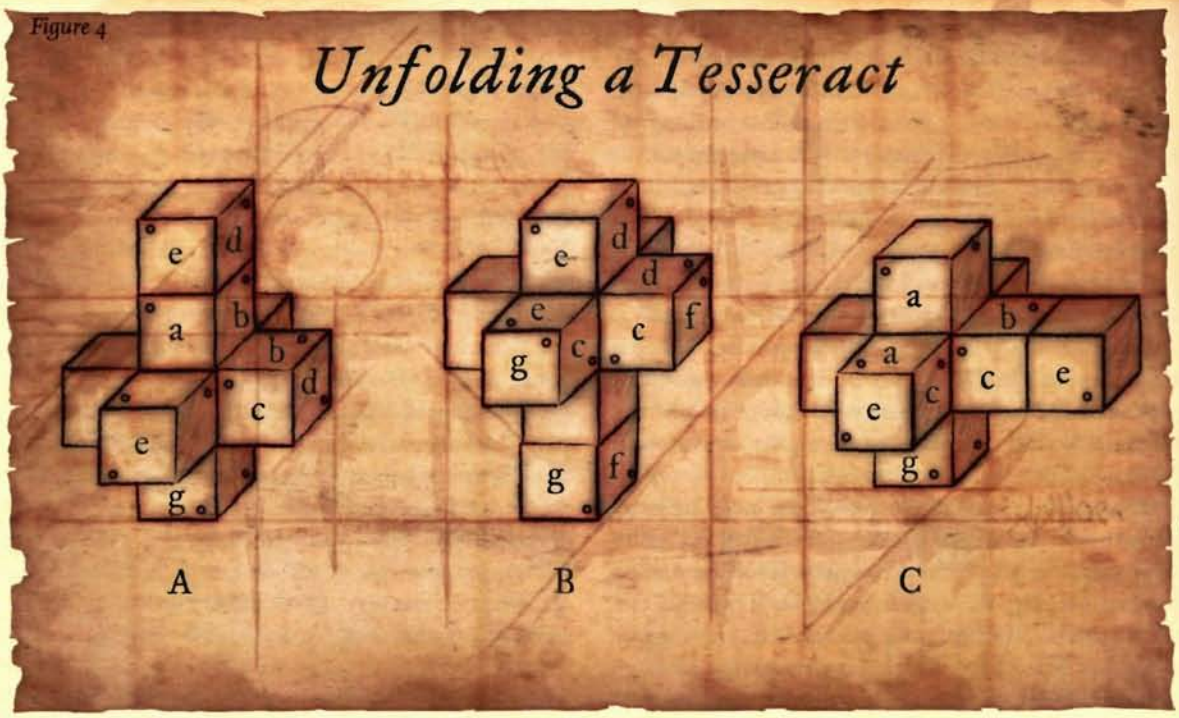
the ceiling that cannot be reached with swords. The same stairway can be going up or down depending on the way you are standing on it. Shades of Escher!

Another interesting effect is that not only is gravity a property of people, but of possessions as well. Let's imagine that the adventurers meet a party of monsters in a corner and that the monsters are standing on a different wall. Let's say that the monsters are defeated and the leader has a magic sword. Thandatir picks up the sword from the wall and finds that it is unusable, because gravity is pulling it to the side instead of toward the ground. If he wants to use it, he either has to get out of the tesseract or have some of the party guard it while he races around the tesseract (trying to come into the room so that down for him is the same as down for the sword).

Of course, the party could use this to their advantage. Let's say that Thanatos boosts Terah up on his shoulders. Terah grabs hold of a chair on the ceiling that weighs less than he does and pulls it down to his "floor." This chair could then be used as a "balloon" by tying it to a heavy chest and having the weight of the chair pulling up balance some of the weight of the chest pulling down.

The next problem for the DM is an architectural one. Obviously, the rooms have to be cubical, but where should doors, stairs, and ladders be, and how big should the rooms be?

Figure 4



Illustrated by Rob Lazzaretti

The major consideration is as follows. You need to have good connectivity. Since you presumably want your party to have access to every wall as a floor (although maybe you do not...) you might want a stairway or ladder to the ceiling, doors on all walls, and a trap-door on every ceiling and floor. Note that you have to be able to get up and down somewhere, otherwise you can't turn a ceiling into a wall. Also note that if you want complete connectivity, this means a ladder or stairway from every floor to the appropriate ceiling. There are three obvious answers.

The first possibility is to have small rooms (about 8 ft. × 8 ft. × 8 ft.), so characters can climb through any trap door in the ceiling and then safely drop to the floor of the room below. Unfortunately, such rooms are little more than closets.

The second possibility is to have large rooms (at least 20 ft. × 20 ft. × 20 ft.) and have four doors in each wall, one on each side. In the center of each floor you have a spiral stairway, elevator, or ladder for going up and down.

The third possibility is to have large rooms and only one square door in the center of each wall. You have a stairway leading down from every door to the door of every adjacent "floor." If Thanatos wants to get to the next room, he climbs a flight of stairs to the door, goes through, and climbs down another flight of stairs to the floor. Note that each stairway can be used by people in two different orientations just like in Escher's *Relativity*. But how does Thanatos go up or down?

There are two possibilities. The easiest is that he climbs up to the door in the middle of a wall (any wall), then he climbs onto the back of the stairway leading from that wall to the ceiling. If the stairway is just a flight of steps in the air, the back of the stairway is another stairway! When he gets to the ceiling, he climbs back around and goes through the door in the ceiling (presumably there is a platform provided for this). Another, more complicated, way is to have tubes rather than plain stairways leading from door to door, then have another stairway functioning as the "ceiling" of each stairway. This may be less esthetic, but it allows for more battles on stairways.

The last problem is, how do you get in and out of the tesseract? Mathematically, this is no problem at all, since each cube of the tesseract borders on the outside as well as on other cubes just like the faces of a cube border on the outside as well as other faces of the cube. In reality, there are other considerations. People are not 4-dimensional, so presumably they can go only one way through any door. Getting the party in is no problem, but how should they get out? If they are very high-level, you might make them rely on *wish* or *teleport*. For lower-level parties you might want to have magic helms or rings that take them out to the real world if they leave the right door with the right orientation. Whatever it is, you probably want the exit to be a different door than the entrance (or at least in a different orientation—you don't want to make things too easy), but you should somehow mark it, or have a map to it, or have some of the monsters tell where it is if they are questioned and suitably paid, because there are 48 different doors with six different orientations for each (up and down count, too!) which amounts to 288 different possibilities!

The Toxins of Cerilon

by Larry DiTillio, DRAGON #59, March 1982

This article presents a variety of poisons that the original author, Larry DiTillio, created for his Cerilon campaign, delineating each by smell and appearance and describing how long each takes to affect the victim and run its course. This classic article has been updated to the 3.5 rules set. It converts the poisons' effects to the current system.

Some of these poisons follow different patterns than the standard poisons. The original article meant to make poisons unique and unpredictable. The rules update embraces that spirit. For example, some of these poisons have multiple effects, while others deal damage over multiple minutes.

Unless otherwise noted, the poisons given here follow the standard rules for poison from the *DUNGEON MASTER'S Guide*.

Some of the poisons listed here deal damage or other effects over a long period of time, such as points of ability score damage over a number of minutes. A character with the Heal skill is allowed to make a check to treat the poison each time it affects the target. If he succeeds, he prevents the later damage. This damage can be healed with *restoration* spells as normal.

CONTACT POISONS

The most dangerous of all poisons, a mere touch of these substances expose victims to their deadly properties.

Buluka: Bluish, paint-like substance. Leaves a blue discoloration after being applied (DC 16 Spot check to notice). Buluka has no initial damage. It deals 1d6 points of Constitution damage as its secondary damage.

Fortitude DC 16; Price 200 gp.

Darksnake: Reddish powder, leaves a pale red discoloration on flesh or other surface when applied (DC 14 Spot check to notice). Darksnake deals 1d6 points of Strength damage as its initial damage. As its secondary damage, darksnake deals 1d4 points of Strength damage 1 minute later, as usual, and then another 1d4 points of Strength damage 1 minute after that. A successful save against the poison's secondary damage negates only that damage; the victim must succeed again 1 minute later to negate the final damage.

Fortitude DC 18; Price 400 gp.

Frin: Pale green liquid or powder, smells like green apples (DC 13 Spot check to notice). Frin deals 1d2 points of Constitution damage as its initial and secondary damage.

Fortitude DC 13; Price 250 gp.

Galas: Pale blue liquid or powder, smells like horse sweat (DC 10 Spot check to notice). Galas deals 1d6 point of Constitution damage as its initial damage. As its secondary damage, galas deals 1d6 points of Constitution damage 1 minute later, as usual, and then another 1d6 points of Constitution damage 10 minutes after that. A successful save against the poison's secondary damage negates only that damage; the victim must succeed again 10 minutes later to negate the final damage.

Fortitude DC 13; Price 600 gp.

Golden Fool: Gold powder. Almost undetectable when used on gold-colored objects (DC 30 Spot check to notice); otherwise, it leaves a pale gold discoloration when applied (DC 14 Spot check to notice). Golden fool deals 1d2 points of Constitution damage and 1d6 points of Wisdom damage as its initial damage. As its secondary damage, golden fool deals 1 point of Intelligence damage and 1d4 points of Wisdom damage every minute for 1d4 minutes or until it deals 6 points of additional Wisdom damage. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 19; Price 2,000 gp.

Gurch: Dark green liquid or powder, smells like wax (DC 17 Spot check to notice). Gurch deals 1d8 points of damage as its initial damage. As its secondary damage, gurch deals 1d2 points of Strength damage every minute for 5 minutes. In addition, if the victim fails his save against secondary damage he is wracked with excruciating pain that renders him unable to move. The victim becomes paralyzed for as long as the poison continues to deal him damage. A successful save against the poison's secondary damage negates all later damage (and paralysis) as well. *Neutralize poison* stops the damage and removes the paralysis caused by it.

Fortitude DC 17; Price 400 gp.

Jima: Light red powder or liquid, smells like papaya (DC 12 Spot check to notice). Jima deals 1 point of Constitution damage as its initial damage. A successful save against its initial damage gives the victim a +4 bonus on his save against the poison's secondary damage. As its secondary damage, jima deals 1d4 points of Constitution damage 1 minute later, as usual, and then another 1d4 points of Constitution damage 10 minutes after that. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 16; Price 300 gp.

Lomat: Odorless and colorless powder or liquid (DC 20 Spot check to notice). Lomat has no initial damage. As its secondary damage, lomat deals 1d8 points of Constitution damage and then another 1d4 points of Constitution damage 10 minutes after that. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 16; Price 400 gp.

Morphus: A clear, citrus-smelling liquid (DC 15 Spot check to notice). Morphus has no initial damage. As its secondary damage, morphus causes paralysis. The paralysis lasts for 30 minutes.

Fortitude DC 16; Price 300 gp.

Opia: A brown powder with a honey almond smell (DC 16 Spot check to notice). As its initial damage, opia causes temporary blindness, even if its victim succeeds at his initial Fortitude save. On a failed save, the victim is blinded for 2d6 rounds. On a successful save the victim is only blinded for 1d6–1 rounds. Opia has no secondary damage.

Fortitude DC 16; Price 250 gp.

Silver Lotus: Light silver liquid or powder (DC 17 Spot check to notice). Silver lotus deals 1d6 points of Constitution damage as its initial damage. A failed save against its initial damage gives the victim a –4 penalty on his save against the poison's secondary damage. As its secondary damage, silver lotus deals 3d6 points of Constitution damage 1 minute later, as usual, and then another 1d6 points of Constitution damage 30 minutes after that. A successful save against the poison's secondary damage negates only that damage; the victim must succeed again 30 minutes later to negate the final damage. A failed save against silver lotus's secondary damage gives the victim a –2 penalty on his save against the poison's final damage.

Fortitude DC 17; Price 3,500 gp.

Tubon: Pale yellow liquid or powder, smells like ripe melon (DC 12 Spot check to notice). Tubon deals 1d6 points of Dexterity damage as its initial damage. As its secondary damage, tubon deals 1d6 points of Dexterity damage 1 minute later, as usual, and then another 1d6 points of Dexterity damage every minute for 2 minutes after that. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 12; Price 900 gp.

Vedya: Pale purple liquid or powder, smells like raisins (DC 18 Spot check to notice). Vedya has no initial damage. Vedya is a persistent alchemically enhanced poison that deals 1d4 points of Constitution damage as its secondary damage. If its victim fails his save to resist the poison's secondary damage, the poison takes on the properties of a disease and continues to deal 1d4 points of Constitution damage every day until he dies, makes four successful Fortitude saves in a row (one each day, as a disease), or receives magical healing. Because of vedya's alchemical potency it is immune to any spell short of *lesser wish*, *miracle*, or *wish*. The damage it deals, however, can be cured normally.

Fortitude DC 22; Price 10,000 gp.

Witchhand: A clear liquid, difficult to detect (DC 25 Spot check to notice). Witchhand deals 1d2 points of Dexterity damage and 1d6 points of Wisdom damage as its initial and secondary damage.

Fortitude DC 13; Price 575 gp.

Yaksa: White liquid or powder, smells like cherries (DC 16 Spot check to notice). As its initial damage, yaksa causes its victim to become shaken. The shaken effect lasts for 1d6 × 10 minutes. Yaksa has no secondary damage.

Fortitude DC 11; Price 90 gp.

Yellow Mold Powder: A yellow powder made from mold spores; when mixed with liquid, it poisons just as yellow mold does. As a powder it is relatively easy to discern (DC 12 Spot check to notice), but when mixed into a liquid it becomes much harder to see (DC 18 Spot check to notice). Yellow mold powder deals 1d6 Constitution damage as its initial damage and 2d6 points of Constitution as its secondary damage.

Fortitude DC 15; Price 1,800 gp.

Ingested Poisons

These poisons do no harm unless swallowed. Some have telltale signs, others do not. However, even the telltale signs can be masked if the poison is placed in a drink of similar smell or taste. A successful saving throw generally indicates the poison has lost some or all of its potency or effectiveness.

Most of these poisons are fairly rare, or at the very least difficult to get, as reflected by their prices. As a rule of thumb, a DC 15 Spot check allows a potential victim to notice a poison that has a strong, distinct odor before he consumes it. This situation only applies when the poison's smell and other distinguishing characteristics makes it stand out from the liquid or food it was placed in.

Black Mead: Clear liquid or gel, smells like honey. Black mead deals 1d6 points of Wisdom damage as its initial damage and 1d6 points of Constitution damage as its secondary damage. If the victim fails his save against the initial damage, he becomes sickened. In addition to the normal effects of being sickened, the victim also must make a DC 25 Concentration check in order to cast a spell or perform any other activity that requires him to concentrate. These effects wear off 1d3 × 10 rounds after the victim attempts his initial save.

Fortitude DC 16; Price 250 gp.

Breek: Odorless, colorless liquid. Breek deals 1d2 points of Constitution damage as its initial damage. As its secondary damage, breek deals 1 point of Constitution damage 1 minute later as usual and then another 1 point of Constitution damage 1 minute after that. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 14; Price 200 gp.

Devil Ale: Odorless liquid, very light orange color. Devil ale deals 1 point of Strength damage as its initial damage. As its secondary damage, devil ale deals 1 point of Strength damage every minute for 1d8 minutes or until it deals 6 additional points of Strength damage. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 24; Price 400 gp.

Kolas: Thick, brown liquid, smells like roses. Kolas deals 1d4 points of Constitution damage as its initial damage. As its secondary damage, kolas deals 1 point of Constitution damage every minute for 1d4 minutes or until it deals 3 additional points of Constitution damage. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 18; Price 200 gp.

Mufa: Odorless, colorless liquid. Mufa causes muscle spasms and convulsions (which paralyzes the victim) as its initial damage. As its secondary damage, mufa deals 1 point of Constitution damage per minute until the victim dies, receives three successful DC 20 Heal checks from an ally, or receives a neutralize poison spell. The paralysis effects wears off 1d2 × 10 minutes after the victim attempts his initial save. A successful save against the poison's secondary damage negates all later damage as well

Fortitude DC 20; Price 1,800 gp.

Nibon: Odorless, colorless liquid. Nibon deals 1d4 points of Constitution damage as its initial damage. As its secondary damage, nibon deals 1 point of Constitution damage every minute for 1d6 minutes, or until it deals 4 additional points of Constitution damage. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 22; Price 900 gp.

Praka: Small, blue-and-white speckled pellets. Praka deals 2d6 points of Wisdom damage as its initial damage and 1d4 points of Constitution damage every minute for 1d6 minutes as its secondary effect. If the victim fails his save against the initial damage, he becomes *confused,* as per the *confusion* spell. The victim is allowed a new save once each minute to overcome the *confusion* effect. Three successful DC 19 Heal checks performed by an ally end the Constitution damage and the *confusion* effect. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 19; Price 2,000 gp.

Thrum: Light bluish liquid, smells like sour lemon. Thrum deals 1d4 points of Constitution damage as its initial damage. As its secondary damage, thrum deals 1d4 points of Constitution damage 1 minute later as usual and then another 1d4 points of Constitution damage 1 minute after that. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 18; Price 400 gp.

Trif: Odorless, light-gold liquid. Trif has no initial damage. As its secondary damage, trif deals 1d2 points of Constitution damage and 1 point of Dexterity damage every minute for 1d10 minutes, or until it deals 8 points of Constitution damage. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 18; Price 300 gp.

Tylatch: Clear liquid, smells like sandalwood. Tylatch causes paralysis as its initial damage. A successful save against its initial damage gives the victim a +4 bonus on his save against the poison's secondary damage. As its secondary damage, tylatch deals 1 point of Constitution damage every minute for 1d6 minutes. A successful save against the poison's secondary damage negates all later damage as well. The paralysis effects wears off 1d6 × 10 minutes after the victim attempts his initial save.

Fortitude DC 12; Price 250 gp.



Illustrated by David Wallstrom

Injury Poisons

Injury poisons usually come naturally from poisonous animals. Most often they find use coating a piercing or slashing weapon.

Ajida: Odorless and colorless liquid. Ajida deals 1d6 points of Dexterity damage as its initial damage. As its secondary damage, ajida deals 1d4 points of Dexterity damage 1 minute later, as usual, and then another 1d4 points of Dexterity damage 1 minute after that. A successful save against the poison's secondary damage negates only that damage; the victim must succeed again 1 minute later to negate the final damage. The victim's vision grows dim after he takes 5 points of Dexterity

damage. He can only see up to a range of 30 feet, and all attacks he makes suffer a 20% miss chance. If he takes 10 points of Dexterity damage he becomes blind. This blindness is permanent, but it can be cured via magic as normal. If blindness does not occur, the victim's vision clears 1 hour after he last takes damage from the poison. Neutralize poison or a similar effect removes the effects of dimmed vision, but not blindness. *Remove blindness* cures the blindness effect, as normal.

Fortitude DC 18; Price 350 gp.

Ayala: Scarlet fluid. Ayala deals 1d4 points of Constitution damage as its initial damage. It has no secondary damage.

Fortitude DC 18; Price 200 gp.

Blue Lotus: Topaz-colored gel. Blue lotus deals 1d6 points of Constitution damage as its primary and secondary damage. If the victim takes a total of 10 points of Constitution damage and survives, he becomes paralyzed. The paralysis effect lasts for 1d6 × 10 minutes.

Fortitude DC 16; Price 1,200 gp.

Braylock: Odorless, syrupy amber liquid. Braylock deals 1d2 points of Constitution damage as its initial damage and 1d4 points of Constitution damage as its secondary damage.

Fortitude DC 14; Price 200 gp.

Chak: White, chalky fluid. Chak deals 1d4 points of Constitution damage as its initial damage. As its secondary damage, chak deals 1d2 points of Constitution damage and 1 point of Dexterity damage every minute until it deals 6 points of additional Constitution damage. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 20; Price 350 gp.

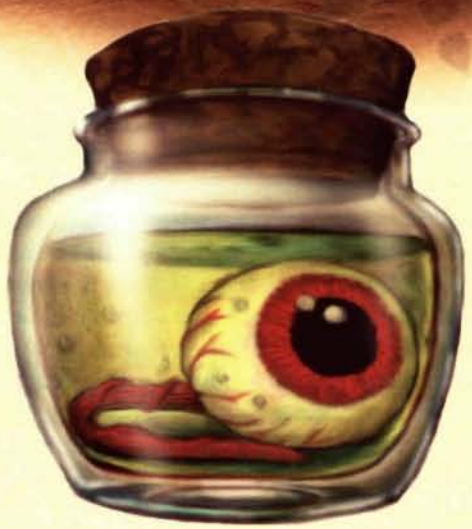
Chayapa: A blue liquid that smells like mulberries, chayapa only affects humanoids. As its initial damage, chayapa causes its victim to immediately fall asleep for 2d4 rounds as if affected by the *deep slumber* spell. As its secondary damage, chayapa causes its victim to immediately fall asleep for 3d4 rounds as if affected by the deep slumber spell.

Fortitude DC 16; Price 100 gp.

Cuph: Clear liquid, smells like pineapple. Cuph deals 1 point of Constitution damage as its initial damage. As its secondary damage, cuph deals 1 point of Constitution damage every minute for 1d3 minutes. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 12; Price 130 gp.

Dream Juice: Green, black, or white fluid. Dream juice deals 1 point of Constitution damage as its initial damage. As its secondary damage, dream juice deals 1 point of Constitution damage every minute for 1d3 minutes or until it deals 2 additional points of Constitution damage. In addition, if the victim fails his save against secondary damage he must immediately make a DC 17 Will save or fall asleep for 3d4 rounds as if affected by the spell deep slumber. A successful save against the poison's secondary damage negates all later damage as well.



Illustrated by David Wallstrom

Fortitude DC 17; Price 300 gp.

Flydance: A green, odorless liquid. Flydance has no initial damage. As its secondary damage, flydance causes convulsions that knock prone the victim and cause paralysis. The paralysis lasts for 1d6 rounds.

Fortitude DC 19; Price 350 gp.

Ghoul Sweat: A scummy green gel that smells like rotten meat. Ghoul sweat causes paralysis as its initial damage. It has no secondary damage. The paralysis lasts for 1d6+4 rounds.

Fortitude DC 16; Price 200 gp.

Kotra: Clear, oily fluid. Kotra deals 1d6 points of Constitution damage as its initial damage. It has no secondary damage.

Fortitude DC 15; Price 200 gp.

Pink Lightning: Pinkish fluid. Pink lightning deals 1d4 points of Constitution damage as its initial damage. It has no secondary damage.

Fortitude DC 19; Price 200 gp.

Silver Lightning: Silvery liquid. Silver lightning deals 1d8 points of Constitution damage as its initial damage. It has no secondary damage.

Fortitude DC 19; Price 300 gp.

Stirge Sweat: Brownish, sap-like liquid. Stirge sweat has no initial damage. As its secondary damage, stirge sweat deals 1d4 points of Strength damage 1 minute later as usual and then another 1 point of Strength damage 1 minute after that. A successful save against the poison's secondary damage negates all later damage as well.

Fortitude DC 16; Price 150 gp.

Vilmat: Clear, oily fluid. Vilmat deals 1d6 points of Dexterity damage and 1 point of Intelligence damage as its initial damage. As its secondary damage, vilmat deals 1 point of Dexterity damage and 1d6 points of Intelligence damage.

Fortitude DC 16; Price 210 gp.

TABLE 6–1: POISONS

Poison	Type	Initial Damage	Secondary Damage	Price
Yaksa	Contact DC 11	Shaken	—	100 gp
Tubon	Contact DC 12	1d6 Dex	3d6 Dex over time	900 gp
Frin	Contact DC 13	1d2 Con	1d2 Con	250 gp
Galas	Contact DC 13	1d6 Con	2d6 Con over time	600 gp
Witchhand	Contact DC 13	1d2 Dex + 1d6 Wis	1d2 Dex + 1d6 Wis	575 gp
Buluka	Contact DC 16	—	1d6 Con	200 gp
Jima	Contact DC 16	1 Con	2d4 Con over time	200 gp
Lomat	Contact DC 16	—	1d8 Con + 1d4 Con over time	300 gp
Morphus	Contact DC 16	—	Paralysis	200 gp
Opia	Contact DC 16	Blindness	—	125 gp
Gurch	Contact DC 17	1d8 damage	5d2 Str over time + paralysis	400 gp
Silver lotus	Contact DC 17	1d6 Con	4d6 Con over time	3,500 gp
Darksnake	Contact DC 18	1d6 Str	2d4 Str over time	400 gp
Golden fool	Contact DC 19	1d2 Con + 1d6 Wis	Int + Wis over time	2,000 gp
Vedya	Contact DC 22	1d4 Con	1d4 Con + disease	10,000 gp
Tylatch	Ingested DC 12	Paralysis	1d6 Con over time	250 gp
Breek	Ingested DC 14	1d2 Con	2 Con over time	200 gp
Black mead	Ingested DC 16	1d6 Wis + sickened	1d6 Con	120 gp
Kolas	Ingested DC 18	1 Con	Con over time	200 gp
Thrum	Ingested DC 18	1d4 Con	2d4 Con over time	150 gp
Trif	Ingested DC 18	—	Dex + Con over time	300 gp
Praka	Ingested DC 19	2d6 Wis + confusion	Con over time	1,200 gp
Mufa	Ingested DC 20	Paralysis	Con over time	1,300 gp
Nibon	Ingested DC 22	1d4 Con	Con over time	900 gp
Devil ale	Ingested DC 24	1 Str	6 Str over time	200 gp
Cuph	Injury DC 12	1 Con	1d3 Con over time	130 gp
Braylock	Injury DC 14	1d2 Con	1d4 Con	200 gp
Kotra	Injury DC 15	1d6 Con	—	110 gp
Yellow mold powder	Injury DC 15	1d6 Con	2d6 Con	1,800 gp
Blue lotus	Injury DC 16	1d6 Con	1d6 Con + paralysis	1,200 gp
Chayapa	Injury DC 16	Sleep	Sleep	60 gp
Ghoul sweat	Injury DC 16	Paralysis	—	100 gp
Stirge sweat	Injury DC 16	—	Str over time	150 gp
Vilmat	Injury DC 16	1d6 Dex + 1 Int	1 Dex + 1d6 Int	210 gp
Dream juice	Injury DC 17	1 Con	Con over time + sleep	300 gp
Ajida	Injury DC 18	1d6 Dex	Dex over time + blindness	350 gp
Ayala	Injury DC 18	1d4 Con	—	120 gp
Flydance	Injury DC 19	—	Paralysis	130 gp
Pink lightning	Injury DC 19	1d4 Con	—	130 gp
Silver lightning	Injury DC 19	1d8 Con	—	260 gp
Chak	Injury DC 20	1d4 Con	Con + Dex over time	250 gp

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Chapter Seven: Monsters

Heroes need powerful foes against whom to test their skills and prove their mettle. This chapter presents some of the most interesting monsters presented in *Dragon*'s history. They range from the horrifying bleeder to the crafty dweomervore to the mighty purple dragon.

This chapter includes the following templates: bodak creature, demonically fused elemental, ghastly creature, ghoulish creature, ravenous, seelie court fey, trap haunt, and unseelie fey.

Blackroot Marauder

by James Jacobs, Dragon #270, April 2000

Medium Construct
Hit Dice: 8d10 (64 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple: +6/+10
Attack: Claw +10 melee (1d4+4 and poison) or thorns +7 ranged (1d6 and poison)
Full Attack: 2 claws +10 melee (1d4+4 and poison) or thorns +7 ranged (1d6 and poison)
Space/Reach: 5 feet/5 feet
Special Attacks: Poison, thorns
Special Qualities: Construct traits, DR 5/—, detect good, electricity immunity, natural camouflage, restful state, tremorsense 60 ft.
Saves: Fort +2, Ref +3, Will +4
Abilities: Str 18, Dex 12, Con —, Int 10, Wis 14, Cha 10
Skills: Hide +14, Listen +7, Move Silently +3, Survival +8
Feats: Ability Focus (poison), Stealthy, Track
Environment: Any forest
Organization: Solitary or gang (2–4)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 9–14 (Large); 15–24 (Huge)
Level Adjustment: +8

This foul creature resembles a sapling covered with black leaves and sharp thorns. It is humanoid in shape, with broad, powerful legs and long, willowy arms that end with three fierce talons. The faint outline of a leering, twisted face appears in the beast's bark.

TABLE 7–1: MONSTERS BY CR

CR	Monsters
1	Summer unseelie fey gnome
2	Demonically fused small fire elemental, ravenous ghoulish halfling
3	Air demon, bonespitter, ciruja plant, ragewing, spiritus anime
4	Ash demon, grandfather plaque, seelie court dryad, water demon
5	Blackroot marauder, bone tree, earth demon, ghoulish harpy
6	Ice demon, glasspane horror
7	Dweomervore, fire demon, trap haunt elf rogue
8	Bleeder, bodak creature five-headed hydra, bog mummy
9	Fire troll, ghastly hill giant
12	Casurua, chaoswyrd



A swarm of marauders might slowly creep up on an encampment or castle, shifting into position so slowly that their prey fails to notice the gradual rise in the number of trees and the density of the underbrush in the area.

Poison (Ex): A blackroot maruader's claw attacks deliver a deadly venom. The poison's initial and secondary damage is 1d8 damage. A DC 18 Fortitude save resist the poison. This DC is Constitution-based and includes a +2 racial bonus and a +2 bonus from the Ability Focus feat.

Thorns (Ex): A blackroot marauder can fire a volley of thorns from its body at a single foe within 30 feet. This attack deals 1d6 damage and delivers the marauder's poison.

Detect Good (Su): The blackroot marauder can cast *detect good* at will as a free action. It can also maintain its concentration on this spell as a free action. The marauder casts this spell as a 10th-level cleric.

Natural Camouflage (Ex): As long as a blackroot marauder remains still, it gains a +8 bonus on all Hide checks made in wooded areas. Its unique appearance allows it to easily blend into its surroundings.

Restful State (Ex): Unlike other constructs, the blackroot marauder heals naturally. If it remains stationary in an area with thick, loamy soil capable of supporting tree life, it heals 5 hit points of damage per day.

Blackroot marauders lurk within dense forests, usually at the command of a powerful evil cleric or arcane spellcaster. Marauders are spawned in elaborate, expensive rituals first created by cabals of evil clerics and dark druids willing to take any measures to protect their wildlands from others. In lands ruled by evil clerics, blackroot marauders infest forests where they function as guardians, watchers, and hunters. They stalk and ambush elves, gnomes, rangers, and others wilderness warriors who might seek to unseat an evil regime. Unfortunately, the lore needed to produce these beasts has spread far and wide.

Combat

Blackroot marauders are deadly foes due to their patience and skill for fading into the terrain in dense, forested areas. A marauder might remain still for weeks on end by a forest trail, silently waiting for its prey to fall into its trap.

Creating a Blackroot Marauder

An evil cleric with access to the Plant domain or an evil druid can create a blackroot marauder through an involved ritual. The first step in creating a marauder is to locate a young sapling about 7 feet tall. The sapling must grow in the wild. After clearing the area around the sapling in a 15-foot radius, the sapling must then be kept from direct sunlight for one month. At sunrise and sunset for that month, the cleric or druid must pour the blood of an intelligent creature over the sapling's roots. At the end of the month, the cleric or druid must cast *animate plants, command plants, detect good,* and *poison.* After casting these spells, the cleric or druid

illustrated by Warren Mahy

must spread crushed rubies worth 5,000 gp around the base of the tree. The tree then dies and animates as a blackroot marauder.

Bleeder Beholder

by Ed Greenwood, Dragon #59, March 1982

Large Aberration
Hit Dice: 10d8+40 (85 hp)
Initiative: +6
Speed: 20 ft. (4 squares), fly 30 ft. (good)
Armor Class: 21 (–1 size, +2 Dex, +10 natural), touch 11, flat-footed 19
Base Attack/Grapple: +7/+13
Attack: Tentacle +9 melee (1d6+2 and blood drain)
Full Attack: 10 tentacles +9 melee (1d6+2 and blood drain)
Space/Reach: 10 feet/10 feet
Special Attacks: Blood drain, tentacle grapple, trample (1d6+3)
Special Qualities: All-around vision, blood feeding, flight
Saves: Fort +7, Ref +5, Will +9
Abilities: Str 14, Dex 14, Con 18, Int 14, Wis 14, Cha 12
Skills: Hide +11, Listen +15, Move Silently +15, Spot +15
Feats: Combat Reflexes, Hover, Improved Initiative, Weapon Focus (tentacle)
Environment: Cold hills
Organization: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 11–14 HD (Large); 15–23 HD (Huge)
Level Adjustment: +16

This spherical creature is covered with dozens of armored plates with a single large eye dominating its center. Ten writhing tentacles, ending in small mouths set with dozens of small, bony hooks, gnash and bite.



illustrated by Warren Mahy

While the bleeder lacks a gauth or beholder's magical abilities, it is still a fearsome opponent. Once it latches its tentacles onto an opponent, it drains the victim's blood with deadly efficiency. In battle, the bleeder lashes out with its tentacles, attaches them to its prey, and drains their blood. A bleeder invariably leaves a trail of dried husks in its wake when it is on the hunt.

Bleeders are highly territorial. When two meet, they almost always fight to the death. This duel is an important part of the bleeder's biological processes. The victorious bleeder lays its eggs within the slain opponent's corpse. After a brief incubation period, those eggs hatch into young bleeders.

While bleeders can fly, sometimes these creatures roll along the ground to better engage their opponents or to take cover in preparation for an ambush.

Combat

Bleeders prefer to attack from ambush, particularly if they can strike from above. While bleeders usually attack a foe with their tentacles, their bulky, spherical bodies are suited to trampling opponents. A bleeder uses this attack mode to escape tight quarters.

Blood Drain (Ex): A bleeder's tentacles deal 1 point of Constitution damage per round that they are attached to a victim. The bleeder drains blood from its victims and gathers it within its body. Keep track of the total Constitution damage a bleeder deals during an encounter, as it uses the blood it drains with its blood feeding ability.

Tentacle Grapple (Ex): A bleeder gains the benefits of improved grapple when it strikes an opponent with its tentacles, with several exceptions. The bleeder does not lose its Dexterity bonus to AC while grappling in this manner. If the specific tentacle used to grapple a victim

is severed, the victim breaks free if no other tentacles remain attached to him.

The bleeder cannot make grapple checks to pin, damage, or otherwise use any of the standard options available to a grappler. Instead, it merely continues to drain blood from its victim. The victim can attempt to break free as normal, but he takes a –2 penalty on his grapple check per tentacle attached to him beyond the first.

The bleeder's tentacles are vulnerable to attack. A tentacle is AC 14 (–1 size, +2 Dex, +3 natural) and has 10 hit points. If its hit points are reduced to 0 or less, it is severed. A severed tentacle no longer causes Constitution damage via the blood drain ability. Damage dealt against a tentacle has no effect on the bleeder's overall hit point total.

A bleeder can attack a single opponent with up to four tentacles each round. It cannot bring more than that number to bear against a single foe.

All-Around Vision (Ex): Like its beholder cousins, the bleeder gains a +4 racial bonus on Spot and Search checks and cannot be flanked.

Blood Feeding (Ex): A bleeder uses the blood it absorbs as food. In addition, it can rapidly burn through the blood it absorbed to heal its body. Keep a running total of the points of Constitution that a bleeder has absorbed. A bleeder can "spend" 4 absorbed points of Constitution to regrow a severed tentacle. It can also heal 5 points of damage per point spent.

Spending Constitution damage in this manner is a standard action that does not provoke an attack of opportunity. A bleeder can spend up to 1 point of Constitution per HD per round. The typical bleeder can spend up to 10 points of Constitution per round.

Flight (Ex): Bleeders fly in a manner similar to gauths and true beholders. This ability grants them a permanent *feather fall* effect (as the spell) with a personal range.

Bodak Creature

by Gwendolyn F. M. Kestrel, DRAGON *#307, May 2003*

Bodaks are the undead remnants of creatures destroyed by the touch of absolute evil. Bodaks physically resemble the creatures they were in life, although their flesh turns gray and hairless. Their facial expressions are looks of utter horror and convey more than a touch of insanity

Bodaks speak the languages they spoke in life.

Sample Bodak Creature

This beast resembles a massive gray-fleshed reptile with a veritable forest of elongated skull-like heads on long, slender necks.

Bodak Five-Headed Hydra

Huge Undead
Hit Dice: 5d12 (35 hp)
Initiative: +3
Speed: 10 ft., swim 20 ft.
Armor Class: 20 (–2 size, +3 Dex, +9 natural), touch 11, flat-footed 17
Base Attack/Grapple: +2/+14
Attack: Bite +4 melee (1d10+4)
Full Attack: 5 bites +4 melee (1d10+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Death gaze
Special Qualities: Acid resistance 10, DR 10/cold iron, electricity immunity, fast healing 15, fire resistance 10, flashbacks, scent, sunlight vulnerability, undead traits
Saves: Fort +4, Ref +7, Will +3
Abilities: Str 19, Dex 16, Con —, Int 1, Wis 12, Cha 11
Skills: Listen +5, Spot +5, Swim +12
Feats: Combat Reflexes[B], Iron Will, Toughness
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 8
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always chaotic evil
Advancement: —
A bodak hydra retains fleeting memories of its past life.

Combat

Bodak hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A bodak hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a bodak hydra's heads from any position in which he could strike at the bodak hydra itself, because the bodak hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a bodak hydra's head when the creature bites at him. Each of a bodak hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A bodak hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A bodak hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a

BODAK FLASHBACKS

If you're creating a bodak NPC of importance, consider the following possibility instead of having a random 5% chance at the start of every encounter that the creature notices something of its former life. Create a list of up to five triggers that automatically generate the confusing flashback. Draw them from the background of the NPC. Here are some options:

A creature hearing someone speaking the name it had in life.
A bodak seeing a piece of equipment or clothing it owned in life.
A barbarian witnessing someone going into a rage.
A bard hearing someone using a bardic song ability.
A cleric presented with the holy symbol of the deity it worshiped.
A druid seeing someone wild shape.
A fighter witnessing someone use the Cleave feat.
A monk seeing someone use flurry of blows.
A paladin watching someone use lay on hands.
A ranger observing someone use Two-Weapon Fighting.
A rogue witnessing someone tumble to avoid an attack of opportunity.
A sorcerer seeing a familiar.
A wizard watching someone cast a spell from a scroll.

Use caution in exercising this option. It can make the fight with the bodak much tougher or easier, depending upon which memory triggers you choose.

day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the bodak hydra's body. A bodak hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A bodak hydra's body can be slain just like any other creature's, but bodak hydras possess fast healing (see below) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a bodak hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Death Gaze (Su): Death, range 30 feet, DC 12 Fortitude negates. Corporeal creatures (except constructs, oozes, plants, and undead) who die from this attack are transformed into bodaks in one day.

Fast Healing (Ex): Each round, a bodak hydra heals damage equal to 10 + the number of its original heads.

Flashbacks (Ex): From time to time, a bodak hydra sees something that reminds it of its almost-forgotten life. At the start of every encounter, there is a 5% chance that it notices something about an opponent (randomly determined, if more than one opponent is present) that causes it to recall its life. If this happens, the bodak hydra takes no action for 1 round and thereafter takes a –2 penalty on all attacks directed at that opponent.

Sunlight Vulnerability (Ex): Bodak hydras loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Skills: Bodak hydras receive a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

Feats: Combat Reflexes allows a bodak hydra's to use all its heads for attacks of opportunity each round.

Creating a Bodak Creature

"Bodak creature" is a template that can be added to any corporeal creature of 5 or more HD except constructs, oozes, plants, and undead (referred to hereafter as the "base creature"). Creatures with this template have their type changed to "undead." Bodak creatures use all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d12.

Speed: Base land speed decreases by–10 ft. (minimum 10 ft.), with other movement types unchanged.

Armor Class: The base creature's natural armor increases by +3.

Damage: The base creature's natural and manufactured weapons deal damage normally. If the base creature does not have a better natural attack, it gains a slam attack that deals damage based on the creature's size:

Size	Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Attacks: A bodak retains all the base creature's special attacks and gains those listed below. Saves for abilities listed below have a DC of 10 + 1/2 the

bodak's HD + the bodak's Charisma modifier unless noted otherwise in the ability's description.

Death Gaze (Su): Death, range 30 feet, Fortitude negates. Corporeal creatures (except constructs, plants, oozes, and undead) who die from this attack are transformed into bodaks in one day.

Special Qualities: A bodak retains all the base creature's special qualities and gains those listed below.

Damage Reduction: A bodak gains damage reduction 10/cold iron.

Electricity Immunity (Ex): Bodaks are immune to electricity.

Flashbacks (Ex): From time to time, a bodak sees something that reminds it of its almost-forgotten life. At the start of every encounter, there is a 5% chance that it notices something about an opponent (randomly determined, if more than one opponent is present) that causes it to recall its life. If this happens, the bodak takes no action for 1 round and thereafter takes a –2 penalty on all attacks directed at that opponent.

Resistances: A bodak gains acid and fire resistance 10.

Sunlight Vulnerability (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the bodak creature.

Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A bodak cannot be *raised*, and *resurrection* works only if it is willing. The creature has darkvision to 60 feet.

Abilities: Increase from base creature as follows: +2 Strength, +4 Dexterity, –4 Intelligence, +2 Wisdom, and +2 Charisma. Being undead, a bodak has no Constitution score.

Environment: Any.

Organization: Solitary or gang (2–4).

Alignment: Always chaotic evil.

Advancement: Same as the base creature.



illustrated by Joe Corroney

Bonespitter

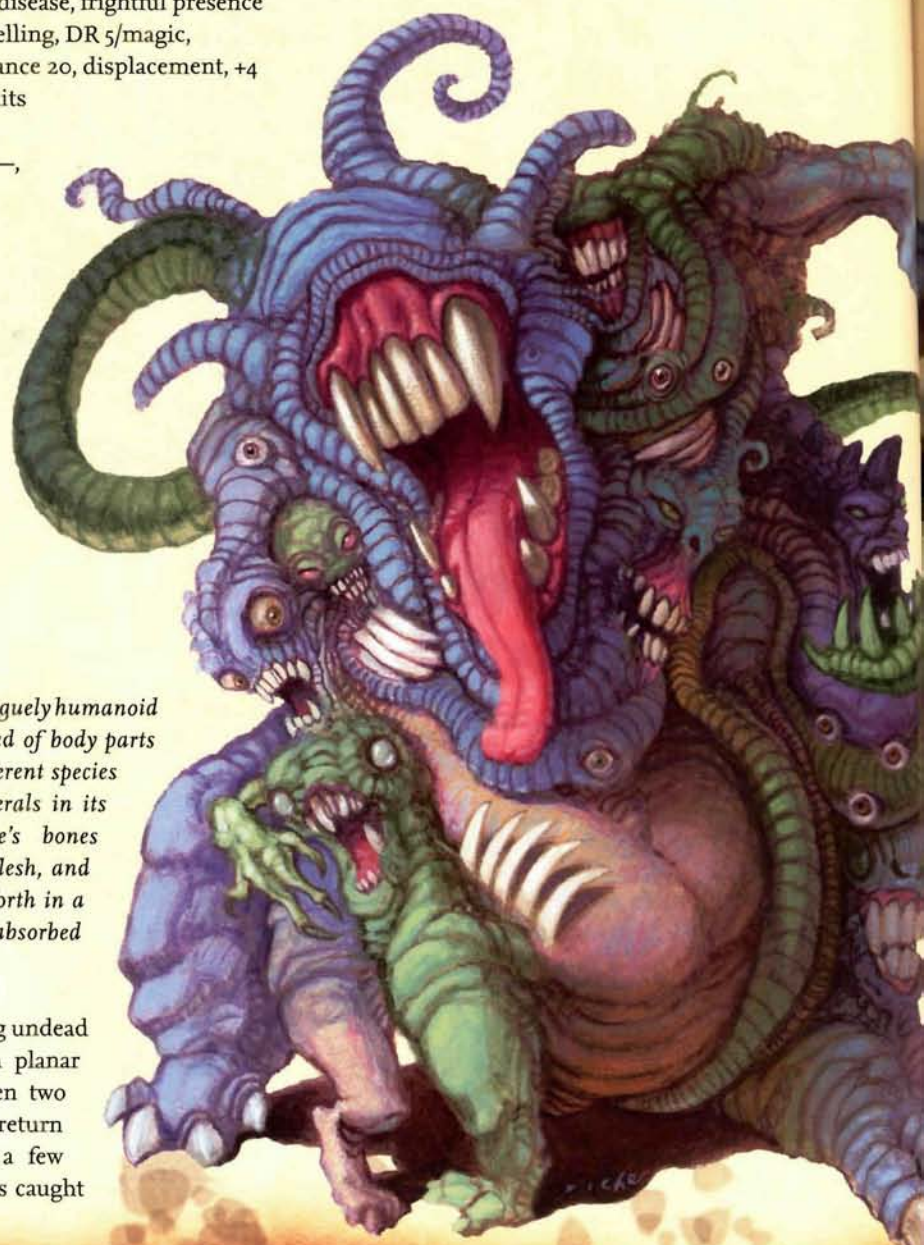
by James Jacobs, DRAGON #287, September 2001

Medium Undead
Hit Dice: 2d12+3 (16 hp)
Initiative: +7
Speed: 40 ft. (10 squares)
Armor Class: 22 (+7 Dex, +5 natural), touch 17, flat-footed 15
Base Attack/Grapple: +1/+2
Attack: Slam +2 melee (1d6+1) or bone shards +8 ranged (3d4+1)
Full Attack: Slam +2 melee (1d6+1) or bone shards +8 ranged (3d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Bone shards, disease, frightful presence
Special Qualities: Counterspelling, DR 5/magic, electricity and sonic resistance 20, displacement, +4 turn resistance, undead traits
Saves: Fort +0 , Ref +7, Will –1
Abilities: Str 13, Dex 24, Con —, Int 2, Wis 2, Cha 19
Skills: Balance +12, Hide +7, Move Silently +7
Feats: Improved Natural Attack[B], Toughness
Environment: Any
Organization: Solitary or pack (2–20)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 3–6 HD (Medium)
Level Adjustment: —

A horrific monstrosity with a vaguely humanoid shape, this creature is composed of body parts from apparently dozens of different species and includes plants and minerals in its amalgamation. The creature's bones appear to writhe beneath its flesh, and on occasion a bone spur juts forth in a bloody eruption, only to be reabsorbed a moment later.

The bonespitter is a disgusting undead abomination formed when a planar flux causes the fabric between two worlds to break, mingle, and return to normal in the space of a few moments. The living creatures caught in this terrible storm are torn asunder and put back together as bonespitters, horrific beasts animated by the planar magic that caused the flux. Luckily, planar fluxes are incredibly rare, although they are more common in areas where mages experiment with travel between the worlds or in areas where Limbo and similar planes bleed over to the material world.

No two bonespitters look alike, although they all share the same basic features. A bonespitter is a terrible stew of arms, legs, torsos, and heads, mixed together with plant and animal matter. The bonespitter moves about on those arms and legs nearest its base and is nimble despite its ungainly appearance. Non-living matter is mixed into the mess; bonespitter skin is patchy with streaks of stone and metal. The bones of a bonespitter are in constant flux, swimming through its body like fish



and occasionally leaping from the body to fall back in with wet slaps.

The transformation into a bonespitter shatters the minds of those consumed by the planar shift, but their new undead bodies are resistant to destruction.

Combat

The bonespitter is haunted by half-formed memories of the various lives its body parts led. The sight of an unblemished creature who has not been consumed by these terrible energies fills a bonespitter with boundless rage.

Bone Shards (Su): The bonespitter's preferred method of attack is to crush one of its mobile bones to fragments in the supernaturally powerful jaws of one of its many faces; it then spews these razor-sharp fragments with deadly accuracy. The bonespitter can make this attack once per round as a standard action; bones consumed and ejected in this manner are replaced by new bones in the space of only a few seconds. This attack has a range of 30 feet with no range increment.

Disease (Su): Bonespitters are infested with a terrible supernatural contagion known as the dripping decay. Any living creature damaged by a bonespitter must make a DC 15 Fortitude save to avoid contracting this magical disease. Failure causes the victim to take 1 point of Strength, Dexterity, and Constitution damage. As the fever progresses, a new Foritude save must be made every day to avoid suffering an additional 1 point of damage to these ability scores. Two successful Foritude saves in a row indicate that the disease has run its course, and the victim begins to heal lost ability points naturally at the rate of 1 per day. Until the disease is cured or overcome, the victim cannot recover ability damage from natural rest. If the victim's Constitution score is ever reduced to zero by this disease, the victim immediately falls to pieces. After only a few seconds, all that remains of the victim is a steaming stain on the ground surrounded by his clothing and equipment. The flesh then forms into a new bonespitter. The victim cannot be *raised* until the bonespitter is destroyed. This ability's save DC is Charisma-based.

Frightful Presence (Su): A bonespitter's appearance is horrifying; all creatures within 30 feet of one of these monsters must make a DC 15 Will save to avoid becoming shaken for 1d6 rounds. An opponent who succeeds at the saving throw is immune to that bonespitter's frightful presence for one day. This ability's save DC is Charisma-based.

Counterspelling (Su): The bonespitter's chaotic nature also protects it from magical attacks. Once per round, as a free action, it automatically attempts to counterspell any spell that is cast within 30 feet of the bonespitter. Treat this ability as if the bonespitter is attempting to use a *dispel magic* spell (cast as a 6th-level sorcerer) to counter the spell.

Displacement (Su): The bonespitter's chaos-infused body creates a light-bending glamer that warps and distorts perceived spatial dimensions, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the bonespitter by some means other than sight. A *true seeing* effect allows the user to see the bonespitter's position, but *see invisibility* has no effect.

Bonetree

by James Jacobs, Dragon *#280, February 2001*

Huge Plant
Hit Dice: 11d8+55 (104 hp)
Initiative: +0
Speed: 0 ft.
Armor Class: 12 (–2 size, +4 natural), touch 8, flat-footed 12
Base Attack/Grapple: +8/+16
Attack: Stinging vines +6 melee (1d4 and poison)
Full Attack: Stinging vines +6 melee (1d4 and poison)
Space/Reach: 10 ft./10 ft., 30 ft. with stinging vines
Special Attacks: Constitution drain, poison, stinging vines
Special Qualities: Bonegrowth, energy flash, fire resistance 10, plant traits, tremorsense 60 ft.
Saves: Fort +12, Ref +3, Will +3
Abilities: Str 10, Dex 10, Con 20, Int —, Wis 10, Cha 2
Skills: —
Feats: —
Environment: Warm marsh
Organization: Solitary or grove (2–8)
Challenge Rating: 5
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 12–16 HD (Huge); 17–32 HD (Gargantuan); 33+ HD (Colossal)
Level Adjustment: —

This twisted and bulbous treelike creature possesses a number of lashing vines instead of normal branches.

illustrated by Darrell Riche

The bonetree is a particularly horrible form of carnivorous plant that subsists on the various minerals found in bones. It has developed an efficient method of extracting additional nourishment from prey, both living and dead, allowing it to grow much larger than the other plants in its region.

A bonetree is a swamp-dwelling plant. It is similar to a mangrove plant in that its trunk is bulbous and lumpy and its thick nest of roots is mostly above ground.



illustrated by Ron Spencer

Dozens of spindly branches grow out of the top of the trunk, but its sides are barren save for hundreds of knots and jagged holes the size of an apple. The tree's bark is pale brown and its branches are leafless. For a short period of time after feeding, a bonetree can grow thick bony plates and spurs over its body to aid it in attack and defense.

A typical bonetree is 25 feet tall. Although its growth slows after reaching this height, a bonetree continues to grow its entire life. A well-fed bonetree can live for hundreds of years and reach heights of 100 feet or more.

Combat

When a bonetree senses prey, it begins to rattle its branches in anticipation. This creates an unnerving sound that resembles a nest of rattlesnakes.

Constitution Drain (Ex): Once it has paralyzed a victim, the stinging vines automatically attach to the victim. The vines quickly extrude a nest of tiny filaments that worm their way into the flesh of the victim and begin to exude a horrible enzyme that dissolves bone while leaving surrounding tissues intact. This process drains 1 point of Constitution each round following the round in which the vine latched on to the victim. These feeding filaments are quite fragile and cannot be used against a mobile creature. Removing the filaments from a paralyzed or otherwise helpless victim requires an opposed Strength check and is a move-equivalent action.

Poison (Ex): Anyone struck by the bonetree's stinging vines must make a successful DC 20 Fortitude save. If the saving throw fails, the character takes 1d6 points of temporary Dexterity damage. A second save must be made 1 minute later to avoid 1d6 points of secondary Dexterity damage and paralysis. The poison's save DC is Constitution-based.

Stinging Vines (Ex): Seconds after a bonetree senses prey, a writhing forest of stinging vines whips out of the numerous holes that dot its trunk. These vines flail about to a range of 30 feet, attacking any creature in range. A bonetree can attack all such creatures in range at the same time, but it can make only one attack roll per target. The bonetree can even attack targets underwater or behind cover (although the AC bonus for the target's cover applies).

Bonegrowth (Ex): Once a bonetree has drained at least 3 points of Constitution from a victim or victims, it can "sweat" a foul-smelling mixture of liquefied bone and enzymes from its body as a free action. This layer of sweat hardens into interlocking bony plates in a single round, raising the bonetree's natural armor bonus from +4 to +8 on the bonetree's next action after it has drained the third point of Constitution.

Once a bonetree has drained 6 points of Constitution, it can grow razor sharp bony spurs out of its stinging vines; the spurs fall off after 10 minutes (at which time the bonetree gathers them up to eat them), but until they do so the bonetree's stinging vines deal 3d4 points of damage on a successful hit.

The bony exoskeleton degrades at the rate of 1 point of natural armor bonus per hour until it is completely reabsorbed by the tree.

Energy Flash (Ex): A bonetree's trunk is charged with energy. When it is struck forcefully, this energy is released in a flash of blinding light. Each time a bonetree is struck for damage, the attacker must make a DC 15 Fortitude save or be blinded for 1 round. Those standing at least 30 feet away gain a +4 bonus on this saving throw. The flash's maximum range is 60 feet.

Creatures in the vicinity can also avert their gaze from the bonetree to avoid this effect.

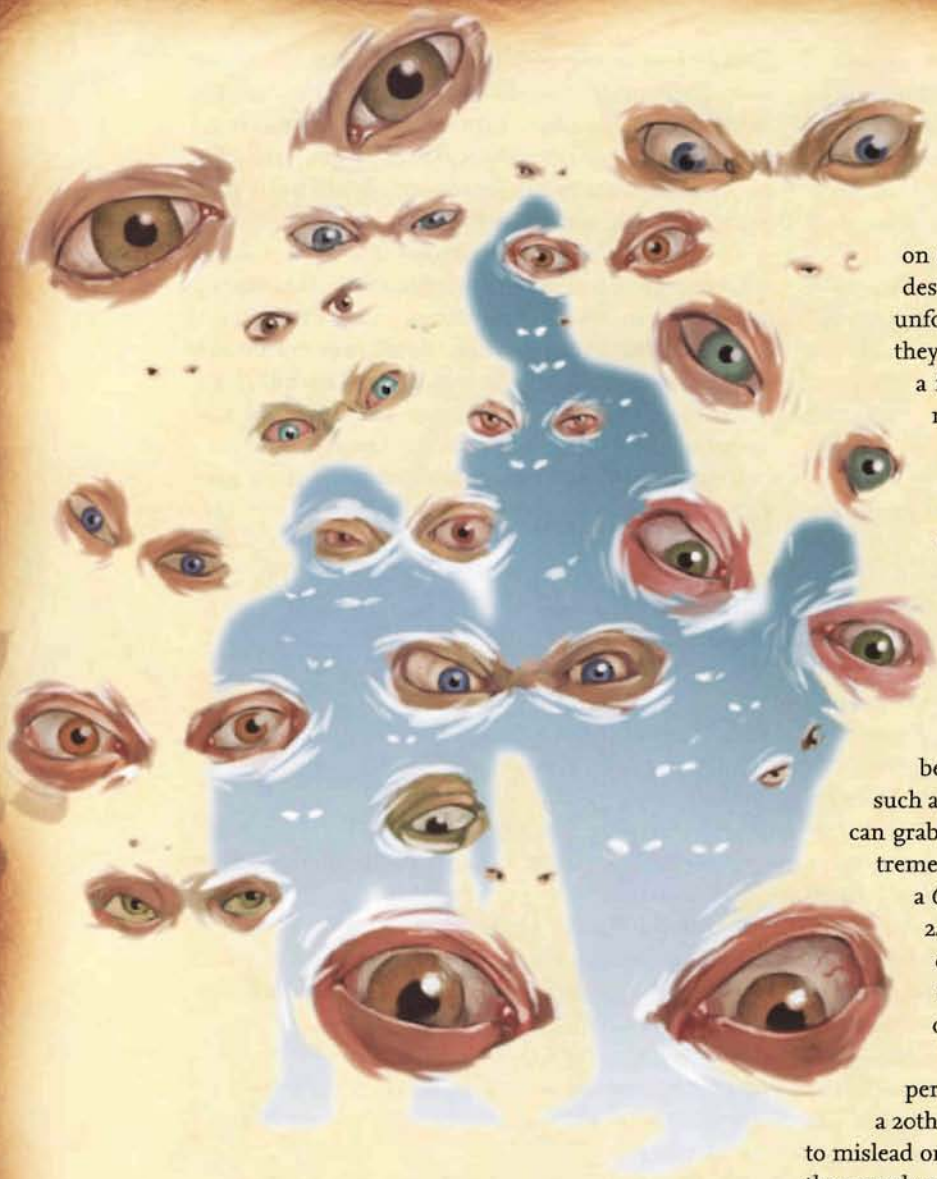
Casurua

by Tom Moldvay, Dragon #210, October 1994

Large Undead (Incorporeal)
Hit Dice: 20d12 (130 hp)
Initiative: +8
Speed: Fly 30 ft. (perfect) (6 squares)
Armor Class: 17 (–1 size, +4 Dex, +4 deflection), touch 17, flat-footed 13
Base Attack/Grapple: +10/—
Attack: Incorporeal touch +14 melee (1d6 Wisdom drain)
Full Attack: 5 incorporeal touches +14 melee (1d6 Wisdom drain)
Space/Reach: 10 ft./10 ft.
Special Attacks: Dreadful presence, volley of stones
Special Qualities: Ghost sound, SR 27, undead traits
Saves: Fort +8, Ref +12, Will +16
Abilities: Str —, Dex 18, Con —, Int 6, Wis 14, Cha 18
Skills: Listen +27, Spot +27
Feats: Alertness, Dodge, Improved Initiative, Great Fortitude, Iron Will, Lightning Reflexes, Weapon Focus (incorporeal touch)
Environment: Any
Organization: Solitary
Challenge Rating: 12
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 21–28 HD (Huge); 29–38 HD (Gargantuan)
Level Adjustment: —

This creature appears to be a host of angry eyes glaring at you. Amidst the crowd of eyes float vague, humanoid figures apparently bearing an unsettling resemblance to a mob of indistinct, angry figures.

The casurua is an undead creature that forms when dozens or more intelligent—usually defenseless—



creatures die in a single, traumatic event. The victims' pain, fear, misery, and rage combine to form a terrible undead creature.

Casuruas tend to haunt the sites of massacres and other atrocities. Adventurers who unleash a *fireball* on a mob of defenseless kobolds might spawn one of these creatures, leaving behind an undead terror to stalk the surrounding land. Ruined castles, villages sacked and burned by raiders, and similar places might host an angry casurua.

In some cases, a casurua can be put to rest if those who created it are made to pay for their crime. While most casuruas mindlessly attack all living creatures, in this situation the casurua tries to communicate with creatures of the same race or alignment as the victims. The casurua might scrawl a map or message in the dirt, pleading with adventurers to slay the criminals who created it and allow the souls that comprise it to finally rest in peace.

A casura can speak Common and one other language relevant to the creatures whose deaths spawned it.

Combat

Casuruas typically attack living creatures on sight. Driven by their anger and relentless desire for vengeance, they lash out at everyone unfortunate enough to stumble across the areas they haunt. Casuruas never wander more than a few hundred feet from the location of the massacre that created them. Smart travelers learn to avoid these places.

Dreadful Presence (Su): The mere presence of a casurua fills living creatures with an overpowering sense of dread. Any creature that moves within 60 feet of a casurua must make a DC 24 Will save or become panicked for 2d6 rounds. Creatures who succeed in this save are shaken for 2d6 rounds.

Volley of Stones (Ex): If the ground beneath or near a casurua has any loose debris, such as rocks, branches, and so forth, the casurua can grab them and throw them at opponents with tremendous force. This attack takes the form of a 60-foot cone that deals 15d6 damage. A DC 24 Reflex save halves this damage. When the casurua uses this attack, the figures within it seem to grab the debris and hurl it at its opponents.

Ghost Sound (Su): As a free action once per round, the casurua can cast *ghost sound* as a 20th-level sorcerer. The casurua uses this ability to mislead or confuse intruders. Sometimes, it recreates the sounds of the fateful day that lead to its creation. By mimicking a voice, it can give a potentially useful clue as to who or what created it.

Chaoswyrd

by James Jacobs, Dragon #287, September 2001

Huge Aberration
Hit Dice: 18d8+72 (153 hp)
Initiative: +2
Speed: 30 ft.
Armor Class: 20 (–2 Dex, –2 size, +14 natural), touch 6, flat-footed 20
Base Attack/Grapple: +13/+29
Attack: Bite +19 melee (2d6+8)
Full Attack: Bite +19 melee (2d6+8), 4 tentacles +14 melee (1d8+4)
Space/Reach: 20 ft./20 ft.

Special Attacks: Constrict (2d6+4), improved grab, madness, parasites, spell-like abilities
Special Qualities: Damage reduction 10/lawful, darkvision 120 ft., fast healing 10
Saves: Fort +10, Ref +4, Will +7
Abilities: Str 27, Dex 6, Con 19, Int 22, Wis 3, Cha 12
Skills: Concentration +25, Knowledge (arcana) +27, Knowledge (the planes) +27, Listen +17, Move Silently +17, Spellcraft +29, Spot +17, Survival +17
Feats: Cleave, Combat Casting[B], Dodge, Great Cleave, Improved Bull Rush, Improved Critical (bite)[B], Improved Initiative, Improved Sunder, Iron Will[B], Power Attack
Environment: Any land or underground
Organization: Solitary
Challenge Rating: 12
Treasure: Standard (no coins)
Alignment: Always chaotic neutral
Advancement: 19–26 HD (Huge), 27–54 HD (Gargantuan)
Level Adjustment: —

This huge creature's upper torso vaguely resembles a gorilla's. Its hide is a random collection of scales, quills, fur, bald skin, and chitin. Instead of arms, it has four thick tentacles covered with hook-rimmed suction cups; these tentacles protrude from random points on its torso. The head appears to be several bestial humanoid heads blended together into one mass that shares a single shark-toothed maw. The creature's lower torso is a tangled mass of tendrils, feelers, and coils of unknowable limbs in which hundreds of parasitic insects writhe and wriggle.



Despite their appearance, chaoswyrds are very intelligent creatures. Unfortunately, they are also prone to madness. They represent the whims of chaos made corporeal and sentient, and they scour their territories in search of intruders to transform into minions of chaos.

Chaoswyrds can communicate telepathically with any intelligent creature; this telepathic contact has the side effect of causing madness in those with whom they communicate.

Combat

A chaoswyrd's attacks reflect their insanity—they aren't known for complex tactics. One round, the creature might lash out with its tentacles and bite, the next round it might use a spell-like ability, and the round after that it might begin talking to its victims with idle interest. Some adventurers tell stories of how they were able to distract an attacking chaoswyrd by posing philosophical questions about the planes, causing the creature to forget about attacking to ponder the question. Successfully distracting a chaoswyrd in this manner requires an opposed Knowledge (the planes) skill check.

Improved Grab (Ex): If the chaoswyrd hits a creature of up to Large size with a tentacle, it deals normal damage and can immediately attempt to start a grapple as a free action without provoking an attack of opportunity. If the chaoswyrd gets a hold of its target, it can constrict.

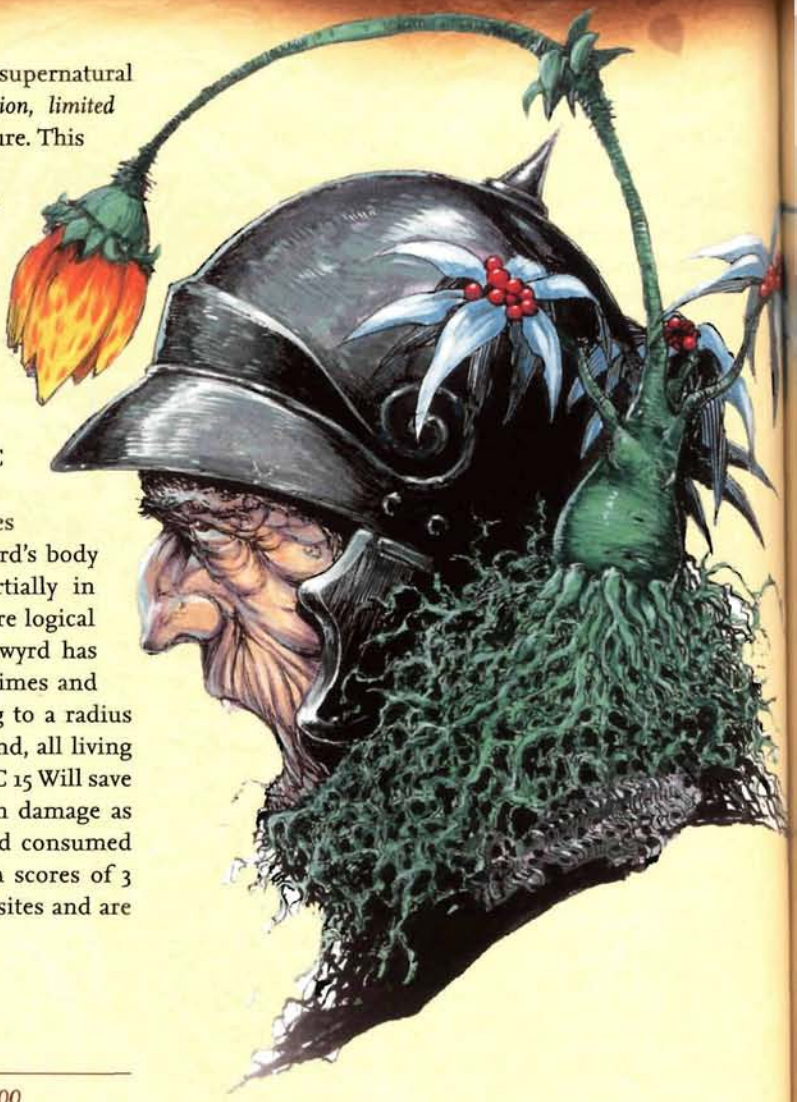
Madness (Su): Once per round as a free action, a chaoswyrd can mentally communicate with any one creature in line of sight. This communication fills the target's mind with chaos; the target must make a DC 20 Will save or suffer from a continuous confusion effect as per the *insanity* spell.

illustrated by Darrell Riche

Remove curse does not remove this supernatural effect. *Break enchantment, greater restoration, limited wish, miracle,* or *wish* can restore the creature. This ability's save DC is Charisma-based.

Spell-Like Abilities (Sp): At will—*blur, chaos hammer, confusion, detect law, detect magic, detect thoughts, dimensional anchor, dispel law, hallucinatory terrain, magic circle against law, mirror image, protection from law, rainbow pattern, random action, see invisibility*; 3/day—*cloak of chaos, symbol of insanity, word of chaos.* These abilities are as the spells cast by an 18th-level sorcerer (DC 11 + spell level).

Parasites (Su): The swarming parasites that coat the lower regions of a chaoswyrd's body are highly magical and exist only partially in reality. They feed on the chaoswyrd's more logical thoughts, thoughts for which the chaoswyrd has little use. This feeding continues at all times and creates an aura of discordant mental fog to a radius of 30 feet from the chaoswyrd. Each round, all living creatures within this area must make a DC 15 Will save or take 1d4 points of temporary Wisdom damage as some of their thoughts are swept up and consumed by the parasites. Creatures with Wisdom scores of 3 or lower cannot be perceived by the parasites and are immune to their mind-draining frenzy.



Ciruja Plant

by James Jacobs, DRAGON *#276, October 2000*

Small Plant
Hit Dice: 3d8+9 (22 hp)
Initiative: +2
Speed: 5 ft. (1 square), Climb 5 ft.
Armor Class: 13 (+2 Dex, +1 size), touch 12, flat-footed 11
Base Attack/Grapple: +2/–2
Attack: Frond +3 melee (1d3)
Full Attack: 2 fronds +3 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Aging, poison gas
Special Qualities: Plant traits, tremorsense 60 ft.
Saves: Fort +6, Ref +3, Will –3
Abilities: Str 10, Dex 14, Con 16, Int —, Wis 2, Cha 1
Skills: —
Feats: —
Environment: Temperate mountains
Organization: Solitary or Patches (1–6)
Challenge Rating: 3
Treasure: None
Alignment: Neutral
Advancement: 4–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: —

This strange plant appears to have all its roots above ground, supporting a body of a cluster of narrow, triangular fronds that grow to about a foot off the ground. Bright red berries and small blue and white flowers are scattered throughout these fronds.

The ciruja plant is a hardy species that grows on the narrow ledges high on the cliffs of the Wormcrawl Fissure. The plant's root system is completely above ground and consists of a fibrous mass of thick tendrils that allow it to cling to sheer surfaces with ease. These roots give it a limited form of movement as well. When the ciruja senses food, a tall central stalk rises to a height of about 3 feet above these fronds. This stalk is topped by a bright orange and yellow flower.

Despite its beautiful appearance, the ciruja plant is one of the most dangerous threats of the Wormcrawl Fissure, for it feeds on other creatures' youth. The

illustrated by Brian Snoddy

process by which the ciruja plant causes organic matter to age rapidly has baffled the greatest minds of Greyhawk for ages. More than one sage has died of premature old age while studying a captured ciruja plant.

Although ciruja plants do not carry treasure with them, there is a 10% chance that an encountered plant will have just finished a meal, leaving behind the inorganic "waste" carried by its prey. In this case, consider the ciruja plant to have a treasure rating of Standard.

Combat

A ciruja plant can defend itself from melee attacks by lashing about with up to two of its sharp leafy fronds. This is an attack of last resort, however; it relies on its central stalk to subdue its prey.

Aging (Su): Once the ciruja has paralyzed a victim, its roots go to work. They burrow into the dermal tissue of the victim in the space of a single round. Each point of natural or armor bonus on Armor Class possessed by the victim increases this time by 1 round. Once the roots are attached, the ciruja feeds on the victim's youth. Each round that passes, the victim ages 1d10 years. This has no positive benefits for the victim; a creature who might grow more powerful with age does not benefit as if it had lived those years. Once the victim reaches maximum age, it dies. Should a victim survive long enough to awaken, the ciruja fires another gas sphere. The ciruja's roots consume everything organic—even bones quickly turn to dust. The only remains are any inorganic items carried by the victim.

Poison Gas (Ex): Once prey is detected, the ciruja's central stalk extends outward and expels a small spheroid at the target. This is the ciruja's primary attack, and it is treated as a +5 ranged touch attack with a range increment of 10 feet. When the spheroid strikes a solid surface, it explodes into a cloud of pale yellow gas that fills a 5-foot-diameter circle. Living creatures that come in contact with this gas must make a DC 14 Fortitude save or be paralyzed for 3d6 minutes. A ciruja generally has eight spheroids available to launch at a time. Expended spheroids regrow in 24 hours. It is possible to harvest these spheroids for use as grenade-like weapons with a successful DC 25 Disable Device check. Harvested spheroids remain potent for 6 hours. The save DC of this ability is Constitution-based.

Demon, Elemental

by Mike Mearls, Dragon *#306, April 2003*

The material of the Abyss constantly shifts and transforms, as befits a realm where chaotic beings hold sway. Sometimes, the raw material of the plane spawns a living creature imbued with a patchwork soul made from the remnants of the tanar'ri and baatezu souls shattered in the many battles between those factions. These demons are analogous to wild animals in other realms. Each embodies the natural material that spawned it, be it fire from a lava pool or ice from an endless glacier.

The demons of the Abyss sometimes capture these elemental demons and train them for use in war or as laborers, but more often powerful demons simply keep them for food or use their bodies as sources of spell components. Spellcasters also try to summon these demons to the Material Plane and bind them as servants. Many summoners actually prefer these demons because their relatively low intelligence makes them easier to subjugate than most other outsiders.

Most demon lords maintain small herds of elemental demons for use in assaults on their enemies or as a last line of defense. Like other demons, these creatures are wild and almost uncontrollable. They respect only those who have the strength and arcane power to browbeat them into obedience. Even when a demon lord manages to bind such a creature into service, it is much less dependable than any other demon. Thus, only demon lords in dire straits rely solely upon them.

Combat

Elemental demons are dangerous foes that can easily overwhelm inexperienced adventuring parties. Even vrocks and other tanar'ri must be careful when traveling the Abyss alone, for elemental demons have been known to gather in packs to hunt down and slaughter the beings who would feed on and enslave their kind.

Outsider Traits: An elemental demon has darkvision to 60 feet. It cannot be *raised* or *resurrected*.

Air Demon

Medium Outsider (Air, Chaotic, Evil)
Hit Dice: 5d8 (22 hp)
Initiative: +3
Speed: 30 ft. (6 squares), fly 80 ft. (perfect)
Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple: +5/+6
Attack: Claw +6 melee (1d4+1)
Full Attack: 2 claws +6 melee (1d4+1) and beak +4 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Air blast
Special Qualities: DR 5/magic, immunities (cold, electricity), outsider traits, SR 12
Saves: Fort +4, Ref +7, Will +6
Abilities: Str 12, Dex 16, Con 11, Int 5, Wis 15, Cha 10
Skills: Balance +11, Climb +9, Listen +10, Spot +10, Survival +10



Feats: Flyby Attack, Multiattack
Environment: Any land and underground
Organization: Solitary or flock (3–12)
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 6–10 HD (Medium); 11–15 HD (Large)
Level Adjustment: +4

This demon has a pale blue body, feathered birdlike wings, and a long, vicious beak. Its fingers are spindly and thin, and its face resembles that of a bird of prey.

Air demons are spawned from the titanic, howling storms that tear across some layers of the Abyss. These creatures travel in flocks, eagerly descending to attack small bands of travelers or demons they encounter.

When trained as servants, air demons can function as scouts and messengers, although they are not reliable enough to be trusted with important missives. Sometimes, an air demon unwittingly delivers a message to the wrong person simply because it is too dense to remember who the intended recipient is. Crafty demon lords make use of this tendency and use air demons to trick their enemies. By giving an air demon a false missive to deliver and then deliberately sending it across the path of a rival or an unwitting group of adventurers capable of defeating it, the sender ensures that the false information lands exactly where he intends.

Combat

Air demons prefer to attack by diving down from a high altitude and tearing at their opponents with beaks and talons. Despite their ferocity, these creatures can easily be beaten back by a determined defense. Air demons exhibit almost no loyalty to each other—in fact, they have been known to tear the wings off a weaker member of their own flock, thus forcing it to remain behind and cover their retreat.

Air Blast (Su): At will, an air demon can form a powerful sphere out of air and send it whistling toward a target as a ranged touch attack (maximum range 100 feet, no range increment). If the attack hits, the target takes 2d6 points of damage and must make a successful Strength check (DC 12) or be pushed 5 feet directly backward and knocked prone. This ability's Strength DC is Constitution-based.



Ash Demon

Medium Outsider (Chaotic, Evil, Fire)
Hit Dice: 6d8+12 (39 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +6/+6
Attack: Claw +6 melee (1d6)
Full Attack: 2 claws +6 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Stream of ashes
Special Qualities: DR 5/magic, form of ashes, immune to fire, outsider traits, SR 12, vulnerable to cold
Saves: Fort +7, Ref +6, Will +6
Abilities: Str 10, Dex 13, Con 14, Int 11, Wis 13, Cha 10
Skills: Escape Artist +10, Hide +10, Intimidate +9, Listen +10, Move Silently +10, Spot +10, Tumble +10
Feats: Dodge, Mobility
Environment: Any land and underground
Organization: Solitary or pack (3–8)
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: 6

This black-skinned humanoid creature has white eyes, a long red tongue, and gleaming white teeth. Its ears and eyes are overly large for its head, and it wears its long, flowing hair pulled back.

Ash demons are born from the remnants of burning souls that constantly wander the scorched landscapes of the Abyss. Perhaps because of the sentience with which their raw material is imbued, they are by far the most intelligent and cunning of the elemental demons.

These elemental demons meet in secret cabals to plot against the other creatures of the Abyss. Some are accomplished spellcasters, and such individuals often bargain with mortals to gain servants, extend their power, and foil their rivals.

Ash demons are the most likely of all abyssal creatures to gather elemental demons together and attempt to train them as servants and warriors. In some isolated areas, ash demons reign supreme, with small armies of air demons, fire demons, and other abyssal creatures at their command. Only the swirling,

illustrated by Wayne Reynolds

trackless nature of the Abyss allows such fiefdoms to survive; the tanar'ri would quickly exterminate these upstarts if they could locate them.

Characters who encounter ash demons might find themselves drawn into the war between these monsters and the tanar'ri. Should it appear that a mortal knows the location or plans of an ash demon, she becomes a target for both sides. The ash demon and its minions relentlessly pursue and attempt to silence the character, while agents of the tanar'ri give chase in hopes of learning what the mortal knows.

Combat

An ash demon typically begins battle by transforming into a cloud of ash, since this form allows it to ignore most physical attacks (see below). Then it begins firing a deadly stream of ash to choke and suffocate its enemies. Should the battle turn against it, it flees, relying on its ash-cloud form to avoid damage.

When ash demons encounter humanoids and other travelers in the Abyss, they typically attempt to parley, in hopes of winning new allies in their struggle against the tanar'ri.

Stream of Ashes (Su): Once every 1d4 rounds, an ash demon can breathe a stream of ashes at a single target as a ranged touch attack (maximum range 50 feet, no range increment). If the attack hits, the target must make a DC 15 Fortitude save. Success results in the ashes having no effect. Creatures that do not breathe are not affected. Failure results in the creature suffering 2d6 points of damage from the choking ash, and thereafter, the victim must make a new Fortitude save at the same DC each round until it either dies or succeeds. Each failure means the victim takes another 1d6 points of damage and is unable to act that round because of coughing and choking. Success ends the effect; the victim has coughed up the ashes and can act normally thereafter. A successful DC 20 Heal check clears the victim's mouth, allowing normal actions and preventing damage for that round, but the victim must still save again the following round against the full effect. A creature cannot be affected by more than one stream of ashes attacks at a time. This ability's save DC is Constitution-based.

Form of Ashes (Su): Three times per day, an ash demon can take the form of a cloud of fine, powdery soot. This has the same effect as the *gaseous form* spell cast by a spellcaster of a level equal to the ash demon's Hit Dice.

Earth Demon

Medium Outsider (Chaotic, Earth, Evil)
Hit Dice: 8d8+24 (60 hp)
Initiative: –1
Speed: 20 ft. (4 squares), burrow 20 ft.
Armor Class: 21 (–1 Dex, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple: +8/+11
Attack: Greatclub +11 melee (1d10+4)
Full Attack: Greatclub +11/+6 melee (1d10+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fire of earth
Special Qualities: DR 5/good, earthen form, fire immunity, outsider traits, SR 16
Saves: Fort +9, Ref +5, Will +5
Abilities: Str 17, Dex 8, Con 16, Int 5, Wis 8, Cha 7
Skills: Hide +10, Jump +14, Listen +10, Spot +10, Survival +10
Feats: Improved Sunder, Power Attack, Skill Focus (Hide)
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment: +3

The large human-shaped statue of a demonic, horned warrior clad in chainmail and carrying a massive club stands before you. Its face is etched into a leering grin that doesn't change even as it lunges at you.

These chunks of demonic earth are simpletons even by the standards of the elemental demons. They delight in dismembering small creatures and enjoy stalking injured demons or other weakened creatures. Earth demons have been known to sit in rock form for weeks at a time, patiently waiting for prey to stumble into their ambush.

A few demon lords and powerful spellcasters have tried to use earth demons as sentinels, but this tactic is rarely effective. Invariably the earth demons either wander away to what they consider better hunting grounds or doze off and allow intruders to pass unmolested.

Combat

In battle, earth demons use their mighty clubs to smash their enemies. A typical earth demon uses its earthen form ability to catch opponents unaware, so that it can revert to humanoid form and perhaps deal a crippling blow before its target can cast a spell or ready weapons.

Even when faced with determined opponents, earth demons eagerly fight to the death. These creatures are simply too dim to realize their danger, and they have been known to attack demon lords, pit fiends, and other powerful creatures solely out of ignorant malice and hatred.

Fire of Earth (Ex): An earth demon's blood runs as hot as fiery lava. Whenever the creature is hit with a piercing or slashing weapon, its burning blood sprays out in a 10-foot line toward the origin of the attack. Any creature



caught in the spray (normally only the opponent that made the attack) must make a successful DC 17 Reflex save or take 1d8 points of fire damage. This ability's save DC is Constitution-based.

Earthen Form (Su): At will, an earth demon can use a standard action to take the shape of a Medium rocky outcropping, a small boulder, or other earthen terrain feature. In this form, the earth demon cannot move, does not gain a Dexterity bonus on Armor Class, and it gains a +10 competence bonus on Hide checks when in surroundings that would normally include such features. The demon does not gain any special protection in this form; it takes damage normally from spells and weapon attacks. The earth demon can return to its humanoid shape at will as a move action.

Fire Demon

Medium Outsider (Chaotic, Evil, Fire)
Hit Dice: 9d8+9 (49 hp)
Initiative: +8
Speed: 30 ft. (6 squares)
Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple: +9/+10
Attack: Claw +14 melee (1d8+1 plus 1d6 fire)
Full Attack: 2 claws +14 melee (1d8+1 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Flame touch
Special Qualities: DR 10/lawful, fiery aura, fire immunity, outsider traits, SR 20, vulnerable to cold
Saves: Fort +7, Ref +10, Will +6
Abilities: Str 13, Dex 19, Con 12, Int 6, Wis 11, Cha 10
Skills: Balance +16, Climb +13, Jump +13, Move Silently +16, Spot +12, Tumble +16
Feats: Improved Initiative, Improved Natural Attack (claw), Weapon Finesse, Weapon Focus (claw)
Environment: Any temperate or warm land and underground
Organization: Solitary or swarm (4–24)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9–18 HD (Medium); 19–27 HD (Large)
Level Adjustment: +4

This creature looks like a bald, red-skinned humanoid with coal-black eyes and a toothless mouth. Its eyes glow with a reddish aura.

illustrated by Wayne Reynolds



Fire demons are living embodiments of abyssal flame. These simple, violent brutes delight in spreading fire and pain wherever they travel. In much the same way that swarms of locusts plague the Material Plane, packs of fire demons sweep across the Abyss, burning all they encounter and drawing sustenance from the ashes. More than one demon lord has seen his domain blasted by a rampaging mob of fire demons, so now the residents of demonic fortresses keep pails of water on hand to deal with that particular threat.

An evil spellcaster intent on conquest could use summoned fire demons to destroy enemy fortifications and spread ruin throughout a city. Even a single fire demon in a crowded urban area could touch off a conflagration capable of devastating the entire town.

Combat

Fire demons love the sight of flames, so they always try to start as many fires as possible during combat, often setting creatures alight just to watch them burn. Because fire demons are sometimes too dense to notice the difference between a living creature and an inanimate flammable object, they often choose the closest target of any sort to attack with their flame touch. In battle, fire demons usually focus on starting fires rather than on overwhelming their foes, as cleverer combatants would.

Flame Touch (Ex): Any creature that is hit by a fire demon's claw attack (or that hits the fire demon with a natural weapon or an unarmed strike) takes 1d6 points of fire damage and (if flammable) must succeed at a DC 15 Reflex save or catch on fire. The fire burns for 1d4 rounds unless extinguished. This save DC is Constitution-based.

Fiery Aura (Ex): A fire demon is surrounded by an aura of searing flame that deals 1d6 points of fire damage to every creature within 10 feet. Creatures that suffer damage due to the fire must succeed at a DC 15 Reflex save or catch on fire. The fire burns for 1d4 rounds unless extinguished. Any unattended flammable objects in this area burst into flames. Treat this effect as an emanation. A fire demon can suppress or activate this ability at will. This save DC is Constitution-based.

Ice Demon

Medium Outsider (Chaotic, Cold, Evil)



Hit Dice: 10d8 (45 hp)
Initiative: +3
Speed: 30 ft. (6 squares), fly 60 ft. (average)
Armor Class: 22 (+3 Dex, +8 natural, +1 shield), touch 13, flat-footed 18
Base Attack/Grapple: +10/+12
Attack: Ice blade +13 melee (1d6+2 and ice shards)
Full Attack: Ice blade +11/+6 melee (1d6+2 and ice shards) and ice blade +11/+6 melee (1d6+1 and ice shards)
Space/Reach: 5 ft./5 ft.
Special Attacks: Ice blades, ice shards
Special Qualities: Cold immunity, DR 10/lawful, outsider traits, SR 16, vulnerable to fire
Saves: Fort +7, Ref +10, Will +7
Abilities: Str 15, Dex 17, Con 11, Int 8, Wis 10, Cha 6
Skills: Climb +15, Listen +13, Move Silently +16, Search +12, Spot +13, Survival +13, Tumble +16
Feats: Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (short sword)
Environment: Any arctic and underground
Organization: Solitary, pair, party (3–8), or flock (9–24)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 11–20 HD (Medium); 17–24 HD (Large)
Level Adjustment: +2

This demonic creature appears as a bald humanoid with piercing blue eyes and pale blue skin coated with a layer of frost. A pair of white, furry, batlike wings sprouts from its back.

In the frigid regions of the Abyss, ice demons reign supreme. Even pit fiends and powerful individuals avoid the massive glaciers the ice demons call home, for swarms of hundreds infest such abyssal ice floes.

Ice demons dwell in caverns carved out of the same abyssal ice that forms their own bodies. Their deep, magical bond with this substance also allows them to shape weapons, shields, tools, and other items from it, despite their limited intelligence and skill.

Of all the elemental demons, ice demons are the most likely to be recruited as servants and soldiers by other powerful creatures. Some demon lords build huge furnaces near the glaciers where these creatures dwell, hoping to melt their homelands and thus make them vulnerable to press gangs.

illustrated by Wayne Reynolds



Combat

In combat, ice demons like to swoop in for the attack, deal several blows with their icy blades, then fly away, giving the ice shards that their weapons leave behind time to slay their enemies. After a while, they return to collect their loot.

Ice Blades (Su): The twin weapons wielded by an ice demon resemble short swords with barbed blades made entirely of ice. In an ice demon's hands, each such ice blade functions as a +2 *short sword*. In the hands of any other creature, it functions as a normal short sword until it melts away, which occurs after it has been outside the possession of an ice demon for 1 hour. An ice demon can make new ice blades as a full-round action that provokes attacks of opportunity.

Ice Shards (Su): With each successful hit, an ice blade in the hands of an ice demon deposits small, razor-sharp slivers of ice in the wound. These bits of abyssal ice remain dormant for 2d6 rounds, then surge to life, digging into the victim's flesh and dealing 3d6 points of cold damage (Fort DC 18 half) in a single round before melting away. This damage is not cumulative for multiple hits from an ice blade; the effect consumes all ice shards embedded in the victim upon its first activation. Once the effect has activated, however, the creature is vulnerable to shards embedded by attacks made after it takes this ability's damage. A DC 20 Heal check removes the ice shards from a creature. This ability's save DC is Dexterity-based.

Water Demon

Medium Outsider (Aquatic, Chaotic, Evil, Water)
Hit Dice: 8d8 (36 hp)
Initiative: +5
Speed: 30 ft. (6 squares), swim 60 ft.
Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple: +8/+9
Attack: Claw +10 melee (1d6+1)
Full Attack: 2 claws +10 melee (1d6+1) and bite +7 melee (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: Waters of fire
Special Qualities: Amphibious, DR 5/good, fire immunity, SR 15
Saves: Fort +6, Ref +7, Will +7
Abilities: Str 12, Dex 13, Con 10, Int 7, Wis 13, Cha 10
Skills: Climb +12, Listen +12, Move Silently +12, Spot +12, Swim +20, Survival +12

illustrated by Wayne Reynolds

Feats: Improved Initiative, Multiattack, Weapon Focus (claw)
Environment: Any aquatic
Organization: Solitary or school (3–12)
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9–16 HD (Medium); 13–24 HD (Large)
Level Adjustment: +4

This piscine humanoid has scaly skin, bulbous eyes, and oversized teeth that protrude like fangs. Its fingers and toes are tipped with long, curved claws.

Water demons infest almost every waterway in the Abyss—be it river, lake, or sea. Schools of the creatures gather in areas where ships commonly sail or where other denizens of the Abyss approach the shore to drink. While water demons can survive on land, they rarely venture there, since they cannot use their waters of fire ability on land.

Demonologists sometimes store valuable treasures in deep wells or pools, then summon and bind water demons to guard the items. Whenever curious or greedy interlopers brave the water in search of loot, the demons transform the innocent-looking pool into a boiling pit. Alternatively, a wizard or sorcerer with a penchant for piracy might summon these creatures to sink merchant ships then send followers who can breathe underwater to recover treasure from the sunken vessels.

Combat

A water demon usually begins underwater combat by using its waters of fire ability to make the water around it boil and churn like the seas of the Abyss, cooking nearby creatures. Once it enters melee combat, a water demon uses its sharp claws and fanged maw to tear at its enemies.

Waters of Fire (Su): A swimming water demon can open the vents along its torso and forcefully expel gouts of superheated steam that cause the water in a 30-foot radius to boil. Every creature in this area must make a successful DC 14 Fortitude save each round or take 1d8 points of fire damage. The churning water also decreases visibility, granting all creatures in the area concealment at ranges of greater than 5 feet of churning water. The maximum duration of this effect is 20 rounds per day, although the demon need not use the entire duration at once. Once the waters of fire ability has been activated, the water demon can maintain it as a free action during subsequent rounds until the maximum duration for the day is reached or end the effect in order to use it later. This ability's save DC is Constitution-based.

Demonically Fused Elemental Template

by Monte Cook, DRAGON #285, July 2001

Demonically fused elementals are normal elementals corrupted and tainted with demonic essence. The composite being is a new sort of creature, wholly evil with a different agenda and different powers than their normal elemental counterparts. Demonically fused elementals usually appear as darker, more sinister versions of the original elemental creature.

SAMPLE DEMONICALLY FUSED ELEMENTAL

Appearing similar to a mass of ambulatory flames, this creature's vaguely humanoid form has a demonic look to it.

Demonically Fused Fire Elemental
Small Elemental (Fire)
Hit Dice: 2d8+2 (11 hp)
Initiative: +7
Speed: 50 ft. (10 squares)
Armor Class: 18 (+1 size, +3 Dex, +3 natural, +1 dodge), touch 15, flat-footed 14
Base Attack/Grapple: +1/–1
Attack: Slam +5 melee (1d4+2 and 1d4 fire)
Full Attack: Slam +5 melee (1d4+2 and 1d4 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Burn
Special Qualities: Darkvision 60 ft., elemental traits, immunity to fire, cold resistance 5, haste, smite good, SR 4, vulnerability to cold
Saves: Fort +1, Ref +6, Will +0
Abilities: Str 14, Dex 17, Con 12, Int 8, Wis 11, Cha 13
Skills: Listen +2, Spot +3
Feats: Dodge, Improved Initiative[B], Weapon Finesse[B]
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic evil
Advancement: 3 HD (Small)
Level Adjustment: —

A demonic fire elemental is a fierce opponent that attacks its enemies directly and savagely.

Combat

A demonic fire elemental takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): Those hit by a fire elemental's slam attack must succeed at a DC 12 Reflex save or catch fire. The flame burns for 1d4 rounds. A burning



creature can take a move action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as although hit by the elemental's attack, and also catch fire unless they succeed at a DC 12 Reflex save.

Haste (Su): The demonically fused elemental gains the effects of the *haste* spell.

Smite Good (Su): Once per day the demonically fused elemental can make an attack to deal +2 additional damage against a good foe. The creature must decide to use its smite power before its attack. A missed attack wastes that use of the smite good ability.

Creating A Demonically Fused Elemental

"Demonically fused elemental" is a template that can be added to any elemental creature. Elementals with this template keep their creature type. A demonically fused elemental uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A demonically fused elemental creature retains all the special attacks of the base creature and also gains haste and smite good.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe. The creature must decide to use its smite power before its attack. A missed smite good attack is wasted.

Special Qualities: A demonically fused creature retains all the special qualities of the base creature and also gains the following abilities:

Damage Reduction: Based on HD (see table).

Darkvision: To a range of 60 feet.

Resistances: Cold and fire resistance are based on HD (see table).

Spell Resistance: Equal to double the creature's HD (maximum 25).

RESISTANCE TABLE

Hit Dice	Cold, Fire Resistance	Damage Reduction
1–3	5	—
4–7	10	5/magic
8–11	15	10/magic
12+	20	15/magic

If the base creature already has one or more of these special qualities, use the better value.

Haste (Su): Because the creature is an actual composite entity, and both the demon and the elemental are—at least somewhat—separately aware, the demonically fused elemental continually gains the benefits of *haste*.

illustrated by Mike Dutton

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +4, Wis +0, and Cha +2.

Environment: Any.

Challenge Rating: Up to 3 HD, as base creature +1. 4 HD to 7 HD, as base creature +2. 8+ HD, as base creature +3.

Alignment: Always chaotic evil.

Advancement: Same as the base creature.

Dragons

by Richard Alan Lloyd, DRAGON *#65, September 1982 and* DRAGON *#248, June 1998*

The chromatic dragons have long been recognized as perhaps the greatest force for evil in the world. Between their cunning intellects and formidable physical and magical power, they are one-creature armies capable of forcing an entire kingdom on to bended knee. The black, blue, green, red, and white dragons have sparked untold stories and legends across history.

Some sages believe that these five icons of evil are but the most common of dragons. A radical and oft derided theory holds that the chromatic dragons have three "lost" siblings, the orange, purple, and yellow dragons. According to this theory, the chromatic dragon Tiamat once had a long forgotten sister and rival. Tiamat's sister, her name long since lost to history, spawned the three forgotten dragons shortly before her demise at her sister's fangs and claws. Between the depredations of Tiamat's true children and their own small numbers, the three dragons teetered on the edge of extinction. Yet, as true dragons they were too mighty to suffer an easy defeat. Over the millennia, they have slowly clawed their way back from oblivion.

Despite their survival, the orange, purple, and yellow dragons are still exceedingly rare. Reports of their activities are usually written off as misleading tales woven by adventurers and travelers too overwhelmed by a dragon's fear aura to accurately note the beast's color. Some experts and sages make a career of hunting down evidence of these dragons' existence. They hire adventurers to venture into dangerous, isolated areas where the dragons might still exist. Thus far, these expeditions have yet to uncover any conclusive evidence of the dragons' existence.

The three dragons presented in this section, the "forgotten" chromatic trio of the orange, purple, and yellow dragons, use all of the standard rules for true dragons given on pages 68–70 of the *Monster Manual* unless otherwise noted in their descriptions. If these wyrms do indeed exist, this is the best estimate of their true capabilities.

Orange Dragon

Dragon (Water)

Environment: Warm forests

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: See table

Treasure: Triple standard

Alignment: Always neutral evil

Advancement: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25.

Level Adjustment: Wyrmling +3; very young +3; young +4; juvenile +5; others —

This dragon's bright orange hide has a rough texture similar to an alligator's thick skin. Its long, flat snout is filled with long, thin fangs. A thin, spiked frill runs from the crown of its head back along its spine to the tip of its tail. Its webbed feet end with short, hooked claws. It walks low to the ground, further strengthening the resemblance to a monstrous alligator.

Orange dragons are crafty predators who attack their prey from ambush. They prefer to lurk within deep rivers and lakes in tropical regions. The mere presence of one of these dragons is enough to grind river travel to a halt.

Orange dragons are highly territorial. They make their lairs in or near jungle rivers and lakes. Orange dragons are natural tyrants, and many of them seek to bring the monsters and humanoids in their territories under their control.

Combat

Orange dragons attack creatures simply for the sport, although a good meal or rich treasure represents a useful fringe benefit of an attack. In truth, these creatures merely enjoy inflicting pain. An orange dragon loves to bathe its opponents in its breath weapon, then flee to a safe spot to watch the delayed effects of its deadly breath take hold.

Orange dragons spend much of their time in and under water. They prefer to attack form ambush, rising out of a lake or river to douse an opponent in their horrid breath weapons. Orange dragons tip over boats merely out of spite. Even if it is busy with some other tasks, an orange might pause to unleash its breath weapon on a band of travelers merely to bask in their screams of pain. Such casual cruelty is an orange dragon's favorite pastime.

Breath Weapon (Su): An orange dragon's breath weapon is a bizarre mixture of oily saliva and a deadly, explosive compound. When this compound is exposed

ORANGE DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	5d12+5 (37)	13	10	13	12	11	8	+5/+2	+7	+5	+4	+4	2d10 (13)	—
Very young	M	8d12+16 (68)	15	10	15	12	11	10	+8/+10	+10	+8	+6	+6	4d10 (16)	—
Young	L	11d12+22 (93)	17	10	15	14	13	10	+11/+18	+13	+9	+7	+8	6d10 (17)	—
Juvenile	L	14d12+42 (133)	19	10	17	14	15	12	+14/+22	+17	+12	+9	+11	8d10 (20)	—
Young adult	L	17d12+68 (178)	23	10	19	16	15	12	+17/+27	+22	+14	+10	+12	10d10 (22)	19
Adult	H	20d12+100 (230)	27	10	21	18	17	12	+20/+36	+26	+17	+12	+15	12d10 (25)	21
Mature adult	H	23d12+115 (264)	29	10	21	20	17	14	+23/+40	+30	+18	+13	+16	14d10 (26)	23
Old	H	26d12+156 (325)	31	10	23	22	19	14	+26/+44	+34	+21	+15	+19	16d10 (29)	25
Very Old	H	29d12+174 (362)	33	10	23	24	19	16	+29/+48	+38	+22	+16	+20	18d10 (30)	27
Ancient	G	32d12+224 (432)	35	10	25	26	21	18	+32/+56	+40	+25	+18	+23	20d10 (33)	30
Wyrm	G	35d12+280 (507)	37	10	27	28	21	20	+35/+60	+44	+27	+19	+24	22d10 (35)	32
Great wyrm	G	38d12+304 (551)	39	10	27	30	23	22	+38/+64	+48	+29	+21	+27	24d10 (37)	35

ORANGE DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average), swim 40 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Poison immunity, *water breathing*	—	—
Very young	40 ft., fly 150 ft. (poor) swim 40 ft.	+0	18 (+8 natural), touch 10, flat-footed 18	—	—	—
Young	40 ft., fly 150 ft. (poor) swim 40 ft.	+0	20 (–1 size, +11 natural), touch 9, flat-footed 20	*Pass without trace*	—	—
Juvenile	40 ft., fly 150 ft. (poor) swim 40 ft.	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23	DR 5/magic	1st	—
Young adult	40 ft., fly 150 ft. (poor) swim 40 ft.	+0	26 (–1 size, +17 natural), touch 9, flat-footed 26	*Control water*	4th	19
Adult	40 ft., fly 150 ft. (poor) swim 40 ft.	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	—	6th	21
Mature adult	40 ft., fly 150 ft. (poor) swim 40 ft.	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	*Heat metal*	8th	22
Old	40 ft., fly 150 ft. (poor) swim 40 ft.	+0	34 (–2 size, +26 natural), touch 8, flat-footed 34	DR 10/magic	10th	24
Very Old	40 ft., fly 150 ft. (poor) swim 40 ft.	+0	38 (–2 size, +30 natural), touch 8, flat-footed 38	*Suggestion*	12th	25
Ancient	40 ft., fly 200 ft. (clumsy) swim 40 ft.	+0	39 (–4 size, +33 natural), touch 6, flat-footed 39	DR 15/magic	14th	27
Wyrm	40 ft., fly 200 ft. (clumsy) swim 40 ft.	+0	42 (–4 size, +36 natural), touch 6, flat-footed 42	*Hallucinatory terrain*	16th	28
Great wyrm	40 ft., fly 200 ft. (clumsy) swim 40 ft.	+0	46 (–4 size, +39 natural), touch 6, flat-footed 46	DR 20/magic	18th	30

to water or air, it detonates in a ferocious explosion. The dragon's oily saliva shields this mixture, but it quickly evaporates. Once it is gone, the compound explodes.

The orange dragon breathes this mixture in a line. Any creature caught in this area is covered with its sticky, gooey breath. A successful save allows a creature to avoid becoming covered in the dragon's breath weapon.

After 2 rounds, the mixture explodes in a 15-foot burst centered on each creature. The target creature takes full damage, with no saving throw, while all other creatures in the explosion's area save as normal for half damage. A creature takes damage from this breath weapon only once per detonation. A creature standing between two allies covered with the dragon's spew makes only one save and takes damage once, not once for each explosion.



The two creatures covered by the breath weapon also take damage only once. They do not suffer damage from the blast centered on the other victim.

An orange dragon's breath weapon recharges slower than that of other dragons. An orange dragon can use its breath weapon once every 1d6 rounds.

Poison Immunity (Ex): Orange dragons subsist on a wide variety of poisonous animals and plants in their jungle homes. They develop a natural immunity to poisons of all type.

Water Breathing (Ex): An orange dragon can breathe water as easily as air. It can use its spells, breath weapon, and other abilities underwater without restriction.

Spell-Like Abilities: 3/day—*pass without trace* (young or older), *control water* (young adult or older); *heat metal* (mature adult or older); 1/day—*suggestion* (very old or older), *hallucinatory terrain* (wyrm or older).

Purple Dragon

Dragon

Environment: Temperate plains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: See table

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 24; wyrm 25; great wyrm 27

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

This dragon's long, lean body sweeps through the air with a dreadful grace. Its scales run from deep purple to midnight black. Two long, white horns sprout above its hateful red eyes, while long, black, curved spikes run from the base of its skull down to the tip of its tail.

The sages who believe that the three forgotten dragons arose from a long-dead sister of Tiamat point to the few scraps of information gathered concerning purple dragons. Purple dragons fancy themselves the lords of all dragonkind. Arrogant, haughty, and domineering, they actively seek out other dragons, both metallic and chromatic, to defeat in battle. The purple dragon's arrogance is well earned. Among the chromatic dragons, only the reds rival their strength and size.

More importantly, purple dragons are among the most intelligent of all dragons. Their overwhelming personalities and keen intellects drive them to conquer those unfortunate enough to cross their paths. Purple dragons frequently come to rule small kingdoms of men and dwarves. They defeat their enemies in battle, and then use their great charisma and skill at handling others

illustrated by Warren Mahy

to forge a new state from the ashes of the old. The canny purple dragons use their understanding of humanoid nature, grasp of economics, and political acumen to turn all but the most fanatical of their enemies into at least grudging followers. When forced to chose between utter annihilation and a prosperous, if perhaps iron fisted rule under a dragon, must folk choose the dragon's rule.



Combat

Purple dragons prefer to strike at night, as they can use their natural coloration to sweep down upon an opponent with a surprise attack. Purple dragons bring the full weight of their intellects to bear against their enemies. Like a master chess player, a purple dragon waits for the perfect time to strike. It never fights unless it does so from an advantageous position, and a purple dragon is typically patient and smart enough to abandon an attack that proves fruitless or unexpectedly difficult. Many of these beasts favor magic items and spells that allow them to spy on potential targets, the better to prepare a cunning plan.

Breath Weapon (Su): A purple dragon's breath weapon can take on three different forms. It can manifest as a cone of searing energy, a burst of blinding power, or a deadly blade of pure energy.

In its cone form, the purple dragon's breath weapon deals the listed damage as normal. Creatures must make Reflex saves for half damage.

In its burst form, the dragon's energy manifests as a blinding flash. All creatures within the ability's radius must make Fortitude saves or be permanently blinded.

Purple Dragon Size	Burst Radius
Medium	30 ft.
Large	40 ft.
Huge	60 ft.
Gargantuan	80 ft.
Colossal	100 ft.

In the breath weapon's final form, the dragon forms a blade of energy that it uses to slash through its enemies. The dragon uses the blade as a weapon within its normal melee reach. It gains iterative attacks with this weapon as per its base attack bonus, but never more than four such attacks. The blade ignores all physical barriers, allowing the dragon to make touch attacks to strike its foes. It deals half the damage listed for the dragon's breath weapon. Because of the energy nature of the blade, the dragon does not add its Strength modifier to the damage. The dragon makes this attack in addition to its other physical attacks, although it cannot use a bite attack in the same round it attacks with its blade. The blade dissipates at the end of the dragon's action.

Night Flier (Ex): The purple dragon's dark scales allow it to blend in with the night sky. While flying at night, it gains a +10 racial bonus on all Hide checks and ignores the standard size penalty on Hide checks.

illustrated by Warren Mahy

PURPLE DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	7d12+14 (59)	19	10	15	14	13	12	+7/+11	+11	+7	+5	+6	2d10 (15)	—
Very young	L	10d12+30 (95)	23	10	17	14	15	14	+10/+20	+15	+10	+7	+9	4d10 (18)	—
Young	L	13d12+39 (123)	27	10	17	14	15	16	+13/+25	+20	+11	+8	+10	6d10 (19)	—
Juvenile	L	16d12+64 (168)	31	10	19	16	17	18	+16/+30	+25	+14	+10	+13	8d10 (22)	—
Young adult	H	19d12+95 (218)	33	10	21	16	17	20	+19/+38	+28	+16	+11	+14	10d10 (24)	24
Adult	H	22d12+110 (253)	35	10	21	18	19	22	+22/+42	+32	+18	+13	+17	12d10 (26)	27
Mature adult	H	25d12+150 (312)	35	10	23	20	19	24	+25/+45	+35	+20	+14	+18	14d10 (28)	29
Old	G	28d12+196 (378)	37	10	25	22	23	26	+28/+53	+37	+23	+16	+22	16d10 (31)	32
Very old	G	31d12+248 (449)	39	10	27	24	23	30	+31/+57	+41	+25	+17	+23	18d10 (33)	35
Ancient	G	34d12+306 (527)	41	10	29	26	25	34	+34/+61	+45	+28	+19	+26	20d10 (36)	39
Wyrm	G	37d12+370 (610)	43	10	31	26	25	38	+37/+65	+49	+30	+20	+27	22d10 (38)	42
Great wyrm	C	40d12+400 (660)	47	10	31	28	27	42	+40/+74	+50	+32	+22	+30	24d10 (40)	46

PURPLE DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	15 (+5 natural), touch 10, flat-footed 15	Night flier	—	—
Very young	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	17 (–1 size, +8 natural), touch 9, flat-footed 17	—	—	—
Young	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	20 (–1 size, +11 natural), touch 9, flat-footed 20	*Gust of wind*	1st	—
Juvenile	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23	*Pyrotechnics*	3rd	—
Young adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	25 (–2 size, +17 natural), touch 8, flat-footed 25	DR 5/magic	5th	19
Adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	*Heat metal*	7th	21
Mature adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	*Fire shield* (fire form only)	9th	23
Old	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	+0	32 (–4 size, +26 natural), touch 6, flat-footed 32	DR 10/magic	11th	25
Very Old	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	+0	36 (–4 size, +30 natural), touch 6, flat-footed 36	DR 15/magic	13th	27
Ancient	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	+0	39 (–4 size, +33 natural), touch 6, flat-footed 39	*Suggestion*	15th	29
Wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	+0	42 (–4 size, +36 natural), touch 6, flat-footed 42	DR 20/magic	17th	31
Great wyrm	40 ft., fly 250 ft. (clumsy), burrow 20 ft.	+0	41 (–8 size, +39 natural), touch 2, flat-footed 41	*Wall of force*	20th	33

Spell-Like Abilities: 3/day—*gust of wind* (young or older), *pyrotechnics* (juvenile or older); *heat metal* (adult or older); 1/day—*fire shield* (mature adult or older); *suggestion* (ancient or older), *wall of force* (great wyrm or older).

YELLOW DRAGON

Dragon (Air, Water)

Environment: Temperate aquatic and coastal

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 7; adult 10; mature adult 12; old 15; very old 17; ancient 18; wyrm 19; great wyrm 21

YELLOW DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	3d12+3 (22)	7	14	13	8	11	8	+3/–7	+3	+4	+5	+3	1d6 (12)	—
Very young	S	6d12+6 (45)	9	16	13	10	11	8	+6/+1	+6	+6	+8	+5	2d6 (14)	—
Young	M	9d12+18 (76)	11	18	15	10	11	10	+9/+9	+9	+8	+10	+6	3d6 (16)	—
Juvenile	M	12d12+24 (102)	11	18	15	12	11	10	+12/+12	+12	+10	+12	+8	4d6 (18)	—
Young adult	L	15d12+45 (142)	13	20	17	12	13	12	+15/+20	+15	+12	+14	+10	5d6 (20)	18
Adult	L	18d12+72 (189)	15	22	19	14	13	12	+18/+24	+19	+15	+17	+12	6d6 (23)	20
Mature adult	H	21d12+105 (241)	17	24	21	14	15	14	+21/+32	+22	+17	+19	+14	7d6 (25)	22
Old	H	24d12+120 (276)	17	26	21	16	15	14	+24/+35	+25	+19	+22	+16	8d6 (27)	24
Very old	H	27d12+162 (337)	19	28	23	16	17	16	+27/+39	+29	+21	+24	+18	9d6 (29)	26
Ancient	H	30d12+180 (375)	21	30	23	18	17	16	+30/+43	+33	+23	+25	+20	10d6 (31)	28
Wyrm	G	33d12+231 (445)	25	32	25	18	19	18	+33/+52	+36	+25	+29	+22	11d6 (33)	30
Great wyrm	G	36d12+288 (522)	27	34	27	20	21	20	+36/+56	+40	+28	+32	+25	12d6 (36)	33

YELLOW DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	20 ft., fly 150 ft. (good), burrow 20 ft., swim 80 ft.	+2	15 (+2 size, +2 Dex,+1 natural), touch 14, flat-footed 13	Air mastery, *water breathing*	—	—
Very young	20 ft., fly 200 ft. (good), burrow 20 ft., swim 80 ft.	+3	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13	*Obscuring mist*	—	—
Young	20 ft., fly 200 ft. (good), burrow 20 ft., swim 80 ft.	+4	19 (+4 Dex, +5 natural), touch 14, flat-footed 15	—	—	—
Juvenile	20 ft., fly 200 ft. (good), burrow 20 ft., swim 80 ft.	+4	22 (+4 Dex, +8 natural), touch 14, flat-footed 18	DR 5/magic	—	—
Young adult	20 ft., fly 250 ft. (good), burrow 20 ft., swim 80 ft.	+5	25 (–1 size, +5 Dex, +11 natural), touch 14, flat-footed 20	*Control water*	1st	14
Adult	20 ft., fly 250 ft. (good), burrow 20 ft., swim 80 ft.	+6	29 (–1 size, +6 Dex, +14 natural), touch 15, flat-footed 23	—	3rd	16
Mature adult	20 ft., fly 300 ft. (good), burrow 20 ft., swim 80 ft.	+7	32 (–2 size, +7 Dex, +17 natural), touch 15, flat-footed 25	*Control winds*	5th	18
Old	20 ft., fly 300 ft. (good), burrow 20 ft., swim 80 ft.	+8	36 (–2 size, +8 Dex, +20 natural), touch 16, flat-footed 28	DR 10/magic	7th	19
Very Old	20 ft., fly 300 ft. (good), burrow 20 ft., swim 80 ft.	+9	40 (–2 size, +9 Dex, +23 natural), touch 17, flat-footed 31	DR 15/magic	9th	21
Ancient	20 ft., fly 300 ft. (good), burrow 20 ft., swim 80 ft.	+10	44 (–2 size, +10 Dex, +26 natural), touch 18, flat-footed 34	*Control weather*	11th	22
Wyrm	20 ft., fly 350 ft. (good), burrow 20 ft., swim 80 ft.	+11	46 (–4 size, +11 Dex, +29 natural), touch 17, flat-footed 35	DR 20/magic	13th	23
Great wyrm	20 ft., fly 350 ft. (good), burrow 20 ft., swim 80 ft.	+12	50 (–4 size, +12 Dex, +32 natural), touch 18, flat-footed 38	*Whirlwind*	15th	25

Treasure: Triple standard
Alignment: Always chaotic evil
Advancement: See table
Level Adjustment: Wyrmling +2; very young +3; young +3; juvenile +4; others —

This dragon's long, serpentine body is covered with yellow scales flecked with white. Despite its lack of wings, it moves through the air with speed and agility that belies its great size. Its narrow head has two beady, glittering emerald eyes, while a forked tongue projects from its fanged jaws. A small green frill runs from between its eyes to the end of its tail.

The vicious, temperamental yellow dragon is perhaps the strangest of the three lost dragons. While its



appearance has more in common with a great serpent than a traditional dragon, its status as a true dragon is without doubt. Unlike other dragons, the yellow dragon relies on speed and supreme agility to defeat its foes. While by far the physically weakest of the dragons, it is the fastest flier and the most agile of them all. Other dragons could easily tear it to pieces, if they could get their claws and fangs on its lithe, fast body. In truth, few dragons or mortal warriors have the skill and patience needed to land a telling blow against these beasts.

Yellow dragons inhabit lakes, coastal areas, and swamps. They prefer to keep their lairs beneath the waves or in caves hidden beneath the shifting dunes. Their ability to fly, swim, and burrow allows them to evade most pursuers and attack their foes from a variety of hiding places. In some cases, yellow dragons that lair near sahuagin settlements strike an alliance with the sea devils. In a few cases, yellow dragons conquer such potential allies and force them into service

Combat

Yellow dragons rely on their speed and agility to defeat their enemies. They make full use of feats such as Flyby Attack to strike their enemies while avoiding any potential counterattack. Yellow dragons tend to flee into the waves or beneath the ground if faced with superior foes.

If possible, a yellow dragon swoops past its enemies and blasts them repeatedly with its breath weapon. After slowly crippling and immobilizing its foes, it lays into them with its claws and fangs at its leisure.

Because they lack wings, yellow dragons cannot make wing buffet attacks.

Breath Weapon (Su): The yellow dragon's breath weapon is a cone of salt that binds to creatures caught in the area of effect. A Reflex save allows a creature to avoid becoming covered in salt.

Creatures caught in the breath weapon and encrusted in the yellow dragon's salt blast suffer effects based on the number of saves they have failed against the effect. Each time a character is struck by the breath weapon, he faces increasingly crippling effects in additoin to the damage.

A creature takes a –2 penalty on attacks, AC, Reflex saves, and Strength-, Dexterity-, and Constitution-based skill checks per failed save against the breath weapon.

A creature takes a –10 penalty on speed per failed save. A creature reduced to speed 0 cannot move. Flying creatures crash to the ground.

The effects of the yellow dragon's breath weapon fade after 10 minutes. All of the effects disappear at once as the salt crumbles away. In addition, a gallon of water (or water-based liquid) can wash away the salt. Multiple attacks require an equal number of gallons of water.

illustrated by Warren Mahy

Air Mastery (Ex): So long as the yellow dragon remains airborne, it gains a +2 bonus on attacks. While soaring through the sky, it draws on the strength of one of its native elements.

Flight (Su): A yellow dragon is capable of flight due to its strong link to elemental air. It maneuvers without wings, and if forced to land due to the loss of this ability it gains the benefits of *feather fall* as cast by a 20th-level sorcerer.

Water Breathing (Ex): A yellow dragon can breathe water as easily as air. It can use its spells, breath weapon, and other abilities underwater without restriction.

Spell-Like Abilities: 3/day—*obscuring mist* (very young or older), *control water* (young adult or older); *control winds* (mature adult or older); 1/day—*control weather* (ancient or older), *whirlwind* (great wyrm or older).

Ghastly Creatures

by Gwendolyn F. M. Kestral, Dragon *#307, May 2003*

Even more repellent than ghoulish creatures, ghastly creatures reek of the grave. From a distance, they look like ghoulish creatures, but up close in the miasma of stench, there's no mistaking a ghastly monster. Ghastly creatures speak the languages they spoke in life.

Sample Ghastly Creature

This mostly hairless giant has an oddly simian appearance with mottled decaying flesh, overlong arms with skin drawn tight, stooped shoulders, and a low forehead.

Ghastly Hill Giant
Large Undead
Hit Dice: 12d12 (78 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple: +6/+18
Attack: Huge greatclub +14 melee (2d6+11) or bite +13 melee (2d6+8 and paralysis)
Full Attack: Huge greatclub +13/+18 melee (2d6+11); or bite +14 melee (2d6+8 and paralysis) and 2 claws +8 melee (1d6+4 and paralysis); or rock +6/+1 ranged (2d6+8)
Space/Reach: 10 ft./10 ft.
Special Attacks: Create spawn, paralysis, rock throwing, stench
Special Qualities: Rock catching, turn resistance
Saves: Fort +8, Ref +5, Will +6
Abilities: Str 27, Dex 12, Con —, Int 8, Wis 14, Cha 17
Skills: Climb +8, Jump +8, Listen +5, Spot +8
Feats: Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greatclub)
Environment: Any
Organization: Solitary, gang (2–4), or pack (2–4 plus 7–12 ghouls)
Challenge Rating: 9
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

Ghastly hill giants can appall even the most stalwart adventurers. Their formidable strength and size are impressive in life and more so in undeath. As undead they combine this strength with paralyzing claw attacks and



illustrated by Warren Mahy

a sickening stench to make them quite deadly. Ghastly hill giants speak Giant.

Combat

Ghastly hill giants take pleasure in melee combat. They occasionally use their massive greatclubs or shattering rocks, but primarily delight in biting and tearing with their claws.

Create Spawn (Su): A creature killed by a ghastly hill giant rises as a form of ghast 1d4 days after death. The victim returns as a ghast if it was a humanoid with 6 or fewer HD and as a ghastly creature if it was a giant or monstrous humanoid or a humanoid with 7 or more HD.

Paralysis (Ex): Those hit by a ghastly hill giant's claw attack must succeed at a DC 19 Fortitude save or be paralyzed for 1d6+4 minutes. Elves are immune to this paralysis.

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Living creatures within 10 feet must succeed at a DC 19 Fortitude save or be sickened, suffering a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1d6+4 minutes. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature, and creatures immune to poison are unaffected.

Creating a Ghastly Creature

"Ghastly creature" is a template that can be added to any giant or monstrous humanoid or a humanoid with 7 or more HD (referred to hereafter as the "base creature"). Creatures with this template have their type changed to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d12.

Armor Class: The base creature's natural armor increases by +2.

Damage: The base creature's natural attacks can cause paralysis in addition to their normal damage. The base creature's natural and manufactured weapons deal damage normally. If the base creature does not have a better natural attack, it gains a bite attack and two claw attacks that deal damage based on the creature's size:

Size	Bite	Claw
Fine	1d2	—
Diminutive	1d3	1
Tiny	1d4	1d2
Small	1d6	1d3
Medium	1d8	1d4
Large	2d6	1d6
Huge	2d8	1d8
Gargantuan	4d6	2d6
Colossal	4d8	2d8

Special Attacks: A ghastly creature retains all the base creature's special attacks and gains those listed below. Saves for abilities listed below have a DC of 10 + 1/2 the ghast's HD + the ghast's Charisma modifier unless noted otherwise in the ability's description.

Create Spawn (Su): A creature killed by a ghastly creature rises as a form of ghast 1d4 days after death. The victim returns as a ghast if it was a humanoid with 6 or fewer HD and as a ghastly creature if it was a giant, humanoid, or monstrous humanoid with 7 or more HD.

Paralysis (Ex): Those hit by a ghastly creature's natural attack must succeed at a Fortitude save or be paralyzed for 1d6+4 minutes. Elves are immune to this paralysis.

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Living creatures within 10 feet must succeed at a Fortitude save or be sickened, suffering a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1d6+4 minutes. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature, and creatures immune to poison are unaffected by this ability.

Special Qualities: A ghastly creature retains all the base creature's special qualities and gains those listed below.

Turn Resistance (Ex): A ghastly creature has +2 turn resistance.

Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A ghoul cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Abilities: Increase from base creature as follows: +2 Strength, +4 Dexterity, +2 Intelligence, +4 Wisdom, and +6 Charisma. Being undead, a ghast has no Constitution score.

Environment: Any.

Organization: Solitary, gang (2–4), or pack (2–4 plus 7–12 ghouls).

Alignment: Always chaotic evil.

Advancement: Same as the base creature.

Ghoulish Creature

by Gwendolyn F. M. Kestral, Dragon *#307, May 2003*

Occasionally, a living person chooses a path of ineffable evil through depraved acts including regular cannibalism. Sometimes, these creatures turn into ghoulish versions of their living selves. In appearance, they look much as

they did in life, except their skin decays and the outline of their bones becomes evident. Ghouls speak the languages they spoke in life.

Sample Ghoulish Creature

This creature looks like an evil-faced old human with the lower body, legs, and wings of a reptilian monster. It's mottled decaying flesh is drawn tight across clearly visible bones.

Ghoulish Harpy
Medium Undead
Hit Dice: 7d12 (45 hp)
Initiative: +4
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple: +3/+4
Attack: Bite +4 melee (1d6+1 and paralysis)
Full Attack: Bite +4 melee (1d6+1 and paralysis), 2 claws –1 melee (1d3 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Captivating song, create spawn, paralysis
Special Qualities: +2 turn resistance, undead traits
Saves: Fort +2, Ref +9, Will +8
Abilities: Str 12, Dex 19, Con —, Int 9, Wis 16, Cha 23
Skills: Bluff +14, Intimidate +10, Listen +9, Perform (oratory) +8, Spot +5
Feats: Dodge, Flyby Attack, Persuasive
Environment: Any
Organization: Solitary, gang (2–4), or pack (7–12)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

Although a more malignant and wretched creature than the harpy is difficult to imagine, a ghoulish harpy outdoes a living harpy in depravity and sadism. This creature resembles a gray-skinned, evil-faced old human with the lower body, legs, and wings of a birdlike dinosaur. Its hair is tangled, filthy, and crusted with blood. A ghoulish harpy's coal-black eyes clearly reflect its evil soul, as do the wicked talons on its knotty fingers. Ghoulish harpies like to capture and torment prey before finally killing and eating it.



illustrated by Warren Mahy

Combat

When a ghoulish harpy engages in battle, it prefers to use Flyby Attack and strike with a potentially paralyzing claw.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a DC 18 Will save or become utterly captivated. This is a sonic, mind-affecting charm effect. If the save is successful, that creature cannot be affected again by that harpy's song for one day.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, and so on), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Create Spawn (Su): A creature killed by a ghoulish harpy rises as a form of ghoul 1d4 days after death. The victim returns as a ghoul if it was a humanoid with 3 or fewer HD and as a ghoulish creature if it was a giant or monstrous humanoid or a humanoid with 4 or more HD.

Paralysis (Ex): Those hit by a harpy ghoul's claw or bite attack must succeed at a DC 18 Fortitude save or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Skills: Ghoulish harpies gain a +4 racial bonus on Bluff and Listen checks.

Creating a Ghoulish Creature

"Ghoulish creature" is a template that can be added to any giant or monstrous humanoid or a humanoid with 4 or more HD (referred to hereafter as the "base creature"). Creatures with this template have their type changed to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d12.

Armor Class: The base creature's natural armor increases by +2.

Damage: The base creature's natural attacks can cause paralysis in addition to their normal damage. The base creature's natural and manufactured weapons deal damage normally. If the base creature does not have a better natural attack, it gains a bite attack and two claw attacks that deal damage based on the creature's size:

Size	Bite	Claw
Fine	1	—
Diminutive	1d2	—
Tiny	1d3	1
Small	1d4	1d2
Medium	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d8	1d8
Colossal	4d6	2d6

Special Attacks: A ghoulish creature retains all the base creature's special attacks and gains those listed below. Saves for abilities listed below have a DC of 10 + 1/2 the ghoul's HD + the ghoul's Charisma modifier unless noted otherwise in the ability's description.

Create Spawn (Su): A creature killed by a ghoulish creature rises as a form of ghoul 1d4 days after death. The victim returns as a ghoul if it was a humanoid with 3 or fewer HD and as a ghoulish creature if it was a giant or monstrous humanoid or a humanoid with 4 or more HD.

Paralysis (Ex): Those hit by a ghoulish creature's natural attack must succeed at a Fortitude save or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Special Qualities: A ghoul retains all the base creature's special qualities and gains those listed below.

Turn Resistance (Ex): A ghoul has +2 turn resistance.

Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A ghoul cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Abilities: Increase from base creature as follows: +2 Strength, +4 Dexterity, +2 Intelligence, +4 Wisdom, and +6 Charisma. Being undead, a ghoul has no Constitution score.

Environment: Any
Organization: Solitary, gang (2–4), or pack (7–12)
Challenge Rating: Same as base creature +1
Alignment: Always chaotic evil
Advancement: Same as the base creature

Glasspane Horror

by Rosemary and Don Webb, Dragon #89, September 1984

Large Aberration (Shapechanger)
Hit Dice: 8d8+32 (68 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 21 (–1 size, +2 Dex, +10 natural), touch 11, flat-footed 19

Base Attack/Grapple: +6/+14
Attack: Slam +10 melee (1d8+6)
Full Attack: 2 slams +10 melee (1d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Blinding light
Special Qualities: DR 5/magic, immunity to electricity, multiple forms, spectrum immunity, telepathy, tremorsense 60 ft.
Saves: Fort +6, Ref +4, Will +7
Abilities: Str 18, Dex 14, Con 19, Int 11, Wis 13, Cha 10
Skills: Appraise +11, Hide +9
Feats: Lightning Reflexes, Power Attack, Weapon Focus (slam)
Environment: Any
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: 9–18 HD (Large); 19–28 HD (Huge)
Level Adjustment: —

A pane of glass nearby suddenly cracks and appears to crumble. As the pieces of glass tumble they stop in mid-air, rising slowly and beginning to form into a glittering whirlwind.

The glasspane horror is a bizarre creature that is capable of assuming several different forms. Its shapechanging ability allows it to take the guise of a humanoid creature seemingly hewn from scintillating gemstones, a sheet of clear glass, or a whirling funnel cloud of stinging, crushed gems. In its glass from, the horror usually lurks within a window frame or similar position to pounce upon its enemies. Hence, the creature's name.

Glasspane horrors make excellent guardians, and many powerful wizards and nobles seek them out as guards. The horrors consume gems to survive. Thus, a wealthy merchant can offer a glasspane horror a steady diet of high-quality diamonds, emeralds, and so forth in exchange for its service. Once a horror enters a contract, it does its best to live up to its bargain. A glasspane horror might wait patiently within its hiding place for days. While in its glass form, it is almost utterly inert. It can survive for years without feeding.

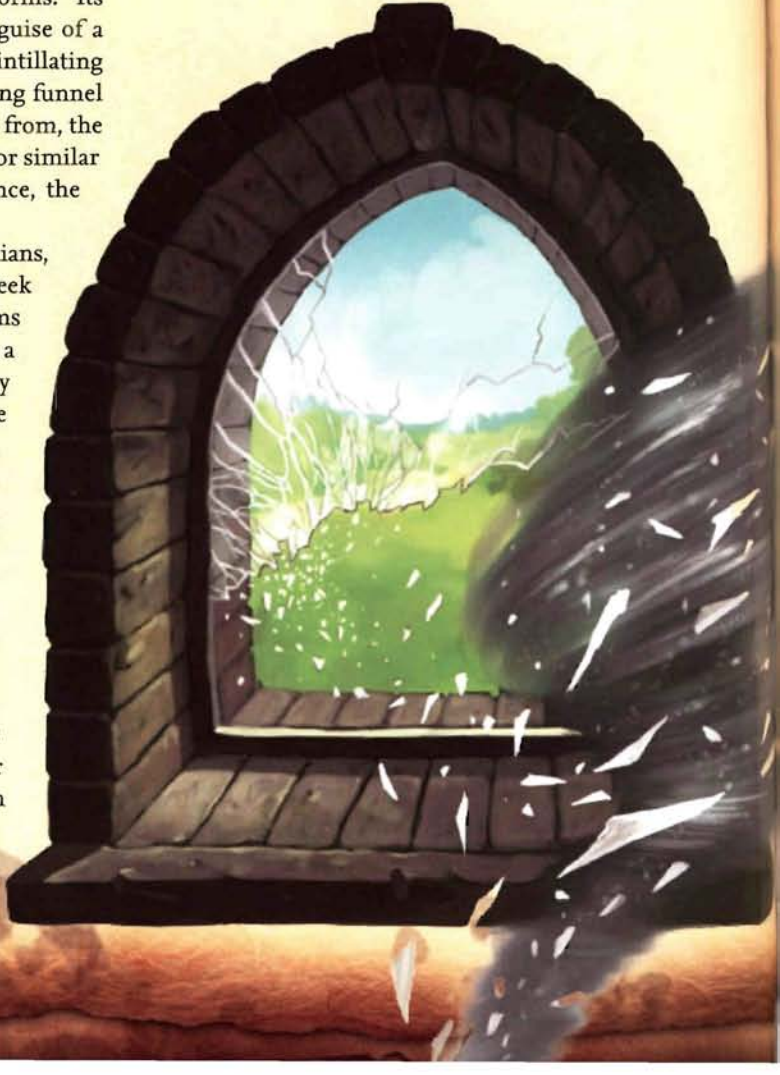
While glasspane horrors are faithful servants, they are by no means bound to give their lives for their masters. A severely injured (10 hit points or less) horror flees to warn its master of any intruders. If a horror's employer is slain, the creature is freed from its bond. In many cases, a glasspane horror's agreement with a master includes a stipulation that it is to hunt down and attack those responsible for the master's death. The horror does not fight to the death to fulfill this agreement. It usually flees if severely injured, but it does do its best to launch at least one ambush or attack.

If encountered while between masters, a glasspane horror attempts to parlay with intelligent creatures. It offers its services as a guard in return for gems, although it cares little for work that does not allow it to rest in place and guard a static position, treasure, doorway, and so forth.

Combat

Glasspane horrors prefer to attack from ambush. When hired by a master, it usually insists that it be given an appropriate place to assume its inert form and ready itself to attack intruders. The horror might take a position with a glass case used to store a treasure, a skylight situated above an important item or doorway, and so forth.

Blinding Light (Su): Once per round as a standard action, the glasspane horror can emit a burst of light that blinds all creatures within a 30-foot spread who fail DC 16 Fortitude saves. This is a Charisma-based save DC that includes a +2 racial bonus. This blindness lasts for 1d4 minutes. The horror can use this ability only when it is in humanoid form.



Multiple Forms (Su): As a standard action once per round, the glasspane horror can shift into one of three different forms.

Glasspane: The horror can assume the shape of a pane of glass that measures 10 feet by 10 feet by 1 inch. It can take any other shape with a total of 10 cubic feet and a minimum dimension (height, width, depth) of 1 inch. The glasspane horror is utterly inert in this form, and typically it masquerades as a large window within a frame. It cannot move or take any actions other than to shift into a different form. The horror gains a +20 bonus on Hide checks while in this form, and it ignores the standard size penalty on its check. Only the keenest eyes can note the tiny, telling signs of the horror's presence.

Glistening Cloud: In this form, the glasspane horror becomes a whirlwind of fine, metallic sand. It is approximately 10 feet wide in this form and 10 feet tall. It moves along the ground at its normal movement rate, but never provokes attacks of opportunity for movement unless it attempts to trample a creature.

While in this form, the horror gains the ability to trample for 2d6+6 damage. As it enters a creature's space, its whirling, stinging dust slices into its foes.

Nonmagical physical attacks against the horror have a 50% chance of failing to do any damage while it is in this form. Magic weapons and spells affect it as normal.

Humanoid: In humanoid form, the glasspane horror appears as a crystalline creature. It gains the full benefits of the abilities and attributes listed in its stat block above.

Spectrum Immunity (Ex): The glasspane horror is immune to all illusion (pattern) spells, spells with the words color or prismatic in their names, and spells with the light subtype.

Telepathy (Su): A glasspane horror communicates via telepathy with a range of 60 feet.

Grandfather Plaque

by John Baichtal, DRAGON *#223, November 1995*

Small Construct
Hit Dice: 6d10 (43 hp)
Initiative: –1
Speed: 0 ft.
Armor Class: 16 (+1 size, –5 Dex, +10 natural), touch 6, flat-footed 17
Base Attack/Grapple: +4/–2
Attack: —
Full Attack: —
Space/Reach: 5 feet/5 feet
Special Attacks: Spell-like abilities, ward of weakness
Special Qualities: Construct traits, darkvision 60 feet, door guardian, DR 10/adamantine, immobile, SR 20, telepathic link
Saves: Fort +2, Ref —, Will +6
Abilities: Str 6, Dex —, Con —, Int 14, Wis 18, Cha 16
Skills: Diplomacy +14, Listen +15, Sense Motive +13, Spot +15
Feats: Alertness, Improved Initiative, Negotiator
Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

The brazen plaque in the form of a wizened human face suddenly opens its eyes and looks at you, its mouth curling into a benign smile.

The grandfather plaque is a construct designed to protect a specific door within a building or dungeon. It is intelligent and capable of speech, allowing it to quiz visitors and determine if they should be allowed access to the area it guards. The plaque typically appears as the stone visage of a bearded old man, although the details depend on its creator's race.

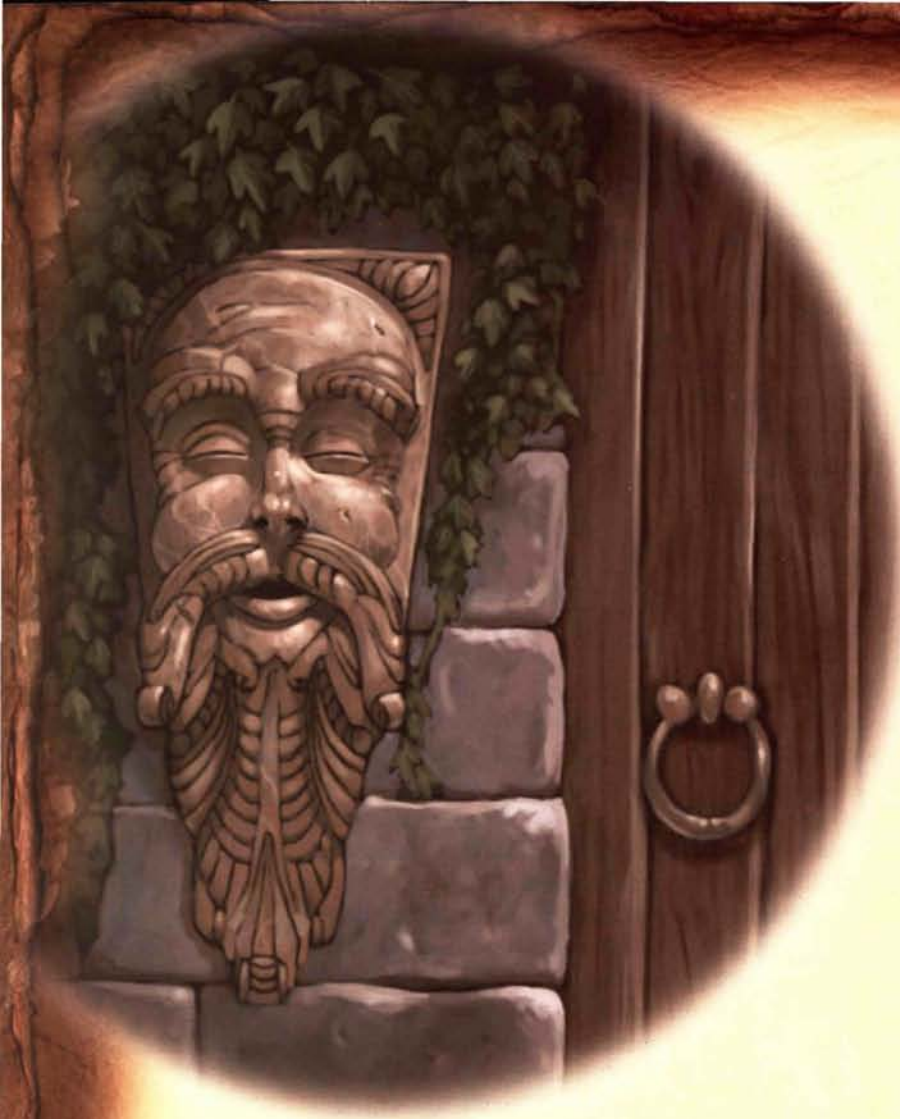
Grandfather plaques are highly intelligent. Their keen senses and strong judge of character allow them to sort liars and pretenders from among the visitors who pass through the areas they guard. When in doubt, the plaque contacts its master via a telepathic link for guidance.

In some cases, a grandfather plaque lingers long after its master is gone and the area it guards has fallen into ruin. These grandfather plaques lead quiet, lonely existences. Their tasks long over, they hunger for interesting conversation, gossip, and news of the outside world. In some cases, a plaque may ask adventurers to break it from a wall and carry it to civilization. In other rare instances, a grandfather plaque manages to convince primitive humanoids of its divinity. The plaque has little use for the offerings and sacrifices brought to it, but it enjoys the attention. Such a plaque might even order its worshipers to find and kidnap a wizard, sage, or other intellectual to offer it sufficiently interesting conversation.

Combat

Grandfather plaques prefer to avoid combat. If possible, a plaque uses its Diplomacy skill to convince would-be intruders that bursting through the door is not in their best interest. If pressed, it uses its spell-like abilities to drive away attacks. Its shout spell not only harms attackers, but the noise it generates alerts other guardians in the area.

illustrated by Warren Mahy



Spell-Like Abilities (Sp): At will—*magic missile, shout* (DC 17), and *tongues*. CL 7th.

Ward of Weakness (Su): While the grandfather plaque relies on its magical abilities and persuasive talents to keep creatures at bay, it can also ward the door it guards with necromantic energy. Anyone who touches the plaque's door without its permission takes a 1d6 penalty on Strength for 5 minutes. Creatures that receive permission from the plaque to touch the door avoid this effect.

Door Guardian (Su): The grandfather plaque focuses on protecting the door it is charged with watching. It has several magical abilities that allow it to deter intruders.

The plaque can cast *arcane lock* as a 20th-level sorcerer at will as a free action with a range of 30 feet rather than touch. It can target the door it wards along with any other eligible target for this spell within its extended range.

A grandfather plaque can also repair or replace a damaged door. The door it is linked to repairs 5 hit points of damage per round as long as the plaque is still active. If the door is destroyed, the plaque can conjure a new one that is identical in all respects to the original. This process takes 1 minute of concentration. A plaque usually pretends to become inert when its door is destroyed. It then replaces the portal once the intruders move on, perhaps sealing them within the area it guards.

Immobile (Ex): The grandfather plaque is unable to move, and in most cases is permanently mounted to a position on a wall or door. It has no Dexterity score. When determining its AC and Reflex save modifier, it takes a –5 Dexterity penalty because it cannot move. Otherwise, it treats its Dexterity modifier as +0. It takes the standard penalties of being rendered immobile, but as a construct it is immune to coup de grace attacks, critical hits, sneak attacks, and so forth.

Telepathic Link (Su): The plaque can communicate with one person, chosen at the time of its creation, via a telepathic link. This link has an unlimited range, but it cannot cross to different planes.

Mummy, Bog

by Richard Pengelly and Brian Walton, DRAGON *#238, August 1997*

Medium Undead
Hit Dice: 12d12+3 (81 hp)
Initiative: –2
Speed: 20 ft. (4 squares)
Armor Class: 20 (–2 Dex, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple: +6/+20
Attack: Claw +16 melee (1d6+10)
Full Attack: 2 claws +16 melee (1d6+10)
Space/Reach: 5 feet/5 feet
Special Attacks: Despair, improved grab, strangulation
Special Qualities: Cold immobility, DR 5/—, fire resistance 10, sense the living, undead traits
Saves: Fort +4, Ref +2, Will +10
Abilities: Str 30, Dex 6, Con —, Int 8, Wis 14, Cha 18
Skills: Climb +19, Hide +9, Listen +11, Move Silently +9, Swim +19
Feats: Cleave, Improved Bull Rush, Improved Grapple[B], Power Attack, Stealthy, Toughness
Environment: Any
Organization: Solitary or mob (2–4)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: —

Rising out of the water is a humanoid-shaped creature with tan, leathery skin. Frayed bits of leather and linen cord are wrapped tightly around its neck, wrists and ankles. The rotting clothing it wears drips with the dark water from which it emerged.

illustrated by Warren Mahy

A bog mummy is created when a sacrificial victim is cast into a bog while tied and bound. The horrific ritual that centers on this sacrifice, combined with the victim's terror and rage, give rise to the bog mummy. These beasts pose a dire threat in foul swamps where evil druidic cults and dark gods of nature hold sway. Their utter hatred of all life makes them relentless killers who, once they have sighted a target, bear down upon him until destroyed.

A bog mummy is a walking, desiccated corpse with tan, leather skin. The leather cord around its neck, used to strangle the victim before casting him into the bog, along with the frayed bits of cord around his ankles and wrists are a testimony to the terrible ritual used to create this monstrosity. Most bog mummies are clad in decayed remnants of the clothing they wore in life, and a few still wear armor and carry weapons. Some evil druid sects perform the rituals needed to spawn bog mummies immediately after a victory against outsiders who intrude into their wilderness realms.

Combat

In battle, a bog mummy picks the weakest-looking opponent and charges toward it without concern for attacks of opportunity and similar distractions. These creatures exist only to crush and slay the living. Thus, they pursue opponents who offer the least resistance. In general, a mummy seeks out smaller opponents or those who appear weak or frail.

In their native environment, bog mummies prefer to ambush travelers by hiding within a bog or pool of water. Their ability to sense living creatures allows them to strike from hiding even when their position makes it impossible to directly observe a path or trail. Bog mummies use this ability to remain hidden until the last possible moment.

Despair (Su): The sight of a bog mummy is enough to overwhelm a creature with crushing despair. A viewer must make a DC 20 Will save or be paralyzed with fear for 1d4 rounds. Whether this save succeeds or fails, a creature cannot be affected by the same mummy's despair ability again for 24 hours. The save DC is Charisma-based.

Improved Grab (Ex): A bog mummy can attempt to start a grapple as a free action without provoking an attack of opportunity if it hits a target with both of its claw attacks. The mummy wraps its hands around its victim's throat.

Strangulation (Ex): A bog mummy can squeeze the life out of a creature that it has in a grapple. With a successful grapple check, the mummy grabs its victim by the throat and strangles him. Note that the Constitution damage reduces the time that a character can hold his breath. Anyone strangled in this manner is unable to speak, cast spells with a verbal component, or use abilities or magic items that require speech.

Cold Immobility (Ex): A cold attack targeted against a bog mummy has a chance to freeze the water soaked within its body. A bog mummy must make a Fortitude save with a DC equal to the cold damage it receives from each attack or spell. If this save fails, the mummy is paralyzed for 1 round.

Sense the Living (Su): A bog mummy can detect the presence of living creatures with an Intelligence of 6 or



Illustrated by Warren Mahy

greater within one mile. It can thus detect the presence of hidden, invisible, and otherwise concealed creatures. It ignores concealment that relies on obscuring a creature's physical appearance, such as the *blur* or *displacement* spells. It cannot detect ethereal creatures.

Ragewing

by James Jacobs, DRAGON #280, February 2001

Small Aberration
Hit Dice: 1d8+2 (6 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 40 ft. (good)
Armor Class: 16 (+3 Dex, +1 size, +2 natural)
Base Attack/Grapple: +0/–6
Attack: Bite +4 melee (1d6–2)
Full Attack: Bite +4 melee (1d6–2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Empathic bond, incite rage, radiation pulse
Special Qualities: Blindsight 120 ft., fire resistance 10, hivemind, wound transfer
Saves: Fort +2, Ref +3, Will +5
Abilities: Str 6, Dex 17, Con 14, Int 2, Wis 16, Cha 19
Skills: Hide +9, Survival +5
Feats: Track, Weapon Finesse[B]
Environment: Warm marsh
Organization: Solitary, brood (2–5), or swarm (5–20)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Medium); 4–9 HD (Large aquatic); 10–20 HD (Huge aquatic)
Level Adjustment: —

This creature's body is a tangled mess of feelers, tendrils, and strange sensory organs between a large pair of batlike wings. Two dozen spindly legs trail below its body, and a long ratlike tail with a triangular fin at the tip trails behind. The neck of the creature is long and bald, and its head is like that of an eyeless lamprey with three large white mandibles surrounding rows of rasping teeth.

A ragewing is a small, insidious breed of flying predator that has the ability to heal itself by absorbing the life force of nearby creatures, as well as drive them into a murderous frenzy.

Although most ragewings are rather small (with a wingspan of 3 feet), there is a variant that dwells in large bodies of water. These giant ragewings seem to have lost their hivemind abilities and are always encountered alone. They use their wings to swim and cannot fly. The largest aquatic ragewings reach lengths of over 25 feet, with wingspans of 65 feet or more.

COMBAT

The ragewing is not a physically powerful creature. If hard pressed, it can bite an aggressor. Its primary method of hunting is insidious. A ragewing has the ability to telepathically bond with another living creature; they use this bond to send victims into fits of rage that force the victim to attack nearby creatures. Once the dust settles, the ragewing settles down on the kills to feed.

Empathic Bond (Su): As a standard action, a ragewing can attempt to create an empathic bond with a single living creature within 30 feet. The target can resist the attempt with a successful DC 14 Will save. Once the ragewing has established an empathic bond with a creature, it can maintain the bond indefinitely as long as it remains within 30 feet of the victim. If the ragewing is ever more than 30 feet away from the target, the bond is broken, although it can be reformed if the ragewing comes back within range. A creature who successfully saves is immune to this ability for one day.

Note that the presence of the bond does not change the target's feelings of hostility toward the ragewing. There is a 50% chance that a ragewing is accompanied by a bonded creature (suitable to the ragewing's environment) when it is encountered. This ability's save DC is Charisma-based.

Incite Rage (Su): A ragewing can incite rage in a creature it has formed an empathic bond with. The bonded creature can resist the rage if it makes a DC 14 Will save. Inciting the rage is a full-round action for a rage-wing. A creature that succumbs to the rage perceives all creatures within 60 feet of itself as enemies, and it attacks them immediately with whatever weapons it has available. Note that this includes the ragewing, which often hides or flies out of reach of an enraged creature to protect itself. If the ragewing moves more than 30 feet away, however, the bond is broken and the rage ends prematurely without further side-effects.

An enraged creature cannot use skills or abilities that require patience and concentration, such as moving silently or casting a spell. The victim can use any feats he might have except Combat Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience and concentration). Finally, the character cannot activate magic items while in the rage. This rage lasts for a number of rounds equal to 3 plus the victim's Constitution modifier. After the rage ends, the victim is fatigued. This ability's save DC is Charisma-based.

Radiation Pulse (Ex): The ragewing continually absorbs ambient radiation. When it is excited or threatened, it flushes the radiation it has absorbed. This expulsion takes the form of a pulse of visible light. A ragewing can emit a pulse once per hour. Any living creature within 15 feet of a ragewing when it does this must make a Foritude

illustrated by Ron Spencer



save (DC 14) or become dazzled for 1 hour.

Sightless creatures are immune to the ragewing's radiation pulse. This ability's save DC is Charisma-based.

Hivemind (Su): A group of at least five ragewings within 60 feet of each other can join their minds together as a free action to form a single acting mind that allows the ragewings in the swarm to act in a coordinated manner against enemies. This grants a ragewing in the group a +2 dodge bonus on its Armor Class if it and at least four other ragewings participating in the hivemind can see the attacker (and thus anticipate the attack). A ragewing gets a +2 competence bonus on attacks against any creature that at least four other ragewings in the hivemind can see. Ragewings that have established an empathic bond with another creature cannot join in a hivemind.

Wound Transfer (Su): The most amazing ability a ragewing possesses is the ability to heal wounds by siphoning the life force of a bonded creature into itself. Any ragewing that is struck for damage that has an active empathic bond can transfer that damage to its bonded creature. For example, a ragewing bonded to an air demon is struck by a chaoswyrd's tentacle attack. The tentacle attack does 5 points of damage, but since the ragewing is bonded with the air demon, the demon takes the 5 points of damage and the ragewing escapes unharmed.

Each time a ragewing makes use of this power, the bonded creature receives a new DC 14 Will save to break free of the bond. On a successful save the damage is transferred, but the link is lost. A ragewing can only transfer an amount of damage equal to its current hit point total. Thus, a ragewing with 3 remaining hit points can only transfer 3 of the points of damage it takes in the following rounds to the creature it has bonded. This ability's save DC is Charisma-based.

Ravenous Creatures

by Clifford Horowitz, DRAGON *#319, May 2004*

Those undead that dine upon the flesh of humanoids occasionally catch a magical virus that twists them still further, granting them even greater powers.

Sample Ravenous Creature

This halfling has mottled, decaying flesh drawn tight across clearly visible bone. It is mostly hairless and has oversized jaws and red glowing eyes.

Ravenous Ghoulish 1st-level Halfling Warrior
Small Undead
Hit Dice: 1d12 (6 hp)
Initiative: +4
Speed: 20 ft. (4 squares)
Armor Class: 17 (+1 size, +4 Dex, natural +2), touch 15, flat-footed 13
Base Attack/Grapple: +0/–1
Attack: Bite +4 melee (1d6+3 and paralysis)
Full Attack: Bite +4 melee (1d6+3 and paralysis) and 2 claws –1 melee (1d2+1 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, feed, halfling traits, improved grab, need to feed, paralysis
Special Qualities: Halfling traits, turn resistance, undead traits
Saves: Fort +3, Ref +5, Will +2
Abilities: Str 17, Dex 19, Con —, Int 12, Wis 13, Cha 14
Skills: Climb +5, Hide +7, Jump –1, Listen +5, Move Silently +4
Feats: Weapon Focus (longsword)
Environment: Any
Organization: Solitary, gang (2–4), or pack (7–12)
Challenge Rating: 2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

Ravenous ghoulish halflings hunt near small towns, villages, and other poorly guarded population centers. Occasionally a group of them sets up along a major road to ambush passersby.

Combat

Ravenous ghoulish halflings try to attack with surprise whenever possible. They fight relentlessly, attempting to feed in the middle of combat if able. They never retreat and never stop pursuing opponents who do.

Create Spawn (Su): A creature killed by a ghoulish creature rises as a form of ghoul 1d4 days after death. The victim returns as a ghoul if it was a humanoid with 3 or fewer HD and as a ghoulish creature if it was a giant or monstrous humanoid or a humanoid with 4 or more HD.

Feed (Ex): A ravenous creature deals automatic bite damage with a successful grapple check.

Improved Grab (Ex): To use this ability, the ravenous creature must hit with a natural attack. If it gets a hold, it can feed.

Need to Feed (Ex): A ravenous creature is driven by a consuming hunger, not a lust for battle. Whenever it slays a living opponent, the ravenous undead must succeed at a DC 15 Will save or immediately stop to eat its kill. When eating, a ravenous creature can do nothing else. It loses its Dexterity bonus to AC and does not make attacks of opportunity.

Paralysis (Ex): Those hit by a ghoulish creature's natural attack must succeed at a Fortitude save or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Turn Resistance (Ex): A ghoul has +2 turn resistance.

Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. A ghoul cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).



illustrated by Warren Mahy

Creating a Ravenous Creature

"Ravenous" is a template that can be added to any corporeal undead (referred to hereafter as the "base creature"). It is most common among undead that feast on humanoid flesh, such as ghouls, ghasts, and some zombies. A ravenous undead possesses an exaggerated maw filled with especially sharp, jagged teeth. Some even sport multiple rows of teeth. It can also unhinge its jaw in order to take larger bites and feed its perpetual hunger all the quicker. A ravenous undead uses all the base creature's statistics and special abilities except as noted here.

Attacks: A ravenous creature retains all the attacks of the base creature and also gains a bite attack if it didn't already have one.

Damage: Ravenous creatures have bite attacks. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural bite attacks deal damage as if they were one size larger on the table below or retain their original damage, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A ravenous creature retains all the special attacks of the base creature and also gains those listed below.

Feed (Ex): A ravenous creature deals automatic bite damage with a successful grapple check.

Improved Grab (Ex): To use this ability, the ravenous creature must hit with a natural attack. If it gets a hold, it can feed.

Need to Feed (Ex): A ravenous creature is driven by a consuming hunger, not a lust for battle. Whenever it slays a living opponent, the ravenous undead must succeed at a DC 15 Will save or immediately stop to eat its kill. When eating, a ravenous creature can do nothing else. It loses its Dexterity bonus to AC and does not make attacks of opportunity.

Abilities: Increase from the base creature as follows: Str +4, Dex +2.

Environment: Any.

Challenge Rating: Same as the base creature +1.

Treasure: Half of the base creature's treasure. Ravenous undead sometimes collect wealth if their base type is inclined to, but their hunger often causes them to overlook treasure in favor of flesh.

Alignment: Any nongood.

Advancement: Same as the base creature.

Seelie Court Fey

by Gwendolyn F. M. Kestral, Dragon *#304, February 2003*

The seelie court fey view themselves as the most lovely of the beautiful, the most charming of the desirable, and the most exquisite of all living creatures. Purity and beauty form the basis of their social status. Ordinary fey fall short of the seelie court fey's status but, while not regarded as equals, are at least tolerated. Unseelie fey are considered repulsive and usually driven out of seelie court fey demesnes. Seelie court fey dismiss all other beings as beneath their regard. Occasionally, however, a seelie court fey develops a fondness for a particularly beautiful or talented nonfey, such as a bard with a very high Perform skill or a weaver with a very high Craft skill. The fey cosset these talented mortals like favored pets. While circumstances might occasionally force a seelie court fey to associate with nonfey as equals, they rarely do so willingly or with pleasure.

Fey high-society and the fey realms, be they the Plane of Faerie or fey high-society enclaves on the Material Plane, contain the only creatures whose opinions matter. Politicking thrives in this elitist environment. Seelie fey, having perfected contempt and disdain for other creatures, also form cliques and factionalize among themselves.

Sample Seelie Court Fey

The creature blossoms out of the bark of the ancient tree, at first appearing as a new branch before solidifying into a decidedly female shape. She has a wild, unfathomable look in her large, almond-shaped eyes, and her hair has a pronounced, leafy texture, while her skin looks like burnished wood.

Seelie Court Dryad
Medium Fey
Hit Dice: 4d6 (14 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple: +2/+2
Attack: Dagger +6 melee (1d4) or masterwork longbow +7 ranged (1d8)
Full Attack: Dagger +6 melee (1d4) or masterwork longbow +7 ranged (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, vernal touch
Special Qualities: Aura of glory, DR 5/cold iron, iron vulnerability, *sanctuary*, SR 14, tree dependent, wild empathy
Saves: Fort +3, Ref +8, Will +6
Abilities: Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18
Skills: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)
Feats: Great Fortitude, Weapon Finesse
Environment: Temperate forests
Organization: Solitary or grove (4–7)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: —

A seelie dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons.

Seelie dryads speak Common, Elven, and Sylvan.

Combat

Shy, intelligent, and resolute, seelie dryads are as elusive as they are alluring—they avoid physical combat and are rarely seen. If threatened, or in need of an ally, a seelie dryad uses *charm person* or *suggestion*, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

Spell-Like Abilities: At will—*entangle* (DC 13), *speak with plants, tree shape*; 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day—*charm person* (DC 13), *command* (DC 13), *create food and water, disrupt undead* (DC 12), *enthrall* (DC 14), *prestidigitation, suggestion* (DC 15), *unseen servant*. Caster level 6th. The save DCs are Wisdom-based.

Vernal Touch (Su): To receive a vernal touch is like being kissed by springtime itself, full of life and promise. At will, as a standard action, the seelie fey can touch a creature with a vernal touch. This touch removes dazed, nauseated, fatigued, and exhausted conditions from living creatures. For undead creatures, a seelie court fey's touch attack acts like a cleric's ability to turn undead as a cleric of two levels lower would. Unlike a cleric's turn ability, each use of vernal touch affects only the touched undead.

Aura of Glory (Su): A seelie court fey radiates calm. She is immune to fear (magical or otherwise). Allies within 10 feet of her gain a morale bonus on saving throws against fear effects equal to the seelie court fey's Charisma bonus.

Damage Reduction: Wood and silver weapons have little effect against seelie court creatures, but cold iron weapons harm them as normal.

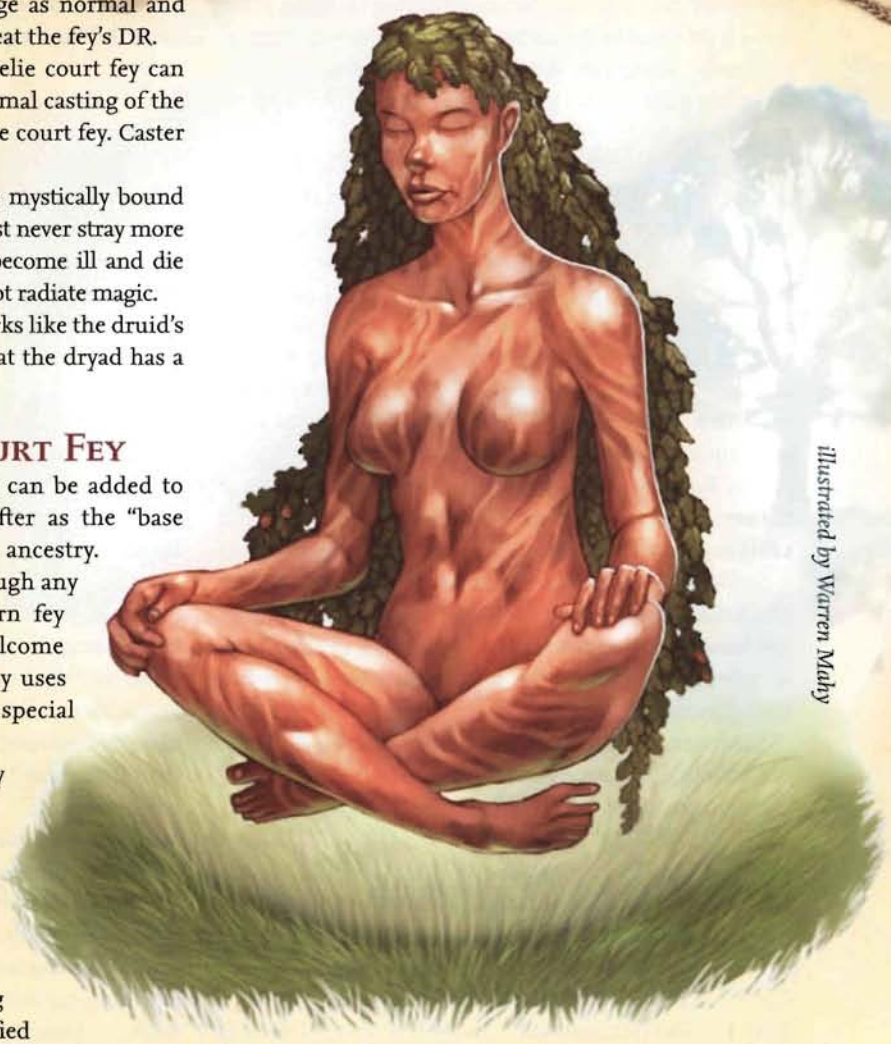
Iron Vulnerability (Ex): The mere touch of iron (including steel) deals 1 point of damage to the seelie court fey. A hit with an iron or steel weapon deals an additional +1d6 points of damage. The fey's DR protects

it from this damage. Roll the damage as normal and apply DR, unless the weapon can defeat the fey's DR.

Sanctuary (Sp): Once per day, a seelie court fey can cast *sanctuary* on herself. Unlike a normal casting of the spell, this ability affects only the seelie court fey. Caster level 4th; DC 15.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.



illustrated by Warren Mahy

Creating a Seelie Court Fey

"Seelie court fey" is a template that can be added to any fey creature (referred to hereafter as the "base creature") if it has exclusively fey ancestry. Creatures who have become fey through any means other than having been born fey from purely fey parents are not welcome in the seelie court. A seelie court fey uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A seelie court fey retains all the special attacks of the base creature and also gains vernal touch.

Spell-Like Abilities: Seelie court fey with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their HD as the caster level, as specified in the table below. Each ability is useable once per day.

Vernal Touch (Su): To receive a vernal touch is like being kissed by springtime itself, full of life and promise. At will, as a standard action, the seelie fey can touch a creature with a vernal touch. This touch removes dazed, nauseated, fatigued, and exhausted conditions from living creatures. For undead creatures, a seelie court fey's touch attack acts like a cleric's ability to turn undead as a cleric of two levels lower would. Unlike a cleric's turn ability, each use of vernal touch affects only the touched undead.

Special Qualities: A seelie court fey retains all the special qualities of the base creature and gains the following abilities.

Aura of Glory (Su): A seelie court fey radiates calm. She is immune to fear (magical or otherwise). Allies within 10

SEELIE COURT FEY DR AND SPELL-LIKE ABILITIES

Hit Dice	Damage Reduction	Ability
1	5/cold iron	*Command, disrupt undead, prestidigitation*
2–3	5/cold iron	As above, plus *charm person, unseen servant*
4–5	5/cold iron	As above, plus *create food and water, enthrall*
6–7	5/cold iron	As above, plus *minor creation*, suggestion*
8–9	5/cold iron	As above, plus *charm monster, Leomund's secure shelter*
10–11	10/cold iron	As above, plus *major creation**
12+	10/cold iron	As above, plus *Mordenkainen's magnificent mansion, mass suggestion*

*Items created by seelie court fey using these spell-like abilities vanish if touched by iron or steel. Fey cannot create iron or steel items.

feet of her gain a morale bonus on saving throws against fear effects equal to the seelie court fey's Charisma bonus.

Damage Reduction: Wood and silver weapons have little effect against seelie court creatures, but cold iron weapons harm them as normal.

Iron Vulnerability (Ex): The mere touch of iron (including steel) deals 1 point of damage to the seelie court fey. A hit with an iron or steel weapon deals an additional +1d6 points of damage. The fey's DR protects it from this damage. Roll the damage as normal and apply DR, unless the weapon can defeat the fey's DR.

Sanctuary (Sp): Once per day, a seelie court fey can cast *sanctuary* on herself. Unlike a normal casting of the spell, this ability affects only the seelie court fey. Caster level equal to HD; DC 11 + Charisma bonus.

Spell Resistance: SR equal to 10 + base creature's HD. If the creature has better spell resistance already, use that value instead.

Skills: A seelie court fey receives a +4 racial bonus on Bluff, Craft, or Perform (one only, chosen at the time the template is applied), and Diplomacy checks. Self-absorbed, they also receive a –4 penalty on Listen and Spot checks.

Environment: Any land and underground.
Challenge Rating: As base creature +1.
Alignment: Any.

Spiritus Anime

by Spike Jones, DRAGON *#162, October 1990*

Tiny Undead (Incorporeal)
Hit Dice: 2d12 (13 hp)
Initiative: +4
Speed: Fly 60 ft. (perfect) (10 squares)
Armor Class: 18 (+2 size, +4 Dex, +2 deflection), touch 18, flat-footed 14
Base Attack/Grapple: +1/—
Attack: —
Full Attack: —
Space/Reach: 2 1/2 ft./2 1/2 ft.
Special Attacks: Corpse animation
Special Qualities: Corpse home, darkvision 60 ft., incorporeal traits, invisibility, turn resistance +4, undead traits
Saves: Fort +0, Ref +4, Will +3
Abilities: Str —, Dex 19, Con —, Int 11, Wis 11, Cha 14
Skills: Bluff +7, Hide +17, Knowledge (local) +5, Spot +5
Feats: Dodge
Environment: Any
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: —
Level Adjustment: —

A mist surrounds a nearby corpse. The corpse suddenly rises to its feet and looks right at you.

The spiritus animus is an invisible, undead spirit capable of entering and animating corpses. These foul creatures subsist on the death energy emitted by a dying creature. Thus, the spiritus typically lurks near areas that see frequent battles. When a fight erupts, the spiritus anime slips into the melee. When an opponent falls, the spirit animates the corpse as a zombie and attacks. In so doing, it spreads further death and destruction across the battlefield.

Between its invisibility and incorporeal nature, a spiritus anime is difficult to identify and directly injure. Its one weakness is the body it used in life. The spiritus anime must remain within 100 feet of its mortal remains. While direct attacks can destroy a spiritus anime, only the destruction of its corpse guarantees its permanent defeat.

A spiritus anime forms when a spiteful, greedy person dies while bearing a grudge. The creature's hate sustains it in undeath and drives it to spread death and havoc.

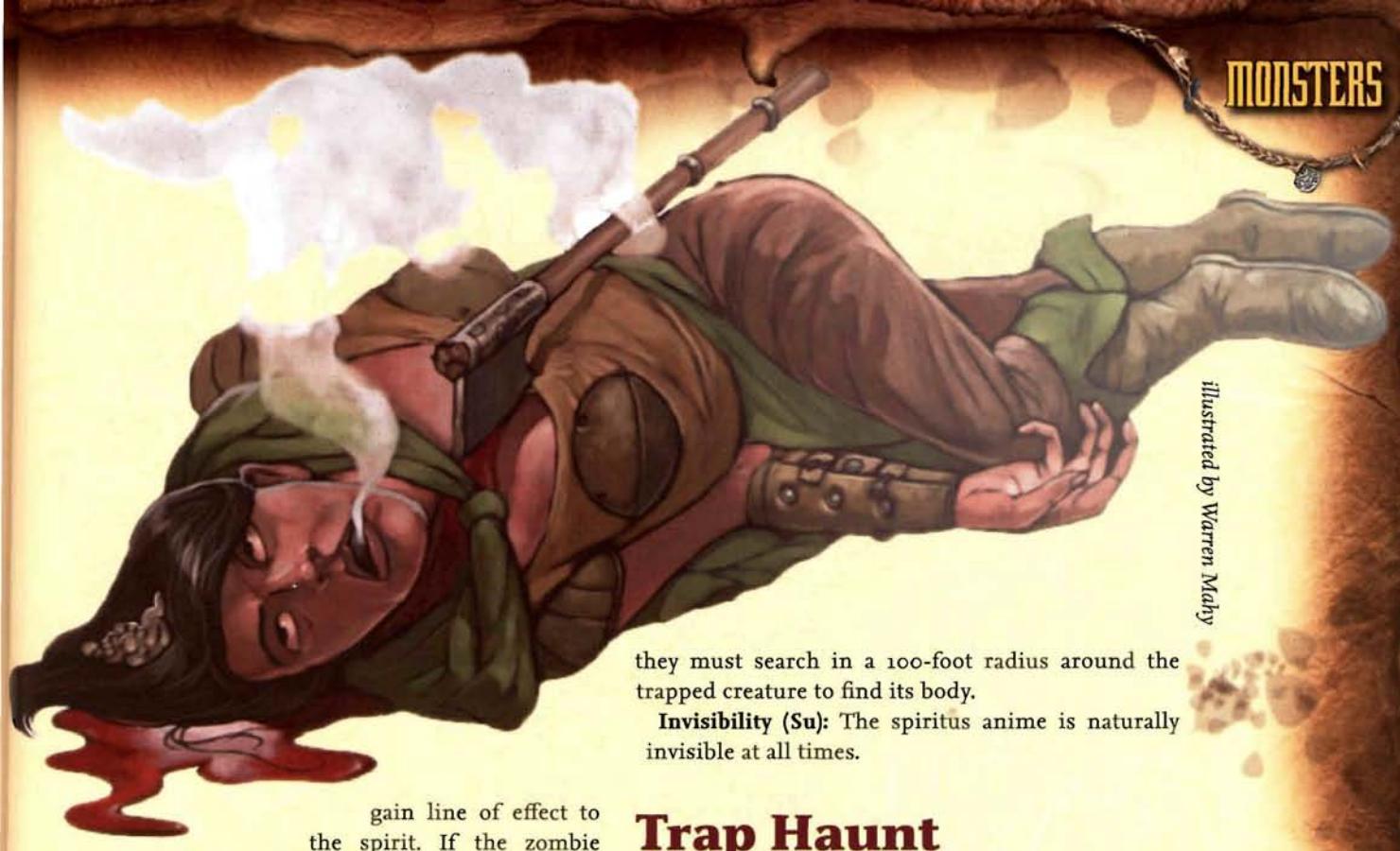
Combat

A spiritus anime waits until at least several of its potential victims are near death before animating a body. It is clever enough to see that, should it enter the fray too early, its opponents can hack down the zombie it creates without suffering any casualties. The spiritus relies on a vicious cycle where it animates a body, uses that body to slay at least one opponent, then hops into that body when its original zombie takes defeat. In this manner, the spiritus slowly works through its opponents' ranks.

If the spiritus's enemies flee, it typically attempts to move its mortal body if it has time and if its body is not securely hidden.

Corpse Animation (Su): As a standard action, the spiritus anime can enter and animate a corpse. The spiritus anime must occupy the same square as the corpse when it uses this ability. The dead creature gains the zombie template (*Monster Manual,* pages 265–266). The resulting zombie can have up to 14 hit dice. The spiritus anime remains within the zombie and controls its actions. If the zombie is slain, the spiritus anime can exit the body and animate another creature. The spiritus anime can also choose to vacate a corpse before its destruction. Doing so is a standard action. The zombie collapses to the ground and the spiritus anime occupies any one of the squares of the zombie's space. The spiritus may use its move action as normal.

While within an animated zombie, the spiritus is immune to most attacks and effects. Casters cannot



illustrated by Warren Mahy

gain line of effect to the spirit. If the zombie takes enough damage to destroy it, any damage in excess of the zombie's hit point total is applied to the spiritus. The creature gains the standard benefits and defenses due to its incorporeal nature and so forth against this attack. For example, a blow from a nonmagical axe might destroy a zombie but it cannot injure the spiritus anime within.

If a cleric attempts to turn the spiritus anime while it is within a body, the cleric resolves his attempt against the spiritus, not the zombie. If the spiritus is turned, it vacates the body and attempts to flee as normal.

Corpse Home (Ex): The spiritus anime has a strong link to the body of its mortal form. When inactive, it generally lurks within or near its remains. The spiritus cannot animate its own body, although many of these creatures animate zombies to hide their bodies or move them to better hunting grounds. Any attack against this corpse deals damage to the spiritus anime. If an attacker delivers sufficient damage against the body to destroy the spiritus anime, the body crumbles into dust and the spiritus is permanently destroyed.

If the spiritus is reduced to 0 or fewer hit points without any damage to its corpse, or if it destroyed via turning without damage to its corpse, it reforms in 1d4 days at its full hit points. If the body takes at least 1 point of damage any time before the spiritus re-forms, the spiritus is permanently destroyed.

A spiritus can never venture more than 100 feet from its body. Even if turned, it obeys this stricture. Clever adventurers know that, after turning a spiritus, they must search in a 100-foot radius around the trapped creature to find its body.

Invisibility (Su): The spiritus anime is naturally invisible at all times.

Trap Haunt

by James Jacobs, DRAGON *#307, May 2003*

A trap haunt is the undead remnant of a particularly headstrong rogue slain by a trap. Like most ghosts, a trap haunt is bound to the site of its death—in this case, the very trap that created it.

The actual trap haunt appears as a cold pale vapor that writhes and roils over the surface of the trap. Those who look closely at this mist can see that it is composed of dozens of insubstantial images of the original victim's face, twisted into a seething mask of rage and hatred. When at rest or waiting in ambush, the trap haunt is often invisible to the naked eye.

Unlike most ghosts, the trap haunt remembers little of its previous life, save that it was cut short by the unfortunate accident with the trap that killed it. A trap haunt wants only to lure the living to it so it can use the trap to kill and feed on the souls of the dying victims in a hopeless and tragic attempt to free itself from the numbing humiliation of its ignominious death. Trap haunts do not act in an organized or intelligent manner as a general rule.

In some circles, these unique undead creatures have come to be known as "trapparitions." Although the name itself might be a bit too comical for a creature steeped in such a legacy of pain and suffering, it seems to be catching on in areas with a well-developed sense of black humor.

Trap haunts are sometimes purposely created by an especially evil and cruel individual who seeks to further

protect a trap-filled lair. Often, such an individual invites a rogue into her lair with the promise of riches and power in return for simply testing her newest security devices. Typically, the lair contains numerous minor and obvious traps, to lure the rogue into a false sense of security. Once the rogue's guard is down, the real trap is sprung. Creating trap haunts in this manner is time consuming—only the most charismatic of victims can become trap haunts. The creator often finds these charismatic trap haunts well worth the effort.

A trap haunt can be moved to a new location once it is created, although this is a dangerous process that requires magical means or clerical assistance to control the undead. Once the undead spirit is quelled, the trap itself must be physically transported to its new location. Despite the logistics involved, rumors on the black market tell of several thieves' guilds that make tidy profits harvesting trap haunts and selling the haunted devices to evil warlords and crazed magicians.

Sample Trap Haunt

Floating above the floor is a cold pale vapor that writhes and roils. Within the vapor are dozens of images of the same being's face, its expression filled with wrath and hate.

Trap Haunt 5th-level Elf Rogue
Medium Undead (Incorporeal)
Hit Dice: 5d12 (32 hp)
Initiative: +7
Speed: Fly 30 ft. (perfect) (6 squares)
Armor Class: 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple: +2/+2
Attack: Incorporeal touch +2 melee (1d6 cold)
Full Attack: Incorporeal touch +2 melee (1d6 cold)
Space/Reach: 5 feet/5 feet
Special Attacks: Animate dead, animate trap, chill aura, energy drain, sneak attack +3d6
Special Qualities: Bonded trap, elf traits, evasion, *invisibility*, trap sense, trapfinding, turn resistance, uncanny dodge
Saves: Fort +1, Ref +7, Will +0
Abilities: Str 10, Dex 16, Con —, Int 3, Wis 8, Cha 18
Skills: Bluff +7, Gather Information +7, Hide +11, Intimidate +7, Listen +7, Spot +7, Tumble +11, Use Magic Device +12
Feats: Dodge, Improved Initiative
Environment: Any
Organization: Solitary plus 1–10 (or more) skeletons and 1–10 (or more) zombies
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

A trap haunt despises the living and attempts to kill any who come near it.

Combat

After killing one opponent, the trap haunt animates its body to fight its foes.

Animate Dead (Su): As a full-round action, the trap haunt may transform the remains of any creature slain by it or its trap into a skeleton or zombie of the appropriate size. Once the undead is animated, the trap haunt may control the actions of the undead minion as a free action. These animated undead cannot move more than 30 feet from the area the trap affects, regardless of who controls them.

Animate Trap (Su): As a full-round action, the trap haunt may animate the trap that slew it, either triggering or resetting the trap.

Chill Aura (Su): Any living creature within 30 feet of a trap haunt must succeed at a DC 16 Fortitude save each round or take 1d6 points of cold damage. A trap haunt may suspend or resume the use of this ability as a standard action. When the chill aura ability is not in use, a trap haunt is invisible as per the spell *greater invisibility*.

Energy Drain (Su): Any living creature struck by a trap haunt gains 1 negative level. For each negative level bestowed, the trap haunt heals 5 points of damage. If the amount of healing is more than the damage the trap haunt has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed at a DC 16 Fortitude save to remove it. Failure means the opponent's level (or HD) is reduced by 1.

Sneak Attack: If the trap haunt can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage.

The trap haunt's attack deals extra damage any time its target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the trap haunt flanks its target. This extra damage is 3d6. Should the trap haunt score a critical hit with a sneak attack, this extra damage is not multiplied.

A trap haunt can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature immune to critical hits is not vulnerable to sneak attacks. The trap haunt must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A trap haunt cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Trap haunts can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Trap haunts can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A trap haunt who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it without disarming it.

Evasion (Ex): A trap haunt can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless trap haunt does not gain the benefit of evasion.

Trap Sense (Ex): The trap haunt has an intuitive sense that alerts it to danger from traps, giving it a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A trap haunt can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Bonded Trap (Su): Trap haunts cannot move more than 30 feet from the trap that created them, but as long as the trap that created the trap haunt exists, the undead spirit cannot be slain. If reduced to 0 hit points, the trap haunt merely fades away for 2d6 rounds before returning at full strength. As long as the trap haunt has at least 1 hit point, its trap's hardness is increased by a number equal to the trap haunt's Charisma bonus. If the trap is destroyed, the trap haunt continues to inhabit the ruined remains but can no longer animate the trap. If the trap haunt is then brought down to 0 hit points, it is permanently destroyed.

Invisibility (Su): When the trap haunt is not using its chill aura ability, it is invisible as per the spell *greater invisibility. Invisibility purge, see invisibility, true seeing,* and similar spells reveal the presence and location of the trap haunt normally.

Turn Resistance (Ex): A trap haunt has +4 turn resistance.

Creating a Trap Haunt

"Trap haunt" is a template that can be added to any living creature that possesses at least 1 level of rogue and has been slain by a trap. The creature (referred to hereafter as the "base creature") must have a Charisma score of at least 18. The base creature's type changes to undead, and it gains the incorporeal subtype. It otherwise uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.



illustrated by Cara Mitten

Speed: A trap haunt has a fly speed of 30 feet (perfect maneuverability). It loses all other movement rates.

Armor Class: The trap haunt's natural armor value is +0, but it gains a deflection bonus to its Armor Class equal to its Charisma bonus.

Attacks: The trap haunt retains all of the attacks of the base creature, but these attacks become incorporeal touch attacks. These attacks are modified by the trap haunt's Dexterity score, not its Strength score. Note that trap haunts cannot use equipment.

Damage: The trap haunt's incorporeal touch attacks deal 1d6 points of cold damage plus additional cold damage equal to the trap haunt's Charisma bonus.

Special Attacks: The trap haunt retains all the special attacks of the base creature, although those relying on physical contact do not affect corporeal creatures. In addition, the trap haunt gains the following special attacks.

Animate Dead (Su): As a full-round action, the trap haunt may transform the remains of any creature slain by it or its trap into a skeleton or zombie of the appropriate size. Once the undead is animated, the trap haunt may control the actions of the undead minion as a free action. These animated undead cannot move more than 30 feet from the area the trap affects, regardless of who controls them.

Animate Trap (Su): As a full-round action, the trap haunt may animate the trap that slew it, either triggering or resetting the trap.

Chill Aura (Su): Any living creature within 30 feet of a trap haunt must succeed at a Fortitude save (DC 10 + half the trap haunt's HD + Charisma modifier) each round or take 1d6 points of cold damage. A trap haunt may suspend or resume the use of this ability as a standard action. When the chill aura ability is not in use, a trap haunt is invisible as per the spell *greater invisibility.*

Energy Drain (Su): Any living creature struck by a trap haunt gains 1 negative level. For each negative level bestowed, the trap haunt heals 5 points of damage. If the amount of healing is more than the damage the trap haunt has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as restoration) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 10 + half the trap haunt's HD + Charisma modifier) to remove it. Failure means the opponent's level (or HD) is reduced by 1.

Special Qualities: The trap haunt has all the special qualities of the base creature and those listed below.

Bonded Trap (Su): Trap haunts cannot move more than 30 feet from the trap that created them, but as long as the trap that created the trap haunt exists, the undead spirit cannot be slain. If reduced to 0 hit points, the trap haunt merely fades away for 2d6 rounds before returning at full strength. As long as the trap haunt has at least 1 hit point, its trap's hardness is increased by a number equal to the trap haunt's Charisma bonus. If the trap is destroyed, the trap haunt continues to inhabit the ruined remains but can no longer animate the trap. If the trap haunt is then brought down to 0 hit points, it is permanently destroyed.

Invisibility (Su): When the trap haunt is not using its chill aura ability, it is invisible as per the spell *greater invisibility. True seeing, invisibility purge, see invisibility,* and similar spells reveal the presence and location of the trap haunt normally.

Turn Resistance (Ex): A trap haunt has +4 turn resistance.

Abilities: Same as the base creature, except the trap haunt's Intelligence becomes 3 and it lacks a Constitution score.

Skills: Same as base creature. Note that an undead creature uses Charisma to modify Concentration checks and an incorporeal creature is always completely silent unless it wishes to be heard.

Environment: Any.

Organization: Solitary plus 1–10 (or more) skeletons and 1–10 (or more) zombies.

Challenge Rating: Same as base creature +2.

Treasure: Standard. Note that trap haunts are incorporeal creatures with no connection to the Ethereal Plane. They cannot use equipment of any kind.

Alignment: Always chaotic evil.

Advancement: Same as base creature.

Troll, Fire

by Alec Baclawski, DRAGON *#199, November 1993*

Large Giant (Fire)
Hit Dice: 10d8+80 (125 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 22 (–1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
Base Attack/Grapple: +7/+20
Attack: Claw +15 melee (1d8+9)
Full Attack: 2 claws +15 melee (1d8+9) and bite +13 melee (1d8+4)
Space/Reach: 10 feet/10 feet
Special Attacks: Rend 2d8+13
Special Qualities: Acidic blood, darkvision 90 ft., fire and acid immunity, fiery regeneration, low-light vision, regeneration 8, scent, vulnerability to cold
Saves: Fort +15, Ref +6, Will +4
Abilities: Str 28, Dex 17, Con 26, Int 10, Wis 12, Cha 11
Skills: Climb +22, Survival +14
Feats: Improved Bull Rush, Improved Natural Attack (claws), Multiattack, Power Attack, Track[B]
Environment: Any warm

Organization: Solitary or gang (2–4)
Challenge Rating: 9
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +12

This blood-red, smooth-skinned troll is larger than a typical member of its species. Its eyes glow with a fierce yellow flame, while a shock of orange and yellow hair rises from its scalp. Its claws and teeth are long, sharp, and black as charred steel.

Unlike other trolls, the fire troll is immune to acid and fire damage. These brutes make their homes in areas of extreme heat, from the hottest equatorial jungles to dungeon chambers lodged deep within the burning heart of active volcanoes.

Fire trolls typically build their homes in areas inaccessible to creatures that are vulnerable to fire. The trolls might dwell within a cave concealed by a lava flow. Fire trolls look at molten rock in the same way a human might regard a cool, refreshing pool of water.

Unlike other trolls, fire trolls rarely work with other creatures. They hunt fire giants for sport, and consider themselves the ultimate masters of the areas they claim. They are intelligent, cunning, and capable of making long term plans to increase their hold over a region. When fire trolls work with other creatures, they do so as equal partners. This mercenary streak sometimes proves troublesome for the trolls' allies, as fire trolls are willing to break off a fight if faced with an overpowering foe or a tantalizing bribe. Fire trolls love treasures and magic items that can resist extreme heat. Such gifts can sway them to setting aside their weapons or withdrawing from a conflict.

Combat

Fire trolls are smarter than normal trolls. They prefer to strike from ambush, and whenever possible they exploit their immunity to fire and acid damage. A fire troll might wade into a stream of magma to leap out and attack passing travelers. Fire trolls use their Improved Bull Rush feat to knock foes into magma before diving in after them. Their love of roasted, burnt flesh makes this tactic their preferred method of fighting.

In areas of extreme heat, fire trolls prefer hit and run attacks to wear down their enemies. They know that softer creatures—as they call those vulnerable to heat—lose their strength and vitality when exposed to searing temperatures for extended periods. Fire troll spellcasters use *dispel magic* to tear away any defenses against heat attacks before a tribe closes for combat.

Rend (Ex): If a fire troll hits the same target with both of its claw attacks, it latches on and tears into him. This attack deals an additional 2d8+13 points of damage.

Acidic Blood (Ex): The fire troll's blood is highly acidic. Any weapon used to strike the troll risks exposure to this searing acid. The acid deals 1d6 points of damage. A DC 23 Reflex save negates this damage. The weapon's hardness does not provide any protection against this acid. Attackers who use natural weapons, such as an unarmed strike, must make this save or take the damage. This ability's save DC is Constitution-based.

Fiery Regeneration (Ex): The fire troll's regeneration ability draws on the energy available in areas of severe heat (110° F or higher). Under such conditions, the fire troll's regeneration increases by 4 points to 12 points per round. If any effect that deals fire damage targets a troll, its regeneration ability increases to 20 points for 1 round. If the troll is exposed to multiple attacks



Illustrated by Warren Mahy

during the same round, its improved regeneration's duration remains 1 round.

Regeneration (Ex): Electricity deals normal damage to a fire troll.

Vulnerability to Cold (Ex): Trolls regenerate cold damage despite their weakness to it. If cold damage drops a fire troll to 0 or fewer hit points, it must make a Fortitude save (DC 15 + cold damage taken) or be frozen in place. The troll is helpless for 2d4 rounds. If further physical or electrical damage reduces it to –10 hit points or lower, its frozen body shatters into dozens of pieces, killing it.

Unseelie Fey

by Gwendolyn F. M. Kestral, Dragon *#304, February 2003*

Fey can breed with anything and—except for the pure-blood-minded seelie court fey—often do. The offspring of these liaisons are unusual creatures, blending characteristics of both parents, sometimes able to pass as a parent's creature type. In turn, these half-breeds mate and pass on a blend of features and abilities. After several generations, these mixed creatures often resemble things out of nightmares or a mad wizard's experiment.

These oddities generally are spurned by their non-fey ancestor's society. The seelie court fey view these creatures at best as pathetic half-breeds to be spurned with contempt and at worst as despicable perversions of all that is fey, to be hunted down and put out of their misery.

Sample Unseelie Fey

This playful-looking gnome bears a pair of dragonfly wings fluttering softly on her back and a cruel smile on her face.

Summer Unseelie Fey 1st-Level Gnome Warrior
Small Fey
Hit Dice: 1d8+2 (6 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 40 ft. (average)
Armor Class: 16 (+1 size, +2 Dex, +2 leather, +1 light shield), touch 13, flat-footed 14
Base Attack/Grapple: +1/–4
Attack: Longsword +0 melee (1d6/19–20) or light crossbow +5 ranged (1d6/19–20)
Full Attack: Longsword +0 melee (1d6/19–20) or light crossbow +5 ranged (1d6/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Summer caress
Special Qualities: Gnome traits, iron vulnerability
Saves: Fort +4, Ref +2, Will –1
Abilities: Str 9, Dex 13, Con 12, Int 10, Wis 9, Cha 10
Skills: Hide +4, Intimidate +4, Listen +1, Spot +1
Feats: Weapon Focus (light crossbow)
Environment: Temperate hills
Organization: Solitary
Challenge Rating: 1
Treasure: Standard
Alignment: Always evil (any)
Advancement: By character class
Level Adjustment: +0

The summer unseelie fey gnome is cruel in her pranks and interactions with others.

Combat

Summer unseelie fey gnomes prefer misdirection and deception over direct confrontation. They would rather befuddle or embarrass foes before killing them.

Summer unseelie fey gnomes make heavy use of illusion magic and carefully prepared ambushes and traps whenever they can.



illustrated by Warren Mahy

Summer Caress (Su): Surrounded as if by the warm, verdant air of summer, an unseelie fey with summer's caress is protected by a *magic circle of nature*. This ability functions much like a *magic circle against evil*, except that it protects against attacks from all creatures of any alignment except for those of the animal, beast, fey, or magical beast creature types. Caster level 1st.

Creating an Unseelie Fey

"Unseelie fey" is a template that can be added to any living creature type (referred to hereafter as the "base creature"). The creature's type becomes "fey." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: d6 or by character class.

Speed: Many fey have wings. Some of them are mere vestiges unable to support the weight of the unseelie fey, but most are usable, enabling the creature to fly at twice the base creature's normal speed (average maneuverability). A base creature that normally has wings might have wings unusual for its kind. Wings can be of any type listed on the following table. Select the wings or roll randomly (see the table below).

d% Roll	Type of Wings
01–33	None
34–50	Unusable wings of a type listed below
51–60	Batlike
61–70	Birdlike
71–80	Butterflylike/Mothlike
81–90	Dragonlike/Scaled
91–100	Insectlike

Special Attacks: An unseelie fey retains all the special attacks of the base creature and also gains one seasonal power described below.

Season's Power: An unseelie fey has a powerful connection to one of the seasons and gains a power related to it.

- *Vernal Touch (Su):* To receive a vernal touch is like being kissed by springtime itself, full of life and promise. At will, as a standard action, the unseelie fey can touch a creature with a vernal touch. This touch removes dazed, nauseated, fatigued, and exhausted conditions from living creatures. For undead creatures, an unseelie fey's vernal touch attack acts like a cleric's ability to turn undead as a cleric of two levels lower than the unseelie fey's Hit Dice. Unlike a cleric's turn ability, each use of vernal touch affects only the touched undead.
- *Summer Caress (Su):* Surrounded as if by the warm, verdant air of summer, an unseelie fey with summer caress is protected by a *magic circle of nature*. This ability functions much like a *magic circle against evil*, except that it protects against attacks from all creatures of any alignment except for those of the animal, beast, fey, or magical beast creature types. Caster level equals HD.
- *Autumn Harvest (Su):* Autumn is a time of endings. As a standard action, an unseelie fey can touch a creature with a special dispelling touch. This touch acts as a targeted *dispel magic*. The unseelie fey can use this ability a number of times per day equal to 1 + Charisma modifier (minimum 1). Caster level equal to HD.
- *Winter Chill (Su):* An unseelie fey with winter chill has a presence that disquiets nonfey. The more beautiful the creature is, the more uncomfortable other creatures feel. Living, nonfey creatures within 5 feet of her feel uneasy and take a morale penalty on saves equal to the unseelie fey's Charisma bonus (minimum 1).

Special Qualities: An unseelie fey retains all the special qualities of the base creature and also gains fey qualities and those listed below.

Damage Reduction: The unseelie fey gains DR based on its HD.

Hit Dice	Damage Reduction
1–3	None
4–7	5/cold iron
8–11	10/cold iron
12+	15/cold iron

Iron Vulnerability (Ex): The mere touch of iron (including steel) deals 1 point of damage to the unseelie fey. A hit with an iron or steel weapon deals an additional +1d6 points of damage. The fey's DR protects it from this damage. Roll the damage as normal and apply DR, unless the weapon can defeat the fey's DR.

Vision (Ex): Most unseelie fey have low-light vision. Some strange breeding combinations create odd alternatives, as per the table below.

d%	Type of Vision
1–70	Low-light
71–80	Standard; the creature can see as well as a human
81–90	Darkvision 60 ft.
91–95	The creature lacks eyes but has tremorsense 30 ft.
96–100	The creature lacks eyes but has blindsight 30 ft.

Abilities: The unseelie fey gains the following modifiers to its base creature's attributes: –2 Strength, +2 Dexterity, –2 Constitution, +2 Charisma.

Skills: An unseelie fey gains a +4 racial bonus on Intimidate checks.

Environment: Any.

Alignment: Always evil.

Appendices

Appendix A

101 Wondrous Whereabouts

by E.W. Morton, Dragon #281.

You can never cram too many mythical places into your campaign. A setting that awes your audience is the cornerstone of a good fantasy tale. This compilation should inspire the imagination and allow DMs to dream up adventures based upon these or their own wondrous whereabouts.

Each of the following locales has been, to some degree or another, inspired by actual mythology, folklore, or fairy tales. Several are based on real places.

1. The Library of Alexandria is the project of a powerful cosmic force. This entity has built a labyrinthine hall in which is kept a copy of every tome ever written, although many have succumbed to the ravages of time. It is said that the Library of Alexandria touches every other library ever built through strange, extradimensional pathways.

2. Mimir's Well is a well of knowledge; many great secrets can be learned by those who drink of its waters. Beware, those who would attempt this, for your passage is sure to be witnessed by a most curious and vicious beholder, the severed head of a dead god made animate to defend the magic well.

3. An ancient king had an earth-shattering secret, one that he took to the grave. Before his death, he dug a small hole into which he spoke the secret. From this hole grew a whispering plant that has muttered the king's secret ever since.

4. A heavenly being once watched over the city of Tollan. Evil deities grew jealous of the city and sought to destroy it. In a great battle, these deities were slain by the city's protector, but their bodies fell to the ground and stuck fast. From these corpses emanated a toxic stench, and the city was abandoned.

5. In the Garden of the Hesperides, golden apple trees grow in the shadow of the mighty giant that oversaw their planting. This giant has been turned to stone, although it is thought that he might yet exert influence in the world through some mystical means. Any who would dare steal golden apples from this garden should beware the curse of the petrified giant.

6. Many labyrinths have been built through the ages, but none is as insidious as the extradimensional prison, Heroes' Demise. Anyone who enters the sole door to this magical maze and walks far enough in to become lost to sight is unable to find the door again. If any means of escape exists, it remains to be found.

7. The blacksmith deity is said to own a giant blast furnace, almost a building unto itself. Within this magical structure, anything can be smelted away, even immortality. This is the only known way to strip this quality from a deity. Many fell powers would pay dearly to have one day's use of this furnace.

8. Before the age of mankind, the god Osiris was dismembered by his brother. The dead god's wife searched for the pieces of her husband, and mummified each where she found it. A tomb was built on the site of each such mummification. These many Tombs of Osiris stand to this day and still house the remains of the god.

9. Overlooking a particular harbor is the Witching Stone. This huge boulder, which sits atop a thin pillar of rock, is said to be a focal point for evil magic. Hags and dark forces gather here often. Stories say that standing atop the stone for nine nights attracts the attention of evil spirits looking to make dark pacts.

10. Near the entrance to the realm of Hel, there is a cavern known only as Cliff Cave. Within this place is chained the hound Garm, guardian of the dead. No matter which path one takes to reach the gates of Hel, one always passes Cliff Cave and must deal with its monstrous inhabitant.

11. Sitting amidst a sea of ice-flows, the Vale of Eternal Sunlight is kept warm by the sun, which never sets here. On account of the lighting conditions and the isolation of the vale, a truly bizarre ecosystem has developed, one in which many strange materials can be gathered.

12. In the crater of an extinct volcano there now exists a lake, at the heart of which is Wizard's Island. This small stone isle was once a sorcerer's ship before a rival turned it and its captain into stone. There's no telling just what magical treasures were trapped within Wizard's Island upon its unusual creation.

13. The plain of Vigrid is to be the site of the Last Battle, where the deities and their foes face mutual annihilation at the end of time. Some have traveled there and since returned, reporting they saw flashes of things to come. Most of these visions involve the doom of the traveler and those around him.

14. There is a cave in a mountain that once served as the palace of the earth god. This god planted a marvelous garden the creatures of the world could visit in pairs. One by one, the creatures of the world ate the fruit of the earth god's garden, earning exile from his palace. When all the world's species were banned from the palace, the earth god left for the heavens; the fate of his garden is unknown.

15. Upon seeking the forgiveness of the deities, the fabled King Midas found that the curse upon his person could be washed away in a river that ran through his kingdom. Anyone who can find this river is rich, for its bottom is lined with gold dust, the last remnant of the Midas curse.

16. At the Field of Deeds, the deities meet regularly in council. For the desperate, this could be an ideal place to spy on or seek audience with the deities. Whether such actions invite divine wrath remains to be seen, for mortals have yet to find this elusive plain.

17. There is a place where many a ship has gone to die. This wicked sargasso, which lets no vessel escape, is home to those sailors whose vessels became caught within the sargasso's strangling hold. They reside within the decaying vessels that carried them here and have formed a curious society all their own.

18. Atop an unnamed hill sits the Sage Stone, a monolith vaguely resembling a head. Its face looks eternally asleep, but myths speak of the Sage Stone conversing with passers-by. Stories claim that if the Sage Stone opens its mouth wide and allows travelers to climb down the mineshaft of its throat, these travelers enter a mythical, subterranean realm.

19. The rock known as the Wheel of Heaven resembles nothing other than a great millstone. It is the sight of many religious ceremonies—weddings in particular—and it is believed that any infant passed through the hole in the wheel is forever protected from disease.

20. There is a port built partly upon a particular reef. This reef is the body of a sea monster that washed up onto the shoals in ancient times and transformed into the rocky material that makes up the reef today. The city is devastated should a means be found to restore the monster to life.

21. Atop an unnamed mountain in the wilds, there used to sit Castle Dragonchild, home to an ancient tyrant and sorcerer. Although the fortress has since crumbled away into nothing, local folklore holds that anyone venturing to this mountain amid the thick morning mists finds Castle Dragonchild and learns that its lord is alive and well.

22. The gates of Heaven are guarded well, and by more than mere angels. Through these massive doors can be seen a barren, empty field, and for the wicked who traverse the gates, this is all they find. Only the righteous who pass through Heaven's gates are transported to paradise.

23. There is an isle called Naxos where the rowdy wine god Bacchus holds his annual festival. Whoever revels here finds wonders beyond delight, but he might also find doom. Those who linger too long are fated to join the High Carnival of Bacchus forever.

24. Law's Table, actually a tablet of titanic proportions, is a remnant of an ancient culture. Scribed in an undecipherable language upon it is the legal code of a long dead civilization. No one knows what these laws are, but sages have deduced some, and everyone within a day's travel who has happened to violate one of them has been found dead within hours of committing the offense. Similar deaths in the area have also been attributed to the Table, although these unfortunates didn't break any of the known laws.

25. Where the River Styx enters the land of the dead stands White Rock, a pile of bleached bones that marks the point beyond which no mortal is supposed to venture. Those laying eyes upon White Rock and then sailing past it are guilty of trespass; they might find themselves faced with the wrath of the deities.

26. The Seeming Emptiness is the gap between worlds. While this nether void would certainly seem empty of anything worth visiting, a wary traveler can certainly find strange sites within if she knows the secret means of reaching them.

27. If one travels far enough west, one finds the Place Where Heaven Stands at the edge of the earth. It is the tallest precipice in the world and marks the place where the earth and sky meet. Between these two surfaces is wedged the blade of a copper axe. No one knows from whence this blade came, nor if it can be removed. Some say that removing it brings the sky crashing down.

28. The Gray Monolith is an ancient structure built to glorify a long forgotten god. It is thought to be abandoned, and few travel here for any reason. Those who do often find mysterious offerings at the foot of the shrine. They are also likely to report hearing ghostly voices whispering terrible secrets.

29. Old men say that Lake Bosomtwe used to reside a day's travel to the north, but one night it moved itself across the land to its present location. The lake is watched over by a goddess, whose power is evidenced

by the mysterious will-o'-the-wisps within its new swampy locale.

30. The watery realm of Tlalocan is the final resting-place of mortals killed by drowning, storms, and waterborne illnesses. It is widely believed that the souls sent here are eternally happy, but some seers would suggest otherwise. Short of an expedition into this netherworld, the truth about it might never be known.

31. There is a sacred grove where the faeries hold worship. Mortals daring to enter this mystical circle are doomed to be struck blind and ill by the sylvan powers that watch over the grove, until such a time that atonement in the eyes of these fickle beings is earned.

32. In the underworld realm of Xibalba stand the Houses of Ordeals. These hellish structures were built by the creatures of the netherworld to test those who would venture here. There are tales of great heroes who perished or went mad after just one night in these terrible compounds of unknown horrors.

33. When a new king is crowned, he is taken to the Hall of Thrones, in which rests each of the seats used by the kings who reigned before him. As part of the coronation, the new king sits on each of his predecessors' thrones and gains some of their knowledge and power.

34. The temple known as the Sanctuary of Baalbek houses a magical idol that can speak. It exists only to answer the questions of the faithful, and each pilgrim is awarded with the answer to any single question she poses once in her lifetime. The answer, although cryptic, is always true.

35. The Palace of Din is one of the most desolate fortresses ever built. Constructed in the icy mountains of the north out of materials that capture the coldest breezes, the castle is so unforgiving that the frost giantess who resides here is separated from her divine husband because he finds her home too inhospitable.

36. It's said that there exists a giant berry tree that is as tall as the world itself. The berries of this immense tree are the suns that shed their light upon the various worlds. By traversing the inner passages of this hollow tree, a voyager can reach any one of a plethora of places across the planes.

37. At all hours, strange, ethereal music fills the Valley of Pan's Whimsy. No one knows just what it is that generates this mystical song. All who go to investigate have been driven mad by the powerful and dangerous melody.

38. Stories tell of a land patrolled by a giant called the Stretcher. Anyone caught by this fiend is strapped onto a special table. Those shorter than the table are stretched on the rack until this is no longer true; those longer than the table are instead dismembered until they fit upon it.

39. Somewhere in the fabled home of the deities sits the Throne of the Deities, a vantage point from which anything can be seen. Stories say that the throne is sometimes left unattended. It might be possible for a mortal to sit upon it briefly and gain a glimpse of whatever he most desires to see.

40. At the edge of the world, where the sun sets, is the Abysmal Gorge, the deepest canyon known. Anyone reaching this gorge can venture into it and access the bowels of the earth—even the palace of the sun god. What wonders exist in either of these locales can only be imagined.

41. The Temple of the Earth is not a building; it's a remarkable cave. Upon the walls of this cavern are transcribed a myriad of spiral designs—runes that can be used to tap the unimaginable power residing deep within the earth.

42. The Druid Stones at Sitleft were, in the distant past, an army that was turned to stone by an opposing wizard. It is said that a particular spell exists that restores this army to life in the caster's service. Unfortunately, a bizarre spell has been cast upon the stone army, making its numbers uncountable by any means; the army's exact size is unknown.

43. The Mausoleum at Halicarnassus is the tomb of a wealthy king. This vain ruler, upon seeing pyramids built for other kings, decided to build an even grander tomb. His mausoleum includes a full-sized pyramid as a roof supported by countless stone columns, all atop a tiered platform. The whole is decorated with golden statues.

44. Once upon a time, a chaste goddess fell in love with the herdsman Endymion. Her fellows, not wanting her to forget herself, placed the man in an eternal slumber within a particular cave. To this day, the love-struck goddess tends to the sleeping man's herd, which grazes just outside his cavern. Woe to the fool who disturbs the blessed flock of Endymion's Cave.

45. The Isle of the Blest is a blissful place where heroes favored by the deities retire to live forever in peace. Interestingly, this is also the final resting-place of all titans, even those who at one time opposed the deities.

46. The divine trickster, Loki, has been imprisoned by the deities within a cave. A serpent forever spits venom at the rogue god's face, but Loki's immortal wife is on hand to divert the poison into an ever-expanding lake of venom outside the cave. If the growth of this lake is not stopped, its poison might soon affect nearby settlements.

47. Somewhere to the north is an unnamed realm of monsters and perils. Here resides a strange race of men who are able to appear and disappear at will. Some have gone searching for the source of this power, but none have returned.

48. Somewhere to the south is a land forever shrouded in the darkest clouds. Here, stunted vegetation and subterranean creatures are found on the surface of the earth. Most who go here are quickly turned into food for the monstrous residents, but some find unusual treasures.

49. High above the earth floats the Pirate-King's pleasure-barge: a gently flying monstrosity that is easily the size of a city. The tyrannical ruler has granted asylum to anyone pursued by the law; few lawmen dare to follow their charges to this haven of criminals.

50. At Franang's Falls, a rogue god once took refuge from his brethren. Here, this god built an invisible house with a thousand rooms that form an invisible maze. The deities would handsomely reward a mortal who found a way to its heart—the god that resides there would not take kindly to such an intrusion.

51. Elgabal is a rock that fell from heaven one stormy night. While astrologers might call it a meteorite, there exists a budding cult that believes otherwise. This cult has constructed a temple at the feet of their god, Elgabal, and vigilantly defends it from the blasphemers who would dare attempt to mine the rock for its heavenly ore.

52. A famous bard was murdered and his body was tossed into the river Hebrus. The spirit of the bard now haunts that river, singing sad songs on moonless nights. No one knows what is necessary to set this poor soul free.

53. The Colossus, as tall as the tallest building, currently stands in the middle of a harbor. It was here, many winters ago, that the giant statue was animated by an evil wizard who commanded it to attack the city. The Colossus returned to its inanimate state when the wizard was killed, but the wand the wizard used to bring it to life is rumored to lie at the bottom of the harbor.

54. At the dawn of time, a forgotten deity created a horde of divine treasures. When this power was beset by jealous, lesser deities, he hid his horde at the bottom of the Water of Precious Things. At this well, these treasures still wait to be recovered.

55. The Tomb of the First Emperor is a wondrous place, designed not only as a residence but also as a replica of the empire. Each room of the marvelous tomb is a scale model of one province. The First Emperor's chamber is a larger-scaled model of the Imperial Palace, guarded by row upon row of ceramic soldiers.

56. The Rock of Dawn is the sight of the sun's birth. Some tales hold that should the sun somehow be returned to this spot, it could be slain as could a mortal. Others claim that given the performance of certain magical rites, a new sun can be created here.

57. Some sages have speculated that all flowing waters, from the mundane to the magical, originate from a single source. Many special powers have been attributed to this Source of All Rivers, and many rare beings are said to reside there. None who have attempted to sail to this fanciful place have ever returned to tell the truth of the matter.

58. The Isle of Aegir is a magical place, for it sits near the undersea palace of the sea god. The weather is erratic, strange shapes can be seen traveling beneath the waves, and pilgrims from across the world gather here.

59. Just as all rivers eventually flow into the sea, all seas eventually flow into a subterranean netherworld. Many things lost at sea have found their way to this dark realm. It is here that the race of nagas first came into existence, and they claim this nether region as their homeland.

60. The local peasantry can lead visitors to the fabled Giants' Barrow, where two immense rocks mark the graves of some oversized invaders. Builders once sought to cut slabs from these crude headstones, but as they worked, they heard mysterious music coming from beneath the earth. No one has dared approach the barrow since.

61. Among the supports said to keep the sky aloft are the Pillars of Heaven, towers found at the edges of the world that are watched over by mighty guardians. At least once, these towers have been attacked, not in an attempt to end the world, but as a means of getting the attention of the deities.

62. The Lake Avernus is a place most foul. Above it floats a stinking cloud of noxious gas so pungent that birds go out of their way to avoid flying across the waterway. Most agree that this foul vapor is unnatural, but none have yet found a way to remove the curse of Lake Avernus.

63. At the gate to the underworld stands a magical rock of entrapment. Anyone touching this towering stone becomes imprisoned within it, unable to escape without magical aid from outside. The exact rites and spells used to free the prisoners of this wicked rock have been lost.

64. A particular ruler of a desert kingdom, whose queen hails from a mountainous, jungle-shrouded land, has built for her the famous Hanging Gardens on an artificial mountain range. This paradise contains an elaborate irrigation system used to simulate a rain forest. Rumor has it that there are countless secret passages and vaults hidden within the manufactured mountains.

65. A savage tribe of lizardfolk, long since lost to the mists of time, buried its dead at a place called the Dragon Barrow. From high above, this immense burial mound appears to have the shape of a dragon. It's said that anyone who walks around the edge of the Dragon Barrow receives a magical blessing, but it is also said that a dragon's spirit defends the place.

66. Within the Temple of Zeus stands a giant statue of that god, fashioned entirely of precious metals. It is perhaps the most expensive sculpture ever constructed. The opening ceremonies of the Sacred Games are held at the feet of this monument, a tradition for which even war itself stops in the nation of the games' founding.

67. Somewhere there exists a Floating City built atop a deep, serene lake. The foundation of this city is built of surprisingly sturdy rafts of unknown design. Many builders dream of uncovering the secrets of the Floating City's construction.

68. The River Acheron is the River of Woe where Charon the Ferryman carries the dead into the afterworld. Those of the living who are brave enough might sail across this river once, but only once; the return journey is forbidden, upon threat of divine curses.

69. The River Phlegeron is the River of Fire, another means to enter the land of the dead. There is no ferryman here, and none have tried to swim it, for the River of Fire burns brighter than any known flame. Anything, even an immortal soul, exposed to this unholy blaze is burned to ash and is forever beyond recovery.

70. The River Cocytus is the River of Wailing, and it is the last of the waterways running through the netherworld. Few would dare think of this river as means of travel, for it is a river not of water but of anguished souls who, in their misery, attempt to feast upon those living who come near.

71. The Serapeum is a temple to a god said to support the world, just as the arms of his statue support the temple walls. The statue, made of wood, is far from being a symbol of majesty and strength, for it is worm-eaten and rat infested. Nonetheless, stories say that if this statue is torn down, the world will collapse.

72. The Impress of the Hands is a rock into which are burned the hand-prints of a giant god. It is the site of worship for some, but others seek only to exploit the magical residue that the old god inadvertently left behind. Just what can be done with that residual power remains to be seen.

73. On a distant shore, a colonial power once established the city of Ronnak. When a supply vessel arrived there a year later, the city of Ronnak was gone. In its place stood only a wooden post into which was carved its name. There was no sign of any sort of calamity, yet the city's residents were never heard from again.

74. The Heaven of Fresh Breezes is a realm to which the worthy can go when they die. In this place blows a gentle, healing wind, one that is capable of curing the ailments of any mortal who finds her way there. Anyone seeking such a miracle cure should be warned that those smelling the fragrant breezes find them hard to leave behind.

75. Some stories mention the Heaven of Broken Pots, a place where the wicked go for punishment. This land is a place of corrosion and decay. Only the souls of the dead can remain here without crumbling to dust. Everything else that finds its way here disintegrates in moments.

76. The House of Dust is a place where the souls of the dead sit in total apathy, drinking dust and eating stones. At one end of the house, there is a pile of crowns, each of which belong to long-dead and forgotten kings who are servants of the House.

77. The Valley of Oblivion is where souls yet to be born drink the waters of the River Lethe to forget their previous lives. To some this place is a mere fancy; but others long to find it so they can rid themselves of the guilt they feel.

78. When the deities walked the earth, one such power set up a winter encampment atop the Mountain of Snow, forgetting that his mortal retainers would die of cold. None of these retainers left their patron's side as they froze to death. The god, struck by their loyalty, turned the mountain into a tomb for his servants, who can still be seen encased within its ice.

79. Somewhere on the seven seas exist the Clashing Islands, a pair of small, rocky isles between which flows a channel. Anyone traveling this cliff-lined channel finds the Clashing Islands closing in to destroy him. If a means exists to safely pass this corridor, it is not known.

80. All offerings made to the deities ultimately end up in the same place, a cookery pot of gigantic proportions. Here, offerings of solid materials are ground up and mixed with liquid gifts to make the various elixirs of the deities. Any mortal drinking from this great cauldron might become immortal or cease to exist altogether, depending upon what brew is being mixed.

81. The Shore of Corpses, at the bottom of the World Tree, Yggdrasil, is a horrid realm where the dead lie rotting upon the ground. These corpses are devoured by the serpents that also gnaw upon the roots of Yggdrasil. Those traveling by means of the great tree should be wary, lest they become lost and end up here.

82. The Pharos Lighthouse, in addition to serving as a means of keeping ships from running aground, is also a popular temple to the god of the sea. It is the tallest structure ever built, and the shrine that sits atop its roof is said to be an ideal place for summoning weather.

83. The Clanging Thrymgyol is a magical gate in a long forgotten castle. Anyone touching or attempting to pass the gate is magically imprisoned within its lock. Only someone who has the key can open the Clanging Thrymgyol, and with it release those entrapped by the gateway's magic.

84. Ignorant of a new dispute between his god and the lake goddess, a priest established his shrine on an island in the middle of a local waterway. In retaliation, the lake goddess caused this site to sink beneath the waves, and it has been known as the Lost Island ever since. The treasures lost with the island shrine have never been recovered.

85. Yellow is the color of the earth, so the great waterway that sits at the bottom of the world is known as Yellow Springs. The springs are closely connected with death, perhaps because the worms that devour the dead are said to drink from these waters. Many miners refuse to dig too deep for fear of the proximity of the Yellow Springs.

86. At the rock called Table-mên, the kings of the land once sat, eating their last meal before leading their armies to victory against a powerful invading force. Some say that the presence of so many great leaders has

left a psychic afterimage upon the Table-mên, one that can be tapped for power or inspiration.

87. The world is flat, not round, and at its center sits the Palace of the Four Winds. This temple has an opening through its massive frame in each of the cardinal directions. Every god associated with each of these directions holds this place to be sacred and would strike down anyone daring to move against the palace and its residents.

88. On an island in a forbidding sea, an ancient and simple tribe resides in the shadow of a mountain range, into which have been carved gargantuan statues of mythological figures by a long dead-race of barbarians. No one knows how these statues were carved by so primitive a tribe.

89. The Gate of Ishtar is both a city entrance and a shrine to its namesake. It is the most frequently used access point to the city, so many are surprised to learn that it has wondrous magical properties. Only a priestess of Ishtar can unlock this magical potential, and doing so is impossible without witnesses.

90. Visitors to the otherworldly Hall of Gimli find that the chambers within are wholly empty. Prophecy holds that this hall will remain so until the time of the last battle, after which the surviving deities will claim Gimli as their home. The weight of this prophecy has made the hall a focal point of divination magic.

91. Who has not heard of the mysterious Cliff City? Once, a teeming civilization lived there, or so investigators would claim. All that remains are the buildings. There are no tools, no pieces of art, and no physical remains. Either the culture that was here vanished long ago, or it never existed in the first place.

92. In Heaven, the Shelf of the Slain is a place where the greatest warriors of good are held in stasis until the time of the last battle. Anyone who can sneak past the divine guardian of this wonderful place might be able to steal one of these souls.

93. Mount Mashu guards the rising of the sun. Any who would have business with the heavenly orb must first circumvent this treacherous mountain and the giant beasts that reside here. The gargantuan animals can be overcome in combat, but they can also be dissuaded with words, as these mythical creatures possess the powers of speech and reason.

94. The deities themselves fear to enter the Hall of the Giant King, for this powerful creature is the leader of the giants and titans that oppose them. Perhaps a creature as small and insignificant as a mortal could infiltrate this titanic fortress to work the will of the deities or plunder its many treasures.

95. The Realm of Day is the land at the edge of the world in which resides the sun. In this luminous garden, plants bear gems that sparkle with eternal sunlight instead of fruit. Many treasure hunters have sought to claim a gem from this realm, and many explorers have looked to see what exists beyond it; none have returned.

96. Fables tell of the Seven Caverns from which mankind first emerged at the beginning of time. Many seek this place of legend, for it is said to hold within its walls the secrets of life itself. The enemies of mankind also seek this cave, but for another reason: These caverns are also held to be the place where mankind can be utterly destroyed.

97. In the Vale of Enna, where the spring goddess lives, there is only one season. The forests are forever in bloom, and the lake is always warm. The resident goddess leaves on occasion to visit her immortal husband. During this time, evil powers conspire to steal the eternal youth that reigns there.

98. The Holder of Heat is a magical fortress enshrouded in ever-burning flame. Many have attempted to enter and claim the treasures rumored to be kept within. None have managed, for the magic words that part the flames have long been forgotten.

99. Atop a distant mountain, far from arable land, there stands the abandoned ruin of an ancient capital. By all appearances, it was once a thriving metropolis, which leads one to wonder how it could have flourished in such a remote and barren locale. Perhaps the climate was once different, or perhaps there is more to this remote city than meets the eye.

100. The giant Temple of Artemis is more than just a place of worship: It is also one of the most cosmopolitan trading posts ever built. Within the marble walls and golden columns of this massive compound, pilgrims and merchants from the most distant of lands meet. Most anything can be bought here, and most everything has, at one time, been left as an offering.

101. Hoddmimir's Wood has existed since before the beginning of the many worlds, and it will continue to exist long after they are gone. In this eternal forest reside ancient, ageless beasts. These creatures gallivant

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across the cosmos, for through Hoddmimir's Wood, all forests are mystically connected.

Appendix B

The Seven-Sentence NPC

by C. M. Cline, Dragon #184.

Creating an NPC for a game session is an interesting and challenging part of adventure creation. However, while great time and effort can be spent on major antagonists and PC companions, rarely does a DM have the time to put equal effort into NPCs with "bit parts." All too often, the results of this are a few well-developed NPCs and a lot of stereotyped bit-part NPCs who seem to all look the same.

To give NPCs more variety, while keeping down the effort in their development, use the seven-sentence NPC method detailed in this appendix. The seven sentences used to describe an NPC contain the essential elements to allow PCs to deal with and remember the NPC.

This method does not necessarily create seven sentences for an NPC. Instead, it covers seven topics that you can usually cover in one sentence, but some NPCs might need more detail in one area than others.

Occupation and History

The first sentence serves as the introduction to the NPC, describing his occupation and giving a brief history of the character. If the NPC has a front, such as posing as a jeweler while practicing burglary by night, this information can be provided in the sentence. A brief historical note can give the NPC more depth and indicate skills and knowledge that are not readily apparent to the PCs.

Physical Description

The second sentence is a brief physical description of the NPC. In some cases this might give a hint as to an NPC's hidden occupation, such as a note that a beggar has a flash of gold in his mouth.

Attributes and Skills

The third sentence describes the NPC's attributes and skills. Here, any attributes above or below average should be noted. When describing attributes, it is easiest to reference those used in the game. Any attributes not mentioned are considered to be average.

Any special skills and the NPC's level of ability with these skills can also be mentioned. These skills do not necessarily have to be associated with the NPC's current occupation. For example, if Rand is an average blacksmith but a great song writer, the sentence might not even mention blacksmithing, noting only his undiscovered talent for musical composition.

These skills and attributes might be widely known or known only to the NPC himself. Whatever the case, this should also be noted in this sentence.

Values and Motivations

The fourth sentence is one of the most important, from a roleplaying point of view. This sentence describes the values that the PCs must discover and exploit in order to motivate a NPC to doing as they ask. This is particularly important if the PCs are asking the NPC to do something that is against the NPC's basic principles. For example, due to Rand' s honesty, the PCs have a difficult time convincing him to shoe a horse so the horse throws it after a short distance. Money probably will not do it; however, if the PCs threatened his family, there is little doubt that Rand shoes the horse as the PCs desire (but he probably hates them for it).

The values and motivations described in this sentence should not be directly revealed to the PCs. The PCs have to search for clues in the way the NPC talks and acts in order to discover which buttons must be pushed to get the NPC to do as they desire. From the DM's point of view, the values and motivations described for the NPC help the DM decide how the NPC reacts to the questions and offers of the PCs.

Interactions With Others

This sentence describes how the NPC interacts with others. Whether he is loud and obnoxious or condescending and rude, it can be noted in this sentence. Many NPCs react differently to the PCs depending on whether they know them or not. If this is the case, it is noted in this sentence.

Useful Knowledge

This is also a very important sentence from the PCs' point of view, as it describes what the NPC knows that might be of use to the PCs. This information might be simple, such as where a tired adventurer can get a good meal and a bed for the night. On the other hand, it can be a key clue leading to the next adventure. The knowledge described in the given example for Rand is of a general nature, which should be the case in most NPC descriptions. There should also be an indication of how reliable the NPC's information is. In some cases what the NPC knows might be very specific, such as the location of a dragon's lair or whom to bribe to get a buddy out of jail. This usually occurs when the NPC is designed for a specific walk-in part in the current adventure.

Distinguishing Feature

The last sentence is used to describe a distinguishing feature or characteristic of the NPC. This gives the PCs

something to remember the NPC by, possibly helping them to locate him in the future. It is fairly common for players to forget the names of NPCs, unless they are in the habit of writing down the names of every character they meet. If a distinguishing feature is described, the players can often recall this description, if not the NPC himself. If the PCs cannot remember an NPC's name, the DM should not give it out. The PCs can return to the city and inquire for the blacksmith with the deep, slow drawl who always is pulling at his big, black beard.

Appendix C

Be Thy Die Ill-Wrought? The Chi-Square Test

by D. G. Weeks, Dragon *#78.*

It is not surprising that many players have certain favorite dice they believe tend to roll high (or low, as appropriate). Selective memory accounts for most of these "high-rollers." A player remembers the 20 rolled for a *vorpal sword* attack on Tiamat, and easily forgets all the low rolls against the tribe of orcs. When the bias in the die is purely in the mind of the player, it does no harm; it provides an illusion of being able to bend impersonal random reality a little, and adds fun to the game.

It is possible for a die to be biased, however, because of tampering or because of some quirk in the manufacturing process. This can be a serious problem. The rules of any game specify certain probabilities of certain events. Using a biased die assigns some different probability to that event. Even worse, that different probability is not known. Using a biased die means that, in one important sense, the actual rules of the game are unknown to player and DM alike.

It is appropriate to ask at this point: How common are biased dice? I don't know, and I doubt if anyone else does. I suspect that it is very rare for commercially manufactured dice to be created with a bias built in. Such bias can occur—at least in principle. Uneven wear can create bias, particularly on a d20—rounding of the edges of one face makes the occurrence of the opposite face less likely. Uneven wear can also be induced, of course. Tampering done with enough skill to not appear obvious and that is significant enough to create an important bias is probably also quite rare.

On the other hand, the belief that certain dice tend to produce more results of a certain number, or group of numbers, is exceedingly common. It is this belief, due mostly to selective memory, that makes the procedure outlined below of practical importance to gamers. For this is how you tell the difference between the illusion of bias and genuine bias. (I expect that the greatest value of this procedure is to verify the fairness of a die that everyone is sure is biased.)

The Chi-Square Test

It's easy to test for a biased die by the procedure known as a chi-square test.

A simple application to illustrate the use of the chi-square test is, for instance, an examination of whether each face of an 8-sided die has an equal chance of appearing.

1. Preparation. Write each result the die can produce on the left side of a piece of paper (such as a column of numbers, 1–8 for an 8-sided die). Calculate the number of times you need to roll the die for the test by multiplying N × E, where N is the number of sides of the die, and E is the number of times each side is expected to appear. Ten is usually a good choice for E. Then for the d8, with E = 10, the total number of rolls (T) is 80. The number E can be more than 10, and should never be less than 5; a higher number yields a more reliable test, but requires more work.

2. Data. Roll the die T times, each time recording the result by placing a tally mark by the appropriate number. Then total the number of tally marks for each result.

3. Analysis. Subtract E from each count. Square the result (multiply the result by itself). Add up these numbers and divide the total by E. The result is the chi-square. Now, refer to Table C–1: Critical Values. Use the row (number of categories) that corresponds to the number of faces of the die you are testing. Two values are given, one in the "10" column and one in the ".01" column. Compare the value of the chi-square you calculated with those in the table. If your chi-square is less than the value in column one (labeled .10), the die is almost certainly fair (or close enough for any reasonable purpose). If your value is larger than the value in the second column, the die is almost certainly biased. Specifically, there is a 1-in-100 chance that a value as large or larger than the value in column two would have come up by chance, if the die were unbiased. Since that is so unlikely, you would conclude that the die is biased.

If the value of the chi-square you have calculated is greater than the value in column one and less than the value in column two, the result is too close to call. There is a fair chance that the die is biased, but also a fair chance that it is not. You could repeat the procedure, possibly choosing a larger number for E.

Precise Testing

Suppose you have observed the behavior of a particular 6-sided die, and it seems that the numbers 1, 3, and 4 occur rarely, 2 and 6 appear as often as one would expect, and 5 appears quite often. In this case it might make more sense to test directly whether this observation is

really accurate, rather than simply making the general test described earlier. If what you suspect is true, a specialized test shows the bias more readily.

Define an occurrence of a 1, 3, or 4 as category #1, a 2 or 6 as category #2, and a 5 as category #3. Perform the tallying procedure as described above, only this time record each roll by category (#1, #2, or #3) rather than by the actual number rolled. (Again, E = 10, for a total of 60 rolls, is a good choice.) The formula is applied like this: The chi-square equals (count in category #1—30) 2/30 plus (count in category #2—20) 2/20 plus (count in category #3—10) 2/10.

Note that the value of E for each category varies. For instance, since category #1 includes 3 out of the 6 possible results, this category would occur on the average of 30 times out of 60 if the die were unbiased. The row to use in the table for evaluating the chi-square is 3 (the number of categories considered).

This variant allows you to determine if a die tends to roll high or low. You can apply the chi-square test to a d20 and look at two groups of results, 1 through 10 and 11 through 20, to determine if a die tends to roll high or low.

How the Test Works

In layman's terms, the chi-square test measures how far the observed behavior of a die varies from the expected outcome. If you roll a d10 a very large number of times, each number (1–10) should come up 10% of the time. In reality, there is some variation in the totals for each result. The chi-square test accounts for such expected discrepancies.

TABLE C–1: CRITICAL VALUES

Number of Categories	.10	.01
2	2.706	6.635
3	4.605	9.210
4	6.251	11.341
5	7.779	13.277
6	9.236	15.086
7	10.645	16.812
8	12.017	18.475
9	13.362	20.090
10	14.684	21.666
11	15.987	23.209
12	17.275	24.725
13	18.549	26.217
14	19.812	27.688
15	21.064	29.141
16	22.307	30.578
17	23.542	32.000
18	24.769	33.409
19	25.989	34.805
20	27.204	36.191

When a die's behavior cannot be accounted for by statistical chance, the chi-square test reveals this discrepancy.

Appendix D

Good Hits and Bad Misses: Alternate Critical Hit and Fumble Rules

by Carl Parlagreco, Dragon #39.

Some players want a little more variety in their critical hits. Some also want to include a mechanic for catastrophic failures. This system allows for both. Whenever a character (or monster) scores a critical hit, his player (or the DM) can choose between using the character's normal critical hit multiplier or rolling on Table D–1: Critical Hit Effects (choosing this latter option precludes the normal damage multiplier of the weapon used). On the other hand, gaining access to that table also means the PCs (and monsters) are subject to Table D–2: Fumble Effects. Whenever a character (or monster) rolls a natural 1 he must immediately roll again using the same modifiers (much like confirming a critical threat). If this second attack roll results in a miss the character has fumbled. He must immediately roll on Table D–2: Fumble Effects.

When using the charts, the net mechanical effect is more important than the description. The text assumes a humanoid foe, but aberrations and other such creatures do not neatly fit into the humanoid body form. In such cases, apply the drawbacks of the critical hit as normal and adjust the description to match the creature. If a critical hit could affect more than one limb, determine the target affected limb at random. An "arm injury" that causes a penalty on attack rolls could apply to one of a creature's natural attacks chosen at random.

Both tables are meant for all weapons.

High Critical Multipliers: In this system, a weapon with a critical hit damage multiplier of ×3 allows its wielder to roll twice on Table D–1: Critical Hit Effects and choose one of the results. A critical hit damage modifier of ×4 allows its wielder to roll three times on Table D–1: Critical Hit Effects and choose one of the results.

Variant: An alternative system allows any attack roll the potential to score a critical hit or fumble. Make a normal attack roll. If the attack hits, the target Armor Class is subtracted from the roll and the result is the percentage chance of the hit being a critical hit. If the attack misses the result is subtracted from the target Armor Class and that is the chance of the swing being a fumble. A weapon with a critical threat range greater than 20 increases its chance of a critical hit by 5% per die result in addition to 20 that cases a critical threat. For example, a longsword

TABLE D–1: CRITICAL HIT EFFECTS

D% Roll	Effect
01–31	Standard critical
32–62	Critical multiplier +1
63–64	Apply critical damage to shield (roll again if no shield)
65–67	Helm removed, ear injured (–2 Listen 1d4 hours), stunned 1d6 rounds
68–69	Helm removed, ear injured (–4 Listen 1d4 days), stunned 1d6 rounds
70	Voicebox punctured, no talking 1d4 hours
71–72	Eye injured, –2 Spot 1d4 hours
73	Eye injured, –4 Spot 1d4 days
74	Knee gashed, –10 movement 1d4 hours
75	Knee smashed, –20 movement 1d4 hours
76	Fingers injured, 1d4 Dex damage
77	Ankle injury, –10 movement 1d4 hours, 1d4 Dex damage
78	Knee injury, –20 movement 1d4 hours, 1d6 Dex damage
79	Hip injury, –30 movement 1d4 hours, 2d4 Dex damage
80	Secondary arm wrist injured, –2 on secondary attacks, no shield use 1d4 hours
81	Secondary arm elbow injured, –4 on secondary attacks, no shield use 1d4 hours
82	Secondary arm elbow injured, –6 on secondary attacks, no shield use 1d4 hours
83–85	Secondary arm shoulder crushed, no secondary attacks, no shield use 1d4 hours
86	Primary arm wrist injured, –2 on primary attacks 1d4 hours
87	Primary arm elbow injured, –4 on primary attacks 1d4 hours
88	Primary arm shoulder injured, –6 on primary attacks 1d4 hours
89	Abdominal injuries, 1d4 Con damage
90	Chest injuries, 1d6 Con damage
91	Abdominal injuries, 2d4 Con damage
92	Chest injuries, 2d6 Con damage
93	Abdominal injuries, 1d6 Strength and Con damage
94	Chest injuries, 2d4 Strength and Con damage
95	Abdominal injuries, 2d6 Strength and Con damage
96	Chest injuries, 3d6 Strength and Con damage
97	Throat cut, DC 20 Fort save or die, 3d6 Con damage on successful save
98	Throat cut, DC 25 Fort save or die, 3d6 Con damage on successful save
99	Possible decapitation, DC 30 Fort save or die, 3d6 Con damage on successful save
100	Possible decapitation, DC 35 Fort save or die, 3d6 Con damage on successful save

TABLE D–2: FUMBLE EFFECTS

D% Roll	Effect
01–19	DC 20 Dexterity check or fall prone
20–33	DC 20 Dexterity Check or fall prone and stunned 1d4 rounds
34–39	DC 20 Dexterity Check or fall prone and stunned 1d4 rounds
40–44	DC 20 Dexterity Check or lose action next round as you regain your balance
45–49	DC 20 Strength Check or drop weapon
50–54	DC 20 Strength Check or accidentally fling weapon 2d6 feet away
55–59	DC 20 Strength Check or accidentally fling weapon 3d6 feet away
60–61	Shield tangled with opponent, DC 20 Dexterity Check or drop shield, reroll if no shield
62–63	Shield tangled with opponent, DC 20 Dexterity Check or drop shield, reroll if no shield, –4 AC next round
64–65	Weapon tangled with opponent, no standard action next round
66–69	Weapon knocked away, lands 3d4 square away from you
70–74	Weapon possibly breaks, roll damage as normal but apply to weapon
75–76	Hit self for half damage
77–78	Hit self for normal damage
79–80	Hit self for critical hit damage
81–82	Hit friend if in threatened area, otherwise self, half damage
83–84	Hit friend if in threatened area, otherwise self, normal damage
85–86	Hit friend if in threatened area, otherwise self, critical hit damage
87–88	Critical hit self, critical damage and roll on Table D–1: Critical Hit Effects
89–90	Critical friend if in threatened area, otherwise self, critical hit damage and roll on Table D–1: Critical Hit Effects
91–98	Twist ankle; half speed for 10 minutes, DC 20 Dexterity check each round or fall prone
99	Roll twice, ignoring rolls of 99 or 100
100	Roll three times, ignoring rolls of 99 or 100

threatens on a 19–20, so it has a 5% greater chance of causing a critical hit.

General Rules: Unless otherwise noted, you do not gain the benefits of a standard critical hit in addition to the effects listed in the table. The effects of a critical hit remain until the listed duration elapses. Magical healing has no effect on them.

Keep in mind that these rules are a variant meant to add a greater random element to the game. The PCs are

more likely to suffer the ill effects of these rules than the monsters, since over the course of a session a given PC is attacked far more often than any particular monsters. Also keep in mind that these rules punish low-Armor Class characters, as they have a much higher chance of suffering critical hits.

Even if you do not want to add the random element of this system to your game, the variant rule for fumbles given above can add a layer of risk and excitement to the game. Keep in mind, though, that this rule makes it more likely for the PCs to fumble against tough foes with high Armor Classes. On the other hand, a heavily armored PC is more likely to draw fumbles from his enemies.

Fumbles and Attacks: If a critical fumble that requires you to attack an ally occurs with a ranged weapon, randomly pick an ally from all those within your weapon's first range increment to whom you have line of sight. In melee, pick an ally you threaten at random. If you have no allies in your threatened area or in range, apply the results to yourself.

Appendix E

Instant Adventures

by Michael Kelly, Dragon *#48.*

The players have just finished once again retrieving a small fortune from the depths of yet another dungeon. They're sitting back basking in their latest slice of limelight, while the DM methodically populates (or repopulates) a new dungeon level.

Then one of the players idly says, "Let's do something different, not go back to that same old place." Instantly, the idea catches on with everyone in the playing group—especially with the DM, who feels a growing sense of panic. Something different? How often does a DM have "something different" that can be all set up and ready to play on a few moments' notice?

This article is designed to alleviate that problem, and stimulate variety in a campaign, by providing guidelines for the creation of several dozen simple, but perhaps untried, types of adventures. Many of these ideas, along with a big dose of imagination and some quick work with pencil and paper, can be turned into ready-to-run adventures in considerably less than an hour.

The chart of "instant adventures" (Table E–1) can be used for more than one purpose. If the DM is pressed for time, he or she can scan the "Time" column first. "A" type adventures generally take up to 2 hours to prepare and sometimes more. "B" adventures can be set up and ready in somewhat less than 2 hours. "C" scenarios are quickly assembled, usually needing only 20 minutes or so of preparatory work. These times are measured in terms of drawing maps and devising encounters. It does not account for the time needed to create NPCs. In most cases, you are best off taking monsters directly from the various *Monster Manuals* at or near the necessary CR.

If time is not that great a consideration, the DM can look over the list for a type of adventure that sounds intriguing. Of course, the adventure ideas, requirements, and notes that describe the goings-on can be used "as is," or they can be modified to suit the circumstances of a certain campaign or a particular group of characters.

None of the suggested adventures are spelled out in great detail, and they're not supposed to be. These topics are frameworks upon which the DM must build a lot of accessories—NPCs, maps and floor plans, treasure—and top off the creation with a plausible method for conveying to the players the information they need in order to begin.

For example: A DM in a hurry browses up and down the "Time" column until he sees a "C" adventure that strikes his fancy—in this case, "Salvage." The essential requirements are listed as "An item, vessel or vehicle lost in the wilderness and a rumor or map referring to same." The DM finds a place on his world to locate the wreckage of a seafaring ship (perhaps underwater, perhaps on a beach or reef) and marks that spot. Then he draws a rough map, showing only as much as necessary of the area and its surroundings to give the characters a good chance of locating the site.

Next, the DM makes some arrangements for the map to fall into the hands of the characters. Perhaps a local thief accosts them and offers to sell a cloak at a cheap price. Upon obtaining and examining the cloak, the PCs discover an old parchment sewn into the lining. It is identified as showing the whereabouts of the wreck of the *Neptune's Spray,* which disappeared on a voyage while carrying a fortune in silks and spices.

And so, the characters are off. Under "Notes," the DM reads that "Salvage is a high-risk adventure; there might be a fortune or it might be all gone." There is plenty of time during the actual play of the adventure for the DM to decide whether the loot can be recovered, or whether it has been ruined by exposure to water or the elements. It is a relatively simple matter to come up with various minor (and perhaps major) obstacles to confront the party during and after their journey to the salvage site.

Appendix F

Not Another Magic Sword

by Charles Rodgers, Dragon *#180.*

This appendix presents some ideas and a basic method for fleshing out the descriptive details of a magic or

TABLE E–1: INSTANT ADVENTURES

Type of Adventure	Requirements	Time	Notes
Assault/Raid (Fortress)	Maps and possibly floor plans; offensive and defensive weapons; location of critical stores; number and types of defenders.	A	—
Assault/Raid (Town)	See above.	A	—
Assault/Raid (Ship)	See above.	B	—
Assault/Raid (Ambush)	Victims, with a list of weapons and loot.	C	—
Assault/Raid (Skirmish)	Small military group (e.g. border patrol); arms, armor, and treasure.	B	—
Assault/Raid ("Body-snatch")	A small military encampment.	B	This is a military operation in which an attempt is made to capture an enemy alive for interrogation purposes.
Banditry (Caravan/convoy)	Composition of forces; cargo list, and distribution of same.	B	—
Banditry (Mugging)	A victim; his weapons and loot.	C	—
Banditry (Building)	A building layout (e.g., bank or store); defenses and location of safe.	B	—
Bounty Hunt/Posse	A wanted person or persons, preferably armed, dangerous, and with a price on his head.	C	Characters might voluntarily go bounty hunting or might be drafted into a posse.
Brawl	Classically, a barroom scene; tables, chairs, patrons, and bar must be located and described.	C	A cliché, true, but always fun.
Breakout, jail	Prison map; defense scheme; location of all prisoners, cells, and guards; a person to rescue!	B	—
Breakout, prison camp	A map of an enclosed, outdoor prison camp; location of guards and defenses.	B	Instead of breaking someone else out, perhaps the characters might have to break themselves out!
Breakout, private prison	A dungeon or tower. Otherwise as "Breakout, jail" above.	B	Rescuing a fair maiden is the classic example.
Caravan Escort	Composition of caravan (i.e., number of mules, wagons, and so on); defenses.	C	Type of caravan should be specified (e.g., food, spices, silks, and so on).
Cattle Drive	Cattle; sellers and buyers; departure and destination points; routes to and from.	C	Not only cattle, but any type of livestock might be used (including dinosaurs!); also, a trail might not yet be in existence.
Coup d'etat	A region with a ruler to be overthrown or discredited	B	This region might be as small as a city block or as large as an empire
Duel, one-on-one	A real or imagined insult; a challenge; seconds; and a judge.	C	One to keep in mind if a character starts to fool around with a lord's lady!
Duel, team vs. team	A "home team;" its weapons and special abilities; rules for engagement; a suitable locale.	B	Combat might be lethal or non-lethal.
Execution/ Assassination	A victim; a sentence to be carried out, or an employer.	C	This should not be just a simple "hit." Rather the target should be far away, powerful, and protected.

Exploration	An unknown region; a commission to explore and report.	C	The area might simply be a possible construction site, or it might be an entire continent.
Feud, inter-family	Brief history of feud and feuding families; reason for involvement of characters.	B	—
Feud, inter-business	History of feud; nature of feuding parties; fees to be paid to "hired guns."	B	—
Hijack	A vehicle or vehicles to be hijacked; a reason.	C	—
Hunt, big-game	A nasty beast; some obstacles for the player characters, and a prize for the capture of the thing.	B	The prize might be greater if the prey is brought back alive. (This is intended for sport.)
Hunt, commercial	The location of an animal lair; the treasure within; above all, the associated infants and eggs.	B	There is good money to be had selling animals, mounts in particular, on the open market. However, this can be a very high-risk venture; also, a professional hunter must be hired.
Intrigue	A plot (to be accidentally uncovered by the players); statistics and abilities of conspirators.	A	This usually involves a wicked relative of a ruling family attempting to usurp power by discrediting or eliminating someone near the throne. Characters might either thwart the plot or join it!
Kidnap	One victim; location of same; social status of victim; possible ransom makers.	B	Number and type of bodyguards at DM's discretion.
Madman	One berserk individual to terrorize a district, town, or quarter, by any means.	C	He might be rabid, thus contagious!
Obstacle Course	A defined territory with several lethal and/or non-lethal obstacles.	B	Typically, a powerful individual offers future employment. However, they must first pass one little test. Survivors get the job!
Parcel/Message Delivery	An item and nature of same; name of individual to receive item and under what conditions.	C	The item or message , employer, and terms of employment need not be known to the characters. If the item or message is of considerable power or importance, someone will surely try to rob the adventurers.
Personnel Escort	A person or persons to escort; a purpose to the voyage; employer and terms of employment.	C	—
Pilgrimage	A holy shrine to visit, worship, or rid of infidels.	C	—
Escort/Crusade	A typical caravan with supplies.	B	—

Piracy	The layout of a vessel; its location (deployed or in port); crew, defenses, and cargo.	B	Risky; profitable, but those caught must pay terrible dues.
Rescue, from men	Perhaps a town surrounded by hostile forces that needs reinforcements or someone about to die at the hands of unfriendly natives.	B	—
Rescue, from natural forces	A good-sized earthquake, flood, fire, or blizzard should do the job; someone or something to rescue; its location and any intervening obstacles	B	This is mostly for characters with morals, but there is an occasional reward.
Riot	An angry mob with a grudge.	C	Characters might join the mob, or be drafted to quell the riot and control looters.
Sabotage/ Arson, building	Factory, shop, or other building plans; defenses; type of building and construction; equipment inside.	B	Characters run two risks: 1) becoming wanted by the law; 2) getting caught in their own blast!
Sabotage/Arson, ship	Plans for vessel and immediate vicinity of waterfront; nature of onboard security; nature and location of cargo.	B	See above.
Salvage	An item, vessel, or vehicle lost in the wilderness and a rumor or map referring to same.	C	Salvage is a high-risk venture; there might be a fortune or it might all be gone.
Smuggling, general	An illegal object or substance to smuggle.	C	The longer the smuggling goes on, the more likely the smugglers are to be caught or betrayed. Also, other underworld figures might resent the competition.
Smuggling, weapons	A war—usually revolutionaries in need of weapons and supplies. A source is needed here, too.	C	See above.
Spy/Undercover, military	A mission; methods of infiltration and exfiltration.	B	—
Spy/Undercover, civil	As above, but applied in connection with the town guard or as private investigators.	B	For example, to catch smugglers.
Sting/Switch/ Swindle/Scam	Suckers and a plan.	B	Characters might perform this; better yet, it might be performed on them!
Tournament	A choice of events to enter (e.g., jousts, saber duels, wrestling); opponents.	B	Be sure to give the non-player characters appropriate bonuses in the statistics of their class (i.e., wrestlers should have high Strength, and so on).
Trail blazing	A hitherto impenetrable swamp, sea, or mountain range; an economic need for a road through; and some businessmen to stake a venture.	C	Initially, a route must be found, in itself a dangerous undertaking; secondly, a road might need to be built.

masterwork weapon in your game. The following are just a few of the many possible materials to increase our options on weapon detail. Be creative with the weapons used in your campaign.

Brainstorming Blades

The following are suggestions for the materials, shapes, and decorations for fantasy swords and other weapons. After that is a format for detailing a magic blade and some questions that should be answered when a DM creates any magical weapon for use in his campaign.

Steel-Alloyed Blade Materials: Mithral, adamantine, stainless, high carbon (rusts), Damascus (layered steel).

Other Blade Materials (Magically Strengthened): Crystal or glass (alchemically or magically treated to be as hard as steel), obsidian, ceramic, bone.

Blade Shapes and Features: Straight, curved, tapered, kris (wavy blade), blood grooves (fullers), notches.

Hand-Guard Materials: Brass, bronze, steel, nickel.

Hand-Guard Shapes: Arched snakes, clenched fists, clashing dragons, human or godlike forms.

Handle Materials: Ivory, fossilized ivory, antler, horn, human or monster bone, dragon teeth, ebony or exotic wood, marble, jade, leather-wrapped metal.

Handle Shapes and Features: Straight, tapered, fluted (with straight or spiral grooves), prism (flat sides, not rounded), hand-fitted, hollow (detachable pommel—can hold small items like gems, coins, small tools, papers, liquid).

Pommel Materials: Steel, crystal, or large gemstone (magically strengthened).

Pommel Shapes and Features: Monster's head, cross, skull, holy symbol, treetop, hand or paw, short blade.

Accents: Word engravings, picture carvings or etchings, magical runes, precious metal inlays, jewels and gems.

Name of Weapon: This can be assigned by the DM or given by the bearer of the weapon.

Gold-Piece Value: This is the average value of the weapon if sold, provided a suitable buyer can be found. Some blades might be worth more than the list price of their magical abilities because of their reputation, history, and other factors.

Legend: This part details the weapon's history: Where did the weapon originate? Are there others like it? Who made the weapon, and how? What is the age of the weapon? Why was the weapon made? Who were some of its previous owners? In what great battles were the weapon used? Where was it last known to be? (Please note that not all of a weapon's legend is necessarily true—the legend reflects what most people know of it.)

Appearance: A precise verbal depiction of the weapon should be given, answering questions like: How big is it? What materials were used in its making, and how? What is the guard made of, and in what configuration? What are the handle and pommel made of? What shapes and patterns are present on the weapon? What writing, if any, is evident, and in what language? Is the weapon usually found in a sheath, box, or some other type of container? (The previous suggestions can help you make these decisions quickly.)

Combat Bonuses: All bonuses or penalties to attack and damage are given here, including those against special opponents (such as lawful beings, dragons, shape changers, and so on).

Magic Abilities: Here are detailed all special powers granting detection abilities, light emission, dancing, vorpal, and so on. How and when such powers operate is also described.

Intelligence: If the weapon is capable of thought, the intelligence score is given.

Ego: If the weapon has willpower, the ego score is noted here.

Alignment: The weapon's alignment, if any, is given here.

Communication: All means of communication that the weapon is capable of are given here, including spoken languages, empathy, telepathy, pointing, pulsating glow, or moving runes that form words along the handle or blade.

Personality: If the weapon is intelligent, has an ego, and can communicate, the details of its habits, typical responses, likes and dislikes, and other personality notes should be given as well, with notes on how it is likely to interact with anyone who picks up the weapon or activates its powers.

Other: Other questions that need to be answered concerning the new weapon are: How can this weapon be destroyed or its powers reduced or negated? Is anyone currently seeking this weapon, and does someone already have it? What possible adventures involve this weapon?

Appendix G

Ay pronunseeAYshun gyd

Compiled By: Frank Mentzer, Dragon #93.

This appendix illustrates the pronunciation of a variety of words from D&D's past and present. CAPital LETters show where the ACcents should go. Below are some normal words transformed into the form used to illustrate vowel sounds.

Fat	f@t
Fate	fayt
Pair	payr
Far	far
Ago	ugo
Met	met

Me	mee
Her	hur
Happen	hapin
Pin	pin
Pine	pyn
Fossil	fasul
Fort	f0rt
Note	not
Move	moov
Gallup	g@lup
Foil	foyl
Pound	pownd
Tub	tub
Cube	kyoob
Bull	bull
Aaqa	A-ka
Aarakocra	@-ra-KO-kra
Abbathor	@B-ba-th0r
Abishai	@B-i-shy
Aboleth	@B-o-leth
Abyss	a-BIS
Acererak	a-SER-ur-@k
Achaierai	a-CHY-ur-y
Acheron	@TCH-ur-un
Acolyte	@K-o-lyt
Adherer	@d-HEER-ur
Adept	a-DEPT
Aerdi	AYR-dee
Afanc	AY-f@nk
Agathion	a-GAY-thee-0n
Aishapra	y-SH@P-ra
Al'Akbar	al-@K-bar
Alastor	a-LAS-t0r
Aleax	AY-lee-@ks
Algoid	@L-goyd
Allosaurus	@l-lo-SAR-us
Al-mi'raj	@l-mi-RAJ
Almor	@L-m0r
Alu-demon	@L-oo-dee-mun
Alzoll	@L-zal
Amaimon	a-MY-mun
Amir	a-MEER
Amon	AY-mun
Amphisbaena	@m-fis-BAY-na
Anatosaurus	@n-@h-to-SAR-us
Androsphinx	@N-dro-sfinks
Anhkheg	@NK-eg
Ankisaurus	an-ki-SAR-us
Ankylosaurus	@nk-ee-lo-SAR-us
Annis	@N-nis
Anstruth College	@N-struth
Anthraxus	@n-THRAK-sus
Antrodemus	@n-tro-DEE-mus
Apatosaurus	a-pat-o-SAR-us
Arcadia	ar-KAY-dee-a
Arcanadaemon	ar-C@N-a-day-mun
Archelon ischyras	AR-ka-l0n i-SHY-rus
Arkayn	ar-KAYN
Arlanni	ar-LAN-ee
Arrarat	@R-a-rat
Artur's Dolmen	AR-t0rz DOL-men
Arumdina	a-rum-DY-na
Ascomoid	@S-ko-mid
Asmodeus	@z-mo-DAY-us, or @z-MO-dee-us
Aspis	@S-pis
Atabeg	@T-uh-beg
Atamen	@T-uh-men
Atomie	@T-uh-mee
Augury	AG-ur-ee
Aurora Borealis	a-ROR-a b0r-ee-@L-is
Aurumvorax	a-rum-V0R-@ks
Azer	AY-zur
Baalberith	BAYL-bur-ith
Baalzebul	BAYL-ze-bul
Baalzephon	BAYL-ze-fan
Baba Yaga	ba-ba YA-guh
Babau	ba-BOW
Bael	bayl
Bahamut	ba-HA-mut, or BA-ha-mut
Baku	BA-koo, or B@K-oo
Ballista	ba-LIST-a
Balor	BAY-l0r
Baluchitherium	ba-loo-ki-THEER-ee-um
Banderlog	B@N-der-log
Banshee	B@N-shee
Baphomet	ba-FOM-et, or BAF-u-met
Barbican	BAHR-bi-kun
Bardiche	bar-DEESH
Barghest	bar-GEST
Bar-lgura	bar-lu-G0R-a
Bartizan	BAR-ti-zun
Basidirond	ba-SID-i-rund
Basilisk	B@Z-i-lisk
Bec de corbin	bek-de-K0R-bin
Beetu	bee-TOO
Beglerbeg	BEG-lur-beg
Behemoth	bee-HEM-uth, or bee-HEE-muth
Behir	be-HEER
Belial	bee-LY-ul
Belissica	be-LISS-i-ka
Beluga	be-LOO-ga
Berbalang	BUR-ba-l@ng
Bey	bay
Bill-guisarme	bil-gwee-ZARM
Bilwhr	BIL-wur
Bireme	by-REEM
Blashikmund	BL@SH-ik-mund, or bl@sh-IK-mund

Blibdoolpoolp	blib-DOOL-poop, or BLIB-dool-poop
Boalisk	BO-a-lisk
Boccob	BAK-ab
Bodak	BO-d@k
Boggart	BAG-art
Boobrie	BOOB-ree
Booka	BOO-ka
Brachiosaurus	bratch-ee-o-SAR-us
Brontosaurus	bran-to-SAR-us
Bubonis	boo-BAN-is
Bulette	boo-LET, or byoo-LET; also boo-LAY, or byoo-LAY
Burneal	BURN-ee-ul
Cabalist	K@B-u-list
Cacodemon	K@K-o-dee-mun
Camarasaurus	ka-mar-a-SAR-us
Cambion	K@M-bee-0n
Camptosaurus	k@mp-to-SAR-us
Canaith	ka-NAYTH
Caryatid column	K@R-ya-tid kal-um
Catoblepas	ka-TAB-le-pus, k@t-o-BLEPus, or k@t-o-BLEEPus
Cea	see
Ceratopsian	ser-a-TAP-see-an
Ceratosaurus	ser-@h-to-SAR-us
Cerebus	SER-e-bus
Cetiosaurus	set-ee-o-SAR-us
Chaggrin	sha-GRIN
Chaos	KAY-as
Charon	K@R-un, or KAY-run
Charonadaemon	ka-RAN-a-day-mun
Chasme	K@Z-mee, or CH@Z-mee
Chauves souris	sho-ves S0R-is
Chimera	KIM-u-ru, or kim-AYR-u; also CHIM-u-ru, chim-AYR-u
Choleria	ko-LAYR-ee-a
Cifal	si-FAL
Clangeddin	KL@NG-e-din
Compsognathus	kamp-sag-NA-thus
Cooshee	koo-SHEE
Corellon Larethian	k0r-el-un la-RETH-ee-an
Corseque	k0r-SEEK
Corusk	K0R-usk
Corvice	K0R-vis
Corythosaurus	K0R-ith-o-SAR-us
Couatl	koo-@T-ul, or koo-AT-ul
Couteaux de breche	koo-to de BRESH
Criosphinx	RY-o-sfinks
Cryonax	KRY-o-naks
Crysmal	KRIS-mal
Cuir bouli	keer boo-LAY
Cyclopskin	SY-klops-kin
Cygnet	SIG-net
Dacentrurus	day-SEN-troo-rus
Daemon	DAY-mun
Dahlver-Nar	dal-vur-NAR
Dakon	DAY-kan
Dao	dow
Decaton	DEK-a-tan
Deep Sashelas	deep S@SH-ul-us
Deinonychus	day-in-o-NY-kuss
Demodand	DEE-mo-d@nd
Demogorgon	DEE-mo-g0r-gun
Denzelian	den-ZEL-ee-an
Derghodaemon	DUR-go-day-mun
Derro	DER-o
Deva	DEE-va
Diakk	DY-ak
Dilophosaurus	dil-o-fo-SAR-us
Dimetrodon	di-ME-tro-dan
Dimre	DIM-ray
Dinichtys	di-NIK-tis
Diplodicus	di-PLO-di-kus
Diptherius	dip-THEER-ee-us
Dispater	dis-PAY-ter
Djinni	JIN-nee, or JEE-nee
Dracolisk	DRAY-co-lisk, or DR@K-o-lisk
Drakkar	DR@K-kar
Drow	drow, or dro
Dryad	DRY-@d
Duergar	DEW-ur-gar
Dumathoin	doo-ma-THO-in
Duodrone	DOO-o-dron
Eadro	EE-dro
Eblis	EB-lis
Elasmosaurus	ee-l@s-mo-SAR-us
Elysium	e-LIS-ee-um
Emir	e-MEER
Emu	E-moo
Erac	E-r@k
Erinyes	AYR-i-neez
Errtu	AYR-too
Erythnul	e-RITH-nul
Euparkeria	yoo-par-KAYR-ee-a
Farastu	F@R-as-too, or far-AS-too
Fharlanghn	far-LANG-n
Firbolg	FEER-bolg
Flanaess	fla-NES
Formian	F0R-mee-un
Formorian	f0r-M0R-ee-un
Fraz-urb'luu	fr@z-URB-loo
Galeb Duhr	gay-leb D0R
Gambado	g@m-BA-do
Geas	geez, or GEE-@s
Gehenna	ge-HEN-na
Githyanki	gith-Y@N-kee
Githzerai	GITH-zer-y
Glabrezu	GL@B-re-zoo, or gl@b-REE-zoo
Glaive-guisarme	glayv-gwee-ZARM

Godentag	GO-den-tag
Golem	GO-lem
Gorbel	G0R-bel
Gorgimera	gor-gi-MAYR-a
Grippli	GRIP-lee
Grolantor	gro-L@N-t0r
Grue	groo
Grugach	GROO-gatch
Gruumsh	grumsh, or groomsh
Guisarme	gwee-ZARM
Gynosphinx	GY-no-sfinks
Hanali Celanil	h@n-na-lee SEL-a-nil
Harginn	har-GIN
Heironeous	hayr-O-nee-us
Herzog	HAYRT-zog
Heward	HYOO-ard
Hezrou	HEZ-ro
Hieracosphinx	heer-AK-o-sfinks
Hippocampus	hip-o-K@MP-us
Hippogriff	HIP-o-griff
Homonculous	hu-MUNK-yoo-lus
Hruggek	HRUG-ek
Huecuva	hyoo-KOO-va
Hutijin	HUT-i-jin
Hyaenodon	hy-@N-o-dan
Hybsil	HIB-sil
Ichor	IK-0r
Icthyosaurus	ik-thee-o-SAR-us
Iguanadon	i-GWAN-a-dan
Ildriss	IL-dris
Illithid	il-LITH-id
Imix	Y-miks
Imorph	Y-m0rf
Incabulos	in-K@B-yoo-lus
Incubus	INK-yoo-bus
Ioun stone	Y-oon ston
Iuz	yooz, EE-uz, or EYE-ooz
Ixitxachitl	ik-ZIT-za-chit-ul
Jaculi	ja-KOO-lee, or J@K-oo-lee
Jangada	j@ng-GAD-a
Johydee	jo-HY-dee, or johee-DEE
Juiblex	JOO-bleks, or ZHOO-bleks
Kamadan	K@M-a-dan
Kelanen	KEL-a-nen
Kelubar	KEL-yoo-bar
Kenku	keng-KOO, or KENK-oo
Kentrosaurus	ken-tro-SAR-us
Keoghtom	KEE-o-tum
Kevokulli	ke-vo-KUL-ee
Killmoulis	kil-MOO-lis
Ki-rin	kee-RIN, or ky-RIN
Kopoacinth	ko-PO-a-sinth
Korseke	k0r-SEEK
Kostchtchie	KAS-tch-tch-ee
Kraken	KRAY-ken, or KRA-ken
Kuo-toa	koo-o-TO-a
Kurtulmak	KUR-tul-mak
Kwalish	kway-LISH
Kyuss	KY-oos
Labelas Enoreth	l@b-el-as EN-0r-eth
Lacedon	LAS-e-dan
Lambeosaurus	lam-bee-o-SAR-us
Lamia	LAY-mee-a, or LA-mee-a
Lammasu	LA-ma-soo
Laogzed	lay-AG-zed
Lemure	lem-YOOR, or lem-Y0R
Leomund	LEE-o-mund
Lernaean hydra	ler-NAY-un HY-dra
Lich	litch, or lik
Locathah	LO-ka-tha, or lo-ka-THA
Lochaber axe	lok-A-bur @ks
Lolth	lalth, or lolth
Loxodont	LAK-so-dant
Machicolation	m@t-chick-ul-AY-shun
Maglubiyet	ma-GLUB-i-yet
Malebranche	M@L-u-bran-cha, or M@L-eh bran-cha
Mamenchisaurus	ma-men-chi-SAR-us
Mandragora	m@n-dra-G0R-a
Mantari	m@n-TAR-ee
Marid	ma-RID
Massopondylus	m@ss-o-PAN-du-luss
Megalosaurus	meg-a-lo-SAR-us
Mephistopheles	me-fis-TAF-e-leez
Mezzodaemon	MEZ-o-day-mun
Mihstu	MIS-too
Mobat	MO-b@t
Modron	MO-dran
Monoclonius	man-o-KLO-nee-us
Moradin	M0R-a-din
Mordenkainen	M0R-den-kay-nen
Morkoth	M0R-kath
Mosasaurus	mo-za-SAR-us
Murlynd	MUR-lind
Myconid	MY-ko-nid
Myrmarch	MEER-march
Myrmidon	MUR-mi-dun
Nabassu	NAB-a-soo, or na-BA-soo
Naga	NA-ga
Nalfeshnee	nal-FESH-nee
Nao	now
Ndulu	n-DOO-loo
Nothosaurus	noth-o-SAR-us
Nupperibo	nup-pur-E-bo
Nycadaemon	NY-ka-day-mun
Nystul	NY-stul, or NIS-tul
Obad-hai	o-bad-HY
Obliviax	o-BLIV-ee-@ks
Oerid	O-rid
Oerik	O-rik

Oerth	OYth (rarely, URth or AYRth
Ogremoch	O-gre-mokh
Ogrillon	o-GRIL-un, or AG-ril-un
Oinodaemon	OY-no-day-mun
Onager	AN-u-jer
Ophidian	o-FID-ee-an
Opinicus	o-PIN-i-kus
Ornitholestes	or-nith-al-ES-tes
Otiluke	O-ti-look
Otyugh	AT-yug
Paladin	P@ L-a-din
Paleoscincus	pay-lee-o-SING-kus
Papyrus	pa-PY-rus
Parasaurolophus	p@-x-a-sar-AL-o-fus
Pazuzu	pa-ZOO-zoo
Pech	petch
Penanggalan	pe-N@NG-ga-lun
Pentaceratops	pen-ta-SER-a-tops
Pernicon	PER-ni-kun
Phaulkon	FAL-kun
Phlogiston	flo-JIS-tun
Phoenix	FEE-niks
Pholtus	FOL-tus
Phororhacos	f0r-0r-HAY-kos
Phycomid	FY-ko-mid
Piscodaemon	PIS-ko-day-mun
Plateosaurus	pl@t-ee-o-SAR-us
Pleistocene	plee-IS-to-seen
Plesiosaurus	ples-ee-o-SAR-us
Podokesaurus	po-dak-e-SAR-us
Primus	PREE-mus, or PRI-mus
Prosaurolophus	pro-sar-o-LO-fus
Psionics	sy-AN-iks
Pteranodon	ter-@N-o-dan
Pycomid	PY-ko-mid
Quaal	kwal, or kwayl
Quadrireme	KWA-dri-reem
Quag	kw@g
Quaggoth	KW@G-uth
Quasit	KWA-zit
Quipper	KWIP-per
Qullan	KWUL-un
Racaraide	r@k-ur-AYD
Rakshasa	rak-SHA-sa
Ranseur	r@n-SOOR
Rehnaremme	ray-nar-MAY
Remorhaz	REE-m0r-az, or REHM-0r-@z
Rhizome	RY-zom
Roncie	RAN-see
Rothe	ro-THAY
Sahuagin	sa-HWA-gin
Saurolophus	sar-o-LO-fus
Scimitar	SIM-i-tar
Sekolah	SEK-o-la
Semuanya	se-moo-@N-ya
Shaman	SHAY-man, or SHA-man
Shator	SHAY-t0r
Shedu	SHEH-doo, SHAY-doo, SHEE-doo, or reversed accent
Shillelagh	shi-LAY-la
Simulacrum	sim-yoo-L@K-rum, or si-MUL-a-krum
Sirine	sy-REEN
Skoraeus	sk0r-AY-us
Slaad	sl@d, or slad
Smilodon	SMYL-o-dan
Snyad	SNY-@d
Solar	SO-lar
Solifugid	sa-li-FYOO-jid
Spetum	SPEE-turn
Ssendam	SEN-dum, or SSSísen-dam
Stegosaurus	steg-o-SAR-us
Storoper	STO-ro-pur
Struthiomimus	struth-ee-o-MY-mus
Styracosaurus	sti-r@k-o-SAR-us
Succubus	SUK-yoo-bus
Su-monster	SOO-man-stur
Sussurus	SUS-u-r-us
Svirfneblin	svirf-NEB-lin
Tabaxi	ta-B@K-see
Tadhemoth	t@d-HEE-muth
Taer	tayr
Tanystropheus	tan-is-TRO-fee-us
Tarrasque	ta-R@SK
Tasloi	T@Z-loy
Tenebrous worm	te-NEB-rus wurm
Tennodontosaurus	10-a-dan-to-SAR-us
Tenser	10-sur
Teratosaurus	ter-@t-o-SAR-us
Terithran	te-RITH-run
Tharizdun	thar-IZ-dun
Thoqqua	THAK-wa
Thri-kreen	thry-KREEN
Tiamat	TEE-a-mat
Tirapheg	TEER-a-feg
Titanothere	ty-T@N-o-theer
Titivilus	ti-TIV-i-lus
Trachodon	TR@K-o-dan
Trebuchet	tre-boo-SHAY
Trireme	TRY-reem
Triton	TRY-tun
Typhous	TY-fus
Umiak	OO-mee-@k
Umpleby	UM-pul-bee
Ustilagor	oo-STIL-la-g0r
Vacuous Grimoire	V@K-yoo-us grim-WAR
Valkyrie	V@L-kree, or V@L-kuree
Vaprak	V@P-r@k
Vargouille	var-GWEEL
Varrdig	VAR-dig

Vecna	VEK-na
Verbeeg	vur-BEEG
Verme	verm
Vilstrak	VIL-strak
Vizier	viz-EER
Vodyanoi	VOD-ya-noy, or VAD-ya-noy
Voulge	voolj
Vrock	vrak
Wemic	WEM-ik, or WEE-mik
Wendonai	WEND-o-ny
Wyvern	WIH-vurn, or WY-vern
Xag-ya	z@g-YA
Xaren	Z@R-un
Xeg-yi	zeg-YEE
Xill	zil
Xorn	z0rn
Xvart	zvart
Yagnodaemon	Y@G-no-day-mun
Yeenoghu	yee-NAG-hoo
Yochlol	YAKH-lal
Yuan-ti	yoo-an-TEE
Zaebos	ZAY-bos
Zuggtmoy	ZUG-tmoy
Zygom	ZY-gam

Appendix H

Solo Dungeon Adventures

by Gary Gygax, The Strategic Review *#1.*
(With special thanks to George A. Lord.)
testing: Robert Kuntz and Ernest Gygax

Through the following series of tables (and considerable dice rolling) it is now possible to adventure alone through endless series of dungeon mazes! After a time, I am certain that there is some sameness to this and for this reason a system of exchange of sealed envelopes or emailed messages for special rooms and tricks/traps is urged. These messages can come from any other player and contain monsters and treasure, a whole complex of rooms (unfolded a bit at a time), ancient artifacts, and so forth. All the message should say is for what level the contents are for and for what location, (i.e., a chamber, room, 20-ft.-wide corridor, and so on). Now break out your books, your dice, and plenty of graph paper, and have fun!

The upper level above the dungeon in which your solo adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The first level of the dungeon is always begun with a room; that is, the stairway down leads to a room; so you go immediately to Table H–7: Chambers and Rooms and follow the procedure indicated. Always begin a level in the middle of the sheet of graph paper.

Save what you develop, for if you decide not to continue each solo game as part of a campaign, the levels developed in this manner can often be used in multi-player games.

TABLE H–1: PERIODIC CHECKS

D20	Result
1–3	Continue straight, check again in 60 ft.
4–7	Door (see Table H–2: Doors)
8–11	Side/Passage (see Table H–4: Side Passages.), check again in 30 ft.
12–16	Chamber (see Table H–7: Chambers and Rooms.)
17	Stairs (see Table H–3: Stairs.)
18	Dead End (walls and ahead can be checked for Secret Doors, see Table H–7: Chambers and Rooms, footnote)
19	Trick/Trap (see Table H–5: Caves and Caverns), passage continues, check again in 60 ft.
20	Random Monster (see *Dungeon Master's Guide* for encounter tables; for solo play, use a dungeon level equal to PC's level –2), check again immediately to see what lies ahead so you can determine the direction of monster's approach.

TABLE H–2: DOORS

Location of Door

D6	Result
1–4	Left
5–8	Right
9–12	Ahead

Beyond Door Is:

D12	Result
1–2	Parallel passage or 10 ft. × 10 ft. room if door straight ahead
3	Passage straight ahead
4	Passage 45 deg. ahead/behind
5	Passage 45 deg. behind/ahead
6–12	Room (go to Table H–7: Chambers and Rooms)

*If no room is beyond a door check again on Table H–1: Periodic Checks 30 feet after passing by or through a door.

TABLE H–3 STAIRS

D20	Result
1–5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up dead end (1 in 6 is collapsing chute down 1 level)
9	Down dead end (1 in 6 to chute down 2 levels)
10	Chimney up 1 level, passage continues, check again in 30 ft.
11–12	Chimney up 2 levels, passage continues, check again in 30 ft.
13	Chimney down 2 levels, passage continues, check again in 30 ft.
14–18	Trap door down 1 level, passage continues, check again in 30 ft.
19–20	Trap door down 2 levels, passage continues, check again in 30 ft.

*1 in 12 has a door that closes egress for the day
**1 in 10 has a door that closes egress for the day
***1 in 8 has a door that closes egress for the day

Caves and Caverns for Lowest Levels

You might wish to have rough-hewn and natural tunnels in lower levels, and where chambers and rooms are indicated substitute Caves and Caverns. Exits are as above and contents are as per the random table from the *Dungeon Master's Guide*.

TABLE H–4: SIDE PASSAGES

D12	Result
1	Left 90 degrees
2	Right 90 degrees
3	Left 45 degrees ahead
4	Right 45 degrees ahead
5	Left 45 degrees behind
6	Right 45 degrees behind
7	Left curve 45 degrees ahead
8	Right curve 45 degrees ahead
9	Passage T's
10	Passage Y's
11	4-way intersection
12	Passage X's (if present passage is horizontal or vertical it forms a fifth passage into the X)

Passage Width

D12	Result
1–7	10 ft.
8–10	20 ft.
11	30 ft.
12	5 ft.

TABLE H–5: CAVES & CAVERNS

D12	Result
1–3	Cave about 40 ft. × 60 ft.
4	Cave about 50 ft. × 75 ft.
5	Double Cave: 20 ft. × 30 ft., 60 ft. × 60 ft.
6	Double Cave: 35 ft. × 50 ft., 80 ft. × 90 ft.*
7–9	Cavern about 95 ft. × 125 ft.*
10	Cavern about 120 ft. × 150 ft.
11	Cavern about 150 ft. × 200 ft.*
12	Mammoth cavern about 250 ft.–300 ft. × 350 ft.–400 ft.**

*Roll to see if pool therein
**Roll to see if lake therein

Pools

D12	Result
1–5	No pool
6–7	Pool, no monster
8–9	Pool, monster
10–11	Pool, monster & treasure
12	Magical pool

Lakes

D12	Result
1–5	No lake
6–8	Lake, no monsters
9–11	Lake, monsters
12	Enchanted lake

Magic Pools

D10	Result
1–3	Turns gold to platinum (1–3) or lead (4–6), one time only.
4–6	50% adds +4 bonus to random attribute, otherwise imposes 4 points of damage to chosen ability
7–10	Transporter pool: 1–2 back to surface, 3–4 one level down, 5–6 100 miles away on surface

TABLE H–6: TURNS

(Determine width of passage on Table H–2.)

D12	Result
1–4	Left 90 degrees
5	Left 45 degrees ahead
6	Left 45 degrees behind
7–10	Right 90 degrees
11	Right 45 degrees ahead
12	Right 45 degrees behind

TABLE H–7: CHAMBERS AND ROOMS

Roll for shape and size, then exits, then contents.

D12	Chamber Shape and Area
1–4	Square, 20 ft. × 20 ft.
5	Square, 30 ft. × 30 ft.
6	Square, 40 ft. × 40 ft.
7–9	Rectangular, 20 ft. × 30 ft.
10	Rectangular, 30 ft. × 50 ft.
11	Rectangular, 40 ft. × 60 ft.
12	Unusual shape and area, see sub-table below.

D12	Room Shape and Area
1	Square, 10 ft. × 10 ft.
2–4	Square, 20 ft. × 20 ft.
5	Square, 30 ft. × 30 ft.
6	Square, 40 ft. × 40 ft.
7	Rectangular, 10 ft. × 20 ft.
8–9	Rectangular, 20 ft. × 30 ft.
10	Rectangular, 20 ft. × 40 ft.
11	Rectangular, 30 ft. × 40 ft.
12	Unusual shape and area, see sub-table below.

Unusual Shape and Size
(Roll Separately for Shape and Size):

D12	Shape
1–3	Circular
4–5	Triangular
6–7	Trapezoidal
8–9	Odd-shaped*
10	Oval
11	Hexagonal
12	Octagonal

*Draw what shape you desire or what will fit the map

D12	Size
1–3	about 500 sq. ft.
4–5	about 900 sq. ft.
6–7	about 1,300 sq. ft.
8–9	about 2,000 sq. ft.
10	about 2,700 sq. ft.
11	about 3,400 sq. ft.
12	roll again and add result to 11 above (if another 12 repeat the process, doubling 11 above, and so on)

*draw what shape you desire or what will fit the map

Exits: Number, Location, and Direction
(Passages in Chambers, Doors in Rooms)

D6	Room Area	Number of Exits
1	up to 600 ft.	1
1	over 600 ft.	2
2	up to 600 ft.	2
2	over 600 ft.	3
3	up to 600 ft.	3
3	over 600 ft.	4
4	up to 1200 ft.	0*
4	over 1200 ft.	1
5	up to 1600 ft.	0*
5	over 1600 ft.	1
6	any size	1–4, roll to determine

* A secret door might exist, and a search might be made if desired. For every 10 ft. of wall space checked roll a 12-sided die—a 1 indicates a secret door is present, a 12 indicates a wandering monster has come in. The secret door has a Search DC equal to 10 + the dungeon level + 1d10.

D12**	Location	Direction (If a Door use Table H–2: Doors instead)
1–5	opposite wall	straight ahead
6–8	left wall	straight ahead
9–11	right wall	straight ahead, 20 ft. wide
12	same wall	45 deg. left/right

** If a passage or door is indicated in a wall where the space immediately beyond the wall has already been mapped then the exit is either a secret door (1–2) or a one-way door (3–6).

D12	Direction (If a Door use H–2: Doors instead)
1–5	straight ahead
6–8	straight ahead
9–11	straight ahead, 20 ft. wide
12	45 deg. left/right

Chamber or Room Contents

Use the appropriate tables from the *Dungeon Master's Guide.*

Likewise, keep a side record of all monsters, treasures, tricks/traps, and whatever. If the opportunity ever comes (as it most probably will), you have an ample supply of dungeon levels and matrices to entertain other players.

Discretion must prevail at all times. For example, if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which fits with your predetermined limits. Common sense must prevail. If a room won't fit, a smaller one must serve, and any room or chamber that is called for can be otherwise drawn to suit what you believe to be its best positioning. At all times you are serving in two roles, DM and player, so be sure to keep a fair balance.

Now proceed to the tables that explain all play.


DARK•SUN
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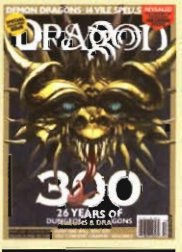
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