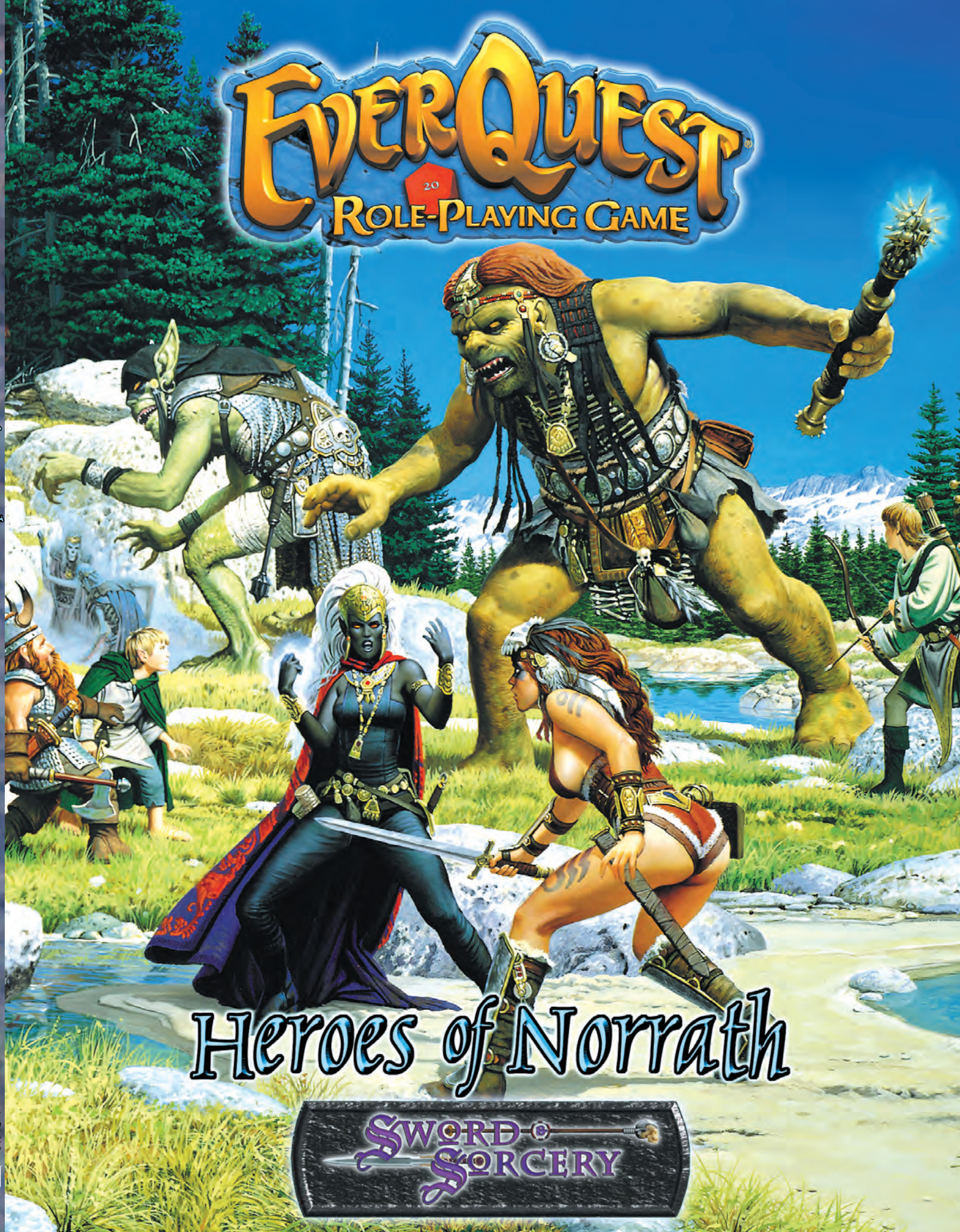


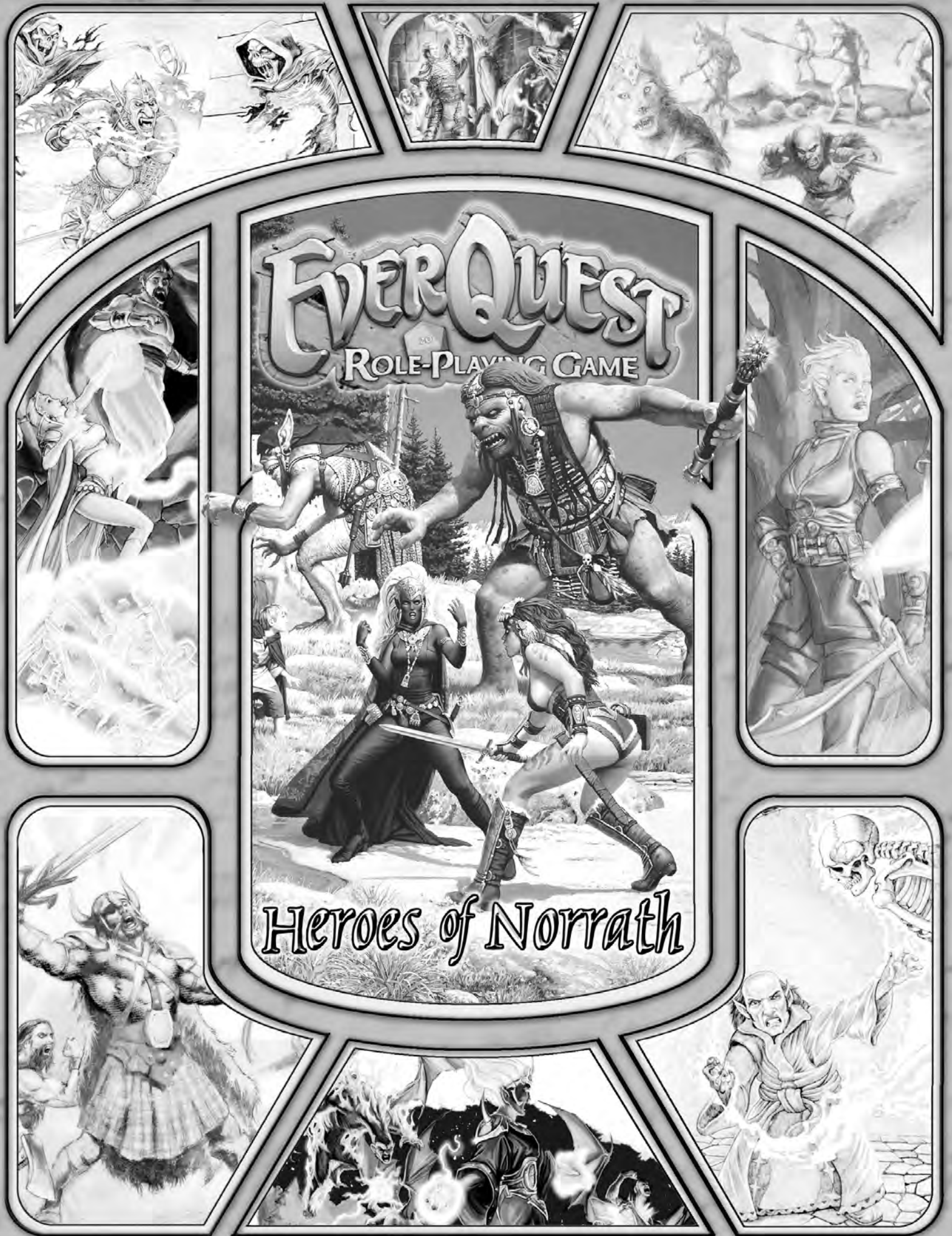
EVERQUEST

20
ROLE-PLAYING GAME



Heroes of Norrath





EVERQUEST

ROLE-PLAYING GAME

Heroes of Norrath

Credits

Author: Carl Gilchrist

Character Sidebar Author: Stephanie Smith

Developers: Scott Holden-Jones and Stewart Wieck

Editor: Scott Holden-Jones

Art Director: Richard Thomas

Layout and Typesetting: Ron Thompson

Interior Artists: David Griffith, Brian LeBlanc and Tyler Walpole

Front Cover Artist: Keith Parkinson

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Chapter One: Classes

Adventurers and heroes can come from virtually any background — farmers, merchants, nobles, and many more. They leave their ordinary lives and become something more. Sometimes they are called; sometimes they seek adventure of their own volition. Regardless, these men and women spend the greater part of their lives fighting dangerous creatures, going to the dangerous places of the world, and also seeing some of the great sights of Norrath. In time, those who started as simple farmers and the like become great heroes (or villains), killing dragons, giants, and sometimes even greater foes. These once simple folk have become something very much more, legendary in their own right, their names heard through the land with something akin to awe, and often spun in story and song.

These “hero-level” (or “heroic”) characters are a breed apart. Many have traveled to other planes, spoken with — or perhaps even fought — deities. They have been bathed in otherworldly energies that would have reduced others to cinders. But a rare few great adventurers not only survive these dangers, they become stronger through them.

New Non-Heroic Class Abilities

As characters of certain classes advance, they gain access to class abilities that may be selected from a list of options. Those options provided in the **EQ: Player’s Handbook** are certainly sufficient for most campaigns, but the following section outlines a number of new options that can be made available to character as they advance through levels 1 to 30.

Unless otherwise noted (either here or in the **EQ: Player’s Handbook**), any class ability described below can be selected by the character only once.

Cleric

In addition to the original divine powers, the following new divine powers are also available to the lower-level cleric. (The **EQ:PH** divine powers are also listed below with a brief description for ease of reference.)

Divine Powers

Bestow Divine Aura (Sp): Grants a target brief invulnerability.

Bind the Dead (Su): Whenever the cleric successfully turns undead, he may choose to have the affected undead suffer a one-half reduction in speed instead of the usual effects of turning. Undead that would have been destroyed are instead rooted in place, as the *root* spell. The turn duration remains the same for either effect (i.e., 10 rounds).

The cleric must already have the turn undead divine power to choose this ability.

Bonus Mystic Feat: The cleric may select a mystic feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Celestial Fire (Ex): Whenever the cleric casts a spell of the *ward undead* spell line, it deals an additional 20% damage. The cleric must already have the celestial warrior divine power to choose this ability.

Celestial Healer (Ex): Healing spells cost 10% less mana.

Celestial Regeneration (Su): Once per day as an attack action, the cleric may heal one creature with 30 feet. The target is immediately healed for 5d10 points of damage, and then for a similar amount in each of the next 3 rounds.

Celestial Warrior (Ex): Spells for combating the undead cost 10% less mana.

Divine Blessing (Ex): Whenever the cleric casts a spell of the *death pact* spell line, the target gains a +4 bonus to the Charisma check to trigger the spell.

Divine Healing (Ex): Whenever the cleric casts a healing spell, the number of hit points restored by the spell is increased by 10%. This increase stacks with all other effects that increase healing efficacy, such as the Healing Adept feat.

Empowered Turning (Ex): The cleric rolls 2d10 + his cleric level + twice his Charisma modifier when calculating turning damage. The cleric must already have the turn undead divine power to choose this ability.

Heightened Turning (Ex): The cleric rolls 1d20 + his Wisdom modifier + his Charisma modifier when making a turn check. The cleric must already have the turn undead divine power to choose this ability.

Improved Invisibility to Undead (Ex): Whenever the cleric uses his invisibility to undead ability or casts the *invisibility to undead* spell upon himself, the duration of the invisibility is fixed at 24 hours. The cleric must already have the invisibility to undead divine power or know the *invisibility to undead* spell to choose this ability.

Invisibility to Undead (Su): The cleric becomes invisible to the undead.

Militant (Ex): The cleric gains a +1 bonus to all attack rolls.

Purify Soul (Sp): This power heals a target completely.

Receive Divine Aura (Su): The cleric becomes invulnerable for a brief period of time.

Turn Undead (Su): The cleric can cause undead to flee or be destroyed.

Violent Turning (Su): Whenever the cleric successfully turns undead, each affected undead takes 2d6 points of holy damage in addition to the usual effects of turning. This damage cannot be reduced by saving throws, spell resistance, or any other special quality.

The cleric must already have both the turn undead and the celestial warrior divine powers to choose this ability.

Druid

In addition to the original wilderness masteries, the following new wilderness masteries are also available to the lower-level druid. (The **EQ:PH** wilderness masteries are also listed below with a brief description for ease of reference.)

Wilderness Masteries

Beast Form (Su): Whenever he casts a spell of the *wolf form* spell line, the druid may choose to take the form of any Small or Medium-size animal with a CR equal to or less than the spell level, rather than assuming the form of a wolf. If the spell is 10th level or higher, the animal form may be from Tiny to Large size; and if the spell is 15th level or higher, the animal form may be of any size up to Huge.

The druid must know the *wolf form* spell to choose this power.

Bonus Mystic Feat: The druid may select a mystic feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Bru's Fork of Lightning (Ex): Whenever the druid casts a spell that deals electricity damage to one or more targets, he may include any number of additional targets within the spell's range. If the spell has any further limitations on range or target (such as the targets being no more than 15 ft. apart), the druid must still conform to this limitation.

Using this ability requires the druid to spend an additional 25% of the usual mana cost for the affected spell for every additional target, although the spell does not have to be prepared in this way ahead of time, as with a metamagic feat.

For example, if the druid casts *lightning strike* against 6 targets (2 more than the usual limit for that spell), he must pay 150% of the usual mana cost, or 38 mana. Further, all 6 of the targets must be within 15 feet of each other.

The druid may use Bru's fork of lightning a number of times per day equal to his Constitution modifier (minimum 1/day).

Child of Nature (Su): At any time, the druid may choose not to have his person affected by normal weather effects and natural extremes of temperature. For example, the druid may choose not get wet during a rainfall rain, or he may remain comfortable despite it being too cold or too hot for his companions, or he may avoid slipping on ordinary ice. This effect only protects the druid and his clothing and other personal possessions; he would still be blinded by a thick rain, for instance.

This ability also does not in any way protect against spells, nor would it protect against drowning or other extremes of temperature beyond normal weather effects (e.g., lava would harm the druid normally), at the GM's discretion.

Dire Charm (Ex): Make a charm spell last 24 hours.

Evacuation (Ex): Cast teleportation spells with great haste.

Protection of Nature (Su): The druid gains a +2 bonus on saves against cold, electricity, and fire spells, as well as bonuses of cold, electricity, and fire resistance (8).

Root Mastery (Ex): Root spells are more effective.

Spell Fury (Ex): Spells that allow a Reflex save for half deal more damage. (As the wizard ability of the same name.)

Stalking Mastery: Bonuses to Sneak and Hide.

Woodland Stride (Ex): Move through natural terrain at normal speed. (As the ranger ability of the same name.)

Enchanter

In addition to the original greater enchantments, the following new greater enchantments are also available to the lower-level enchanter. (The **EQ:PH** greater enchantments are also listed below with a brief description for ease of reference.)

Greater Enchantments

Animation Empathy (Ex): The enchanter gains greater control over her pets, and may now control her animations with the same degree of control as a magician has over his elemental pets.

Bestow Spell, Lesser (Sp): The enchanter may grant the ability to use her spells to another person. The enchanter casts any spell of 4th level or less that she has prepared, paying the usual mana cost and targeting one creature within close range (25 ft. + 5 ft./2 levels), even if the spell is normally a touch spell or has a range of "personal," etc. Rather than taking effect upon the target as usual, however, the spell is bestowed upon the target so that he may then invoke its power at will as a spell-like ability (i.e., he need expend no mana nor use any material, somatic, or verbal components). The target has 1 day per enchanter level of the caster to use the bestowed spell or it fades away. When used, the bestowed spell has its normal casting time.

To bestow a spell, the enchanter must sacrifice 2 points of Charisma (as if they had been drained) as part of the casting cost of the bestowed spell. As soon as the target creature uses the bestowed spell (or if the spell fades away because the target has not used it), this Charisma returns to

the enchanter immediately; until that time, it cannot be restored by any means.

Bonus Mystic Feat: The enchanter may select a mystic feat for which she meets all the usual prerequisites. This ability may be selected multiple times.

Dire Charm (Ex): Make a charm spell last 24 hours.

Gather Mana (Su): Quickly restores mana.

Greater Illusion (Ex): Make illusion permanent until dispelled or dismissed.

Enchanted Jewelry Mastery (Ex): Become superior Trade Skill (jewelcraft) practitioner.

Silva's Illusion (Ex): Once per day when casting any spell of the *rune* spell line, the enchanter may create a number of illusory duplicates of herself, making it difficult for enemies to know which to attack. The number of doubles is equal to the enchanter's Charisma modifier. These illusory doubles each have a number of hit points equal to half the temporary hit points normally granted by the *rune* spell. (The enchanter does not actually gain any temporary hit points from this casting of the spell, however.)

Each of the doubles then stays adjacent to the enchanter, disappearing only when its hit points are gone. The enchanter and the doubles constantly shift through each other in a rapid blur of motion; observers can't use vision or hearing to tell which one is the enchanter and which a double. The doubles mimic the enchanter's actions, pretending to cast spells when she casts spells, drink potions when she does, jump when she jumps, and so on. They even seem to react normally to damaging area spells (for instance, looking burned or singed after being hit by a *firestorm*).

Any attack that targets the enchanter, whether from spell, sword, bow, or otherwise, has a chance to affect a double instead of the enchanter; roll randomly, based on the current number of doubles, to see which is the actual target (i.e., if there are 4 doubles, the attack has a 1 in 5 chance of targeting the enchanter; otherwise, it targets one of the doubles). However, an attacker must be able to see the images to be fooled. If the enchanter (and thus her doubles) is invisible or an attacker shuts his eyes, Silva's illusion has no effect (although such a foe is effectively *blinded*).

If an attack targets a double, all damage applies to that double's *rune* spell hit points. Each image has an effective AC of 10 + the enchanter's size modifier + the enchanter's Dex modifier.

However, any area effect spell affects the caster normally, and, if it deals damage, it deals damage to the caster as well as to each double. When a double's hit points are gone, it disappears. Silva's illusion also does not protect the enchanter from damage shields.

The enchanter must know at least one spell of the *rune* spell line to choose this power.

Magician

In addition to the original greater magics, the following new greater magics are also available to the lower-level magician. (The **EQ:PH** greater magics are also listed below with a brief description for ease of reference.)

Greater Magics

Bind Summoned (Su): Whenever the magician successfully turns summoned, he may choose to have the affected creatures suffer a one-half reduction in speed instead of the usual effects of turning. Summoned creatures that would have been destroyed are instead rooted in place, as the *root* spell. The turn duration remains the same for either effect (i.e., 10 rounds).

The magician must already have the turn summoned greater magic to choose this ability.

Bonus Mystic Feat: The magician may select a mystic feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Distracting Elemental (Ex): Once per day as an attack action, the magician may grant his elemental pet a +8 bonus to Taunt checks and a -2 penalty to AC. These modifiers last for a number of rounds equal to the magician's caster level, although they may be dismissed sooner as a free action.

Elemental Aura (Su): As an attack action, the magician may surround himself with an aura of magical energy that grants bonuses of cold and fire resistance (5) for a number of rounds equal to half the magician's caster level. The magician can use this ability a number of times per day equal to his Intelligence modifier.

This ability may be selected multiple times; each selection adds 2 daily uses of elemental aura.

Elemental Pact (Ex): Summon elemental without components.

Empowered Turning (Ex): The magician rolls 2d10 + his magician level + twice his Charisma modifier when calculating turning damage. The magician must already have the turn summoned greater magic to choose this ability.

Heightened Turning (Ex): The magician rolls 1d20 + his Wisdom modifier + his Charisma modifier when making a turn check. The magician must already have the turn summoned greater magic to choose this ability.

Mend Companion (Sp): Heal summoned creatures.

Mend Companion, Improved (Sp): The magician's mend companion ability becomes stronger; each day, he can mend an amount of damage equal to 1 + his Intelligence modifier, multiplied by his magician level. (Thus, a 12th-level magician with an Int modifier of +6 could mend 7 x 12 = 84 points of damage per day to his pet.) In order to select this power, the magician must first have the mend companion greater magic.

Instant Elemental (Ex): Cast elemental summoning spell quickly.

Reclaim Energy (Ex): Dismiss elemental and recover portion of mana spent on it.

Turn Summoned (Su): The magician can cause summoned creatures to flee or be destroyed.

Violent Turning (Su): Whenever the magician successfully turns summoned creatures, each affected creature takes 2d6 points of magic damage in addition to the usual effects of turning. The magician must already have the turn summoned greater magic to choose this ability.

Akhbar—Erudite Magician

Akhbar listened to the words of Gans Paust and the rest of the high clergy in from Erudin's Temple of Divine Light. The aging cleric spoke with a quiet, unobtrusive conviction. Akhbar's gaze wandered over the faces of the others, and, try as he might, he could not find an ounce of doubt in their eyes. It seemed that Quellious truly had granted Gans a vision of the future. Not only that, but half a dozen of the most favored clergy had also been witness to omens, signs, and portents.

"Norrath is changing," Gans said, his voice still gentle. "The gods will shake the world before all is done. The seas will rise and the land will break. The ancients will stir; some will disappear and others will return. Quellious has blessed us, Akhbar. She gives us the chance to preserve our way of life and to take the knowledge of today into the future."

Akhbar knew little of omens, and while growing up had been exposed to only a small dose of faith and religion. The gods were ever fickle, and with the breaching of the planes some years ago, they had become less and less omnipotent in his eyes. Now, though, as the head of Erudin's long-standing clergy spoke, something within him knew that Gans' words were more than idle paranoia. And in any case, being preserved for the future was not an altogether unappealing notion for Akhbar—he had already sucked what marrow he desired from this lifetime. Sleeping for a generation or two then waking to a new life certainly had its merit.

The magician's agreement brought murmurings of relief amongst those in the temple. Akhbar was given ample time to put his affairs in order

before returning to Gans Paust. Clad in simple but elegant traveling clothes and carrying a backpack full of items he simply could not leave behind, Akhbar began the trek with Gans and five of his most trusted clergy, heading toward the Toxxulia Forest. The group traveled for several days, moving ever closer to the heretic city of Paineel. Using his magic to veil the group from prying eyes, Akhbar led them to the very edge of peril: the Ruins of Old Paineel.

Gans gave to the mage the words and writings of Quellious' most revered texts and grasped Akhbar's forearms in farewell. With a key he had purchased some time ago from a traveling dwarf, Akhbar unlocked the underground passageway and disappeared into the depths of the ruined city. Things long buried scraped and moved deep within the confines of the lost city. Yet, though the place rang with danger

visited upon it long ago by the minions of Brell Serilis, Akhbar smiled. Here, he would sleep amongst the dry elements, their soft whisperings a song only a magician such as he could truly appreciate.

Quietly, he moved deeper into the ruins, his magics keeping him hidden from the eyes of most of the guardians. Those he could not hide from, he lulled with words so compelling that the earthen minions simply stood in mute silence as he passed. He traveled for nearly a day before he found that which he had been seeking: a wall of living rock, rumored to possess powers that the bumbling heretics simply could not contain. Akhbar's confident hands reached out to the wall, and its substance flowed around him as he stepped into it.

Welcome, the earth spoke to him. Welcome home, master.



Necromancer

In addition to the original death masteries, the following new death masteries are also available to the lower-level necromancer. (The **EQ:PH** death masteries are also listed below with a brief description for ease of reference.)

Death Masteries

Bonus Mystic Feat: The necromancer may select a mystic feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Call to Corpse (Sp): Once per day as an attack action, the necromancer may invoke an effect identical to that of the spell *summon corpse* (no coffin is required).

Death Pact (Ex): The necromancer may summon undead pets without requiring the use of finger-bones as material components. He still requires the use of any other components required to cast the summoning spell (e.g., a peridot for *child of Bertoxxulous*).

This death mastery may be selected only by a necromancer of at least 15th level.

Dire Charm (Ex): Make a charm spell last 24 hours (as the enchanter ability of the same name). The necromancer's dire charm ability applies only to charm spells that specifically affect undead.

Fear Storm (Sp): 20-foot-radius aura of fear.

Feigned Death (Ex): Whenever the necromancer casts a spell of the *feign death* spell line, he may change the range of the spell to medium (100 ft. + 10 ft./level) and the target to "caster's pet." This allows him to put his pet into a comatose state, where it will remain until commanded to do otherwise.

Improved Invisibility to Undead (Ex): The necromancer may activate his invisibility to undead ability at will as a free action, and whenever he does so the duration of the invisibility is fixed at 24 hours. The necromancer must already have the invisibility to undead death mastery to choose this ability.

Invisibility to Undead (Su): The necromancer becomes invisible to the undead.

Intimidate the Dead (Ex): Whenever he casts a charm spell that targets the undead, the necromancer may affect undead whose CR is 1 higher than that normally affected by the spell. This ability may be selected multiple times; each time the necromancer takes this death mastery, the maximum CR of undead that can be affected by his charm spells increases by 1.

Lifeburn (Sp): As an attack action, the necromancer may target one living creature within medium range (100 ft. + 10 ft./level) with a blast of harmful energy. To power this blast, the necromancer cannibalizes his own life force; for every 1 point of temporary Constitution damage he deals to himself as part of the "casting cost" of the lifeburn, the necromancer deals 1d10 points of damage to the target. There is no saving throw against this damage, nor does spell resistance apply. The necromancer may use this ability only once per week.

Rebuke Undead (Su): The necromancer may control or awe the undead.

Restore Undead (Sp): The necromancer may heal his undead pet.

Ranger

In addition to the original wilds masteries, the following new wilds masteries are also available to the lower-level ranger. (The **EQ:PH** wilds masteries are also listed below with a brief description for ease of reference.)

Wilds Masteries

Animal Voice (Ex): The ranger may talk to animals.

Archer (Ex): The ranger's delay with ranged weapons decreases by 1.

Dauntless Stride (Su): The ranger gains a bonus equal to her ranger level on all saves against magical effects that would hamper her movement, such as spells of the *root*, *snare*, and *clinging darkness* spell lines. If the spell or ability has additional effects (beyond hampering movement) that require separate saving throws, the ranger's save bonus does not apply against these additional effects.

In order to select this power, the ranger must first have the woodland stride wilds mastery.

Favored Terrain (Ex): The ranger gains bonuses to some skills in chosen terrain.

Improved Track (Ex): Retry failed tracking checks, and track at faster pace.

Sun and Moon (Su): Once per day, the ranger may call upon the powers of nature to strike down unnatural foes. The ranger may use this ability as part of an attack action, or with a single attack as part of an iterative attack sequence, whether melee or ranged. The use of this ability must be declared before the attack is rolled. The ranger adds her Wisdom bonus (if any) to her attack roll; if the attack hits, she deals an additional amount of damage equal to her ranger level. If the target is not an aberration or an undead, the ranger gains none of the bonuses for this ability, but the ability is still used up for the day.

This ability may be selected multiple times; each selection adds 1 daily use of sun and moon.

Sylvan Grace (Ex): Reduced penalties on Hide and Sneak checks while moving quickly.

Sylvan Grace, Improved: The ranger may take 10 on all Hide and Sneak checks, even if circumstances would dictate otherwise. In order to select this power, the ranger must first have the sylvan grace wilds mastery.

Trackless Step: The ranger leaves no trail in natural surroundings.

Woodland Stride: Move through natural rough terrain at normal speeds.

Shaman

In addition to the original spirit masteries, the following new spirit masteries are also available to the lower-level shaman. (The **EQ:PH** spirit masteries are also listed below with a brief description for ease of reference.)

Spirit Masteries

Ancestral Healing (Ex): Once per day as a free action, the shaman may call upon the assistance of his ancestral spirits when casting any healing spell that normally targets one creature. The spell changes to an effect in a 20-ft. burst around the shaman that grants the benefits of the spell cast to the shaman and all his allies within the area.

Delving Spirits (Su): As a full-round action, the shaman may consult the spirits to gain information about a particular target within line of sight. The target creature may make a Will save (DC 10 + 1/2 the shaman's level + the shaman's Wisdom modifier) to resist this power; if a creature save against this ability, it is immune to that shaman's delving spirits ability for 24 hours.

Otherwise, the shaman learns any one of the following (player's choice):

- the target's type (humanoid, undead, outsider, etc.) and subtype(s) (if any)
- the target's racial HD (if any) plus its class and level (if any)
- the target's alignment
- the spells or spell-like abilities currently in effect upon the target

The shaman may use this ability a number of times per day equal to his Wisdom modifier.

Hungry Spirits (Su): The shaman loses health to regain mana.

Messenger Spirit (Su): The shaman may compel a spirit to bear a message for him a number of times per day equal to 1 + his Charisma modifier (minimum 1/day). The shaman must use some type of material (food, precious metal, or something symbolic) or object (a totem, a sacred item, something precious to the spirit in life, etc.) as a lure to call the spirit. He then gives the spirit a mental image of a certain individual to be the message's recipient, who must also be shaman of at least 4th level. (At the GM's discretion, the spirit messenger might also be able to deliver its message to a character under the effects of a *deadeye* or *spirit sight* spell or similar powers or effects.)

The message to be carried by the spirit can be no longer than 8 words + 1 word per level of the sender above 4th. The spirit travels unerringly to the designated individual, regardless of the distance between them, at a rate of 100 miles per minute. Both sender and recipient must be on the same plane, or the message fails automatically.

Once it finds the recipient, the spirit delivers its message immediately in a normal speaking voice, whether the recipient is in a position to hear and acknowledge the message or not, and then disappears; the sender has no way of knowing whether his message has been successfully received or not. If the shaman spends an extra daily use of this ability, he may have the spirit return to him and bring word of whether the message was successfully received.

This ability may be selected multiple times; each selection adds 3 daily uses of messenger spirit.

Note: Messenger spirit first appeared in **Realms of Norrath: Freeport**, but is reprinted here for the reader's benefit.

Resilient Flesh (Ex): Whenever the shaman takes damage as a result of casting a spell of the *cannibalize* spell line or from using the hungry spirits ability, that damage is reduced by 2 points (per round, if applicable). The shaman gains the mana from the spell or ability as normal.

Sacrificial Spirits (Ex): Whenever he uses the hungry spirits ability, the shaman may grant the mana gained from its use to any target within 30 feet, in whole or in part. The shaman still takes all of the hungry spirits damage as

normal, and this damage cannot be cured for 12 hours, per the hungry spirits ability.

The shaman must already have the hungry spirits spirit mastery to choose this ability.

Spirithammer (Su): Once per day, the shaman may call upon the spirits of powerful ancestors or totems to strike down unnatural foes. The shaman may use this ability as part of an attack action, or with a single attack as part of an iterative attack sequence, whether melee or ranged. The use of this ability must be declared before the attack is rolled. The shaman adds his Wisdom bonus (if any) to his attack roll; if the attack hits, he deals an additional amount of damage equal to his shaman level. If the attack misses, the ability is still used up for the day.

This ability may be selected multiple times; each selection adds 1 daily use of spirithammer.

Spirit Alchemy (Ex): Reduce material costs for Trade Skill (alchemy) skill.

Spirit Lore (Ex): Gain a bonus feat

Totem Spirit (Ex): Gain a long-lasting bonus from a buff spell.

Wizard

In addition to the original greater wizardries, the following new greater wizardries are also available to the lower-level wizard. (The **EQ:PH** greater wizardries are also listed below with a brief description for ease of reference.)

Greater Wizardries

Anchor (Sp): As a full-round action, the wizard may prevent a single target within medium range (100 ft. + 10 ft./level) from using teleportation magics. This effect lasts for as long as the wizard concentrates, to a maximum number of rounds equal to half her wizard caster level. While the wizard maintains this effect on a target, the target must win an opposed caster level check against the wizard every time he tries to use a spell or ability with the teleportation descriptor; if the wizard wins this check, the target's spell or ability fails and he loses his action and whatever mana he would have spent to use the negated spell or ability. If the target's caster level check succeeds, his spell or ability functions as normal.

This wizard may use this ability a number of times per day equal to her Intelligence modifier. This ability may be selected multiple times; each selection adds 2 daily uses of anchor.

Bonus Mystic Feat: The wizard may select a mystic feat for which she meets all the usual prerequisites. This ability may be selected multiple times.

Exodus (Ex): The wizard may quicken any spell with the teleportation descriptor, casting the spell as if it had a 1-action casting time even if its normal casting time is 1 full round or more. (This ability does not stack with the wizard's quicken mastery ability, or with any application of the Quicken Spell feat.)

If this greater wizardry is selected a second time, the wizard can cast any teleportation spell as a free action. (Note that no character may cast more than one spell as a free action each round.) This greater wizardry may not be selected more than twice.

Improved Familiar (Ex): Whenever the wizard summons a familiar, it gains a +2 arcane bonus to AC, a +2 bonus on all saving throws, and bonuses of cold and fire resistance (10). The wizard must know at least one spell from the *minor familiar* spell line to choose this ability.

Mana Burn (Ex): The wizard may pay extra mana to increase spell damage.

Possess Familiar (Su): As a full-round action, the wizard may extend her senses and consciousness into her familiar. (This familiar must be one gained through the *minor familiar* spell line.) The wizard's possession of the familiar lasts for as long as she concentrates. She is only vaguely aware of her own surroundings while using this ability, and suffers a -10 penalty on all Listen and Spot checks made to perceive with her own senses. Should the familiar die or be unsummoned while the wizard possesses it, she takes an amount of damage equal to the familiar's Hit Dice (no save).

Possess familiar has three effects: Firstly, it increases the range of the familiar's summoning spell to long (400 ft. + 40 ft./level), letting the familiar travel much farther away from the wizard while still granting its usual bonuses to her;

Second, the wizard gains a two-way telepathic bond with the familiar (as the spell *telepathic bond* from EQ: Al'Kabor's Arcana) as long as the familiar remains within range (i.e., 400 ft. + 40 ft./level);

Third, the wizard may perceive the world through the familiar's senses, as if she had cast the spell *bind sight* upon it, except that she may use its senses of sight, hearing, and smell. The wizard takes damage, as with the *bind sight* spell, for maintaining this sensory link, but she may turn the link on and off at will as long as she maintains possession of the familiar.

The wizard may use possess familiar a number of times per day equal to her Charisma modifier (minimum 1/day).

Rapid Casting (Ex): Reduced mana cost for casting quickened wizard spells.

Spell Fury (Ex): The wizard's Reflex-based area spells are more lethal.

Spell Reinforcement (Ex): The wizard can extend the duration of a spell.

Strong Root (Sp): Whenever the wizard casts a spell of the *root* spell line, the target(s) of the spell suffer a penalty on their saving throws equal to the wizard's Constitution modifier.

Table 2-1:
Extended Character Advancement

Level	Experience Points Needed
1	0
2	2,000
3	6,000
4	12,000
5	20,000
6	30,000
7	42,000
8	56,000
9	72,000
10	90,000
11	110,000
12	132,000
13	156,000
14	182,000
15	210,000
16	240,000
17	272,000
18	306,000
19	342,000
20	380,000
21	420,000
22	462,000
23	506,000
24	552,000
25	600,000
26	650,000
27	702,000
28	756,000
29	812,000
30	870,000
31	930,000
32	992,000
33	1,056,000
34	1,122,000
35	1,190,000

A hero-level character needs to meet greater challenges in order to advance and learn (slaying simple orcs just doesn't cut it anymore). Extended experience awards for characters beyond 30th level can be found in Table 2-2: Extended Experience Point Awards. (This table expands Table 4-1: Experience Point Awards, found in the EQ: Game Master's Guide.)

Table 2-2: Extended Experience Point Awards

Level	CR 24	CR 25	CR 26	CR 27	CR 28	CR 29	CR 30	CR 31	CR 32	CR 33	CR 34	CR 35
31	*	1,303	2,605	5,210	7,443	10,633	15,190	21,700	29,400	53,783	39,788	72,660
32	*	*	1,345	2,689	5,378	7,683	10,976	15,680	22,400	30,380	41,160	55,704
33	*	*	*	1,387	2,773	5,546	7,923	11,319	16,170	23,100	31,360	42,532
34	*	*	*	*	1,429	2,857	5,714	8,163	11,662	16,600	23,800	32,340
35	*	*	*	*	*	1,471	2,941	5,882	8,403	12,005	17,150	24,500

Heroic Characters

Heroic characters continue to gain experience as they adventure. However, the foes they face must be ever greater, and level advancement slows down even further — but for those who endure, the rewards are great.

Hero-level characters can advance up to 35th level with the experience points required listed in Table 2-1: Extended Character Advancement. Such characters continue to gain skill points, hit points, and training points as usual, but they also gain new class abilities as detailed under each class in this chapter.

Training Points

A hero-level character still gains 5 training points per level as she advances. She may continue to purchase ability scores, skill ranks, and so on with the training points she gains (see Chapter 3: Characters in the **EQ: Player's Handbook**). Normally, she is still held to the usual limitations of things purchased with those training points; however, the Planar Power feat (see sidebar) allows her to overcome the standard limitation regarding ability scores.

New Feat: Planar Power [General]

The character's vast experience allows his mind and body to expand beyond typical limitations.

Prerequisites: Character level 31+.

Benefit: The character has no maximum limit with regard to increasing his ability scores using training points.

Normal: An ability score may be increased to a maximum of 6 points using training points.

The Classes

Dedicated Fighters

At heroic levels, monks, rogues, and warriors, those consummate wielders of weapons and tactics, gain even more skill. The dedicated fighter learns new techniques and abilities that few before him have learned. Most dedicated fighters have little in the way of innate magical ability, but their skills more than make up for any lack of magic — and they generally prefer it that way. Such doughty souls would rather depend upon their own skills and perhaps a trusty blade than call upon planar energies or make pacts with bizarre creatures.

However, even the dedicated fighter has been exposed to so much potent energy and power over the years that such things are bound to infuse his being, and even a dedicated fighter may find himself doing things that experience and training cannot explain.

Hybrids

There are four hybrid professions: beastlord, paladin, ranger, and shadow knight. At heroic levels, these masters of magic and might blend the two into a powerful synergy that can easily smite those who stand between them and

their goals. If their foes are immune to magic, their swords may prevail; if their foes are immune to steel, their magic comes to the fore.

Heroic hybrids continue to develop their skill with both steel and spell, knowing that such a combination can grant them abilities that magic or skill alone never could.

Dedicated Spellcasters

At heroic levels, the masterful wielders of magic become even more powerful. Enemies that once might have resisted the caster's magics are now often destroyed with a single spell. It is true that arcane spellcasters, at least, retain a particular frailty in matters of combat — but this means little to the heroic spellcaster, who revels in his vast magical might and finds new ways to wield the energy that has become his right.

The bard's ability to use her mystical songs has more in common with the powers of the dedicated spellcaster than a hybrid. Still, the bard has more in common with the hybrid classes when it comes to the philosophy of mixing melee with magic.

Spellcasting

The rudiments of spellcasting work the same way for hero-level characters as they do for lesser spellslingers. However, the more advanced a character becomes, the greater the power he can wield. While a 29th-level spellcaster can cast 15th-level spells, it takes a 30th-level character to wield the might of an ancient spell, and so on, as indicated here on Table 2-3.

Table 2-3: Extended Dedicated Caster Spells by Level

Spellcaster's Level	Available Spell Level
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6
13-14	7
15-16	8
17-18	9
19-20	10
21-22	11
23-24	12
25-26	13
27-28	14
29	15
30	Ancient spells
31-32	16
33-34	17
35	18

As with dedicated spellcasters, hero-level hybrids gain access to more potent spells as they advance, as shown on Table 2-4.

Table 2-4: Extended Hybrid Caster Spells by Level

Hybrid Class Level	Available Spell Level
1-4	None
5-6	1
7-8	2 or less
9-10	3 or less
11-12	4 or less
13-14	5 or less
15-16	6 or less
17-18	7 or less
19-20	8 or less
21-22	9 or less
23-24	10 or less
25-26	11 or less
27-30	12 or less
31-33	13 or less
34-35	14 or less

Gaining Hero-Level Spells

Spells are the true weapons of the dedicated spellcaster, but these weapons do not come cheaply. The hero-level spellcaster must seek out ancient places and renowned sages of antiquity to access this arsenal.

Still, each time a hero-level spellcaster gains a level beyond 30th, the GM should choose a spell of the highest level the character can cast and let the character inscribe it into his spell book for free; this represents the long hours of study and research the character has put in over the years.

However, the rest of these most potent of spells should not be so easy to acquire. Hero-level spells should be found only in the most ancient and dangerous places of Norrath and beyond. The moon of Luclin is just such a place, for example. The Planes of Power, where the deities of Norrath reside, are also a likely place to seek ancient magical secrets. The city of New Tanaan, where many extradimensional travelers have come to dwell, also has many powerful sages and keepers of ancient lore who might direct spellcasters toward adventures intended to recover these powerful magics.

Class Descriptions

The following format is used to describe the heroic character.

Class Name

This first section addresses the general role of the class. Most classes serve the same functions and act in a relatively uniform fashion throughout a character's career, but there are some changes and new opportunities for the hero-level character.

Specific Roles

A description of some (but by no means all) of the common roles the class takes on, with a brief discussion of how such characters connect with others of their class, the

challenges they take on, and the sorts of people with whom they consort.

History: A brief rundown of the noteworthy history of the class, and in some cases of the magic the class wields.

Personages: There are many famous personages over the ages of the various classes; this section describes a few of the most famous members of the class.

Class Rules

This section contains the rules a player will need to advance her character into the 31st level and beyond. Information on Hit Dice, skills, new powers, some new options for older powers, BAB progression, and saving throw progressions are included here.

Unless otherwise noted, all class abilities that can be chosen by the heroic character from a list of options can be selected only once.

Heroic Classes

Bard

Bards tend to find enjoyment in the company of other bards throughout their careers. While enjoying a new song or a new tale, a bard is truly at home — even if she's far from the place she dwells. All bards are gregarious and social to some extent; a bard can always find just the right word of encouragement, and her fellows can provide a shoulder for her to lean upon in a moment of need.

As the bard grows in power and experience, she can find herself in a variety of roles. Some bards like to teach, sharing their knowledge and wisdom with eager youngsters. Others prefer to go on exploring the world (or other worlds), never settling down. Many heroic bards seek time in solitude occasionally, needing to perfect a new song that has been haunting their head for years, only wanting the time to put it onto parchment.

Regardless of her personal role, a bard finds strength among her fellows; in essence, her songs and abilities are largely social, or at least most effective when used upon or for the benefit of others.

Specific Roles

Chronicler: Some bards enjoy history every bit as much as they do performance. These bards work to consolidate and elucidate the existing information they already have and to seek out stories new and old whenever they have the chance. Chroniclers are found most often among the Songweavers of the Fier'Dal, maintaining that people's tradition of oral history.

Chroniclers tend to spend a great deal of time in their guild houses sorting through old papers, and, since they are generally less itinerant than other bards, a great deal of responsibility and power within the guild quite often ends up — as much by default as for any other reason — in their hands. The chronicler is also the bard most likely to find references to odd stories and hints regarding the locations of lost treasures or artifacts; however, given her responsibilities to the guild, the chronicler is also the one most likely to send another bard out on a quest pursuant to her new information.

Altora—Half Elf Bard

Altora ran as fast as her song of celerity would allow, chanting easily as she went, her rapid footfalls acting as accompaniment to the song. She could see the smoke filling the sky from miles away, thick columns of black rising up in the air — Freeport, city of men, burned.

The attractive bard thought occasionally to stop travelers along the way, wanting news, but something in her would not allow it. Freeport, her home, her birthplace, called to her and her heart compelled her to answer swiftly. As she neared the western entrance, Altora heard shouts and cries from within the city walls. Families, carrying whatever belongings they could, were leaving Freeport in droves. Altora stopped just outside the gates and grabbed the arm of a young man hurrying away toward the Commonlands.

“What vexes the city?” Altora pleaded. The man, barely twenty winters, broke free of her grasp, his eyes wild with panic. Altora smiled at him, humming a short ditty that would soothe his nerves. His shaking eased and he took in a deep breath.

“Riots,” he told her.

“Riots,” Altora almost laughed. “Not here, not in...”

“Riots, m'lady,” he said again. “The city burns. People are looting, pillaging. My home is gone,” he said, falling to his knees and sitting, his satchel landing beside him. “All I've worked for is gone. My parents... they told me to stay in Qeynos, that no sensible man would seek a fortune in Freeport. I should have listened...”

Altora darkened, but she fished a few platinum coins from her pouch and pushed them gently into the man's hand. Her voice was sympathetic. “Travel well, friend. If you return to Qeynos, speak to Sollari Bekines and tell her that Altora sent you. She will give you work and a place to rest should your family not receive you kindly.” The man nodded and looked at her gratefully, struggling to find the right words, managing only an awkward silence. She simply nodded. Slowly, he rose to his feet and moved to pick up his things.

After bidding the young man farewell, Altora began to fight her way through the maddened crowd. Shouts and screams filled the city. Guards had taken to the walls, kicking and stabbing any man, woman, or even child who approached. An arrow flew through the air, striking one of the older guards in the chest. He faltered and was pulled from the wall by an angry crowd, who beat from him what remaining life he had left.

Altora had seen her share of death during her many long travels, yet she had to fight hard against the urge to sob. The city of her birth was being torn apart by a mob wholly incapable of reason. Slowly, she worked her way north toward the bards' unofficial guildhall, Marsheart's Chords. It took her a better part of the afternoon to push through the crowds and avoid the flames of burning buildings. Here and there people, young and old, capitalized on the horror, smashing windows and grabbing whatever their hands could carry. Freeport had never been without its flaws, but Altora grew sick at the ugliness of it all.

As the half elf turned a corner near the guildhall, her already sunken heart suddenly reached its nadir. Naught was left of the place but a pile of smoldering ruin. She walked gently through it, spotting bits and pieces of instruments, scorched tatters of sheet music and parchment, and in one place at least, a charred pair of legs bent awkwardly out from under a fallen section of wall.

Defeated, heartbroken, forlorn, Altora sat upon what was left of the building's stone foundation and softly sang an impromptu verse.

Mourn for me not when I am dead.

Hear the ringing of the bell,

And know that I have fled

From my home, with strangers to dwell.



The chronicler loves the challenge of searching through dusty old books and tomes. On occasion, she must deal with some stuffy, hostile Erudite librarian or the like, but in most cases she need merely turn on her considerable bardic charisma to get her way. Some chroniclers, though, do prefer to actively seek out lost bits of history for themselves; in many cases, the pieces of history have been lost for a reason, and powerful forces may stand in the way of the bard.

Journeyer: The journeyer loves to travel and seek out new places, purely for the sake of traveling to them. If the journeyer happens to learn a new bit of lore or music on the way, all the better.

The journeyer maintains a cordial relationship with her guild. She's usually happy to do favors for her fellow guild members as long as they don't interfere with her current travel plans; anyway, her guild can provide her with information on new places to go and see, so sometimes going a little out of her way isn't such a problem in any case.

Journeyers are used to dealing with many challenges in their journeys, having seen many uncivilized and dangerous places before — and sometimes even the civilized places they go to are quite dangerous.

Maestro: The maestro is a master composer. She takes what she has learned of song and music and creates new sounds, perhaps even new powers within music. A bard who develops a new bardic song is most likely a maestro.

The maestro usually remains fairly close to her guild house, spending much time among other bards, in the presence of music, to inspire her to make more. However, she is usually busy working on her own music and has little time for other matters.

The maestro generally has few challenges to deal with on a daily basis, spending most of her time indoors in a safe place, pursuing her music. At times, though, a maestro might travel to some remote place for special inspiration — and as usual in Norrath there is danger on the way.

Minstrel: As opposed to the master composer, the minstrel is a master musician. Some bards enjoy playing music so much that they simply want to share their music with anyone who wants to listen. The minstrel spends her time traveling from place to place playing her music and searching for new songs to learn and share.

The minstrel may maintain a loose connection to her guild. She stops by the local bardic hall when she's in the area to spend time with her fellow guild members, but she's not likely to go looking for or to accept guild quests unless she thinks she might get a new song out of it. Usually, though, the minstrel is happy to share what songs she finds on her adventures with her guild, and this keeps her in good standing with her fellows. And having another bard around certainly can't hurt, as they can enjoy a duet as well as a solo.

The minstrel mainly finds new challenges when she hears about a new song or legend she can pursue. She will drag her companions to any location in the search for a new song she has heard about.

Thespian: The thespian finds more pleasure in other forms of performance than just music. The thespian certainly enjoys singing and playing, but she enjoys acting at least as much — expression, mimesis, comedy, tragedy,

these are in her blood. Thespians are quite common in the Freeport area due to the fine Theatre of the Tranquil located there, at which they can perform.

The thespian maintains close ties to her guild, mainly because it's a great source for finding more skilled thespians. The thespian rarely takes any position of power within the guild structure — she has no desire for power in the administrative sense — but is happy to do favors for the guild so as to maintain her access to the stream of talent.

Some thespians find a good place to settle down and create or perform a variety of shows. Usually, these thespians might have to deal with a poor crowd at worst. Some thespians find themselves on the road, though, traveling from town to town to mount their work for a few days before moving on to the next town. Like other travelers, such thespians have to deal with the dangers of the Norrathian wilderness. Thespians performing in Freeport must choose their material carefully to avoid offending the Militia, of course, and other bards in other locales who perform parodies or satires must beware the targets of their censure.

History: As a class, bards have been around for a very long time. In all probability only warrior and rogue are older adventuring professions. Soon after immortals and their mortal servants began their intrigues and their wars, many found power in the chorus of their voices. These same persons also found an interest in chronicling the histories of their allies in song and verse, for this also had power all its own, whether to uplift or to manipulate.

Bards found themselves drawn together naturally through their love of music and history and soon formed guilds. The Songweavers of the wood elves are probably the oldest bardic guild among the common races, and the League of Antonican Bards is certainly the oldest guild among humans.

Personages: There have been numerous famous bards throughout the years, for bards are to fame as ducks are to water; further, being the recorders of history, bards are in a better position than those of any other profession to immortalize their own deeds through story and song.

Kimrick: Kimrick is famous (or infamous) for making the *singing sword*, the result of a terrible act of betrayal. More on Kimrick and his *singing short sword* can be found in the **EQ: Game Master's Guide**.

Sionachie Heartsinger: This half elf, whose voice is reputedly of legendary beauty, learned her trade at the feet of the Songweavers of the Fier'Dal. Sionachie loved music from the moment she was born, and could play any instrument by the time she was eight years old. She is known as a companion of the high elf princess Firiona Vie, and is most famous for those exploits that the pair and their companions have accomplished in their many travels. However, Sionachie is also famous for her creation of the bard song *Sionachie's dreams*.

Vhalen Nostolo: Vhalen is bardic history's most recent master tuner. This Qeynos bard has a gift for tuning instruments unlike anything any living bard has seen. Some say his is most perfect ear ever to have lived, and that when he tunes an instrument it can be no more accurate. Unfortunately, Vhalen's heart was broken with the loss of his beloved Metala, and he is now said to wander the plains of the Karanas seeking to ease his pain.

Table 2-5: Extended Bard Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+23	+10	+17	+13	Bard ability, respect
32	+24	+10	+18	+14	
33	+24	+11	+18	+14	Bard ability
34	+25	+11	+19	+15	
35	+26	+11	+19	+15	Bard ability

Class Rules

The game rules for playing a hero-level bard are listed below.

Hit Dice: d8 + Constitution modifier.

Skill Points: 8 + Int modifier per level.

Bard Ability: At 31st, 33rd, and 35th level, the bard may choose a power from the list below; once selected, an ability cannot be changed.

Acrobatic (Ex): The bard gains a +5 bonus on Tumble checks and a +10 bonus on Safe Fall checks.

Ayona'e's Tutelage (Ex): When twisting songs, the bard gains a +5 bonus on Perform checks.

Boastful Bellow (Su): As a free action, the bard may bellow at a single target within 50 feet. The target must make a Will save (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) or be *interrupted*. Once the bard has used this ability, she cannot use it again for 1d6 rounds. This is a sonic, mind-affecting ability.

Using this ability does not interfere with any song(s) the bard might currently be singing or twisting, as she can work her bellow into the song.

Bonus Feat: The bard may select a feat for which she meets all the usual prerequisites. This ability may be selected multiple times.

Discipline Mastery (Ex): This ability halves the recovery time for the bard's disciplines. For example, a discipline that normally requires 12 hours of recovery would only require 6 hours with this ability.

Extended Notes (Ex): All of the bard's songs have their range increased by 25%. This benefit stacks with other range-increasing abilities or feats.

Fading Memories (Su): Once per round as a free action, the bard may hum a distracting ditty at any creature within 30 feet. If the target fails a Will save (DC 10 + the 1/2 the bard's level + the bard's Charisma modifier), it forgets about any slights or indiscretions (including attacks) the bard has made against it in the last 10 minutes. Fading memories does not prevent the target from reacting negatively to future slights, nor does it guarantee any change in the creature's behavior toward the bard. A creature that makes its Will save is immune to that bard's fading memories ability for 24 hours. This is a sonic, mind-affecting ability.

Using this ability does not interfere with any song(s) the bard might currently be singing or twisting, as she can work her distracting ditty into the song.

Harmonious Attack (Ex): The bard develops a fast fighting style. Her weapon delay for any melee weapon she wields is reduced by 1 (to a minimum delay of 2).

Instrument Mastery (Ex): The bard gains a +3 bonus on all Perform or Play Instrument checks. Additionally, she may reroll any Perform and Play Instrument check one time if she does not like her check result; this latter ability may be used a number of times per day equal

the bard's Wisdom modifier (minimum 1/day). The bard must use the new check result, even if it is worse than the first result.

Jam Fest (Ex): The bard's effective caster level is increased by 2 for all purposes except for penetrating SR. This benefit applies only to bard songs sung by the bard; it does not apply to spells cast by a multiclass bard, or to items used by the bard that mimic the effects of bard songs.

Sense Traps (Ex): This ability is identical to the rogue class ability of the same name (see Rogue in Chapter 3: Classes, **EQ: Player's Handbook**).

Song Mastery (Ex): The bard has mastered her voice and her body to such an extent that she can use them to replace an instrument. The bard may always simulate the appropriate instrument to accompany any song she sings. For example, she could sing *Alenia's disenchanting melody* without the use of a stringed instrument simply by making rhythmic swaying motions and suggesting the sound of strings with her voice; similarly, she can use *Selo's accelerating chorus* using her footfalls as percussive accompaniment, for instance. This benefit can be used as often as the bard likes.

Further, if an instrument bonus can be gained for a song by making a successful Play Instrument check, the bard may use a Perform (singing) check in place of the applicable Play Instrument check. However, she suffers a -5 penalty to the Perform check in this case due to the difficulty of trying to simulate the sound of an instrument with her voice. For example, by making a Perform (singing) check (DC 25), the bard could deal 4d6 points of sonic damage per round while singing *Angstlich's assonance* without the use of a brass instrument. This ability can be used only a number of times per day equal to the bard's Charisma modifier.

Song mastery is invoked as a free action when starting a bard song to which the ability applies.

Trap Negotiation (Ex): The range of the bard's sense traps ability increases to 10 feet. The bard must have the sense traps heroic bard ability in order to select this ability.

Respect (Ex): The bard gains a +4 bonus on all Charisma-based skill checks when dealing with any creature that has 10 or more ranks in any Knowledge skill.

Beastlord

The typical beastlord starts out as most adventurers do—getting orders and quests from her superiors (whether within a guild hierarchy or simply as a matter between student and teacher). As the beastlord grows in power and

experience, she finds that her bond to her warder and her understanding of the spirits grows as well, and the beastlord must decide what to do with this power.

Some beastlords in less civilized cultures enjoy taking positions of authority within their tribe or clan, whether to train new beastlords or to use their connection with the spirit world to lead their people well. Other beastlords prefer the company of only their warders, and these rarely seek any connection within their former community.

Specific Roles

Defender: The defender is a beastlord who has chosen to stay near (or to return to) her original community after years of adventure. She is a powerful force of protection for her original lands and people, and sometimes uses her knowledge to help the leaders of the community as well.

The defender maintains a strong connection to her community. While she prefers not to hold a strong leadership position, she expects her voice to be heard, for she has much experience to offer. The defender also listens to the needs of her wards and her community and may perform quests and services for their benefit, as necessary.

The defender faces many challenges in the dangerous lands of Norrath. The homes of beastlords are often threatened; whether these threats are near or distant, the defender must meet them, ready to serve home and community.

Elder: The elder beastlord has become a leader within her community. Sometimes a beastlord chooses this role, and sometimes it is thrust upon her and she accepts it only grudgingly. However, all communities need leadership, and the elder beastlord often finds her skill at battle and her understanding of the spirit and natural worlds often serve her well in this capacity.

The elder has a necessary place in her community. There may be other leaders above her and others who answer to her, but the elder is in a position of authority, both giving and taking orders. Sometimes she may not like the orders, but she has the wisdom to know that her own wishes do not surpass those of the community.

The elder deals with the day-to-day challenges of leading a community. She works ardently to solve her people's problems, whether bad weather for the harvest, two citizens arguing over who owns a pot-roast, or the threat of an invading army. The elder seeks council with her fellow elders to find solutions and either deals with them or finds people who can.

Primalist: The primalist is drawn to the spirit world as much as to the natural world. She learns to communicate with the spirits of animals and ancestors, but also with other more primal forces, such as spirits of fire and lightning, for they too have a voice that must be heard.

The primalist usually has little standing within her community, for she is often seen as “not-quite-right” — if she hasn't been banished from her community altogether. The primalist is quite accepting of this situation, though, for she has little time for those who cannot understand her.

The primalist faces many challenges, least of which is the fact that so few of her own kind understand her. She often seeks out places or fetishes of power for her primal spirits, and in these travels she must face many dangers.

Savage Lord: The savage lord much prefers the company of her warder and other animals to the company of other humanoids. This is not to say that she won't travel to civilized areas, but she would much rather deal with animals, for they are far more noble and reasonable creatures, after all.

The savage lord may maintain a loose connection to her old community, but she is rarely likely to spend time there. Nonetheless, the savage lord may find herself on missions for her people, for she has gained great experience of the wild places that these missions would require.

The savage lord spends most of her time in the wild and dangerous places of Norrath and Luclin, and thus faces challenges of a fierce and violent nature almost every day. Fading down a terrible beast or finding food can be an adventure in and of itself.

History: The beastlord profession is thought to have first been developed by the kerran predecessors of Luclin's Vah Shir. The shamans of the kerran people were strong, yet not every one of the cat-folk had the inclination to become a shaman. Still, people will develop whatever talents they possess to protect their people in harsh lands and dangerous times. Eventually, the kerrans found that a talent for spiritualism could be developed into a powerful bond with a special animal, which they came to call a “warder.” This bond made both animal and kerran stronger, as well granting them greater spiritual power. Over time, other races with shamanic potential came to see the wisdom of this practice, and soon the beastlord profession spread across Norrath.

Even up to the time of the Shifting, the kerra had also followed the way of the monk, as well. Yet the talents that would lead a kerran to become a monk also suited the beastlord. Those that would in earlier generations have become monks soon began to follow the way of the beastlord, as there was wisdom in the adage of safety in numbers; warders simply provided a superior means of defense in the harsh realities of Norrath and, among the Vah Shir, upon the new world of Luclin. In time, both kerran and Vah Shir monk orders died out, and many of the techniques of the monk have been disseminated into beastlord hands (or claws).

Personages: Few beastlords have become particularly famous, but this may be simply due to the fact that most tend to be loners and introverts.

Dumul: Dumul is a Vah Shir famous for defeating the iksar beastlord Draz, who had a malevolent plan to siphon power from unwilling spirits for his own

Table 2-6: Extended Beastlord Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+31	+13	+17	+13	Knowledge, respect
32	+32	+14	+18	+14	Hasten aura
33	+33	+14	+18	+14	Beastlord ability
34	+34	+15	+19	+15	Animal aura (9/day)
35	+35	+15	+19	+15	Beastlord ability

dark ends. Dumul's first attempt to defeat Draz failed, but then with the power of the *claws of the savage spirit*, he was able to defeat the iksar villain. More on Dumul and his *claws of the savage spirit* can be found in the **EQ: Game Master's Guide**.

Class Rules

The game rules for playing a heroic beastlord are listed below.

Hit Dice: 1d8 + Constitution modifier.

Skill Points: 4 + Int modifier per level.

Knowledge (Ex): The beastlord may take 10 on all Knowledge (nature) checks.

Respect (Ex): The beastlord gains a +3 bonus on all Charisma-based skill checks when dealing with any person or creature that has at least 5 ranks in Animal Empathy, Handle Animal, or Ride.

Hasten Aura (Su): The beastlord may now use her animal aura ability as a free action if she wishes. However, doing so requires 2 daily uses of her animal aura ability instead of 1 use.

Beastlord Ability: At 33rd and again at 35th level, the beastlord may choose a power from the list below; once selected, an ability cannot be changed.

Arbitration of Spirit (Su): Once per day as an attack action, the beastlord may cause any current hit point damage to herself and to her warder to be redistributed such that she and her warder have an equal amount of damage. (Any odd damage goes to the beastlord). For example, if Basheera has taken 20 points of damage and her warder, Juma, has taken 201 points of damage, this power equalizes their damage at 111 points to Basheera and 110 points to Juma. This ability has a range of 90 feet.

Arbitration of spirit has no effect on other types of damage, such as ability score damage or negative levels.

Bestial Frenzy (Ex): The beastlord has developed a fast fighting style. When using unarmed attacks or hand-to-hand weapons, the beastlord's weapon delay is reduced by 1 (to a minimum delay of 2).

Bonus Feat: The beastlord may select a feat for which she meets all the usual prerequisites. This ability may be selected multiple times.

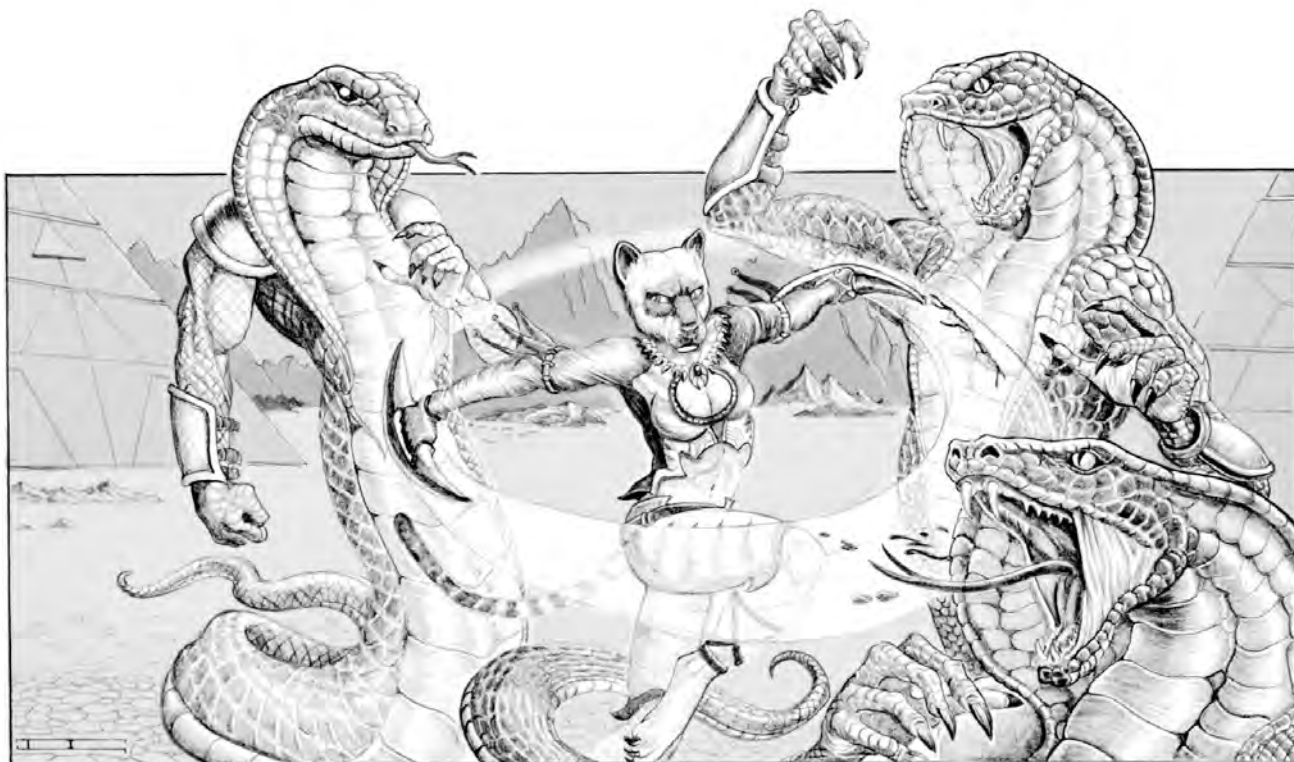
Discipline Mastery (Ex): This ability halves the recovery time for the beastlord's disciplines. For example, a discipline that normally requires 12 hours of recovery would only require 6 hours with this ability.

Elemental Aura (Su): The beastlord may invoke the spirit of an elemental force rather than an animal spirit when using her animal aura ability. Invoking an elemental spirit uses the same rules as animal aura.

- **Air:** The beastlord gains the benefits of the spell *spirit of the eagle*.
- **Earth:** The beastlord gains DR 3/- that stacks with all other forms of damage reduction.
- **Fire:** The beastlord gains a damage shield (5) that stacks with all other damage shields.
- **Water:** The beastlord gains the benefits of the spell *enduring breath*, as well as a swim speed of 20 ft. and a +8 bonus to Swim checks for the duration.

The beastlord may use her hasten aura ability (gained at 32nd level) to invoke an elemental aura as a free action, although doing so requires 3 daily uses of her animal aura ability. Only one animal or elemental aura may be active at any one time.

Elemental Invocation (Su): Once per day as a free action, when the beastlord casts a spell with the cold, electricity, or fire descriptor, she may change the descriptor to one of the other types in the above list. The spell now deals damage according to the new type.



For example, if Skareye casts *blizzard blast*, he may use this ability to have the spell deal either electricity or fire damage rather than cold damage.

Hobble of Spirits (Su): Once per day as an attack action, the beastlord may infuse her warder with powerful spirits. For 1 round per beastlord level of its master, the warder gains a *snare* proc effect (Proc DC 20) identical to the spell of the same name. The *snare* save DC is calculated as if the beastlord had cast the spell.

Mend Companion (Su): As an attack action, the beastlord may heal her warder with a touch. The total number of hit points the beastlord may cure in this way, per day, is equal to her Wisdom modifier multiplied by her beastlord level. For example, a 32nd-level beastlord with a 22 Wisdom (+6 bonus) could heal her warder for a total of 192 points each day. She may divide this healing up over several uses as long as she does not exceed her total points allowed per day.

Paragon of Spirit (Su): As a full-round action, the beastlord may choose up to 5 targets within 30 feet of herself. The beastlord and the targets are all healed for (8d10)x2 hit points, and each of the recipients recovers 80 mana. This healing and mana recovery cannot bring a target to beyond her normal maximums.

Paragon of spirit can be used only once per week.

Animal Aura (Su): The beastlord's ability to call upon animal spirits continues to grow as she gains power. At 34th level, the beastlord gains another daily use of her animal aura ability.

Cleric

A cleric just beginning his adventuring career often starts out performing small tasks for the leader(s) of his local church: guard a caravan of faithful worshippers, root out some undead molesting a nearby village, and so on. As the cleric gains experience and shows his faith and zeal, his church gives him more responsibility and more difficult and important missions. In time, the cleric may find that he has been made a leader himself, given charge over a community of his own — and he now sends junior priests on missions.

Other heroic clerics may eschew positions of authority, finding their calling instead in actively fighting the forces of evil (or the forces of good) in the field. However, such clerics are not always firmly entrenched within the hierarchy of the church; they may find that lower-level clerics have been placed in positions of power over them, which can cause resentment and trials of faith, as well as political turmoil among the faithful. Most often the adventuring cleric simply doesn't care about politics or pecking order, however, for he knows that his deity believes in him and that is where his true strength lies.

Lately, with the discovery of the Planes of Power and the new mysteries revealed there, a new sort of cleric is appearing — and these “new age” clerics are finding that they can indeed draw divine power just as any other cleric without worshipping a deity at all!!

Specific Roles

Arbitrator: The arbitrator has come to be recognized as an authority in matters of religion and religious law. He often settles down in one place to mediate disputes within his

own church, or perhaps between his church and other churches or religious orders, or even between church and state. In some places, his is a purely religious authority, and it rarely, if ever, spills over into the secular world. In others (such as in Neriak, where Innoruuk's will is inextricably bound into Teir'Dal society), an arbitrator can have great secular power as well.

The arbitrator is an integral part of his church's hierarchy. He gains great power and respect from his position, but is closely watched by his superiors and quite often has little freedom or privacy. The arbitrator is usually surrounded by guards, officials, and clerks who maintain records of his decrees and proceedings. He may deal regularly with other clerics within his church, or he may meet often with officials of the court or even scholars or researchers who seek (or bring) knowledge of a particular point of religious law.

Arbitrators are most often found among clerical worshippers of Brell Serilis, Innoruuk, Mithaniel Marr, Quellious, and Rodcet Nife, though they are not unheard of among any of Norrath's many religions.

Healer: The healer devotes his time to curing the sick and wounded who come to him for assistance. The cleric may have settled among a community, whether a large town or a small village, or he may move from community to community as the need draws him. Outbreaks of disease in the Karanas, especially, have generated a greater need for clerics such as these in the recent past. Healers rarely spend time overseeing other ceremonies of their office, such as counseling the locals or performing weddings and the like.

Regardless of his location, a healer typically has a decent relationship with his church's superiors; healing is a valuable service, and it invariably sheds greater glory upon church and deity alike, which pleases those who stand to benefit from that glory. Similarly, healers are looked upon favorably by virtually everyone who dwells nearby because of the valuable service they perform.

Healers usually work alone, but they may have junior clerics about who assist them in their work. They are usually found only among those clerics who worship Erollisi Marr, Karana, Quellious, Rodcet Nife, or Tunare.

Heretic: The heretic is a cleric who has decided that the commonly accepted tenets of the religion he follows are wrong, having been somehow misinterpreted; alternately, a heretic might simply wish to foment change, heralding a new way to view his deity. The heretic worships the same deity he always has, but he does so with a new understanding, and this causes great consternation with the established church of his deity.

The heretic almost always forfeits all authority and rights within the hierarchy of his former church; however, he may become the head of his own new sect, with all the power and headaches that can bring. Interestingly, a cleric in Norrath can become a heretic even against the direct wishes of his deity, yet that deity will not withdraw its power from the heretic.

A heretic can easily split a congregation, depending upon his new message. If the new message is a particularly reasonable or beneficial one, a large portion of the congregation may start to follow the new doctrines, which usually results in strife with the remaining proponents of the old

religion. Sometimes the schism is purely philosophical and/or political, and in such a case it is entirely possible that the laity hardly pays the heretic's views any attention, unaware that he doesn't preach precisely the same message as all the rest of the church's priests.

High Priest: The high priest — whose exact title can vary widely (bishop, principal, divine, deacon, cardinal, prelate, abbot, lama, preceptor, etc.) — has accepted a position of authority over or within a community. He still tends to the spiritual needs of all those who follow his deity, but also oversees and authorizes matters within the church, whether locally or in a larger sphere. The high priest performs ceremonies befitting his station within the church, with the highest overseeing coronation ceremonies and similarly prestigious events. He may act as a counselor or confessor to peasants or kings, as appropriate to his place. His travels are quite often limited, as he stays to his one assigned location, although he may be required to travel to other churches and regions as part of his duties.

All churches have high priests, ranging from the highest in charge of the entire religion to those in charge of smaller villages; the high priest is a fundamental part of any church's hierarchy. He has greater secular power, as numerous lesser clerics are now under his command, and he also holds sway over religious knights and other special military forces or resources of the church. However, the high priest's superiors (if any) also have greater control over him, and politics often come into play at this level, along with a closer scrutiny of the high priest's activities and decisions.

The high priest is usually surrounded by fellow clerics and those he commands, such as guards, paladins, servants, lay folk, and so on. Despite this, the high priest may lead a lonely life.

Researcher: The researcher, sometimes known as a scholar, devotes his time and energy to researching esoteric matters of religion. Some seek particular answers to finite questions, while others simply pursue and meditate upon the various mysteries of their religions. Yet other researchers busy themselves with cataloguing and maintaining the vast stores of information the religion has gathered over the years. In general, though, the researcher spends his time learning all he can about his religion and serving as a living encyclopedia for his fellow clerics.

The researcher has small but integral part in a church hierarchy. He often has little direct power, but many influential people may come to the researcher for information on how to perform a certain rite or to find a particular piece of information. The gratitude of such people may earn the researcher favor that he can then leverage into power of his own if he desires. Still, researchers may be closely scrutinized due to the wealth of information they control, and more than a few researchers have become heretics after uncovering information that contradicts the current tenets of their respective churches.

The researcher is most often found in the company of other researchers, in church-held libraries and other places of learning. They spend their time gathering and sorting the information of the church, discussing matters of philosophy and theology. Researchers and arbitrators often form mutually beneficial relationships within their church.

Teacher: The teacher makes it his life's work to teach younger priests and those of his congregation. He might

have been a researcher or an adventuring cleric at one time, or even a once powerful arbitrator or high priest who has decided to step down from his position to return to a simpler (yet every bit as important) task.

The teacher is generally respected by his peers because he holds open the door to the future of the church, and may even have great influence over a future leader of the secular world, since some churches perform secular education as well. In fact, for this very reason, the teacher's power is so potentially dangerous that he may be closely watched by others within the church (and without) so that he does not go too far in his teachings and create a new breed of heretic.

Templar: The templar is an active force against the perceived enemies of his church; in some religions, particularly good-aligned ones, the templar may be regarded specifically as a hunter of the undead. Rather than merely battling enemies when they take action against the church, the templar aggressively hunts them down and destroys them. In some cases, "enemies of the church" may well include other clerics of the same order who have become heretics.

Many templars rarely stay in one place long enough to establish any sort of connection to the community. A templar may find that his drive to seek out foes clashes with the goals and agendas of his superiors; however, most templars remain on reasonably good terms with their church, even if they are sometimes considered slightly dangerous mavericks by their fellows. In other religions, particularly those worshipping martial or belligerent gods, both congregation and priesthood may regard the templar with a great deal of respect, since he is proactively pursuing the deity's goals.

Templars often work closely with warriors and with paladins or shadow knights (as appropriate). They are most often found in the churches of Brell Serilis, Cazic-Thule, Erollisi Marr, Mithaniel Marr, Prexus, Rallos Zek, and Tunare.

History: The magic of the cleric is certainly among the oldest on Norrath, for only shamanism and druidism are older in all likelihood. When deities first strode upon the face of Norrath, their followers were everywhere, for in those days it was rare for a mortal to not serve one of them. Worshipping these great beings gave the mortal power and, in time, magic of his own.

Personages: There are been too many celebrated clerics throughout the years to number them all here. A few of this famous ilk include the following:

Barber W'Selo: Barber successfully avoided drawing undue attention to himself while growing up in the dark city of Neriak, for attention from one's superiors among the dark elves more often than not brought only pain and death. He was particularly well suited to worshipping Innoruuk, for he seethed with hatred for everyone around him, including even himself. Over the years, Barber moved up through the hierarchy within the church of Innoruuk and performed admirably at the Battle of Bloody Kithicor; due to the death of his superior there — he enjoyed watching that slow death immensely — Barber moved up to an even higher position.

Unfortunately, Barber's latest promotion was also his downfall, for his string of successes finally brought about

the ire of one of his church superiors. He was quickly made the head of security at the new outpost in the Overthere on Kunark, a position Barber relished, for he thought it would be excellent for maintaining a low profile, yet would allow him freedom from immediate supervision so that he could work to achieve ever greater power. Unfortunately, the new posting turned out to be a hot, hostile, dead end. Barber hates the Overthere with a passion and now punishes everyone and everything that comes under his sphere of influence.

Blaize the Radiant: This high elf worships Solusek Ro, an unusual choice for clerics. Even more unusual is the fact that Blaize has made a name for himself not for his aggressiveness — something to be expected of a cleric of Solusek Ro — but for his pleasant affability. The Koada'Dal has turned his fiery passion toward creation, having mastered the art of smithing magic items, rather than toward destruction and mayhem.

Today, Blaize most often finds himself in the Great Temple of Solusek Ro, deep in the Lavastorm Mountains, although he is an itinerant soul.

Epolanam: Epolanam started out humbly enough as a young human acolyte of Rodcet Nife in the great city of Qeynos. He spent many years performing his compassionate duties in the city, but in time he became an adventurer in the hills around Qeynos and the great Karana plains, aiding his fellow adventurers with the gentle power of the Prime Healer. Unfortunately, deep in the bowels of Splitpaw, he and his allies were seeking peaceful conversion of the gnolls there when a far more powerful band of bloodthirsty gnolls swept in and slaughtered all in their path — including Epolanam's party, among them his best friend and lover.

Epolanam was shattered. He still believed in the light of Rodcet Nife, but he now came to believe that it was best delivered with the mace rather than through the Healer's gentle hand. Contradicting the peaceful tenets of predecessors such as the great Lashun Novashine, Epolanam founded a new order among Rodcet Nife's faithful, whose clerics were determined to create peace with armed force if necessary. Epolanam's seemingly paradoxical teachings quickly spread to the northern barbarians, who accepted his wisdom wholeheartedly. In time, his teachings were absorbed into the orthodox worship of Rodcet Nife's clerics, who now wield both mace and healing magic in service to their god.

Naxton Deepwater: Naxton is most famous for wielding the legendary *water sprinkler of Nem Ankh*. Naxton, being an iksar, was something of an anomaly as a cleric, since iksar normally follow the ways of shamanism in their service to Cazic-Thule. However, in addition to being a cleric and not a shaman, Naxton came to worship an unconventional deity in the Triumvirate of Water. Her many trials and tribulations are described in greater detail in the **EQ: Game Master's Guide**.

Nem Ankh: Many rumors surround the person whose name graces the *water sprinkler of Nem Ankh*. It is most commonly believed that Nem Ankh was a female high elf who worshipped the Triumvirate of Water during the days

Table 2-7: Extended Cleric Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+23	+13	+10	+17	Knowledge, respect
32	+24	+14	+10	+18	High divine power
33	+24	+14	+11	+18	
34	+25	+15	+11	+19	High divine power
35	+26	+15	+11	+19	High divine power

of Takish-Hiz in Tunaria. When that great city was lost, Nem Ankh reputedly spent her final days trying to help all she could to escape that doomed place.

Class Rules

The game rules for playing a heroic cleric are listed below.

Hit Dice: 1d8 + Constitution modifier.

Skill Points: 3 + Int modifier per level.

Knowledge (Ex): The cleric may take 10 on all Knowledge (religion) checks.

Respect (Ex): The cleric gains a +4 bonus on all Charisma-based skill checks when dealing with other followers of his deity or with followers of any of his deity's allies (as listed under "Religion" in Chapter 6 of the **EQ: Player's Handbook**). For example, a cleric of Brell Serilis gains this bonus with all worshippers of Brell or Bristlebane.

High Divine Power: At 32nd, 34th, and 35th level, the cleric may choose a high divine power from the list below; once selected, a power cannot be changed.

Bonus Feat: The cleric may select a feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Celestial Renewal (Su): Once per day as an attack action, the cleric may heal one creature with 50 feet. The target is immediately healed for (5d6)x10 points of damage, and then for a similar amount in each of the next 3 rounds.

The cleric must already have the celestial regeneration divine power (q.v.) to choose this power.

Deity's Gift (Sp): The cleric gains a spell-like ability as a boon from his deity, as shown on the chart below. This spell-like ability otherwise functions as the spell of the same name, and may be used by the cleric once per day.

Table 2-8: Deity's Gift by Deity

Deity*	spell
Bertoxxulous	Scourge
Innoruuk	Torrent of hate
Karana	Lightning strike
Mithaniel Marr	Words of tranquility
Prexus	Enduring breath
Quellious	Calming visage
Solusek Ro	Blaze
Tunare	Snare
Veeshan	Levitate

* If a deity is not listed on this chart, then clerics of that deity may not choose the deity's gift power.

Divine Arbitration (Su): Once per day as an attack action, the cleric may choose up to 6 targets, one of whom must be the cleric himself. The targets must all be within 30 feet of each other, and they must all be either willing targets or unconscious. Each target has all damage upon him removed; the total damage removed in this way is then totaled and divided equally amongst the targets. The cleric takes any odd damage left over after this division. Dead creatures and undead are unaffected by this power. This ability does not affect poisons, diseases, or other ailments other than hit point damage.

For example, a party of four heroic adventurers has taken 320, 180, 100, and 0 points of damage, respectively. One of them, a cleric, invokes divine arbitration upon the party, all of whom must first agree to the use of his power. The total damage ($320 + 180 + 100 + 0 = 600$ points) is then divided equally amongst the four; each target now effectively has $600 / 4 = 150$ points of damage.

Divine Augmentation (Su): The cleric may ignore the usual material component requirements when casting spells, as long as the component required has a value of 100 gp or less.

This ability may be selected multiple times; each time the cleric takes this power, the minimum component cost is increased by a factor of 5. (For example, a cleric who has taken this power twice may ignore components of 500 gp or less; taken three times, the power allows him to ignore components of up to 2,500 gp.)

Divine Power: The cleric may choose a divine power instead of a high divine power. This ability may be selected multiple times.

Divine Resurrection (Su): As a full-round action, the cleric may invoke an effect identical to the spell *reviviscence*. In addition, the target is revived with full health, full mana, and with no adverse conditions. The cleric may invoke this power only once per month.

Divine Stun (Ex): All of the cleric's spells that stun those affected have their recast time reduced by 1 round (to a minimum of "instant").

Hastened Aura (Ex): The cleric's recast times for all spells of the *divine aura* line are reduced by one-half or to 10 minutes (whichever is less).

Healing Mastery (Ex): All healing spells cast by the cleric heal 10% more hit points of damage. This stacks with any similar effects. In order to select this power, the cleric must first have the celestial healer power.

Improved Purify Soul (Su): The cleric gains another daily use of the purify soul divine power. This ability may be selected multiple times; each additional selection adds another daily use of the purify soul divine power.

Myrmidon (Ex): The cleric gains a +1 bonus to all attack rolls. In order to select this power, the cleric must first have the militant divine power (q.v.).

Shield from Life (Su): Up to 3 times per day as an attack action, the cleric may choose a target within 60 feet and prevent healing energies from reaching that target for a time. The target receives $(7d10) \times 2$ points of phantom damage. This phantom damage does not actually harm the target in any way, but is kept in a separate phantom hit point pool. Phantom damage must be healed before any normal hit point damage on the target can be healed,

whether by natural healing, regeneration, magic, or any other form of healing. This effect may be dispelled normally as if it were a spell cast by the cleric.

This ability may be selected multiple times; each selection adds 2 daily uses of shield from life.

Unfailing Divinity (Ex): All spells cast by the cleric from the *death pact* spell line always activate. In order to select this ability, the cleric must first have the divine blessing power (q.v.).

Druid

Druids follow the power of nature, and their hierarchy tends to resemble something akin to a food chain, with the most powerful druids at the top of the order. Young druids usually act as messengers and servants of more powerful druids, but they eventually leave on their own once they have "grown" sufficiently. Druids as a whole are quick to follow their own paths, and even when they join a loose community of like-minded druids they still often find themselves apart from others. Even the most solitary among them may gather with other druids and sometimes also with rangers to fight their enemies, though, if need be.

Some druids become leaders of communities, whether small druidic enclaves or larger settlements of lay folk who follow the druidic faith. However, in the end, most druids follow the way of nature more or less alone, always seeking out nature's mysteries to fulfill a deeper need and to find a deeper understanding of their own faith.

Specific Roles

Defiler: Some druids, tainted by some dark force or another, go mad and begin to destroy the land they once revered. Defilers twist the power of nature for their own ends, ignoring any balance that might exist in the quest for their own power and desires.

Defilers generally have no connection to other druids, although small cults of defilers have been known to arise in some places, with senior defilers gathering circles of lesser brethren about them. These sorts of gatherings are often very brutal, with bloodshed accompanying any shift in power. Some defilers also gather together with others who profess dark powers, such as necromancers or shadow knights.

Druids who still revere nature always try to destroy defilers, as well as any allies the defilers may have established in their regions (normally aberrations, undead, and other unnatural creatures, although some defilers merely gather rabid and corrupted animals to their cause).

Hierophant: Some druids come to rule large enclaves or brotherhoods of druids that are far more organized than singular gatherings of druids found elsewhere. The druids of the Fier'Dal are perhaps the best known of such organizations, and the title for the highest leader of their druids translates from Elvish to "Heartwood Master." Among other large druid circles, the greatest hierophants may be known by such names as "Great Warden" or "Storm Druid."

Hierophants rarely tend the land directly, though they still revere it, but instead maintain the community of the druids. They may also deal with other non-druid community leaders and, in many ways, act much like clerical high priests. The hierophant has a great deal of secular power, as

Moil—Halfling Druid

Moil had seen some pretty amazing things in his day. He had talked to trees, traveled through the druid portals of Tunare, and befriended all manner of animals (rabbits notwithstanding, of course) and magical beasts. But never in his life had he seen something as ridiculous as what his gnome allies introduced as the “MegamagicalSupersealer 500.”

It had been a few years since he had fallen into company with the Leatherfoot Raiders. They had, in all honesty, shown him quite a good time and, turning gray as he was, the excitement was a reminder for him of his ever-receding youth. Now, he stood with the Raiders, overlooking a contraption of questionable value.

“That has to be the dumbest thing I’ve ever seen,” Moil rattled on. “There’s no way on Karana’s green earth that this... this *thing*... will do a darn lick more than take up entirely too much space!”

“The MegamagicalSupersealer 500 is top notch, my friend!” a gnome by the name of Sweezer announced. The Raiders were not impressed, and certainly not amused.

“You mean to say that if we sneak this thing into Neriak, it’ll seal it off from Norrath for good?” Moil asked. The handful of other halflings present, mostly Moil’s friends and apprentices, began to mumble in doubt.

“For 500 years, with a full guarantee!” Sweezer exclaimed. “These darkling elves must be stopped. They continue to reinforce their numbers by the drove! The war in Faywder must be ended, and not the way those ridiculous ink-skinned vermin’ll do it. Left to it, those devils would be wearing gnomish skulls from their ears when it’s all said and done!”

Rivervale was up in arms for the next two days, calling an emergency meeting of the elders in order to discern whether or not the gnomish device would indeed live up to its promise. Despite all the nay-saying and grumbling, the Leatherfoot Raiders agreed to smuggle the device into Neriak’s First Gate and, as Sweezer put it, blow the entrance to bits.

Never one to turn down a good adventure, Moil agreed to accompany the Raiders. They and their clockworks dug day and night for several days, creating secret tunnels that would allow for their escape once the device was properly positioned within the Teir’Dal city. When the raiders finally poked through to the city, Rivervale was sent word at once: Neriak’s First Gate would soon fall.

Device in hand (or rather, on several handcarts), the Raiders slipped into Neriak’s First Gate and proceeded to plant the MegamagicalSupersealer 500 in the agreed-to location. Moil watched with anticipation, readying a teleportation spell in case the planned escape turned disastrous. Astonishingly, though, the halflings and gnomes involved rushed through their hastily built tunnels and emerged in Nektulos with nary a scratch.

Moil and the others watched from a distance, and, within the hour, a great *Boom!* shook the forest. Rock crumbled over the opening of the dark elven city. Screams from within echoed in the night until they were swallowed by earth and rock.

The Leatherfoots and a handful of gnomish emissaries rejoiced. Despite the improbability of it all, Neriak’s First Gate had indeed been obliterated.



well as spiritual, being able to call upon lesser druids to do his bidding and offer their resources. However, he may have to account for his actions to his superiors and answer their commands and summons.

Most of the hierophant's challenges lie in dealing with other people, and with overseeing mundane tasks such as maintaining food stores during the winter and making sure everyone remains productive and has a place to sleep. He is often the person called upon to deal with non-druid outsiders who enter or threaten the druid's land or to coordinate tasks or form treaties with other communities or nations.

Hermit: The hermit wants nothing to do with civilization. He finds a quiet, secluded place far away from other people for the sole purpose of being alone. Oddly, despite his simple wishes, people often seek out the hermit to benefit from his great knowledge and wisdom (for some reason thinking that, merely by virtue of his solitude, he must have all the answers. Of course, in most cases, the hermit has no more answers than anyone else — he just wants to be left alone.) The hermit may send such visitors away summarily, assign them a difficult (or impossible) task in payment for the information, or simply give them the information they seek. Regardless of his goals and methods, he does what he can to be rid of the interlopers as quickly as possible.

Hermits often have no ties even to other druids, having severed themselves from all bonds of civilization, even those loose bonds afforded by a small circle of druids. Should an old companion of the hermit come seeking him out, she is unlikely to get much more time or favor than he would spare for anyone else.

Preserver: The preserver lives upon and protects a specific natural region, whether he has been assigned its warden or has simply chosen of his own volition to settle there. He cares for the land, dealing with incursions of unnatural forces and helping to maintain the land's homeostasis. The preserver rarely if ever travels beyond the borders of his region. He usually maintains a bond of kinship to his old circle of druids, if any, and he may still answer to the hierophant of a druidic organization. (In some cases, a preserver may be a retired hierophant, so in theory at least he answers to no one.)

Some preservers are hermits, while others are firmly enmeshed within an order of druids. Preservers who are part of an organization are supported by their brethren, and may have younger druids who serve them in their work on the land. Sometimes the preserver has a small enough area to protect and serve that he has no need of underlings, working by himself. In this case, the preserver must usually answer to a superior and may have his judgments and actions questioned; his position might even be taken from him should he fail his superiors.

Other preservers may start their own druid's circle with themselves as hierophant; in this case, though, depending on the circumstances, the preserver may have no other senior druids to turn to for help should something go wrong. Such preservers can come into conflict with existing inhabitants should they choose their lands poorly. If there are already druids present on the land, they may not take kindly to the preserver's usurpation; alternately, an existing community might take offense to the druid's presence, whether

that community is simply an isolated village or a band of orcs or some other monstrous race.

Slayer: Some druids choose an aggressive role in the destruction of the unnatural. Instead of reacting to threats, slayers actively seek out and destroy these threats before they have a chance to endanger the natural world. Maintaining one's own balance can be difficult for some slayers, who can easily go too far in defining the "unnatural," including such things as towns and cities and even peaceful farmers in their list of enemies. Such slayers tend to give druids a bad name. Most, however, focus upon hunting down and destroying corruptions of nature and those who despoil nature with evil magic and such — shadow knights, necromancers, and even druids who have become defilers.

Slayers tend to travel a great deal, often with other non-druids who can bring firepower and capabilities the slayer cannot against a particularly powerful menace. A slayer might also track his prey to an ancient stronghold deep underground, where his own powers are weakest, so he welcomes the help of others in the hunt. Slayers are respected by most other druids for their efforts, but they are generally granted little power within a gathering of druids because they associate regularly with people whose loyalties to nature and druidism are at best questionable — and thus, by extension, the slayers' own loyalties are sometimes questioned.

Teacher: Some older druids are happiest when teaching others, passing on the knowledge and skills they have gained over the years. Teachers each bring a unique perspective to the world and nature that they have gained over the years. Often, they have grown weary of adventuring or of the lonely life of a hermit and now find solace in sharing with others.

Such teachers are common amongst the druidic Fier'Dal society, where all young elves are taught by druids in their formative years. Teachers gather with other teachers and with other druids of all sorts to continue their own learning of the ways of nature and to share their knowledge.

In other ways, druidic teachers are similar to clerical teachers.

Wanderer: The wanderer maintains few ties with any specific circle of druids. He has no superior to answer to except his own sense of nature and his deity. Instead, he travels constantly, always seeking out untouched tracts of wilderness to worship and admire. When civilization encroaches upon a land, a wanderer has little interest in seeing it.

The wanderer may have no direct connection to a particular hierarchy of druids (and thus no certain support to assist should he get into trouble), but he is usually well enough accepted by any given circle of druids that he can convince them of trouble he uncovers upon or around their lands during his travels; in many case, though, he might have to prove himself to the circle's leader(s) before they will trust that the trouble is real.

Many wanderers travel alone, although some realize that there truly is greater safety in numbers. The latter sort may have traveling companions who share their dislike of civilization, most often other druids or rangers who share the druid's wanderlust.

History: Druidism and shamanism are probably the oldest forms of magic on Norrath; most scholars attribute early druidism to the elves. During the Lost Age, when the elves of the great Eddar Forest in southeastern Tunaria were forced to travel across the Ocean of Tears, they brought with them their knowledge of druidism, which has since then spread throughout Norrath.

Personages: There have been many powerful druids over the years, but their stories have gone largely untold since they fought not for glory and fame, but to protect the isolated natural places of Norrath.

Alicia Peaceheart: This wood elf is a quiet but powerful force, and her renown has spread far and wide. Alicia grew up in Kelethin and mastered the ways of druidism while quite young. She now spends most of her time alone, communing with nature deep in the Greater Faydark. Alicia has done much to defy those dark forces that encroach upon the Faydarks, and evil beings across Norrath have learned to fear her name — and many would like to see her dead.

Cros Treewind: Cros was made famous along with Holly Windstalker, his ranger ally, for their fervent defense of the creatures of nature in the Qeynos Hills. Cros and Holly spent many years together protecting those lands, having grown up together in the glades of Surefall. They were close throughout their lives and fell in and out of love several times before eventually settling on being the best of friends.

Cros and Holly were of similar mind when it came to the defense of nature, a matter they approached aggressively. In times, through their many deeds, the fame of their names spread. However, this same fame also brought them to the attention of powerful enemies, who decided the heroic pair had to be stopped before their own wicked plans could come to fruition. In time, the worshippers of Bertoxxulous brought forth a terrible plague onto the plains of Karana and Qeynos, and shortly thereafter Cros was killed by a monstrosity huge rabid bear, one of the very creatures he was sworn to protect.

Faelin Bloodbriar: Faelin is most famous for wielding the *nature walker's scimitar*, a weapon recognized as a powerful tool for defenders of the ways of nature. Faelin's dedication to druidism has been matched by only a few since her time. More information on both Faelin and the *nature walker's scimitar* can be found the **EQ: Game Master's Guide**.

Heartwood Master: As long as wood elves have followed the ways of Tunare, there has been the Heartwood Master to lead and guide the Fier'Dal on the path to harmony with nature. It is thought that there have been many who have borne the title Heartwood Master over the years, but only

one at any given time, replaced as the old Master retires or dies. A new Heartwood Master always proves the wisdom of his appointment soon enough, even if at first glance he had appeared to be a poor replacement for his predecessor.

Jale Phlintoes: Jale Phlintoes was born and raised among the Jaggedpine Treefolk. He was only eight when his parents were killed by poachers, and young Jale would have had his throat slit as well at that time if he had not been off fishing at the lake. After he was orphaned, Jale was brought up by the Jaggedpine druids. After many conflicts with the druids' council, he eventually ran off to start his own sect somewhere in the nearby lands. For his terrorist activities since that time, a high price has been offered for the one who can bring back his head to the druids among whom he once lived.

Class Rules

The game rules for playing a heroic druid are listed below.

Hit Dice: 1d8 + Constitution modifier.

Skill Points: 4 + Int modifier per level.

Knowledge (Ex): The druid may take 10 on all Knowledge (nature) checks.

Respect (Ex): The druid gains a +4 bonus on all Charisma-based skill checks when dealing with any creature that has druid or ranger levels, that casts druid or ranger spells, or that has spell-like abilities that emulate such spells.

High Wilderness Mastery: At 32nd, 34th, and 35th level, the druid may choose a high wilderness mastery from the list below; once selected, a mastery cannot be changed.

Bereft of Nature (Su): Up to 3 times per day as an attack action, the druid may cause a creature within 100 feet to be bereft of nature for a number of rounds equal to the druid's class level. A target who is bereft of nature must pay an additional 20% of the usual mana cost to use all spells or abilities with the cold, electricity, or fire descriptor; alternately, if the target does not normally have to pay mana for these spells or abilities, its damage when using them is reduced by 20% instead. Finally, a creature that is bereft of nature gains only 80% of the hit points normally provided by magical or natural healing.

This ability may be selected multiple times; each selection adds 2 daily uses of bereft of nature.

Bonus Feat: The druid may select a feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Improved Root Mastery (Ex): The druid's caster level when using spells of the *grasping roots* line is 10 levels higher, and the save DCs for such spells are increased by 5. These benefits do not stack with those from the root mastery wilderness mastery. In order to select this power, the druid must first have root mastery.

Natural Selection (Su): Once per day as a readied (attack) action, the druid may counter any druid spell or any spell-like ability that emulates a druid spell, as long as that spell or ability is cast or used by a creature within 100

Table 2-9: Extended Druid Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+23	+13	+10	+17	Knowledge, respect
32	+24	+14	+10	+18	High wilderness mastery
33	+24	+14	+11	+18	
34	+25	+15	+11	+19	High wilderness mastery
35	+26	+15	+11	+19	High wilderness mastery

feet. The druid makes a caster level check against that of the target whose spell he is attempting to counter. If his caster level check succeeds, the target's spell (or spell-like ability) simply does not take effect; the target loses any mana and any actions that would normally have been expended in casting the countered spell or ability.

This ability may be selected multiple times; each selection adds 1 daily use of natural selection.

Nature's Enduring Force (Su): As a full-round action, the druid may summon the life-sustaining energies of nature to restore a dead creature to life. This ability acts as the spell *reanimation*, except that 50% of the target's lost experience is restored. The druid may invoke this power only once per month.

Spirit of the Wood (Sp): As an attack action, the druid may channel the power of nature into himself and up to 5 allies within 50 feet. Those affected are healed for (5d10)x2 hit points of damage, gain a +8 natural armor bonus to AC, and receive a damage shield (10), as if from the spell *shield of thistles*. Further, for each of the next 4 rounds, those affected are healed for another (5d10)x2 hit points of damage per round. The druid may invoke this power only once per month.

Storm Front (Ex): The druid is imbued with the power of the storm wherever he may go. Even in indoor environments, he may cast druid spells that are normally usable only when cast outdoors. This ability may be selected only once.

Wilderness Mastery: The druid may choose a wilderness mastery instead of a high wilderness mastery. This ability may be selected multiple times.

Wrath of the Wild (Su): Once per day as an attack action, the druid can summon a protective layer of thorns and a palpable force of nature about himself. This effect lasts for a maximum number of minutes equal to the druid's class level, or until discharged. While this effect lasts, should any creature strike the druid from within 30 feet with any attack or effect that requires an attack roll, whether weapon or spell, that creature takes 100 points of piercing damage (Reflex halves, DC 10 + 1/2 the druid's level + the druid's Wisdom modifier). Once a creature takes damage, wrath of the wild ends.

This ability may be selected up to 3 times; the second selection increases the damage to 150 points, while the third increases it to 200 points. Regardless, wrath of the wild can be used only once per day.

Enchanter

The enchanter has many powers both subtle and potent, and can find many paths to her desires. Early in their careers, many enchanters find the adventuring path easiest, for it is a good way to find interesting research material and to make money to support the enchanter's other goals.

As enchanters gain experience and power, they may choose different paths. Some find that they enjoy crafting magic items; they can enchant their own materials, and have usually made enough money to start up a profitable business. Some enchanters enjoy teaching others their art, perhaps from their own demesnes or possibly at one of the arcane schools across Norrath. Yet other enchanters seek out ever greater mysteries, but from the safety of their own laboratories; they continue

their research into old and dusty places, seeking new spells, rituals, and arcane formulae. They may use existing collections of scrolls and tomes to wring out new bits of information, or they may hire (or charm) more adventurous folk to find new sources for them.

Finally, there are the enchanters who still love adventure. These few may have other hobbies and interests, but they want to seek out the new, the exciting, the dangerous, just as they always have.

Specific Roles

Coercer: Some enchanters wish to be the power behind the throne, so to speak. The coercer uses her powers of charm to gain great influence among leaders and decision-makers. Most coercers are loners who maintain no connections with arcane organizations; they find such groups too unwieldy — and incoercible — for their goals. Some coercers may work for another power and operate as spies or *agents saboteur*, such as a dark elf enchanter who uses her magic to undermine a human community in the name of Innoruuk.

The coercer must always avoid discovery of her powers, whether she has charmed the local noble or is operating under a magical disguise as a spy. Should she be discovered, things can quickly turn against her, so the coercer must always be ready for such an eventuality.

Most coercers have networks of contacts they have created themselves, often under aliases or while in disguise. Those who work for a higher power usually maintain some sort of contact with an agent who acts as a courier for the coercer's employer.

Crafter: Some enchanters settle down to produce and sell the wares they have spent many long years perfecting. The crafter feels no need to adventure anymore (if she ever did), and is happy simply making and selling her goods, be they fine gems and jewelry, marvelous armors and weapons, or finely tanned and cut leathers.

Crafters may or may not have any special connection with official orders of enchanters or arcane spellcasters. They are likely to enjoy decent trade from such organizations and their memberships, but they need not be members of such groups themselves.

Illusionist: Some enchanters most enjoy the illusionary aspect of their magic, so they set themselves up as entertainers using their complex illusions. These shows are rarely inexpensive, but the wealthy do seem to enjoy them. The illusionist finds great challenge and enjoyment in discovering new illusion spells and creating new shows to perform.

The illusionist usually maintains some degree of contact with the school or master from whom she originally learned her arts. These contacts may help her to gain employment, and the illusionist can use the resources of wealthy patrons, such as libraries and workspaces, to refine her illusions and create a better act.

The illusionist is often found in the company of bards and other skilled entertainers who help her to perform her shows; in some cases, the illusionist may be the assistant, helping bards or other entertainers to enhance their shows.

Master: Some enchanters accept a position of authority within an organization of spellcasters, most often a school or academy of some sort, although sometimes this group might

be a cabal or secretive club. Masters may dabble in other areas of research or expertise, but they are primarily administrators. They may authorize the paperwork that many secular organizations require of the arcane organization, deal with other members of the group, and maintain or implement new policy within the organization. (It is often a council of masters that controls a large organization of spellcasters.)

The master has some power over the daily workings of her organization and has authority to utilize its funds and resources, although this may require approval from fellow masters or some other body. She also has to deal with the scrutiny and the biases of her fellow masters and superiors; she must account for her actions and for any expenditures of resources that she approves.

Unless she is part of a malevolent and violent organization such as those found in Neriak, where disputes among spellcasters are common and masters may be challenged for their positions in arcane duels, the master deals mostly with simple affairs of a secular and bureaucratic nature.

Sage: Some enchanters settle in a tower or some other location to perform research, for they enjoy learning of new things or finding old clues from long-forgotten places. Most sages know they may be called upon by those who seek their vast stores of knowledge and experience — indeed, many are flattered to be sought out for counsel once in awhile.

The sage may well keep in touch with friends and colleagues from spellcasting organizations, but she is not necessarily a member herself, for she has likely removed herself from any direct control that such organizations would otherwise have over her. Of course, as a result, she may not have easy access to the organization's resources, or, if she does, she may have to pay more for it, either in gold or in other favors.

Sages are rarely the targets of mortal danger. Still, they may face threats from powerful foes that fear their knowledge. Some sages don't necessarily want to settle down, instead using their towers or other holdings simply as a home base between adventures; these sages are as inured to frequent danger as any other adventurer.

Sages usually keep to themselves in their abodes, perhaps having wives or husbands who live with them as well. Some might have old traveling companions dwelling with them who have also retired (or who still journey with the sage on her missions). Such companions can provide valuable skills and capabilities the sage herself cannot muster.

Scholar: Some enchanters settle down to pursue magical studies, perhaps accepting a position with an organization such as the Academy of Arcane Science in Freeport. These scholars have many similarities to a sage, but a scholar typically works under the auspices of an organization rather than forging out on her own. Some scholars also teach regular courses in their art, sharing the knowledge and experience they have gained over the course of many years.

The scholar typically has little say regarding the daily operation of the organization. However, she does gain access to the po-

tentially vast resources of her organization; these resources, mysteries of the order as well as materials and collected knowledge, are of great advantage to the scholar, but are also the reason a very close eye is kept on her progress.

Scholars face the same sorts of dangers and challenges as sages, generally. Those who are also teachers of arcane magic may also face a particular kind of danger: A student's spells have been known to go awry, causing injury to himself, other students, or the teacher herself.

History: Magic has long been in Norrath, although the first magic was undoubtedly divine. The earliest forms of non-divine magic are thought by some to have been created by the Combine Empire, although many scholars insist that arcane magic is in fact far older than that, first practiced in a recognizable form by the earliest high elves.

Personages: Enchanters may rise to great heights of power, but not many become truly famous due to their very nature, often hiding by illusion or revealing their power only through the items they create and leave behind as a legacy.

Krilan Pedin: To the chagrin of Erudites everywhere, Krilan, a high elf, was probably the first truly powerful enchanter. His greatest talent was the ability to see the truth, whether in terms of piercing through illusions or in knowing the best path. It was this talent that allowed him to breach the barriers of Drusella Sathir's tomb, which none other had been able to do and only a few others have managed since his time. More information on Krilan and the *staff of the serpent* can be found in the **EQ: Game Master's Guide**.

Modani Qu'Loni: This enigmatic figure first appears in most history books around the time of Krilan Pedin, for Krilan encountered Modani when the latter was living amongst the skorpikis of the area known as the Overthere. Modani himself was also in the form of a skorpiki, which Krilan assumed to be an illusion; he also assumed Modani to be an Erudite. However, other rumors have led some to believe that Modani was a scion of the Combine Empire or perhaps some even older people, having learned an ancient form of enchantment from the high elves. His true race is unknown.

Nathyn Illuminous: This powerful enchanter is a respected leader in the city of Katta Castellum, a remnant of the Combine Empire, upon the moon of Luclin. It is thought that arcanists of the Combine Empire were among the first to develop a codified system of enchantment, and while Nathyn's talents are very similar to those of modern Norrathian enchanters, he is known to have some tools and trick unknown to earthly beguilers.

Tash: Not much is known about this early enchanter. It is widely taught that he is the forefather of modern en-

Table 2-10: Extended Enchanter Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+15	+10	+10	+17	Knowledge, respect
32	+16	+10	+10	+18	High enchantment
33	+16	+11	+11	+18	
34	+17	+11	+11	+19	High enchantment
35	+17	+11	+11	+19	High enchantment



chantment. Tash is revered not only for his reputedly great powers of enchantment, but also for his great skill in jewelcraft, for he also made many strides in knowledge and learning about the power of gems and metals.

One interesting artifact said to have been created by Tash is his famous enchanted silver coin, of which he made 10 ordinary-looking copies. There are those who seek this master coin even still, but to what end no one can be sure, for its true powers are unknown.

Class Rules

The game rules for playing a heroic enchanter are listed below.

Hit Dice: 1d4 + Constitution modifier.

Skill Points: 4 + Int modifier per level.

Knowledge (Ex): The enchanter may take 10 on all Knowledge (mysticism) checks.

Respect (Ex): The enchanter gains a +2 bonus on all Charisma-based skill checks when interacting with arcane spellcasters of lower level.

High Enchantment: At 32nd, 34th, and 35th level, the enchanter may choose a high enchantment from the list below; once selected, a high enchantment cannot be changed.

Ariel's Illusion (Ex): When the enchanter uses *Silva's illusion* (q.v.), the illusory double she creates has double the usual temporary hit points for the *rune* spell used. In order to select this high enchantment, the enchanter must first have the *Silva's illusion* greater enchantment.

Bestow Spell (Sp): This high enchantment functions as the greater enchantment lesser bestow spell (q.v.), but the enchanter may bestow spells of up to and including 7th level. The enchanter still cannot bestow more enchantments at once than a number equal to her Charisma modifier. In order to select this high enchantment, the enchanter must first have the lesser bestow spell greater enchantment.

Bestow Spell, Greater (Sp): This high enchantment functions as the greater enchantment lesser bestow spell (q.v.), but the enchanter may bestow spells of up to and including 10th level. The enchanter still cannot bestow more enchantments at once than a number equal to her Charisma modifier. In order to select this high enchantment, the enchanter must first have the bestow spell high enchantment.

Bonus Feat: The enchanter may select a feat for which she meets all the usual prerequisites. This ability may be selected multiple times.

Eldritch Rune (Su): As an attack action, the enchanter surrounds herself with powerful mystical energy that grants her (8d10)x2 temporary hit points. These temporary hit points last for 1 hour or until lost. In all other ways, this ability functions as a spell of the *rune* spell line. The enchanter may invoke this high enchantment only once per week.

This ability may be selected up to 3 times; the second selection increases the temporary hit points to (8d10)x3,

while the third increases them to (8d10)x4. Regardless, eldritch rune can be used only once per week.

Greater Enchantment: The enchanter may choose a greater enchantment instead of a high enchantment. This ability may be selected multiple times.

Hoya's Phantasmal Might (Ex): As a free action whenever she casts a spell with the cold, disease, electricity, fire, poison, or sonic descriptor, the enchanter may choose to remove this descriptor from the spell and replace it with the magic and mind-affecting descriptors. As a result, any Fortitude or Reflex save normally required by the spell is changed to a Will save of the same type (negates, half, etc.) and with the same DC as the original save. The enchanter may use Hoya's phantasmal might a number of times per day equal to 1 + her Cha modifier.

Using this ability requires the enchanter to spend an additional 25% of the usual mana cost for the affected spell (i.e., 125% total), although the spell does not have to be prepared in this way ahead of time, as with a metamagic feat.

This ability may be selected multiple times; each selection adds 2 daily uses of Hoya's phantasmal might.

Mana Shield (Su): As an attack action, the enchanter grants herself and all allies within a 20-foot burst a mana shield for 1d3+3 rounds. A creature with a mana shield is immune to all effects that would drain mana from its mana pool, except for normal mana costs paid for spellcasting or other special abilities. Once the mana shield is in place, the enchanter's allies may move beyond 20 feet from her without losing their mana shields. The enchanter may use this power a number of times per day equal to her Intelligence modifier.

Masterful Domination (Ex): Any charm spell cast by the enchanter has its save DC increased by 2 and its duration increased by one-third.

Project Illusion (Ex): Any spell of the *illusion* spell line that the enchanter casts has a range of close (25 ft. + 5 ft./2 levels) and a target of "one creature." The target of the spell gains the benefit of the spell as if he were the caster. A projected illusion can only be cast upon a willing creature.

Magician

As magicians gain great power and experience, they can take various paths, much like the elemental powers they wield. The path of fire is the adventurous path; magicians who prefer fire magic tend to enjoy the life of adventuring, the new experiences, and the danger. These magicians live in the passion of life.

The path of air is the contemplative path. Magicians who prefer air magic often retreat into seclusion to seek deeper elemental mysteries; as often as not, they take students with them into their seclusion. In some cases, those magicians following the path of air do so while on sabbatical from schools across Norrath, occasionally poking their noses out of their books to do some teaching.

The path of earth is the path of stability. Many earth magicians quickly tire of adventuring and other exciting things — not from any lack of constancy, but out of boredom — and seek out a stable life, ready to settle down. These magicians may get married and raise families, or join a school to become a teacher and pass their knowledge of elementalism on to the next generation.

The path of the water magician is the path of flexibility, and these magicians tend to keep all of the other paths open (except perhaps fire, although this is not always the case), so they continue to adventure, to do some personal research, to teach for a bit, and then to adventure some more.

Specific Roles

Arch-Convoker: Some magicians, most commonly known as convokers, revel in their magical power and enjoy challenging other spellcasters to compare their might. The best of these, arch-convokers, travel from place to place to face other spellcasters in duels of magic. To the arch-convoker, the duel itself is a pleasure, even if winning is much better.

Arch-convokers are rarely attached to any arcane organization, for most other spellcasters tend to see arch-convokers as wild cards and troublemakers. Arch-convokers rarely get help from an arcane organization without paying a hefty fee for it. However, some arch-convokers, particularly orderly ones, are quite respectful of one another and may form a loose-knit association of sorts, generally helping each other out if they can.

Arch-convokers' challenges are not necessarily to the death — in fact, duels to the death are uncommon among all but the dark races — yet accidents can always happen, and there is not always a cleric available to resurrect the loser of such a duel.

Celebrant: Some magicians turn to the service of an elemental power higher than themselves. While still following their arcane path, celebrants devote themselves to deities of elemental power, such as Fennin Ro, Xegony, the Rathe, or the Triumvirate of Water. The celebrant usually follows the direction of his deity as devotedly as any priest.

The celebrant may be part of a typical spellcasting organization, or he may enter the periphery of a typical religious hierarchy. Most celebrants, though, are bound in loose cells of fellow celebrants within a very loose hierarchy, with seniority usually based on elemental power. The celebrant may gain access to new and unusual secrets through this membership, but often faces ostracism from others who cannot understand his path. The chain of command can break down when a deific power gives a command directly to a celebrant who is technically under the command of another celebrant.

Elementalist: Some magicians are interested only in learning and searching out new elemental magics. Some of these elementalists seek nothing less than the famed *Orb of Elemental Mastery* itself. Elementalists take on many roles in pursuing their personal goals; one may teach for awhile, perhaps serving as master at a school, then do some private magical research, and then head out into the field for a time. Always, though, the elementalists' ultimate goal is mastery over the elements.

The elementalists maintains connections with a guild or organization as needed. If he is currently teaching or otherwise holding some position within an organization, he may follow its strictures closely. Other elementalists break the rules whenever or however they can, for they see this as the only way to get what they need, and burn bridges with little concern.

Elementalists can be found in the presence of whoever can best help them attain their current goals — adventur-

ers, teachers, masters, scholars, high priests, or fell monsters, it usually matters not.

History: Magic has long been in Norrath, although the first magic was undoubtedly divine. The earliest forms of non-divine magic are thought by some to have been created by the Combine Empire, although many scholars insist that arcane magic is in fact far older than that, first practiced in a recognizable form by the earliest high elves. The modern era of the magician was established and formulated by the Erudites.

Personages: Magicians tend towards arrogance: Their great power over the elements and the control they regularly assert over their summoned creatures leaves most magicians little room for self-analysis or humility.

Akksstaff: Akksstaff, a powerful dark elf magician, was the first to achieve mastery over the elements as had no other mortal before him, gaining the *Orb of Elemental Mastery*, a powerful elemental artifact. More information on Akksstaff and the *Orb* can be found in the **EQ: Game Master's Guide**.

Horatio Ak'Anon: When talking about famous magicians, one must mention the Most Honorable Venerable Talented Spectacular Devoted Caring Generous Humble Lord High King Ak'Anon (among the gnomes, it is said, grand titles are thought to make up for lack of height), for whom the gnomes' capital city of Ak'Anon is named.

In addition to his great skill as a magician and his wisdom as king, the first King Ak'Anon was also a masterful tinkerer: He designed the great wheel that provides 98% of the power to the city of Ak'Anon.

Najena: Another dark elf magician, Najena showed great promise in magic at a young age, as well as great arrogance. She was of common birth among her people, and thus had many obstacles to overcome in the beginning, but she would not let this fact stop her rise to power. Najena grew to be one of the greatest dark elf elementalists of all time, yet she wanted more — more power, a city all her own (filled with servants and spellcasters to do her bidding), and life without the clerics of Innoruuk.

Najena started building her city in the Lavastorm Mountains, where this conclave of spellcasters would dwell with her as their queen. The plan ended badly for the aspiring regent, however. During the construction of the city, while she was returning in secret to Neriak to gather more of her minions, the forces of Queen Cristianos Thex swept in and destroyed the budding city along with Najena's minions; few escaped, and none of those who did wanted anything more to do with Najena.

It is said Najena still resides in her city to this day, quite mad, ruling over the ruins of a city that never was.

Trilith Magi'kot: Trilith was said to be the greatest magician of his age — and he knew it. He wished to obtain ever greater knowledge in order to further expand the arcane arts of elementalism and summoning. However, in his arrogance he demanded the power of a god and it destroyed him. Still, before his untimely end, he made extensive strides in the knowledge of magic and elemental power.

Walnan: A powerful high elf magician, Walnan is rumored to have once been apprenticed to Trilith Magi'kot himself. Walnan has avoided most of the arrogance many magicians gather, and instead has become a humble teacher of magicians. She is willing to teach her art to anyone who is willing to learn, which puts her at odds with a great many other magicians. Her contributions to elementalism and magic cannot be overlooked, such as her widely revered *blade of Walnan* spell.

Class Rules

The game rules for playing a heroic magician are listed below.

Hit Dice: 1d4 + Constitution modifier.

Skill Points: 4 + Int modifier per level.

Knowledge (Ex): The magician may take 10 on all Knowledge (mysticism) checks.

Respect (Ex): The magician gains a +2 bonus on all Charisma-based skill checks when interacting with arcane spellcasters of lower level.

High Magic: At 32nd, 34th, and 35th level, the magician may choose a high magic from the list below; once selected, a high magic cannot be changed.

Bonus Feat: The magician may select a feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Diversionary Elemental (Ex): Whenever the magician uses the distracting elemental greater magic (q.v.), the Taunt bonus granted to his pet increases to +15 and the AC penalty increases to -4. The magician's number of daily uses of distracting elemental does not change. In order to select this high magic, the magician must first have the distracting elemental greater magic.

Elemental Energy (Su): Once per day, the magician may call upon raw elemental energy to power his spells. This ability allows the magician to cast any one spell with the cold, electricity, or fire descriptor without having to pay its usual mana cost (even if cold, electricity, or fire is not the only descriptor the spell has). The spell cast using this ability cannot be modified by any metamagic feat, or by any other effect or ability that would increase the spell's normal mana cost.

This ability may be selected multiple times; each further selection adds 1 daily use of elemental energy.

Elemental Form (Su): When the magician takes this high magic, he chooses one of the four elements: air, earth, fire, or water. Once this choice is made, it cannot be changed. Once per day as a standard action, the magician may invoke an effect identical to the appropriate illusion spell for the element he chose: that is,

Table 2-11: Extended Magician Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+15	+10	+10	+17	Knowledge, respect
32	+16	+10	+10	+18	High magic
33	+16	+11	+11	+18	
34	+17	+11	+11	+19	High magic
35	+17	+11	+11	+19	High magic

illusion—air elemental for air; *illusion—earth elemental* for earth; *illusion—fire elemental* for fire; and *illusion—water elemental* for water. This power has no mana cost, but otherwise functions as the spell.

This ability may be selected multiple times; each time he selects this high magic, the magician chooses another elemental form. Although each additional selection effectively adds a daily use of this high magic, the magician cannot assume any one elemental form more than once per day.

Empower Servant (Ex): Once per day as a free action, when the magician summons an elemental pet, he may choose to augment the pet's physical abilities with raw magic. The magician may add a total amount equal to his Intelligence modifier as bonuses to the pet's Strength, Dexterity, and Constitution scores, in any amount he wishes. For example, a magician with a 28 Intelligence (+9 bonus) may add up to 9 points to his pet's physical ability scores. Thus, he could grant the pet +3 to each of Str, Dex, and Con, or he could give it +5 Str and +4 Con, or in any other combination he desires, as long as the total does not exceed +9.

Greater Magic: The magician may choose a greater magic instead of a high magic. This ability may be selected multiple times.

Host of Elements (Ex): By adding 1 full round to the casting time of any spell of the *elementalkin* spell line, the magician can summon a number of lesser elementals rather than the one elemental dictated by the spell. The type of the elementals summoned using this ability is always equal to the type normally summoned by the spell, minus an amount equal to 2 + the number of elementals summoned. These elementals act as normal pets in all ways, and this power is an exception to the rule that a spellcaster may have only one pet at a time. The magician may use this high magic only once per week.

For example, a magician casting *greater conjuration: air* normally summons a single type 11 air elemental. Using host of elements (thus increasing the casting time to 3 full rounds), he could instead summon up to 8 type 1 air elementals with one casting ($11 - (2+8) = 1$), or 7 type 2 elementals, or 6 type 3, and so on, down to 2 air elementals of type 7 ($11 - (2+2)$).

Alternately, a magician casting *greater summoning: earth* normally summons a type 7 earth elemental. Using host of elements (casting time 3 full rounds), he could instead summon up to 4 type 1 earth elementals with one casting ($7 - (2+4) = 1$), or 3 type 2 elementals, or 2 type 3 ($7 - (2+2) = 3$).

Mend Companion, Greater (Sp): The magician's mend companion ability becomes stronger; each day, he can mend an amount of damage equal to 2 + his Intelligence modifier, multiplied by his magician level. (Thus, a 32nd-level magician with an Int modifier of +9 could mend $11 \times 32 = 352$ points of damage per day to his pet.) In order to select this power, the magician must first have the improved mend companion greater magic (q.v.).

Nomeak's Focus (Ex): Once per day as a free action, the magician may augment any spell he is about to cast, as long as the spell has a target of "one creature." As a result, the target suffers a -4 penalty to any saving throws and a

penalty of resistance (-12) to all resistances against this spell. Further, the magician gains a +4 bonus on any caster level checks made to penetrate the target's spell resistance.

Planar Barrier (Sp): Once per day as an attack action, the magician can create a barrier about himself that prevents teleportation magic from affecting him. This barrier lasts for 1 round per magician level, although the magician may dismiss it at any time as a free action. While the barrier lasts, the magician is immune to any spell with the teleportation descriptor (even those spells he casts himself or those from items he activates), as well as any power or ability that mimics or creates a teleportation or translocation effect.

Monk

Some monks stay close to their original schools and perform missions for their masters, eventually taking on leadership or teaching positions within their old school. Other monks start their own schools once they have mastered their art. Yet others seek to find lost combat arts (or develop new ones), perhaps wishing only to become better fighters or, alternately, seeking only to perfect their technique.

There are monks who enjoy conflict and bloodshed, and these challenge others to fight simply to prove that their style is superior. Some monks seek only to attain physical and spiritual perfection — but in the ideologies of some, this can be accomplished only by defeating great foes, so they seek out danger at every turn. Other more contemplative monks wish to be left alone so that they may find enlightenment in peace and solitude.

Specific Roles

Brother: The brother (or sister, for a female monk) holds a valued position within his school; he is respected as a learned practitioner of his art, but he does not hold the authority and distinction of a master. In some cases, this is by choice, for the brother does not wish to be the master of a school, whether as a simple matter of humility or a self-imposed act of contrition. It may also be that the brother, while highly skilled, has been held back by the school's masters for some perceived slight or shortcoming.

The brother is bound tightly into his school's hierarchy. He has one or more superiors, and he is likely to have other brothers and junior students who are under his authority. The brother must follow the commands of his masters and senior brothers and must likewise issue commands, as well as punish his juniors if his commands are not properly met. Students who are unruly must be disciplined, and they often have their punishments meted out by a brother.

The brother finds that he can learn much from his students, just as they learn much from him. Many brothers enjoy the challenge of teaching, and, for the truly altruistic and selfless brother, seeing his own students eventually surpass him in skill brings great joy. (Others are not nearly so selfless.) On occasion, a brother might take his students on a "field trip," in which case he must protect them from whatever dangers they might encounter, while letting students learn to deal with their own challenges at the same time.

Disciple: The disciple seeks to perfect his art and/or to become a great fighter. A given disciple may wish only to

find harmony, while another wants only to prove that he is the best fighter in the land. Regardless, a disciple seeks out challenges wherever he goes, whether physical challenges or spiritual. A combative disciple willingly fights warriors, rogues, orcs, dragons, whatever or whomever he can in order to make himself a better fighter or prove his skill. The disciple is not necessarily reckless, however — certainly some are, but most do not seek out foolhardy or suicidal challenges.

The disciple is often a solitary individual, although he might travel with companions or old friends. (A cleric is always handy should one bite off more than he can chew and, for instance, find himself face down in a dusty arena in Freeport.) Many disciples maintain a decent relationship with their old school, for the teachers and students there can provide capable opponents to keep the disciple in fighting trim. The disciple may even perform favors or services for his old school, if perhaps only because doing so might lead him into some conflict through which he can improve himself.

Master: The master may be the leader, or one of the leaders, of a school. Alternately, he may be an ascetic who dwells alone, having discovered or developed remarkable skills and abilities, and who is often sought out by younger monks who wish to learn his secrets. Many schools have a grandmaster, with a number of other masters who follow his orders. (Not all masters are necessarily “lesser” than the grandmaster, though, for his appointment may be as much political as it is requisite.) The master has become, whether by choice, appointment, ritual combat, or some other method, a figure of power and authority; he may have teaching responsibilities, but generally is responsible for other more traditional leadership duties as well.

Most masters are inseparable from their school. Having ascended from the ranks of students and brothers, the master has attained a position of authority, but unless he is the grandmaster, has to take orders as well as issue them to the brothers and students. Some masters separate themselves from their old schools, perhaps as a result of philosophical differences, and they may found their own place to teach students or, instead, may wish to live in solitude. Still, even those who are no longer officially part of a school may maintain a close connection to the old school.

History: The monk is a relative latecomer among the adventuring professions — not as late as the Erudite codification of arcane professions, certainly, yet warriors, rogues, bards, shamans, and others almost certainly predate the existence of the monk.

Throughout history, there have been those who were once warriors yet who wanted a peaceful life; some, against their wishes, found themselves forced to fight time and time again. Other folk came to find joy in the pure act of combat — not in rage or anger or bloodshed, but in the art of the fight itself. Around the time of the Combine Empire, it is thought, such people gathered together and began to form guilds and fighting societies.

Of course, the iksar claim that their deity, Cazic-Thule, personally taught a gifted iksar called Tynn many ages ago; Grand Master Tynn is supposed to have been the first master of the iksar monks. The greatest of the iksar warlords of his time, whose name is unrecorded, challenged Tynn, but the monk defeated all who came against him. Emperor Sathir rewarded him with the creation of the Court of Pain and the Swifttail caste of iksar.

Humans, kerrans, and iksar are the only races with the discipline and natural inclination to follow the monk profession. The iksar, with their strict caste structure, only ever had the one guild for their monks, while humans developed numerous monk guilds in the early ages. In time, however, there came to be only a few guilds among the humans, only a few of which are remembered from the glory days, and only two of these guilds are left today. The kerrans still have a monk order, but the Vah Shir monk orders died out in the first few generations upon the moon of Luclin, and those who would have been monks in ages past now tend to become beastlords or warriors instead.

Personages: *Kaiaren:* Kaiaren is famous for his destruction of the corrupt order of monks known as the Celestial Fists. Refusing their offers of fellowship, he was initially defeated by them, but he meditated and studied until he eventually destroyed the Celestial Fists. More on Kaiaren and the *celestial fists* he created can be found in the **EQ: Game Master's Guide**.

Grand Master Glox: Glox was the original student of Grand Master Tynn, the first iksar monk. He was unruly and willful, but Tynn was able to see the young iksar's potential; through many years of harsh punishment and discipline, he eventually became Tynn's successor as Grand Master of the Court of Pain. Since that time, all of the Grand Masters of the Swifttail iksar have been called Glox (calling them Tynn would be too great an honor, for only Grand Master Tynn was taught by Cazic-Thule himself).

In time, the Court of Pain and the Swifttail were disbanded by the iksar emperor, but Glox and his descendants hid and bided their time. When Emperor Vekin came to the throne, restoring the empire and founding New Sebilis, he heard of a hermit called Glox and, being a student of history, suspected the hermit's identity. Vekin entreated

Glox, and asked him to restore the Swifttail caste and the Court of Pain, and in short order the place of Grand Master was reinstated.

Table 2-12: Extended Monk Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+31	+13	+17	+13	Conditioning, monk ability, respect
32	+32	+14	+18	+14	Discipline mastery (hasten), monk ability
33	+33	+14	+18	+14	Monk ability
34	+34	+15	+19	+15	Discipline mastery (succession), monk ability
35	+35	+15	+19	+15	Monk ability

The current Grand Master Glox is a quiet but lethal iksar who spends a great deal of his time in meditation. If someone unworthy talks to him, he gruffly directs the intruder to another lesser master (perhaps even his successor-in-training, Master Glox), who will deal with the matter — and not always pleasantly. If an iksar monk proves her worth, though, Grand Master Glox may honor her with a challenge to see if she is truly worthy of a great gift.

Captain Vlzk: Vlzk was a Master of the 5th Rung in the Court of Pain during the end days, before the Court was disbanded. In his time, he was the youngest Swifttail ever to attain the title of Master. He was also the only iksar monk to be promoted to the rank of Captain within the iksar navy, for he was greatly favored by Emperor Rile. During a coastal patrol conducted by Captain Vlzk, a fierce and sudden waterspout splintered his ship; he was the only survivor. For 24 years, Vlzk survived in the Outlands with no aid. Eventually, he was found by the Legionnaires during a long-range patrol, his tail now missing from a nearly fatal encounter with a trakanasaurus.

Captain Vlzk's return made him an even greater folk hero among the iksar than he already was, and blacksmiths were ordered to make him a new tail of iron. Among his many admirers, he became known affectionately as Captain Irontail. Vlzk was rewarded greatly, given the powerful weapon called the *Storm Sabre* and made captain of the Iron Guard, a roving coastal armada.

Tragically, later that same year, Captain Vlzk Irontail and most of the Sebilisian Navy were destroyed when a horde of dragons descend upon them at the outset of the Battle of Timorous Deep.

Class Rules

The game rules for playing a heroic monk are listed below.

Hit Dice: 1d8 + Constitution modifier.

Skill Points: 4 + Int modifier per level.

Conditioning (Ex): The monk may choose Strength, Dexterity, or Wisdom: From now on, he may always take 10 on any skill or ability check using that ability as its key ability modifier, even if stress or circumstances would not otherwise allow.

Monk Ability: At each level beyond 30th, the monk may choose a monk ability from the list below; once selected, a monk ability cannot be changed.

Acrobatic (Ex): The monk gains a +10 bonus on all Safe Fall and Tumble checks.

Art of Avoidance (Ex): Once per round as a free action, the monk may choose to make any melee or ranged attack, including any spell or special ability that requires an attack roll, automatically miss him. The monk must be aware of the attack and must choose to use this ability before the attack roll is made. This ability can be used a number of times per day equal to the monk's Wisdom modifier.

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Art of Evasion (Ex): Once per day, the monk can automatically make a saving throw without having to make the roll. The monk must choose to use this power before the saving throw is rolled. This ability may be used in conjunction with the evasion ability. In order to select this ability, the monk must already have the art of avoidance ability (q.v.).

Art of Combat (Ex): Once per round as a free action, the monk may grant himself a +10 bonus on any single attack roll. This bonus does not apply to the critical confirmation roll if the attack results in a critical threat. This ability can be used a number of times per day equal to the monk's Wisdom modifier.

Art of Solidity (Ex): The monk gains a +4 bonus on all rolls involving pushing, tripping, gripping, pulling, bursting, breaking, or lifting, and on rolls to resist those things. This bonus applies to objects only if they are stationary. For instance, the monk receives this bonus on all grapple checks, bull rush or trip checks, and Strength checks made to move, hold, or break inanimate objects (including doors and the like).

Bonus Feat: The monk may select a feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Dragon Strike (Ex): As a free action, the monk may imbue a single hand-to-hand attack with great kinetic force. He must choose to use this power before the attack is rolled. If the attack is successful, the target must make a Fortitude save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier) or be knocked back a number of feet equal to the damage dealt by the attack. If the target is knocked back at least 10 feet, it must also make a second Fortitude save (DC as above) or be *stunned* for 1 round.

Regardless of the success of the monk's dragon strike, he must wait 1d4 rounds before using this ability again.

Elemental Fists (Su): When he selects this ability, the monk must choose one energy type from the following list: cold, disease, electricity, fire, poison, or sonic. Once per day as an attack action, the monk may infuse this energy into his unarmed attacks. For 1 round per monk level thereafter, each of his unarmed attacks deals +2d4 points of damage of the selected energy type.

This ability may be selected multiple times. Each additional selection grants the monk another energy type he may use when he activates this ability. He does not gain any further daily uses of this ability.

Martial Defense, Improved (Ex): The monk maintains his Dexterity and martial defense bonuses to AC even if flat-footed or attacked by an invisible opponent; he still loses these bonuses if immobilized. Additionally, the monk can no longer be flanked; he can react to opponents on either side of him as easily as he can react to a single attack.

Purify Body, Improved: The monk can use his purify body ability an additional 1 time per day. This ability may be selected multiple times.

Repeated Feign: The monk can use his feign death ability an additional 3 times per day. This ability may be selected multiple times.

Stunning Attack, Improved: The monk can use his stunning blow ability an additional 3 times per day. This ability may be selected multiple times.

Superior Combat Style (Ex): Any time the monk makes a melee attack against an opponent with a lower BAB than himself, he gains a +2 competence bonus to the attack roll. Similarly, any time such an opponent attacks the monk in melee, she receives a -2 competence penalty to the attack roll.

Two-Weapon Mastery (Ex): The monk is a master of coordinated hand-to-hand attacks. When using both hands to make hand-to-hand attacks (including unarmed attacks), the monk gets one additional attack with his primary weapon (or unarmed attack) at its highest attack bonus. This ability applies only during a full-attack action.

Respect (Ex): The monk gains a +2 bonus on all Charisma-based skill checks when dealing with any humanoid or monstrous humanoid that has a BAB of +10 or higher.

Discipline Mastery: The monk's mastery over his disciplines continues to grow.

Hasten (Ex): At 32nd level, the monk may use his disciplines after only half the usual time. For example, a discipline that normally requires 12 hours of recovery would only require 6 hours with this ability.

Succession (Ex): At 34th level, the monk has learned to use two disciplines within moments of one another. On the round immediately following the end of one discipline, he may start another discipline without having to wait the usual time. The choice to use this ability must be made within 1 round after the first discipline ends; if the monk waits any longer, the opportunity is lost.

When the second discipline ends, the monk must wait *twice* the usual time of *both* disciplines before he can use another discipline. These times are not modified by the discipline mastery (hasten) ability gained at 32nd level.

For example, a monk uses Stone Stance followed immediately by a Thunder Kick. Before the monk can use any more disciplines, he must wait for $(6 + 12) \times 2 = 36$ hours.

Necromancer

As necromancers grow in experience, they gain access to ever darker and more terrible powers. Some mighty necromancers enter into pacts with the darker powers of Norrath, perhaps becoming guardians or harbingers for some dark plan of Bertoxxulous or Cazic-Thule. Other necromancers realize that, in most cases, such an agreement means more power but less freedom, so they stay clear of divine involvement. Other necromancers continue to delve into the dusty and ancient places of Norrath, seeking power and knowledge for the very sake of power and knowledge.

Some necromancers delve into research, the essence of which can vary greatly from necromancer to necromancer. Some prefer traditional arcane methods of book and study, while others pursue the gruesome arts of dissection or vivisection... perhaps on a living subject. A few such necromancers become teachers. These are typically of the more scholarly bent and tend to follow tradition and book-learning over more esoteric methods.

Many necromancers, once they have achieved great levels of power, find that they can now accomplish whatever it was that they wanted with such power in the first place; they can finally begin their final machinations to gain those desires, be the goal revenge, wealth, domination, or simply attaining more power.

Specific Roles

Researcher: Some necromancers seek the secrets not of magic itself, but of life and death; to such a one, the art of necromancy is but a means to an end. These researchers gather bodies, alive and dead, on which to perform necromantic rites and exploratory procedures. Other researchers believe they can learn more about their necromantic craft by learning more about how the mortal body functions, both alive and death, so they set up their laboratories in secluded locations far from discovery.

Necromantic researchers are normally lonely individuals. The gathering of corpses and living test subjects generally brings the forces of good to destroy such necromantic research wherever they discover it. The researcher also finds many challenges in his research, for bodies, alive or dead, are not always easy to come by. A few have henchmen to handle the heavy lifting, but they hardly ever gather more than a few living beings around them (other than the ones they are experimenting upon, that is). They might well have a number of undead acting as guards, however.

Most researchers have no connection to any official organization. They may share their research results, but the heart of the typical necromantic researcher is dark — he believes he owes no one anything, and honors no oaths, even if he has given his word freely.

Diabolist: Much like the celebrant discussed under magician, except diabolists pay homage to Bertoxulous, Cazic-Thule, Innoruuk, or Saryrn.

History: Magic has long been in Norrath, although the first magic was undoubtedly divine. The earliest necromancy appears to have been created originally as a bridge of sorts between divine and arcane powers. Necromancy itself is clearly an arcane power, but it shares some traits of divine magic, and most of those who follow the path are worshippers of the darker deities, particularly Bertoxulous.

During perhaps the last days of the Age of Blood, or it may have been during the Lost Age, an iksar shaman named Kotiz, upon the continent of Kunark, came to study necromancy after conversing with the lesser deity Zebuxoruk. The demigod revealed to Kotiz bits of knowledge which the iksar inscribed into his unholy *Books of Zebuxoruk*. The books disappeared upon Kotiz's death.

Early in the Age of Turmoil, a group of Erudites “uncovered” the ways of necromancy (most likely with tutelage from the gnomes, or, perhaps, from the Teir'Dal; it may be that they uncovered elder scrolls, or perhaps even writings from Kotiz's books), and this put them at odds with their fellow Erudites. Those Erudites who studied this “new” power did so only in secret, but they were eventually found out and branded heretics, and a great war was fought. In time, these heretics were forced to flee Erudin, and the made their home deep in the ground, away from their enemies, in the newly constructed city of Paineel, which became a great center of necromantic learning and power.

During the height of power of Paineel, Miragul came to live among the dark Erudites, and to learn more in the ways

of necromancy. He took the knowledge for his own ends without sharing what he had learned and left once again, visiting Erudin in disguise, among other places.

Personages: *Cyndreela:* Even in her youth, the Erudite called Cyndreela showed great promise as a necromancer. She never felt fear, and, in fact, she made the other children at the school and even some of the instructors fearful in her presence. Cazic-Thule was her lord and master, and she reveled in his aura of fear.

In time, Cyndreela rose through the ranks of the necromancers of Paineel, and there were many promising positions made available to her. In the end, though, Cyndreela took a position offered to her by Cazic-Thule himself: She was made guardian of the gate to the Plane of Fear, found deep in the Feerrott swamps.

Dugroz: Dugroz was once a simple froglok slave who served a powerful iksar necromancer, but he was talented enough as an arcanist that he managed to learn necromancy simply by observing his master. Over time, he became an accomplished necromancer and his master's head slave. However, his master eventually noted his slave's growing power and decided to kill the froglok so that he would never be a threat; ever practical, he decided that he would use Dugroz as a sacrifice. Dugroz overheard some other slaves preparing for the sacrifice and gathered that he was the one to be sacrificed. The froglok quickly used his privileges to escape from the necromancer deep in the Swamps of Lost Hope.

Table 2-13: Extended Necromancer Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+15	+13	+10	+17	Knowledge, respect
32	+16	+14	+10	+18	High necromancy
33	+16	+14	+11	+18	
34	+17	+15	+11	+19	High necromancy
35	+17	+15	+11	+19	High necromancy

Now, Dugroz resides in a system of caves with his own following, where he dispenses the secrets and lore he has accumulated over the years... all for a price, of course.

Meldrath the Malignant: Meldrath is a gnome very skilled in the arts of necromancy; however, the stress of his profession has taken a toll on his mind, driving him mad. He now resides in the caves under the Steamfont Mountains and works with all sorts of unsavory beasts and creatures — to what end, no one knows.

Miragul: No discussion of famous necromancers would be complete without mention of Miragul, Norrath's greatest necromancer ever. Miragul reputedly reached heights of arcane power that no other known mortal has ever reached, and that only a few have even come close to approaching. An Erudite, Miragul not only studied necromancy, but also studied enchantment, magery, and wizardry as well — all at the same time. Studying more than one form of magic was not allowed among the Erudites, so Miragul did so in disguise, under assumed names. Despite learning four forms

of magic simultaneously, he was consistently the top in his class in all his studies. It was in necromancy that Miragul found his true calling, however, and that is the form of magic for which he became most famous.

More on Miragul can be found in **Realms of Norrath: Everfrost Peaks**.

Zum'uul: Zum'uul is a powerful sarnak necromancer who rose through the Chardok hierarchy until he served the king himself as grand advisor. No deed was too foul for Zum'uul, and he was ruthless on his route to power. He is most famous to those beyond Chardok as the creator of the spell *touch of Zum'uul*.

Class Rules

The game rules for playing a hero-level necromancer are listed below.

Hit Dice: 1d4 + Constitution modifier.

Skill Points: 4 + Int modifier per level.

Knowledge (Ex): The necromancer may take 10 on all Knowledge (monster lore [undead]) and Knowledge (mysticism) checks.

Respect (Ex): The necromancer gains a +4 bonus on all Charisma-based skill checks when interacting with necromancers of a lower level, as well as with all creatures having spell-like abilities that emulate necromantic spells, as long as those abilities are used at an effective caster level lower than the necromancer's caster level.

High Necromancy: At 32nd, 34th, and 35th level, the necromancer may choose a high necromancy from the list below; once selected, a high necromancy cannot be changed.

Awaken the Dead (Sp): In a ritual requiring 1 full hour, the necromancer may call forth powerful necromantic forces to fill any one dead corporeal creature. The creature gains the awakened dead template (see sidebar). The necromancer does not necessarily gain any control over the awakened creature, but he receives a +4 bonus on all Undead Empa-

Awakened Dead

The awakened dead is created when pure, raw necromantic energies are poured into a slain being; these dark forces can animate most creatures that were once living. The awakened dead have no will of their own and fulfill the orders of the one who currently commands them.

Creating an Awakened Dead

"Awakened dead" is a template that can be added to any dead corporeal creature (other than an undead) with 20 or fewer total Hit Dice (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead, but it retains any subtypes. It uses all the base creature's statistics and special abilities except as noted below.

Hit Dice: Halve the base creature's HD (round down, to a minimum of 1), and raise the remaining HD to d12s.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: The creature's natural armor bonus increases by a number based on its size:

Size	Natural Armor Increase
Tiny or smaller	+0
Small	+1
Medium-size	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Base Attack: An awakened dead has a BAB equal to 1/2 its Hit Dice.

Attacks: An awakened dead retains all the natural weapons and weapon proficiencies of the base creature. It also gains a slam attack.

Damage: As base creature. An awakened dead's slam attack deals damage depending on the creature's size. (Use the base creature's slam damage if it's better.)

Size	Slam Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: An awakened dead retains none of the base creature's special attacks.

Special Qualities: An awakened dead loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee attacks. As noted above, it gains the undead type, and it also gains the following special quality:

Slow (Ex): An awakened dead suffers a permanent slow (2) effect. This penalty can be temporarily overcome by haste effects, but cannot be negated or removed.

Saves: As undead creature, by HD.

Abilities: Strength +2, Dexterity -2; no Constitution or Intelligence score; Wisdom changes to 10; Charisma changes to 1.

Skills: An awakened dead has no skills.

Feats: An awakened dead loses all feats of the base creature and gains Toughened.

Challenge Rating: Depends on the awakened dead's HD, as follows:

HD	CR
1	1/4
2	1/2
3-4	1
5-7	2
8-10	3

Alignment: Always neutral evil.

Advancement: —.

thy checks with respect to creatures he awakens using this ability.

Awaken the dead can be used only once per month.

Bonus Feat: The necromancer may select a feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Death Mastery: The necromancer may choose a death mastery instead of a high necromancy. This ability may be selected multiple times.

Empower Servant (Ex): Once per day as a free action, when the necromancer summons a skeletal pet, he may choose to augment the pet's physical abilities with dark magic. The necromancer may add a total amount equal to his Intelligence modifier as bonuses to the pet's Strength and Dexterity scores, in any amount he wishes. For example, a necromancer with a 28 Intelligence (+9 bonus) may add up to 9 points to his pet's Strength and/or Dexterity. Thus, he could grant the pet +4 Str and +5 Dex, +9 Str, +2 Str and +7 Dex, or any other combination he desires, as long as the total does not exceed +9.

Mend Companion, Greater (Sp): The necromancer's mend companion ability becomes stronger; each day, he can mend an amount of damage equal to 2 + his Intelligence modifier, multiplied by his necromancer level. (Thus, a 32nd-level necromancer with an Int modifier of +9 could mend $11 \times 32 = 352$ points of damage per day to his pet.) In order to select this power, the necromancer must first have the improved mend companion death mastery (q.v.).

Necra's Focus (Ex): The necromancer has learned to focus the energies of a damage-over-time spell into a single, powerful surge. Up to 3 times per day as a free action, when casting a DOT spell that deals disease or poison damage and that has a target of "one creature," the necromancer may change the spell's duration to "instantaneous"; the spell deals an amount of damage equal to that which it would normally deal in the 1st round, plus its normal round-by-round damage multiplied by one-quarter of the usual duration of the spell, in rounds (this is an exception to the rule that one always rounds down when dividing in the *EQrpg*).

For example, if a necromancer casts *plague* using this ability, the spell has a duration of instantaneous and deals $4d10 + (2d10 \times 5) = 14d10$ points of disease damage to the target.

Theft of Life (Su): Whenever he casts a spell of the *lifetap* spell line, the necromancer deals and therefore siphons an additional 20% of the usual damage for that spell.

Paladin

Most paladins stay close to their first order, finding strength and support from their fellows. Not all paladins begin their careers as members of a paladin order, but most find an order to join after a time. It is rare, but a few paladins do renounce connections with their order due to some philosophical difference.

Some paladins move in higher political or social circles and take on positions of authority outside of their order or affiliate church, serving instead with some secular lord or lady, or even ruling their own lands and soldiers. They gain

a certain secular power from such associations, and this gives them the means to continue to fight "the good fight."

Specific Roles

Cavalier: The cavalier has chosen the life of the wanderer, traveling from place to place and righting whatever wrongs he encounters. The cavalier usually maintains at least a friendly connection to his order and his church (which may be one and the same), as well as his former colleagues and mentors. On occasion, though, the cavalier may find his former associates to be in the wrong, and he will take his fight to them just as he would to any other villain or rascal.

The cavalier always seeks out challenges to defeat, whether his goal is merely personal glory or the desire to see justice done, despite personal costs. He listens closely to the stories and news in the taverns, and when he hears of a wrong that must be put right, he sets out to do so. Some cavaliers can be easily misled and duped through their unswerving desire to do good; the less wise among them have been known to make the situation worse or even to create a wrong through their hasty actions.

Cavaliers often travel with a squire, a paladin-in-training who learns the ways of war and religion from his master. Others may travel in more conventional adventuring groups.

Crusader: The crusader considers the destruction of the undead his primary goal, and a necessary one. Like cavaliers, crusaders are wandering paladins who may or may not maintain relations with their order and their church (though crusaders are more likely to do so than cavaliers). Crusaders will take orders and quests from authorities, for they tend to be lawful and orderly, but some do so only to maintain favor so that they can rely on the order's resources in hunting down the undead.

Crusaders often relish the company of other professions. Since the crusader searches for undead in a variety of places, he is happy to have a variety of companions to assist him, whether rangers to help him defeat undead in the wilds or rogues to help him through a dark, trap-infested tomb to confront its unnatural lord.

Knight Protector: The knight protector has chosen to serve, whether his master is his lady-love, his king, the high priest of his church, or the knight commander of his order. While the secular knight may still maintain some contact with his order and his church, he has taken an oath to serve his master before all others. Knights usually do this because they have come to respect the lord they have chosen to serve and have come to believe in the lord's cause as their own. Other knight protectors choose to stay with their orders or churches; these paladins grow in rank as they gain in might and experience, until in time, if circumstances align correctly, they may become knight commanders themselves.

The knight protector serves his master(s) to the best of his ability; however, he also expects to be obeyed by those beneath his station. Senior knight protectors within a knightly order may eventually lead their fellows, having to make important decisions and pass on orders to their subordinates.

The knight protector seeks to defeat his master's enemies and to see his master's goals met. This can mean simply

Table 2-14: Extended Paladin Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+31	+17	+10	+13	Act of selflessness, knowledge, respect, steed ability
32	+32	+18	+10	+14	Paladin ability, steed ability
33	+33	+18	+11	+14	Steed ability
34	+34	+19	+11	+15	Paladin ability, steed ability
35	+35	+19	+11	+15	Paladin ability, steed ability

defeating bandits that threaten his lands, or it may mean a long and difficult quest to find something his master desires or needs. In some cases, simply obeying his master may be the greatest challenge, but the knight protector takes his oaths very seriously, even if his master gives an order he doesn't necessarily want to follow.

History: Soon after the deities arrived on Norrath, they began to make war with their mortal servants. In time, the gods began to find that they took a liking to particular individuals. The good gods saw warriors of particularly strong and faithful character, and they gave a measure of their own power to these individuals, creating the first paladins.

Over time, paladinhood became a matter of study and training as much as strictly divine blessing. The gods still made paladins directly from time to time, but most paladins today are those who chose that sometimes difficult path for themselves.

Personages: *Irak Altil:* Irak Altil, the Erudite paladin of Quellious, is famous for his arrogance. He was granted the mighty sword called the *fiery defender* by Quellious' own hand. However, Irak's arrogance caused him to lose the sword and be cursed to wander the Plane of Fear until he was redeemed.

Recklon Gnallen: Recklon, a descendant of Irak Altil, is famous for redeeming Irak and restoring many artifacts of Quellious to their rightful holy state, including the *fiery defender*. More on Recklon and the *fiery defender* can be found in the **EQ: Game Master's Guide**.

Class Rules

The game rules for playing a heroic paladin are listed below.

Hit Dice: 1d10 + Constitution modifier.

Skill Points: 3 + Int modifier per level.

Act of Selflessness (Su): In the ultimate act of self-sacrifice, the paladin gives up his life to save that of another. As a free action (which he may take at any time, even if it isn't his turn), the paladin may target a single creature within 100 feet of him. That target is healed to full hit points, all poisons and disease effects are neutralized, and all ability loss or drain and all negative energy levels are removed from her. However, the paladin dies, and nothing can prevent this death. The paladin may be resurrected normally, but he cannot regain any experience points lost due to death from an act of selflessness.

The paladin may use this power only once per month.

Knowledge (Ex): The paladin may take 10 on all Knowledge (religion) checks.

Respect (Ex): The paladin gains a +4 bonus on all Charisma-based skill checks when dealing with any creature who worships the same deity.

Steed Ability: At each level the paladin attains beyond 30th, his holy steed gains a new ability, as selected by the paladin from the list below; once selected the ability cannot be changed. Abilities may be chosen multiple times.

Armor (Ex): The holy steed's natural armor bonus increases by 2.

Resistant (Ex): The holy steed gains a +1 bonus on all saving throws.

Speed (Ex): The holy steed gains a bonus of +5 ft. to its base speed.

Spell Resistance (Ex): The holy steed's spell resistance increases by 2.

Toughness (Ex): The holy steed gains a number of hit points equal to half the paladin's level.

Paladin Ability: At 32nd, 34th, and 35th level, the paladin may choose a paladin ability from the list below; once selected, a paladin ability cannot be changed.

Bonus Feat: The paladin may select a feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Devoted Soul (Ex): The paladin may choose one discipline: Thereafter, whenever he uses this discipline, its duration is doubled.

This ability may be selected multiple times. Each additional selection allows the paladin to double the duration of another discipline. No discipline may be affected more than once by this ability.

Discipline Mastery (Ex): This ability halves the recovery time for all of the paladin's disciplines. For example, a discipline that normally requires 12 hours of recovery would only require 6 hours with this ability.

Divine Intercession (Su): Any time the paladin would be reduced to -1 or fewer hit points, he may use his lay on hands ability on himself as a free action (even if it is not his turn). Any remaining points of healing from the paladin's lay on hands ability (i.e., whatever points he has not yet used that day) are applied to the paladin immediately before the damage that triggered this ability is applied.

The paladin must already have the fervent blessing ability to choose this power.

Fearless (Ex): The paladin is immune to all fear effects.

Fervent Blessing: The paladin may split up the healing from his lay on hands ability into any number of uses per day. Each use of lay on hands still requires an attack action. For example, if Duroth has 320 points of healing available each day from lay on hands, he may lay on hands any number of times per day (although in practical terms, he is limited to a maximum of 320 uses for 1 hp each), as long as he does not exceed his maximum of 320 hp.

Hand of Piety (Su): Once per day when using his lay on hands ability, the paladin may choose to expand the effect of his healing touch. He may choose up to 6 targets within 50 feet of himself (he may include himself as one of the six). Each target receives one-third of the amount of healing the paladin would normally grant with his lay on hands ability.

If the paladin also has the fervent blessing ability, he may choose an amount of healing to grant with this use of lay on hands, per that ability; each target receives one-third of the amount he chooses.

Holy Strike (Su): Once per day as part of a melee attack, the paladin may call upon holy forces to strike down evil foes. The paladin may use this ability as part of an attack action, or with a single attack as part of an iterative attack sequence. The use of this ability must be declared before the attack is rolled. The paladin adds his Wisdom bonus (if any) to his attack roll; if the attack hits, he deals an additional amount of damage equal to his paladin level. If the target



is not evil, the paladin gains none of the bonuses for this ability, but the ability is still used up for the day.

This ability may be selected multiple times; each additional selection grants the paladin 2 additional daily uses of this ability.

Improved Lay on Hands (Su): The paladin's lay on hands ability becomes stronger; each day, he can heal an amount of damage equal to 1 + his Wisdom modifier + his Charisma modifier, multiplied by his paladin level. Thus, a 32nd-level paladin with a 19 Wisdom and a 16 Charisma could mend $(1 + 4 + 3) \times 32 = 256$ points of damage per day.

Knight's Form (Ex): When using a one-handed weapon and a shield, the paladin gains a +1 bonus to attack rolls and a +2 bonus to AC, and his weapon delay is reduced by 1.

Knight's Form, Improved (Ex): When using a one-handed weapon and a shield, the paladin gains a bonus of DR 2/- that stacks with any other DR. The paladin must already have the knight's form ability to choose this power.

Pommel Strike (Ex): If the paladin has the Bash feat, he may bash whenever he wields a weapon two-handedly (i.e., without requiring the use of a shield).

Purify the Body (Su): The paladin may use his lay on hands ability to duplicate the effects of the spells *counteract poison* or *counteract disease*, as desired. To duplicate either effect requires him to spend 30 points of healing from the lay on hands ability;

the target does not gain any of these hit points, but is treated as if the paladin had cast the appropriate spell upon her. Otherwise, using this ability functions similarly to a normal use of lay on hands.

The paladin must already have the fervent blessing ability to choose this power.

Speed of the Knight (Ex): When the paladin uses a weapon two-handedly, its delay is decreased by 1.

Ranger

Most rangers begin their careers within a guild, or else with a mentor or perhaps a handful of mentors — the ones who trained them in the ways of nature and combat. In time, the ranger grows in knowledge and experience and begins to take on a new role based on her experience through the years. Many rangers stay in contact with their original guild or fellows, while others sever such ties, moving out to find their own way in the wild. Some rangers find satisfaction in protecting their lands from forces that would destroy them, while others find that their path lies in seeking out new lands.

Rangers enjoy the company of other rangers, as well as other who find strength in the natural world, such as druids, beastlords, and shamans.

Specific Roles

Outrider: The outrider spends most of her time exploring and searching new lands or acting as a scout, whether for her own benefit or for that of her community. Some outriders enjoy serving in an official capacity as well as being a part of an organization; such an outrider may act as an explorer in an expeditionary force or as a military scout, for instance.

The outrider typically faces challenges every day she is on the job. She may regularly find herself alone in hostile territory, vulnerable and often without support or backup. It is no surprise that rangers, and outriders in particular, are self-sufficient folk. The outrider may spend time with other rangers who work as colleagues. Mostly she will spend time with her own kind, but sometimes she might lead a unit of warriors or join forces with druids to achieve some specific goal.

Pathfinder: The pathfinder enjoys nothing more than exploring new lands, discovering new places. She finds the open road the best place to be, with no authority but her own. In some ways, her life may be similar to that of the outrider, but the pathfinder is more likely to be a free agent, with no official connection to any guild or community.

The pathfinder does not always solve her conflicts with violence; she may be quite capable of using diplomacy, such as when she encounters a new culture. This gregarious sort of pathfinder is also more likely to travel with companions who also enjoy exploration and discovery.

Stalker: The stalker has chosen a life away from any community. She travels through the wild places and protects the natural world from unnatural forces. The stalker

may maintain a loose association with a guild or some nearby community, for she is wise enough to know that the information and assistance she can gain from them is worth performing services for them on occasion. However, the stalker usually reserves the right to say “no,” to avoid being burdened with services and responsibilities if she so desires, even at the cost of the ire of her erstwhile fellows.

Stalkers usually travel with other professions of a natural bent... when they travel with anyone, that is. They may enjoy the company of other rangers, druids, beastlords, and shaman from time to time. However, trouble to the natural world can sometimes come from other sources, and members of any profession can prove valuable to the stalker at such times.

Warder: Much like a druidic preserver, the warder selects or is assigned a region that is hers to protect and guard. She may receive this charge from her guild or community, or it may be a matter of her own recognizance. In the former case, the warder follows the orders of her superiors and may be responsible for supervising and/or teaching one or more junior rangers. Regardless, though, she protects the land that is her ward, even if protecting the land from some external threat means leaving her place for a time.

Table 2-15: Extended Ranger Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+31	+13	+17	+10	Nature's lore, respect
32	+32	+14	+18	+10	True mastery
33	+33	+14	+18	+11	True mastery
34	+34	+15	+19	+11	True mastery
35	+35	+15	+19	+11	True mastery

Usually the warder is alone in the wilds. She may have some subordinates that help her in her work, or she might have one or more animal companions, but mostly she is alone. Some dangers to her lands are simply too big for the warder to handle alone, however, and if she recognizes this she may call others in to help her deal with the problem. Old adventuring companions often come in handy for such things.

History: In the early, troubled years of Norrath there were many battles. Rangers evolved naturally among wood elf warriors in the same way as druids, much as clerics, paladins, shadow knights, and other spellcasting classes arose in other cultures.

Personages: *Maldyn Greenburn*: Maldyn is likely the finest Norrathian archer in recent history. However, he found that he enjoyed hunting animals rather than guarding them; they became nothing more than moving targets for his training and enjoyment. In the end, he was tried and exiled to parts unknown by his fellow rangers. His fate to this day remains unknown.

Telin Darkforest: Telin is famous for being the first wielder of the swords *Swiftwind* and *Earthcaller*. The ranger of Surefall Glade and his friend and companion Faelin Bloodbriar traveled together to find the source of a dark



corruption that was spreading through the land, eventually leading a force into the very Plane of Hate to end the corruption. More on Telin, Faelin, and the swords *Swiftwind* and *Earthcaller* can be found in the **EQ: Game Master's Guide**.

Class Rules

The game rules for playing a heroic ranger are listed below.

Hit Dice: 1d10 + Constitution modifier.

Skill Points: 5 + Int modifier per level.

Nature's Lore (Ex): The ranger may take 10 on all Wilderness Lore checks.

Respect (Ex): The ranger gains a +4 bonus on all Charisma-based skill checks when dealing with any creature or person who has at least 5 ranks of Knowledge (nature) or Wilderness Lore.

True Mastery: At 32nd level and at each level thereafter, the ranger may choose a true mastery from the list below; once selected, a true mastery cannot be changed.

Archery Mastery (Ex): The ranger deals an additional +1d6 points of damage any time she makes a successful attack with an archery weapon.

Beast Form (Su): Whenever she casts the spell *wolf form*, the ranger may choose to take the form of any Small or Medium-size animal with a CR of 4 or less rather than the

form of a wolf. If she casts *greater wolf form*, she may choose to take the form of any animal from Tiny to Large size with a CR of 8 or less.

The ranger must know the *wolf form* spell to choose this power.

Bonus Feat: The ranger may select a feat for which she meets all the usual prerequisites. This ability may be selected multiple times.

Clean Shot (Ex): This ability functions exactly as the Finishing Blow feat, although this benefit applies only to the ranger's bow attacks and not melee attacks.

Discipline Mastery (Ex): This ability halves the recovery time for all of the ranger's disciplines. For example, a discipline that normally requires 12 hours of recovery would only require 6 hours with this ability.

Endless Quiver (Ex): The ranger is careful with her shots and thus able to retrieve more arrows after firing than other archers. She has a base 90% chance to recover arrows that missed their target, and a base 25% chance to recover arrows that hit their target. (Both of these chances apply to magic arrows as well.) The GM may alter these chances based on circumstances or the make of the arrow.

The ranger must already have the archer wilds mastery to choose this power.

Entrap (Sp): Once per round as a free action, the ranger may invoke an effect identical to the spell *snare*. The DC and all other variables are calculated exactly as if the ranger

were casting the spell. The ranger may use this ability a number of times per day equal to her Wisdom modifier.

Innate Camouflage (Su): The ranger's ability to blend into natural surroundings borders on the mystical. Any time the ranger makes a Hide check (DC 35) in a natural setting, she is treated as being under the effects of both the spells *invisibility* and *invisibility to undead*. This effect supercedes the success of potential observers' Spot checks with respect to the ranger's Hide check (i.e., even if the viewer rolls higher than 35 on its Spot check, the ranger is still invisible), but innate camouflage has no effect on the results of opposed Sneak/Listen checks.

Two-Weapon Mastery (Ex): The ranger is a master of coordinated two-weapon attacks. When using two one-handed weapons to make melee attacks, she gets one additional attack with her primary weapon at its highest attack bonus. This ability applies only during a full-attack action.

Wilds Mastery: The ranger may choose a wilds mastery instead of a true mastery. This ability may be selected multiple times.

Rogue

The rogue is quite capable of taking on a variety of roles: He can perform surprisingly well in combat under most circumstances, yet he can make a very capable diplomat, scout, trader, or any number of other things. Many rogues follow more illicit paths, however. Some might take on the "job" of killing people for money, while other immoral rogues stick to less unpleasant work such as simple theft or confidence jobs. Of course, even in "upright" professions such as diplomat or trader, an underhanded act is sometimes necessary — and the rogue is well prepared for such endeavors.

Many rogues work as part of an organization of some sort, whether it is a thieves' guild, a trader's association, or a paramilitary or secret service working for king and country. A few work solo, but many of these remain cordial with such organizations, if only as a necessity toward serving their own personal interests.

Specific Roles

Assassin: The assassin is generally a hired killer, although a few may see killing as a function of ideology or a matter of faith, as opposed to a job for simple material profit. Still, most assassins work for nothing more than money, killing in exchange for cold, hard cash. Other assassins might be "licensed" killers, working professionally for king and country, killing enemies of the state at the order of their superiors — and, more often than not, king and country know very little of such an assassin's work on their behalf.

Assassins may have connections to a variety of organizations. Some are members of assassins' guilds who take the contract and assign a specific assassin on the job, or they may belong to secretive cults of killers. Such assassins must be very careful to obey orders, for if they do not they may find themselves hunted by those they once served. Other assassins are freelancers who maintain loose associations with a variety of contacts who provide them with jobs, supplies, and perhaps even covers or aliases. Even among government-sanctioned assassins, those who disobey or-

ders or learn too much might just end up in prison or dead at the hand of those they once called friend.

Assassins generally prefer to work alone.

Bandit: Some rogues prefer the simpler life of the countryside — there are fewer authority figures to contend with, and people are more easily cowed when they have no nearby authorities to call upon. Of course, not all bandits are evil (though most are), for some are made outlaws through the persecution of tyrants, and they find it easier to foment rebellion away from authorities who are themselves guilty of dark crimes.

A bandit might head into the wilderness on his own or be driven there because he is a wanted man. Regardless, in a short time, he generally finds himself part of a band (hence the name), whether as a leader or just a band member. Such bands have been likened to an evil swarm of locusts, stripping the land of resources; alternately, bandits could be a force for good — but these are more commonly called "outlaws," or take on even less problematic titles, such as "merry men" — robbing from the corrupt rich and giving to the starving poor.

Bandits usually work with other rogues in their bands, though warriors are common among their kind as well; occasionally their bands also contain clerics, druids, or even wizards and the like.

Swindler: The swindler is known by a variety of names, such as confidence ("con") man, shyster, rascal, dodger, knave, scammer, sharper, and so on; all of these are appropriate, but swindler works as well as any other for a generic reference. Rather than trying to get what he wants through violence, the swindler uses deception (with perhaps the *threat* of violence). Some swindlers are happy to keep to small jobs, making a few gold here and there, while others work on larger schemes. Some swindlers, men or women, might also be consummate actors who use their physical attractiveness and pretended fondness to get what they want from those they can easily dupe.

Swindlers may face considerable challenges in maintaining their lies and deceptions against those they would swindle. Sometimes the job may be simple if it the swindle something as simple as a shell game, but the stakes are considerably higher when trying a complicated deception.

Swindlers can certainly work within a guild, but many prefer to work on their own. Some work with a partner, who can be of any profession.

Thrillseeker: The thrillseeker (who might also go by any number of appellations such as rake, bon vivant, swash-buckler, adventurer, daredevil, fortune-hunter, madcap, and so on) loves nothing more than to accomplish — with flair and gusto — some great scheme he has concocted. His ultimate goal may be money, glory, revenge, justice, anarchy, or any number of things, but the most important element of any plan revolves around the thrill.

The thrillseeker rarely maintains any strong affiliation to an organization (for his is an unruly soul) unless it's one he has created and leads himself; he generally considers no one his equal, but he may have many subordinates. He may have loose, informal connections to other organizations of various sorts, for they can be helpful to him. He might hire others in certain circumstances, since the other adventur-

ing professions might have something to offer toward letting him accomplish his plans.

The thrillseeker's *raison-d'être* is challenge, which he invariably meets with aplomb. Whether he wants to gather all the gold of Highkeep, or to gain a most horrible revenge upon Sir Lucan for murdering his wife, the thrillseeker has his work cut out for him. He has plans to make, resources to gather, and foes to cross swords with.

History: While the warrior is probably the oldest adventuring profession, the rogue is probably only slightly younger. Some would argue the rogue came first. In time, rogue guilds formed, some as a community for those who shared the same values and beliefs, such the scouts of the Fier'Dal, for example. Less reputable guilds also came in handy for dealing with authority figures — and in some locales the guilds became the real authority figures, though rarely openly.

Personages: *Lon:* Lon was once a powerful rogue of Freeport whose skills at subterfuge were second to none. However, there came a day when theft simply didn't appeal to Lon anymore, and a terrible malaise came over him; he would spend days brooding instead of pilfering. His fellow rogues thought he was going to sell out, and soon plots were made against Lon. He thought briefly about letting them succeed, but decided that he still loved life enough to care, so he avoided the majority of these threats.

But eventually, his former allies being skilled and nothing if not persistent, there came a threat that he was unable to avoid. If not for the aid of a wizard with whom he had traveled and grown friendly years before, he would have perished. Wounded, the erstwhile rogue spent some time with his wizard acquaintance, and heard him talk fondly and passionately of Solusek Ro, the Burning Prince. In these talks, over time, Lon found a new path of redemption. He now spends much of his time in the Temple of Solusek Ro learning of Solusek Ro and growing in his faith.

Stanos: Stanos was a good-hearted rogue who became known for being the first non-Teir'Dal to wield the famous dagger *Ragebringer*. He is also known for being the first non-Teir'Dal to be corrupted by that blade. More on Stanos and *Ragebringer* can be found in the **EQ: Game Master's Guide**.

Class Rules

The game rules for playing a hero-level rogue are listed below.

Hit Dice: 1d8 + Constitution modifier.

Skill Points: 6 + Int modifier per level.

Knowledge (Ex): The rogue may take 10 on all Knowledge (local lore) and Knowledge (streets smarts) checks.

Master Rogue Ability: At each level beyond 30th, the rogue may choose a master rogue ability from the list below; once selected, an ability cannot be changed.

Acrobatic (Ex): The rogue gains a +10 bonus on all Safe Fall and Tumble checks.

Bonus Feat: The rogue may select a feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Escape (Ex): The rogue gains incredible abilities of stealth, such that he can hide himself almost anywhere. As long as there are no enemies within 10 feet of the rogue, he may make Hide checks as if he had concealment, even if people are watching him. His enemies may still know the rogue's general location, but they cannot pinpoint his position if he succeeds at his Hide check.

Glipp's Technique (Ex): The rogue is able to make critical hits on constructs, even though they are normally immune. Additionally, the rogue may backstab constructs, although he deals only half his usual backstab damage when doing so.

Nimble Feet (Ex): The rogue suffers no penalty for moving at his normal speed while using the Sneak skill; as well, he suffers only a -10 penalty (rather than the usual -20) for running or charging while using the Sneak skill.

Poison Tolerance (Ex): Due to his long association with poisons, the rogue is immune to all nonmagical poison. He also gains a +4 bonus on all saving throws against magical poisons and poison spells or effects. This ability may only be selected once.

The rogue must already have the poison master rogue ability to choose this ability.

Rekkit's Strike (Ex): Whenever he makes a melee attack to which his backstab damage will apply, the critical threat range of the rogue's weapon is increased by 1. This benefit stacks with all other effects that increase critical threat range.

For example, if a rogue with Improved Critical (rapier) makes a Rekkit's strike with a rapier, his critical threat range increases from 15-20 to 14-20.

Rogue Ability: The rogue may choose a rogue ability instead of a master rogue ability. This ability may be selected multiple times.

Shroud of Shadow (Su): The rogue's ability to blend into natural surroundings borders on the mystical. Any time the rogue makes a Hide check (DC 35), he is treated as being under the effects of both the spells *invisibility* and *invisibility*

Table 2-16: Extended Rogue Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+24	+10	+17	+10	Knowledge, master rogue ability, respect
32	+25	+10	+18	+10	Master rogue ability, discipline mastery (hasten)
33	+26	+11	+18	+11	Backstab +11d6, master rogue ability
34	+27	+11	+19	+11	Master rogue ability, discipline mastery (succession)
35	+28	+11	+19	+11	Master rogue ability



to *undead*. This effect supercedes the success of potential observers' Spot checks with respect to the rogue's Hide check (i.e., even if the viewer rolls higher than 35 on its Spot check, the rogue is still invisible), but shroud of shadow has no effect on the results of opposed Sneak/Listen checks.

Tonfur's Technique (Ex): The rogue is able to make critical hits on *undead*, even though they are normally immune. Additionally, the rogue may backstab *undead*, although he deals only half his usual backstab damage when doing so.

Trap Negotiation (Ex): The range of the rogue's sense traps ability increases by 5 feet. This ability may be selected multiple times; each selection increases the range of the rogue's sense traps ability by 5 feet.

Two-Weapon Mastery (Ex): The rogue is a master of coordinated two-weapon attacks. When using two one-handed weapons to make melee attacks, he gets one additional attack with his primary weapon at its highest attack bonus. This ability applies only during a full-attack action.

Respect (Ex): The rogue gains a +2 bonus on all Charisma-based skill checks when dealing with any humanoid who has fewer ranks than him in either the Bluff or Intimidate skill.

Discipline Mastery: The rogue's mastery over his disciplines continues to grow.

Hasten (Ex): At 32nd level, the rogue may use his disciplines after only half the usual time. For example, a discipline that normally requires 12 hours of recovery would only require 6 hours with this ability.

Succession (Ex): At 34th level, the rogue has learned to use two disciplines within moments of one another. On the round immediately following the end of one discipline, he may start another discipline without having to wait the usual time. The choice to use this ability must be made within 1 round after the first discipline ends; if the rogue waits any longer, the opportunity is lost.

When the second discipline ends, the rogue must wait *twice* the usual time of *both* disciplines before he can use another discipline. These times are not modified by the discipline mastery (*hasten*) ability gained at 32nd level.

For example, a rogue uses *Deadeye* followed immediately by *Blinding Speed*. Before the rogue can use any more disciplines, he must wait for $(12 + 12) \times 2 = 48$ hours.

Backstab: The rogue's backstab ability continues to increase by +1d6 for every 3 rogue levels.

Shadow Knight

Shadow knights' roles in the world, more than those of almost any other class, are defined by power — how much they have, how much they want, how much they can get, and, possibly, how much they have lost. Shadow knights might serve others, but only if they feel their master(s) to be much stronger than themselves. A shadow knight will not serve the weak; he will kill or dominate such people and, if necessary or profitable, take their positions.

Shadow knights have various views regarding the undead. Some find such creatures to be useful allies if they are sufficiently intelligent, and some shadow knights might even serve an undead master. Others find the undead to be useful only as a tool, and would never deign to serve such creatures.

Shadow knights tend to prefer the company of others who are devoted to power and dark forces, if they enjoy any company at all; many shadow knights are notoriously antisocial. For those who do seek company, necromancers and other shadow knights most often fit the bill, although a dark-hearted warrior or rogue can certainly become a worthwhile companion.

Specific Roles

Blackguard: The blackguard is the bane of all that is good and light. He travels the land seeking out noble heroes so that he may destroy them in whatever way is required. He may be powerful enough to do slay his foes in combat, but assassination in the night is just as pleasing to the blackguard. Sometimes, a particularly powerful or motivated blackguard may design some great, evil scheme that may involve the destruction or demoralization of an entire community or people, as opposed to pursuing and defeating a lone foe. Such dastardly plans may require considerable resources, and almost inevitably there will be those who oppose him — usually some sort of sickeningly virtuous hero, such as a paladin or some selfless warrior.

The blackguard rarely maintains any affiliation to a group or guild. He may have contacts within such an organization, whom he uses to gain information as necessary. Sometimes he might perform missions or favors for these contacts if they can lead him to some force of good that he can destroy.

The blackguard usually travels alone, perhaps with his unholy steed. There may arise occasions in which he meets a particularly potent force of good and must acquire troops and allies he can use to destroy them. Usually he has little or no attachment to these allies; if they should fall in battle, he will shed no tears.

Enlightened: The enlightened is a shadow knight who has seen another path. It may be that he realizes his dark god is in the wrong and he thus seeks to change his own

path. Alternately, he may simply have become disillusioned with his own dark powers and his constant bloody struggle for power and dominance. This is not to say that an enlightened shadow knight is necessarily a good person, although he is likely decidedly neutral in his outlook; some enlightened may still be evil, in fact, but nonetheless they have come to recognize that confrontation and bloodshed are not always the best means to gain their desires. They may not be completely repentant (though some are), but they are certainly more affable and law-abiding than other shadow knights, and most typically come to adopt a code of behavior that, while not necessarily admirable, is at least respectable.

In past years, the enlightened were few, and for the most part they were quickly smitten down by true followers of their former deity or members of their former order. In recent decades, though, certain places such as New Tanaan have offered sanctuary to such as these.

The enlightened usually maintains no association with his old order. In fact, most dark orders do their best to hunt them down and destroy such shadow knights in horrific ways. From a certain perspective, it is lucky for the enlightened that shadow knights tend not to develop functional familial relations in their early lives, since such things cannot be used against them by their one-time allies.

The enlightened faces challenges from many directions. Generally, the forces of darkness are trying to destroy him for what he has betrayed, and the forces of light try to destroy him for they have not realized that he has changed. Even if the forces of light don't kill the enlightened, it takes a long time for them to trust him.

Grim Master: The grim master finds comfort in the company of the undead; he greatly prefers undead to mortal beings, much as a beastlord enjoys the company of animals. A grim master might lead a number of undead, gathered to him using his Undead Empathy skill or by some other means. The grim master might also be a mighty knight in service to a powerful undead being.

The grim master may have a home base, or he may travel, and this choice depends largely upon the nature of his undead companions. Most of the threats the grim master will face deal with the forces good trying to destroy his undead companions. At times, the grim master sets out to hunt down those he feels threaten the undead for whom he is so fond.

Reaver: The reaver is a servitor of a dark power; as such, he often works within a guild or some (evil) church structure, through which he might rise in power to smite his enemies. The reaver may start out as a lowly knight who

Table 2-17: Extended Shadow Knight Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+31	+17	+10	+13	Respect, steed ability, unholy touch
32	+32	+18	+10	+14	Dark knight ability, steed ability
33	+33	+18	+11	+14	Dark knight ability, steed ability
34	+34	+19	+11	+15	Dark knight ability, steed ability
35	+35	+19	+11	+15	Dark knight ability, steed ability

simply does what he is told, but by the time he attains a high level, he is likely in charge of his own troops, if not the entire organization, and it is he who gives the orders — and the means by which he has risen to command may vary widely, from devoted service to bloody coup. Some reavers may even leave their former organization or start a new splinter group, becoming leaders of their own orders.

A reaver typically performs whatever services he is given by his dark god, whether he is issued direct commands or he simply follows the dictates of his black heart. He is quite likely to face many challenges from within his own order, for backstabbing and deceit are tools most reavers use to gain — or take — power.

Reavers usually travel with other reavers, though they may also be affiliated with forces of dark clerics and necromancers through their common religious affiliations.

History: The first shadow knights were most likely warriors who served dark gods or evil cults, and who, over time, came to absorb some of the arcane arts their necromantic allies used so readily.

Personages: *Lord Grimrot:* Grimrot is powerful undead shadow knight of Bertoxxulous. He almost certainly had another name once, in an earlier age; some say he might have been a paladin at one time. However, the man who would come to be known as Grimrot eventually stood among the Bloodsabers of Qeynos and served Bertoxxulous with all of his dark heart. Today, his undead army is growing

in power daily in the Karanas; soon, if he has his way, his army shall move and the earth will tremble before Bertoxxulous' might.

Lhranc: Lhranc has the dubious honor of being the first human shadow knight. (Darker races have had shadow knights for ages.) It wasn't until Lhranc's virtuous brother Glohnor defeated Lhranc in battle that a human's hate grew powerful enough to attract the dark attentions of Innoruuk. The Prince of Hate gave Lhranc his dark powers, as well as the sword *Innoruuk's curse*. Lhranc eventually slew his brother in an ambush. More on Lhranc and *Innoruuk's curse* can be found in the **EQ: Game Master's Guide**.

Class Rules

The game rules for playing a hero-level shadow knight are listed below.

Hit Dice: 1d10 + Constitution modifier.

Skill Points: 3 + Int modifier per level.

Respect (Ex): The shadow knight gains a +2 bonus on all Charisma-based skill checks when dealing with creatures or persons of evil alignment.

Steed Ability: At each level the shadow knight attains beyond 30th, his unholy steed gains a new ability, as selected by the shadow knight from the list below; once selected the ability cannot be changed. Abilities may be chosen multiple times.



Armor (Ex): The unholy steed's natural armor bonus increases by 2.

Resistant (Ex): The unholy steed gains a +1 bonus on all saving throws.

Speed (Ex): The unholy steed gains a bonus of +5 ft. to its base speed.

Spell Resistance (Ex): The unholy steed's spell resistance increases by 2.

Toughness (Ex): The unholy steed gains a number of hit points equal to half the shadow knight's level.

Unholy Touch (Su): Whenever the shadow knight uses his leech touch ability, it deals 4 points of damage per shadow knight level (rather than 3 points per level). When he uses the Unholy Aura discipline, it deals 6 points of damage per shadow knight level (rather than the 5 per level normally associated with that discipline).

Dark Knight Ability: At each level beyond 31st, the shadow knight may choose a dark knight ability from the list below; once selected, an ability cannot be changed.

Bonds of Karmoi: At any time, the shadow knight may cast any spell in the *engulfing darkness* spell line (if he knows that spell) as if he had it prepared. If he does not actually have the spell prepared, however, he must pay an additional 50% of the spell's normal mana cost. (If he has the spell prepared, it costs the normal amount.)

Bonus Feat: The shadow knight may select a feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Consumption of Thought: When the shadow knight uses his leech touch ability, he may drain mana instead of hit points. For each 3 points of damage that would normally be dealt, he drains 1 mana; he then adds a like amount of mana to his own mana pool. Any siphoned mana that would take the shadow knight beyond his normal maximum mana pool are ignored. This ability may be used in conjunction with the touch of the wicked dark knight ability.

Discipline Mastery (Ex): This ability halves the recovery time for all of the shadow knight's disciplines. For example, a discipline that normally requires 12 hours of recovery would only require 6 hours with this ability.

Fearless (Ex): The shadow knight is immune to fear effects.

Fist of Orx (Su): Whenever the shadow knight makes a successful leech touch attack, his target must also make a Will saving throw (DC 10 + 1/2 the shadow knight's class level + the shadow knight's Intelligence modifier) or be *stunned* for 1 round.

Pommel Strike (Ex): If the shadow knight has the Bash feat, he may bash whenever he wields a weapon two-handedly (i.e., without requiring the use of a shield).

Shadow of Calive (Sp): Once per round as a free action, the shadow knight may invoke an effect identical to the spell *gather shadows*. The shadow knight may use this ability a number of times per day equal to his Intelligence modifier.

Soul Abrasion: When the shadow knight uses the Leechcurse discipline, its duration is doubled (i.e., it lasts 4 rounds rather than 2).

Speed of the Knight (Ex): When the shadow knight uses a weapon two-handedly, its delay is decreased by 1.

Taint of Klez: At any time, the shadow knight may cast the spell *torrent of fatigue*, *torrent of hate*, or *torrent of pain* (if he knows that spell) as if he had it prepared. If he does not actually have the spell prepared, however, he must pay an additional 50% of the spell's normal mana cost. (If he has the spell prepared, it costs the normal amount.)

The shadow knight must already know at least one of the spells *torrent of fatigue*, *torrent of hate*, or *torrent of pain* to choose this ability.

Theft of Life (Su): Whenever he casts a spell of the *lifetap* spell line, the shadow knight deals and therefore siphons an additional 20% of the usual damage for that spell.

Touch of the Wicked: The shadow knight may split up the damage from his leech touch ability into any number of uses per day. He must decide the number of points he will apply to his leech touch attack before he makes an attack roll. Otherwise, this ability functions as leech touch.

For example, if Karmoi has 128 points of leech touch damage available to him each day, he may make any number of leech touch attacks in a day (although in practical terms, he is limited to a maximum of 128 daily uses for 1 hp each), as long as he does not exceed his maximum of 128 hp.

Unholy Strike (Su): Once per day as part of a melee attack, the shadow knight may call upon unholy forces to strike down good foes. The shadow knight may use this ability as part of an attack action, or with a single attack as part of an iterative attack sequence. The use of this ability must be declared before the attack is rolled. The shadow knight adds his Intelligence bonus (if any) to his attack roll; if the attack hits, he deals an additional amount of damage equal to his shadow knight level. If the target is not good, the shadow knight gains none of the bonuses for this ability, but the ability is still used up for the day.

This ability may be selected multiple times; each additional selection grants the shadow knight 2 additional daily uses of this ability.

Shaman

Shamans find themselves in a variety of roles as they gain power and experience. Some settle down within a community to take on the role of leader and wise man. Most tribal or primitive communities have one or more such shamans, and, if more than one, they form a ruling council of sorts.

Some shamans prefer the life of a hermit, living away from other people so that they can better communicate with the spirits. Such a shaman might visit nearby communities on occasion when the spirits have delivered a message to be relayed, or if the shaman has learned of some great event or catastrophe that must be made known to others.

Other shamans continue to adventure and to use the guidance of the spirits in their journeys. They visit new or ancient places where spirits may congregate, and seek out wisdom and knowledge from such ancient powers.

Specific Roles

Avenger: The shamanic avenger is very much like the druidic slayer. However, the avenger seeks to destroy the enemies of his race or of a certain breed of spirits with whom he is aligned. For example, a Northman shaman might be driven to hunt ice giants and/or gnolls.

Mystic: Some shamans are closer to the spirits than others and are thus better able to understand and express the needs of the spirits about them. These shamans undergo tests given to them by the spirits; if they pass, they have proven to the spirits that they have the necessary qualities and traits to be the spirits' voice in the material world. Once the shaman has passed these tests, he may learn secrets that even other shamans never learn.

Still, the mystic works closely with the other shamans of his race; the mystic rarely answers to other shamans in any standard sense, as his "superiors" are the spirits alone. He is greatly respected as the voice of the spirits, and often conveys their desires to the local people (and vice versa). Sometimes the tasks given to them by the spirits cannot be accomplished by a single person, so the mystic must wisely gather about himself companions who can help him achieve the spirits' goals. The mystic also recognizes that some tasks can only be, and sometimes, must only be performed by one person.

The mystic can face challenges of a mortal danger each and every day. At any time, the spirits might send him on a dangerous mission of one sort or another. These missions can often seem strange and make no sense to the mystic in the beginning, but he does not question, for he knows that in time their nature will be understood — if they are at all meant to be understood by material beings.

Judge: The judge is a shaman who has made a study of law and who adjudicates matters within his community, much like the cleric judge described earlier in the chapter. Shamanic judges, of course, are most often found among races whose religion is shamanic as opposed to clerical, such as barbarian judges who serve the Tribunal.

Judges are always respected as elders within their own communities, even if they are actually young in age, and their words are almost always treated with great respect. A judge may also act as a close advisor to his chieftain(s), but he rarely becomes a chieftain himself.

Oracle: The shamanic oracle is in many ways like the sage described under the enchanter class earlier in this chapter. Oracles become repositories of spiritual wisdom, and are often sought out for their great knowledge and prudent counsel. They may have knowledge of ancient and powerful shaman spells that cannot be found elsewhere.

History: Shamanism is perhaps the oldest form of magic on Norrath. It is said that the first shamans gained their power from spirits that predated even the deities (although some druids counter that the powers of nature predate the deities as well).

Personages: *Mooto:* Mooto is one of the greatest of the goblin shamans living today; he dwells in the lands near Misty Thicket. He has rallied goblins to his cause time and time again, and has escaped death time and time again — he's very sneaky, and sneakiness should never be underestimated. He hates orcs passionately, and someone who needs something from him is well advised to bring proof of the death of an orc... the fresher the better. Mooto is said

Table 2-18: Extended Shaman Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+23	+13	+10	+17	Knowledge, respect
32	+24	+14	+10	+18	High spirit mastery
33	+24	+14	+11	+18	
34	+25	+15	+11	+19	High spirit mastery
35	+26	+15	+11	+19	High spirit mastery

to know a few secrets about Runnyeye, which he might be willing to trade for the right price.

Roror: The lizard men of the Feerrott Swamp are widely known in story and legend, but not many outside of Feerrott know of Roror. This is odd, perhaps, for he has apparently been in those swamps as long as there have been lizard men in them. The most common belief amongst those who know of Roror is that his name is actually a title, and the most powerful lizard man shaman at any given time takes on the title once the old Roror dies; an immortal lizard man is more than most care to accept. Unfortunately, the truth is that Roror really is immortal.

Roror is a disciple of Cazic-Thule, but he has developed powers beyond those of a normal shaman. His devotion to Cazic-Thule has given him the ability to manipulate fear almost as a necromancer manipulates the undead. Amongst other powers, Roror can imbue inanimate objects with the essence of fear — whatever that might mean, precisely.

Smasher of Wet Soil: "Smasher of Wet Soil" (a rough translation into Common of his Ogre name) is a legend among ogres and among many other shamanic peoples as well. Smasher came from humble beginnings many ages ago, but he soon showed tremendous shamanic potential, as the spirits responded quickly to his calls. He soon became a very powerful shaman, traveling all over Norrath and even, it is said, to many planes beyond Norrath.

Smasher is talked of in ogre tales almost as something akin to a "faerie godfather." He brings good ogres gifts of newts and spiders, and ogre parents threaten their children with horrific visitations from Smasher should the youngsters not do as they are ordered.

Thalger: Thalger is famous for ending the legacy of Miragul — a dark, encroaching sphere of darkness that threatened all of the Northlands of Antonica, and perhaps all of Norrath. Thalger passed many tests devised for him by the Northman spirits, and in the end he learned how to craft the weapon that allowed him to defeat the shadow-sphere — even though he lost his own life in the process. More on Thalger and his *spear of fate* can be found in **EQ: Game Master's Guide**.

Class Rules

The game rules for playing a heroic shaman are listed below.

Hit Dice: 1d8 + Constitution modifier.

Skill Points: 5 + Int modifier per level.

Knowledge (Ex): The shaman may take 10 on all Knowledge (folklore) and Knowledge (religion) checks.

Respect (Ex): The shaman gains a +4 bonus on all Charisma-based skill checks when dealing with any person of his own race.

High Spirit Mastery: At 32nd, 34th, and 35th level, the shaman may choose a high spirit mastery from the list below; once selected, this ability cannot be changed.

Ancient Call (Sp): As a full-round action, the shaman can summon a number of type 1 spirit wolves equal to his Wisdom modifier. When called, these spirit wolves arrive in any squares the shaman wishes, as long as each is within 50 feet of the shaman. The spirits remain for a number of rounds equal to the shaman's Charisma modifier (minimum 1 round). While they remain, the spirit wolves act as normal pets in all ways (they may travel beyond 50 feet from the shaman once they are called), and this power is an exception to the rule that a spellcaster may have only one pet at a time. The shaman may use this high spirit mastery only once per week.

The shaman must already know at least one spell from the *companion spirit* spell line to choose this ability.

Bertoxxulous' Might (Ex): As a free action whenever he casts a spell with the cold, electricity, fire, magic, or poison descriptor, the shaman may choose to remove this de-

scriptor from the spell and replace it with the disease descriptor. As a result, the spell deals disease damage; further, any Reflex or Will save normally required by the spell is changed to a Fortitude save of the same type (negates, half, etc.) and with the same DC as the original save. The shaman may use Bertoxxulous' might a number of times per day equal to his Constitution modifier.

Using this ability requires the shaman to spend an additional 25% of the usual mana cost for the affected spell (i.e., 125% total), although the spell does not have to be prepared in this way ahead of time, as with a metamagic feat.

This ability may be selected multiple times; each selection adds 2 daily uses of Bertoxxulous' might.

Bonus Feat: The shaman may select a feat for which he meets all the usual prerequisites.

Boon of Spirits (Su): As a full-round action, the shaman may summon powerful spirits to restore a dead creature to life. This ability acts as the spell *reanimation*, except that 50% of the target's lost experience is restored. The shaman may invoke this power only once per month.

Evil Eye (Sp): As an attack action, the shaman may place a curse on any living target within 100 feet. The target may make a Will saving throw (DC 10 + 1/2 the shaman's level + the shaman's Wisdom modifier) to avoid the curse. If she fails her save, the target is permanently cursed (until the curse is successfully removed). The shaman may choose one of the following three effects to befall a target who fails her save.



Primal Form

There are many spirits that inhabit the world and the worlds beyond. Some of these spirits represent the universal aspects of certain animal species. When these spirits become bound to a mortal being, great power comes to that mortal, for the power of the primal spirit is transferred to the mortal flesh. The mortal's form also changes somewhat, taking on aspects of the primal spirit's form.

Creating a Primal Form

“Primal form” is a template that can be added to any humanoid (referred to hereafter as the base creature). In most cases, a primal form is achieved by a powerful shaman who has gained great powers in both the material and spiritual realms.

Primal form uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The primal form is Large; if the base creature was already Large, he does not change size, although he does grow somewhat bigger and stronger. Being Large, the primal form has a 10-foot reach.

The base creature's type changes to monstrous humanoid. The primal form adopts certain characteristics similar to the primal spirit's animal form, which is dependent upon the base creature's race: For a barbarian, the primal form is that of a wolf; for an iksar, a scaled wolf; ogre, bear; troll, alligator; and Vah Shir, tiger. (The primal spirit's animal form is referred to hereafter as the base animal). The primal form adopts a hybrid shape that combines features of the base creature and the base animal.

Hit Dice and Hit Points: Same as the base creature plus those of the base animal.

Speed: Same as the base creature, plus 10 ft.

AC: As base creature with a +4 natural armor bonus. Note that if the primal form increased from Medium-size to Large, it also gains a -1 penalty to AC based on size.

BAB/Grapple: As the base creature. Note that if the primal form increased from Medium-size to Large, it also gains a +4 bonus to grapple checks based on size.

Attacks: Same as the base creature, plus he gains 2 claw attacks and a bite attack. The primal form may attack with a weapon and a bite, or may attack with his natural weapons. The bite attack of the primal form is a secondary attack.

Note that if the primal form increased from Medium-size to Large, it also gains a -1 penalty to attack rolls based on size.

Damage: Same as the base creature, plus his claw attacks deal 1d8 points of damage each and his bite attack deals 2d8 points.

Special Attacks: A primal form retains the special attacks of the base creature and also gains the special attacks described below.

Improved Grab (Ex): To use this ability, the primal form must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Special Qualities: A primal form retains all the special qualities of the base creature and the base animal, and also gains the special qualities described below.

Bond of Spirits (Ex): The primal form may cast divine spells normally while in the primal form, regardless of any material, somatic, or verbal components required. (He must still supply any material components, as usual.)

Damage Reduction (Ex): The primal form has DR 5/-. This stacks with all other sources of damage reduction.

Haste (Ex): The primal form creature gains a bonus of haste (9). This grants a +3 haste bonus to AC and two extra attack actions every round.

Low-Light Vision (Ex): The primal form has low-light vision.

Scent (Ex): The primal form has the scent ability.

Base Save Bonuses: Add the base save bonuses of the base animal to the base save bonuses of the base creature.

Abilities: As base creature, but gain +8 to Strength and +4 to Dexterity.

Skills: The primal form has the better value of the base creature or the base animal for all skills.

Feats: Add the base animal's feats to the base creature's. If this results in the primal form having the same feat twice, the primal form gains no additional benefit unless the feat can normally be taken more once, in which case the duplicated feat works as noted in the feat description. This process may give the primal form more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any “extra” feats are denoted as bonus feats.

- Target suffers a -6 penalty to any one ability score (to a minimum score of 1).
- Target suffers a -4 penalty on all attack rolls, saves, and skill and ability checks.
- Target suffers a slow (3) effect.

An evil eye curse can only be removed by means of a successful spell from the *absolve curse* spell line. (Go to www.eqrpg.com to get the specs for the *absolve curse* spell line.)

The shaman can use this ability a number of times per day equal to his Charisma modifier.

Primal Form (Su): As a full-round action, the shaman summons a powerful animal spirit and bonds it to himself, gaining the primal form template (see sidebar) for 1 round per shaman level. (He may dismiss the template earlier if he wishes, as a move action). When the template is removed, the shaman assumes his original form and is *fatigued*.

This power may be invoked only once per month.

Saryrn's Touch (Ex): As a free action whenever he casts a spell with the cold, disease, electricity, fire, or magic descriptor, the shaman may choose to remove this descriptor from the spell and replace it with the poison descriptor. As a result, the spell deals poison damage; further, any Reflex or Will save normally required by the spell is changed to a Fortitude save of the same type (negates, half, etc.) and with the same DC as the original save. The shaman may use Saryrn's touch a number of times per day equal to his Constitution modifier.

Using this ability requires the shaman to spend an additional 25% of the usual mana cost for the affected spell (i.e., 125% total), although the spell does not have to be prepared in this way ahead of time, as with a metamagic feat.

This ability may be selected multiple times; each selection adds 2 daily uses of Saryrn's touch.

Sean's Focus (Ex): As a free action, the shaman may augment any spell he is about to cast, as long as the spell has a target of "one creature." As a result, the target suffers a -4 penalty to any saving throws and a penalty of resistance (-12) to all resistances against this spell. Further, the shaman gains a +4 bonus on any caster level checks made to penetrate the target's spell resistance.

The shaman may use Sean's focus a number of times per day equal to his Constitution modifier.

Spirit Form (Su): As a full-round action, the shaman may shift himself into the spiritual realm. He effectively becomes invisible and incorporeal, and even the spell *see invisible* and similar effects cannot discern him; only the 3rd-level shaman spell *spirit sight* allows a viewer to see the shaman while in spirit form. The shaman may remain in spirit form for up to 1 round per shaman level (though he may dismiss the spirit form at will as a free action). The shaman may use this high spirit mastery only once per week.

Spirit Mastery: The shaman may choose a spirit mastery instead of a high spirit mastery. This ability may be selected multiple times.

Understanding the Flesh (Ex): Whenever the shaman takes damage as a result of casting a spell of the *cannibalize* spell line or from using the hungry spirits ability, that

damage can be cured normally, whether through natural or magical healing. (Normally, damage from these sources is not healable for 12 hours.)

Wyrd's Focus (Ex): The shaman has learned to focus the energies of a damage-over-time spell into a single, powerful surge. Up to 3 times per day as a free action, when casting a DOT spell that has a target of "one creature," the shaman may change the spell's duration to "instantaneous"; the spell deals an amount of damage equal to that which it would normally deal in the 1st round, plus its normal round-by-round damage multiplied by one-quarter of the usual duration of the spell in rounds (this is an exception to the rule that one always rounds down when dividing in the *EQrpg*).

For example, if a shaman casts *envenomed bolt* using this ability, the spell has a duration of instantaneous and deals $6d10 + (6d10 \times 1.5) = 15d10$ points of poison damage to the target.

Warrior

A warrior's calling is combat, and fighting is almost invariably what he knows best. How he applies this singular capability molds his role as he gains experience. Otherwise, warriors may differ widely from each other. Some might be willing to work together, while others are intransigent lone wolves. The former type finds the company of his fellows to be a foundation on which he may find support; such warriors may also find comfort in a firmly established chain of command, for following orders has a peculiar appeal of its own.

Despite being fighters through and through, many experienced warriors yearn for peace, as they know that each battle could be their last. At peace, a warrior has little to worry about other than, at worst, where his next meal might come from; at war, he puts his life on the line every day, and doesn't know if he will ever be returning home let alone eating another meal.

Specific Roles

Mercenary: The mercenary fights for money. Some mercenaries may be selective in the jobs they take, whether as a matter of conscience or because of some warrior's code, but they never work for free. Mercenaries face whatever challenges they are paid to fight, which can include facing other mercenaries they might once have fought beside as allies. This is the life of mercenary, but it's just the job, nothing personal. A mercenary might occasionally do work for his own interests between commissions.

Mercenaries usually work in bands of various sizes, though more often than not in small groups. They tend to maintain a connection to any warrior guilds they can, for this is a time-honored and well-proven way to gather information about a new contract or to find new recruits to replace mercenaries fallen in battle.

Commander: The commander has chosen the path of military power and authority. Many commanders want to raise and lead their own army, if they do not do so already. Some might gather an army in order to forge their own country or to conquer an existing empire, while others act as captains, knights-commander, or generals of some great kingdom's army, serving their rulers loyally.

The commander may have once been a mercenary or a sentinel, but he is now in a position of authority, if not the ultimate authority within his army. He has become accustomed to command and expects his orders to be carried out quickly and effectively. Some commanders will listen to advisors and other specialists, heeding the advice of experts; others may be less trusting or more arrogant, and ignore any advice given to them. As in most things, a healthy balance of these two approaches must be followed if the commander is to last long.

The commander faces the many challenges of leadership: He must deal with maintaining support and loyalty of his troops. He must make sure his men get paid and stay healthy — and, more importantly, alive. Most commanders gather officers and establish a chain of command to handle such issues, but the responsibility for loss of life is ultimately the commander's alone, even if death is an intrinsic part of every warrior's life.

Sentinel: The sentinel is a fighter or guardian generally in service to some country, cause, belief, or master, whether officially or unofficially. Unlike the mercenary, who will serve anyone for money, the sentinel might serve out of a sense of duty, or it might be self-concern, hatred, or any of a thousand reasons that prompts him to fight. This is not to say that the sentinel cannot be a professional, for such is quite often the case. The sentinel might work alone, serving a single master as a personal guard and confidant, or he may be part of a standing army or some other military or paramilitary force.

Many sentinels consider it their duty to follow orders promptly and accurately, and to serve without question; other sentinels may be somewhat less willing to take orders, however, instead acting as they see fit to perform their job, even if their methods are unorthodox or even dishonorable or unlawful — vigilantes or thugs might fall into this latter category.

History: The warrior is almost certainly the oldest adventuring profession in Norrath. Certainly there were hunters, gatherers, and fighters around before the warrior class evolved as it is now, but it was the warrior that first became the fully trained profession that could be called an adventuring class.

Personages: Many warriors have become famous for their deeds throughout the centuries; a brief look into almost any history will find the names of lauded warriors and their many exploits.

Suteng: Suteng was an ogre warrior in the days before the ogres were cursed by the Rathe to languish in their current

stupor. Suteng was given a pair of powerful blades by Rallos Zek himself — the *blade of strategy* and the *blade of tactics* — which can be bound together in some mystical fashion to form the mighty *jagged blade of war*. However, in his arrogance, Suteng soon showed himself unworthy of this gift and Rallos Zek smote him down. More on Suteng and the *jagged blade of war* can be found in the **EQ: Game Master's Guide**.

Class Rules

The game rules for playing a heroic warrior are listed below.

Hit Dice: 1d12 + Constitution modifier.

Skill Points: 3 + Int modifier per level.

Discipline Mastery: The warrior's mastery over his disciplines continues to grow.

Hasten (Ex): At 31st level, the warrior may use his disciplines after only half the usual time. For example, a discipline that normally requires 12 hours of recovery would only require 6 hours with this ability.

Succession (Ex): At 34th level, the warrior has learned to use two disciplines within moments of one another. On the round immediately following the end of one discipline, he may start another discipline without having to wait the usual time. The choice to use this ability must be made within 1 round after the first discipline ends; if the warrior waits any longer, the opportunity is lost.

When the second discipline ends, the warrior must wait *twice* the usual time of *both* disciplines before he can use another discipline. These times are not modified by the discipline mastery (hasten) ability gained at 32nd level.

For example, a warrior uses Warrior's Charge followed immediately by Defensive. Before the warrior can use any more disciplines, he must wait for $(12 + 6) \times 2 = 36$ hours.

Respect (Ex): The warrior gains a +2 bonus on all Intimidate checks. Further, he gains a +2 bonus on all other Charisma-based skill checks when dealing with any creature or person who has a BAB of at least +10.

Taunt Bonus (Ex): The warrior's competence bonus to Taunt checks (which began at 3rd level) improves dramatically beyond 30th level. At 31st level, he receives a +8 competence bonus on all Taunt checks, and this bonus improves by +1 for every level thereafter (+9 at 32nd level, +10 at 33rd, etc.).

Warrior Ability: At each level beyond 30th, the warrior may choose a warrior ability from the list below; once selected, an ability cannot be changed.

Table 2-19: Extended Warrior Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+31	+17	+10	+10	Discipline mastery (hasten), respect, Taunt bonus, warrior ability
32	+32	+18	+10	+10	Warrior ability
33	+33	+18	+11	+11	Warrior ability
34	+34	+19	+11	+11	Warrior ability, discipline mastery (succession)
35	+35	+19	+11	+11	Warrior ability



Bonus Feat: The warrior may select a feat for which he meets all the usual prerequisites. This ability may be selected multiple times.

Furious Rampage (Ex): The warrior may use the benefit of the Whirlwind Attack feat as an attack action rather than a full-attack action. He may not use this ability as part of a full-attack action. In order to select this ability, the warrior must have the Whirlwind Attack feat.

Living Shield (Ex): Once per round, the warrior may choose to step in front of a melee attack against a nearby ally, taking the blow upon himself. Whenever any creature within the warrior's natural reach is targeted by a melee attack, he may choose to switch places (i.e., exchange squares) with her as a free action, even if it is not his turn. The attack is then resolved normally as if the warrior had been its intended target.

The warrior can use this ability a number of times per day equal to his Dexterity modifier (minimum 1/day). In order to select this ability, the warrior must already have the shield ability.

Mettle (Ex): Whenever the warrior is required to make a Reflex or a Will saving throw, he may use his Fortitude saving throw bonus instead. The warrior may use this ability a number of times per day equal to his Constitution modifier.

Shield (Ex): As a free action at the beginning of his turn each round, the warrior may choose a creature within 5 feet of himself. Until his next turn, as long as the target remains within 5 feet of the warrior, he may grant it some measure of protection at the cost of his own Armor Class: For each -1 penalty the warrior chooses to take on his own AC, the target gains a $+1$ bonus to AC; the warrior cannot take a penalty larger than -5 in this way. The warrior may select a new target each round, as long as he is within 5 feet of the new target.

Stalwart (Ex): The warrior can grit his teeth and shrug off attacks that would stun a lesser man. Whenever the warrior would be *stunned* by an attack or special ability, he may make a Fortitude saving throw against the original DC of the effect that would stun him (if the effect normally allows no save, calculate the save DC as you would for any such effect); if he is normally allowed a save against the stun effect, this ability actually grants him a second save, with a $+4$ bonus, should the first save fail. If this second saving throw is successful, the warrior suffers all other normal effects of the attack or special ability, but he is not stunned.

Tactical Mastery (Ex): Once per round, the warrior may negate an attack of opportunity that he would otherwise provoke. This ability is a free action, and it may be used even if it is not the warrior's turn.

This ability may be selected multiple times; each selection adds 1 daily use of this ability.

Two-Weapon Mastery (Ex): The warrior is a master of coordinated two-weapon attacks. When using two one-handed weapons to make melee attacks, he gets one additional attack with his primary weapon at its highest attack bonus. This ability applies only during a full-attack action.

War Cry (Ex): As a free action, the warrior may let loose a fierce war cry. All allies within 50 feet of the warrior become immune to fear effects (shaking off such effects if already affected by fear) for a number of rounds equal to 3 + the warrior's Charisma modifier (minimum 1 round). The warrior may use this ability a number of times per day equal to his Constitution modifier (minimum 1/day).

Wizard

The roles of the high-level wizard have many similarities to those of other high-level spellcasters of Norrath. Most wizards are of a scholarly bent, and may take up a teaching or research position at one of the arcane schools of Norrath. Some choose to do their research on their own terms, however, and do not involve schools, creating their own magic or teaching their own apprentices as they see fit.

A surprising number of powerful wizards (or perhaps it is unsurprising, after all) set up businesses specializing in transportation. These wizards — commonly referred to as portal wizards (or even, occasionally, “wizzies,” though this last is rarely used within earshot of such a one) — tend to enjoy traveling themselves, but their transport business lets them effectively retire from adventuring, or from other pressures of their former work. They can charge large fees and move cargo across Norrath, and are thus able to settle down and perhaps raise a family or do some research at a leisurely pace, if that is their wish.

Of course, there are those wizards who are adventurers to the end, and these will likely never retire. Such wizards, who are more common than one might expect, are always looking for new places and new ways to get there.

Specific Roles

Arcanist: Much like the scholarly enchanter, or perhaps the sage (as found under Enchanter earlier in this chapter).

Explorer: Much like the wanderer (as found under Druid earlier in this chapter).

High Evoker: Much like the arch-convoker (as found under Magician earlier in this chapter).

Portal Wizard: Some wizards supply magical transportation services for Norrath's elite; they charge a hefty fee for their services, and only the wealthiest customers or those who need their goods moved in the fastest way possible will hire a portal wizard. However, these sorts of customers always exist, so portal wizards continue to thrive. They are

typically found only in or near major cities, where wealthy customers are most common.

Portal wizards may have some connection to an arcane organization, perhaps simply by virtue of staying in touch with those they once knew in school. The main benefit of maintaining such a link is that former colleagues and fellows can direct business the portal wizard's way — although they might sometimes want a favor in return for that business.

Portal wizards normally spend their time dealing with customers and the challenges of running a business. However, when they do transport their contracts, their destination is one of the great teleportation spires of Norrath; these are mostly in rural areas, and there are sometimes dangers to be faced simply in appearing in such places, which is a part of the portal wizard's job, by contract. (Generally, once the transport has arrived safely, moving the goods from the spire to the next destination is the customer's responsibility alone.)

Servant of Sol: Much like the celebrant (as found under Magician earlier in this chapter), but wizard servants serve Solusek Ro exclusively, almost without exception; those who actually serve in the Temple of Solusek Ro refer to themselves as Keepers.

History: The earliest forms of non-divine magic were most likely discovered during the Combine Empire, although many scholars insist that arcane magic is in fact far older than that, first practiced in a recognizable form by the earliest high elves. Still, early arcanists of the Combine Empire were probably the first to codify what would be-

Table 2-20: Extended Wizard Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
31	+15	+10	+10	+17	Knowledge, respect
32	+16	+10	+10	+18	High wizardry
33	+16	+11	+11	+18	
34	+17	+11	+11	+19	High wizardry
35	+17	+11	+11	+19	High wizardry

come know as wizardry, though it is hard to be certain. In fact, artifacts discovered upon Luclin, as well as the spires upon Norrath, suggest that the Combine Empire had a much greater knowledge of wizardry than that remaining today.

The modern era of wizardry was established and formulated by those led by the Erudites. Wizardry has developed into a more scholarly tradition than any of the other arcane spellcasting traditions. This is perhaps due to the fact that wizardry is more of a rediscovery of Combine knowledge than a development of new magics. In the last few years, since Luclin has approached close to Norrath once again, the Combine Empire's knowledge has once more been made available to the wizards of Norrath, and there is currently a renaissance of sorts in the arts of wizardry.

Personages: There have been a number of famous wizards over the years in Norrath (and on Luclin). Many wizards are supremely arrogant due to the great powers they

wield, but in some cases this arrogance is tempered by the scholarly nature of their profession.

Al'Kabor: No discussion of famous wizards would be complete without mentioning Al'Kabor. In fact, this Eru-dite wizard is fairly famous even outside of the wizard community, for he has created several well-known wizard spells and he and his companions have accomplished many noteworthy deeds in the last few decades, some of which have already passed into bardic lore.

Arantir Karondor: Arantir was once a member of the Brotherhood of the Four, a famous band of powerful wizards. However, gifts from Solusek Ro turned the four against one another, and all but Arantir destroyed themselves. Arantir survived, but earned the ill favor of Solusek Ro for undertaking questionable actions against his brethren.

However, Arantir managed to turn his life around and regained the Burning Prince's favor; in time, as a result, he came to bear the powerful artifact now known as *The Staff of the Four*. More on Arantir and this artifact can be found in the **EQ: Game Master's Guide**.

Class Rules

The game rules for playing a heroic wizard are listed below.

Hit Dice: 1d4 + Constitution modifier.

Skill Points: 4 + Int modifier per level.

Knowledge (Ex): The wizard may take 10 on all Knowledge (mysticism) checks.

Respect (Ex): The wizard gains a +2 bonus on all Charisma-based skill checks when interacting with arcane spellcasters of lower level.

High Wizardry: At 32nd, 34th, and 35th level, the wizard may choose a high wizardry from the list below; once selected, this ability cannot be changed.

Allegiant Familiar: Whenever the wizard summons a familiar, it gains a +4 arcane bonus to AC, a +4 bonus on all saving throws, and bonuses of cold and fire resistance (20). These benefits do not stack with those from the improved familiar ability (q.v.).

The wizard must have the improved familiar greater wizardry to choose this ability.

Bonus Feat: The wizard may select a feat for which she meets all the usual prerequisites. This ability may be selected multiple times.

Call of Xuzl (Ex): By extending the casting time of the spell *flaming sword of Xuzl* (see the nearby "Spell Errata" sidebar for the revised version of this spell) to 2 full rounds, the wizard may summon 3 *flaming swords of Xuzl* at once with a single casting. This increased casting time cannot be reduced in any way (even by the wizard's rapid casting ability), nor can the *flaming sword of Xuzl* spell be prepared using any metamagic feat if it is to be cast using call of Xuzl. In all other respects, the 3 swords summoned with call of Xuzl are similar to that normally summoned by the *flaming sword of Xuzl* spell.

Using this ability requires the wizard to spend double the usual mana to cast the spell (i.e., 234 mana total, as opposed to 117), although the spell does not have to be specially prepared ahead of time, as with a metamagic feat.

Spell Errata

Flaming Sword of Xuzl

Conjuration (Summoning) [Fire, Force]

Level: Wiz 15

Spell Line: *Flaming sword of Xuzl*

Mana: 117

Components: V, S

Casting Time: 1 action

Recast: 10 rounds

Range: Medium (100 ft. + 10 ft./level)

Effect: One summoned sword of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a flaming sword made of pure force. The sword appears wherever the caster chooses within range and attacks any opponent that he designates, dealing 2d6+5 points of (force) damage plus 2d6 points of fire damage per hit, with a critical rating of 19–20/x2. The sword may attack only once in the round it appears, but otherwise it effectively has a delay of 5 and a BAB equal to the wizard's caster level (allowing it to make iterative attacks in subsequent rounds), and it gains the caster's Intelligence modifier as an attack bonus. The sword strikes as a spell and not as a weapon, so it can, for example, damage creatures that have damage reduction. Since it is a force effect, it can strike incorporeal creatures without suffering the usual miss chance associated with incorporeal targets.

Each round, the caster may redirect the sword as a free action. The sword can be directed to attack any target within range as the caster wishes (although on any round during which the weapon switches targets, it gets only one attack); to return to the caster's side (in any adjacent square); or to guard the caster (in which case it attacks the next creature to attack the caster in melee, as if it had been directed to do so). If the sword is not directed in any given round, it continues to perform its last command. Once the sword's current target is destroyed, or if the target leaves the spell's range, the sword returns to the caster's side and hovers within 5 feet of her as if it had been commanded to guard.

The sword can be used to grant a flanking bonus or to help a combatant get one, although it always attacks creatures from the caster's direction if possible. The caster's feats or combat actions do not affect the weapon.

The *flaming sword of Xuzl* cannot be attacked or harmed by physical attacks, but spells of the *cancel magic* or *taper enchantment* spell lines can affect it normally, if successful. If it should become necessary, the sword's AC against touch attacks is 11 (10 + size bonus for Small object).

Alluveal—Dark Elf Wizard

Alluveal walked the rifts in slow, graceful steps, awed and delighted, as always, at the sheer magnitude of her power. Few on Norrath understood the force involved in teleportation. Certainly those who journeyed along with her from time to time had begun to grasp the concept, but only the riftwalkers themselves could comprehend a magic so precise and so concentrated that the physical essence of Norrath itself twisted with the mere utterance of a perfect word.

It was difficult to describe what Alluveal experienced when she traveled the chasms of space and time. At the murmuring of a spell, she found herself lost in a vast empty place, unknown and unknowable, yet where the stars themselves moved to her and guided her through to the other side. "Eternity in the wink of a spider's eye," she sometimes quipped.

Her destination was close now, for she could see it—a point of light that was somehow both slowly and swiftly becoming larger. She closed her eyes, preparing for the mildly jarring, unwelcome return to the physical world.

Suddenly, the light went out and Alluveal was falling. She looked around her in a panic, watching the stars race by her. Then, realization struck.

The light is gone, she thought. I'm lost in between!

Alluveal woke with a jolt, sitting upright in bed. She could still hear the clinking of glasses and an occasional burst of laughter from the tavern below. She threw back the covers and dressed hurriedly, throwing her belongings into her backpack in an unceremonious lump. Such a dream did not occur without reason. Something was wrong... very, very wrong.

The wizard rushed out of the tavern, pushing past a few startled patrons who weren't entirely sure they had truly seen a slender dark elven female hurry through the room. The nearest spires were at least a four-day march east. Any sensible wizard would simply have prepared the spell and 'ported. The dream, however, had been far too vivid, and the very idea of being trapped *between* caused her stomach to tighten and her jaw to clench.

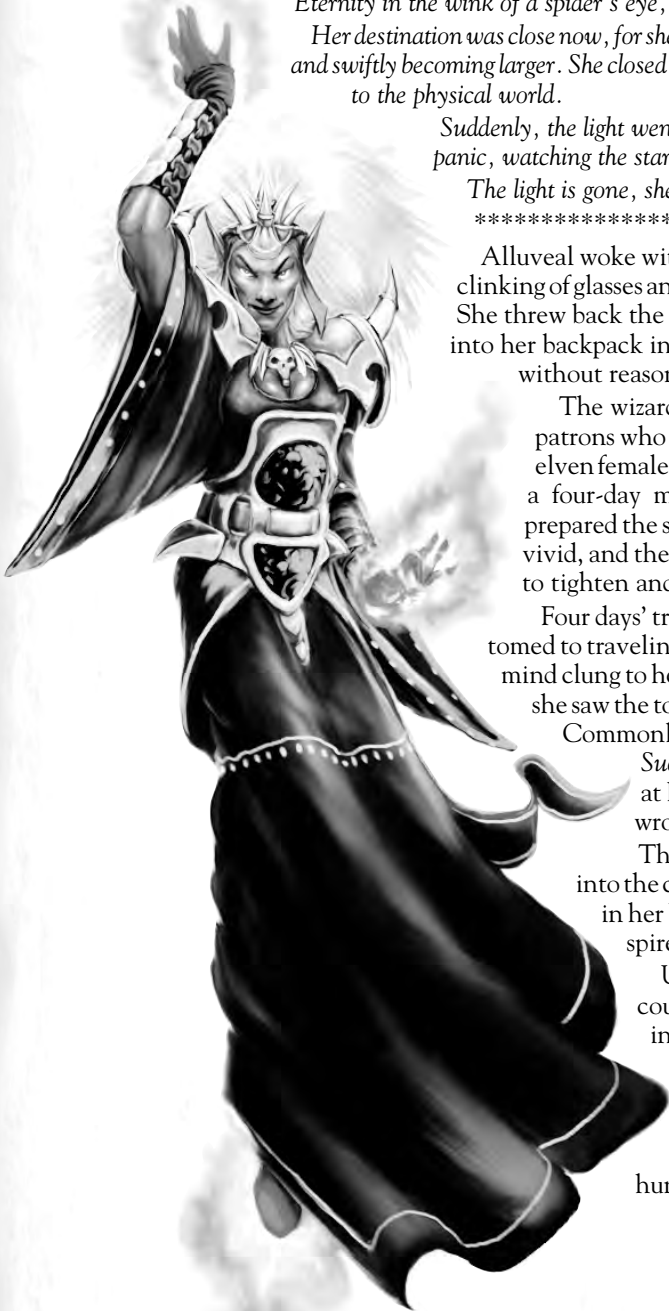
Four days' travel stretched on like years. Not only was she unaccustomed to traveling more than a day or two on foot, but the urgency in her mind clung to her every waking thought. Finally, ahead in the distance, she saw the tops of the spires poking through the trees of the Western Commonlands. Her pace quickened and her spirits began to rise.

Such a silly dream, she told herself, the temptation to smile at her own foolishness nearly outweighing the sense of... wrongness.

That temptation, however, died quickly when she stepped into the center of the spires and looked around. The dark elf drew in her breath sharply, and her mouth hung slightly open. The spires, in some places, were blackened and burned.

Usually, when she stood in their epicenter, Alluveal could feel the magic of the spires pulling her, stretching her in all directions, as if beseeching her to travel to the four winds. Now, she felt nothing. It was as if the spires themselves had quite literally lost their will to exist.

The Teir'Dal wizard drew in upon herself, falling slowly to her knees. Then, for the first time in five hundred years, Alluveal wept.



The wizard must know the spell *flaming sword of Xuzl* to choose this ability. This ability may be used only once per week.

Greater Wizardry: The wizard may choose a greater wizardry instead of a high wizardry. This ability may be selected multiple times.

Harvest of Druzzil (Su): Once per day as a full-round action, the wizard may draw mana directly to him from the surrounding aether, restoring an amount of mana to her mana pool equal to 3 times her wizard level. Any mana she would gain beyond her maximum mana pool are lost.

Inverted Mana Channel (Ex): Whenever she casts a direct damage spell with a target of "one creature," the wizard may invoke this power as a free action. In addition to suffering the normal effects of the spell, the target must make a Will saving throw (DC 10 + 1/2 the wizard's caster level + the wizard's Intelligence modifier) or lose an amount of mana from his current mana pool (if any) equal to 1/4 of the total mana cost (with metamagic feats included, for example) of the affected spell. The wizard then gains this mana; however, she cannot gain more mana than the target lost. For example, if she would drain 30 mana from her target using this ability, but the target has only 11 mana left, the wizard gains only 11 mana.

The wizard may use this ability a number of times per day equal to her Charisma modifier (minimum 1/day). This ability may be selected multiple times; each selection adds 2 daily uses of inverted mana channel.

Might of Magic (Ex): As a free action whenever she casts a spell with the cold, electricity, or fire descriptor, the wizard may choose to add the magic descriptor as well. As a result, the spell deals an additional amount of magic

damage equal to 25% of the spell's normal damage; this additional magic damage cannot be reduced by a saving throw, and it is not affected by spell resistance, although magic resistance bonuses apply normally.

Using this ability requires the wizard to spend an additional 50% of the usual mana cost for the affected spell (i.e., 150% total), although the spell does not have to be prepared in this way ahead of time, as with a metamagic feat.

The wizard may use might of magic a number of times per day equal to her Constitution modifier (minimum 1/day). This ability may be selected multiple times; each selection adds 2 daily uses of might of magic.

Slip (Su): Any time the wizard can take a 5-foot step as a free action, she can actually move 10 feet. This otherwise works in all ways as a 5-foot step (it does not provoke attacks of opportunity, etc.). The wizard may use this ability a number of times per day equal to her Intelligence modifier. This supernatural ability is considered to have the teleportation descriptor.

The wizard must know at least one spell of the *gate* spell line to choose this ability. This ability may be selected multiple times; each selection adds 3 daily uses of slip.

Translocation Twist (Ex): Whenever she casts the spell *translocate*, the wizard may choose to send the target not to his bind spot, but to her own. Alternately, whenever she casts *translocate: group* or *teleport* (new spell: see Chapter 2), the wizard may choose to send all of the targets either to her own bind spot, or to the bind spot of any one of the targets (i.e., all of the targets go to the same destination).

The wizard must know the *translocate* spell to choose this ability.

Chapter Two: Songs and Spells

What would a book about high-level characters be without the spells to go with them? Presented herein are plenty of new spells for your 31st-level and higher characters to cast, along with a few lower-level spells for those casters who haven't quite made it to these levels of power yet.

All information listed in this chapter, including mana costs and spell levels, supercedes the spell information found in the *EQ: Player's Handbook*, where applicable.

Bard Songs

9th-Level Bard Songs

Tuyen's Chant of Disease (0). Makes target more vulnerable to disease damage while healing disease damage.

10th-Level Bard Songs

Aria of Asceticism (0). Counteracts disease and poison in the target.

11th-Level Bard Songs

Tuyen's Chant of Poison (0). Makes target more vulnerable to poison damage while dealing poison damage.

16th-Level Bard Songs

Dreams of Thule (0). Mesmerizes a target.

Druzzil's Disillusionment (0). Cancels magical effects on a creature or item.

Melody of Mischief (0). Causes slow (4) and inflicts damage upon the target.

Saryrn's Scream of Pain (0). Inflicts 6d6 points of continuous magic damage.

Silent Song of Quellious (0). Soothes target into a state of nonaggression.

Tuyen's Chant of the Plague (0). Makes target more vulnerable to disease damage while dealing disease damage.

Warsong of Zek (0). Provides haste, increased strength and attack rolls, and a damage shield.

Wind of Marr (0). Restores hit points and reduces mana costs.

17th-Level Bard Songs

Call of the Banshee (5/round). Turns target into the bard's mental slave.

Chorus of Marr (0). Restores hit points and reduces mana costs.

Dreams of Terris (0). Mesmerizes a target.

Psalm of Veeshan (0). Protects allies against magic, acid, disease and poison

Requiem of Time (0). Slows target's attacks and movement.

Rizlona's Call of Flame (0). Up to six targets gain haste (2) and do more damage with spells.

Tuyen's Chant of Ice (0). Makes target more vulnerable to cold damage while dealing cold damage.

Tuyen's Chant of Venom (0). Makes target more vulnerable to poison damage while dealing poison damage.

18th-Level Bard Songs

Harmony of Sound (0). Penalizes targets saves and resistances against cold, fire, and magic.

Lullaby of Morell (0). Mesmerizes a target.

Tuyen's Chant of Fire (0). Makes target more vulnerable to fire while dealing fire damage.

Spell Lists

Spells from the *EQ: Player's Handbook* are marked with an asterisk (*).

Beastlord Spells

5th-Level Beastlord Spells

Malaria (24). 3d6 disease damage per round for 21 rounds.

6th-Level Beastlord Spells

Counteract Disease* (8). Cures target of a disease effect.

Basheera – Vah Shir Beastlord

Juma limped along as was usual when the days were wet and cold on Luclin. The two had been walking for weeks now, in search of... well, Basheera wasn't exactly sure where they were going, only that over the many years she had come to feel less and less at home within Shar Vahl and more at ease in the outdoors. Nature called to her always, and now, in her old age, she was convinced that the spirit world was opening up to her. She knew because, from time to time, she would see a flicker out of the corner of her eye, or the movement of misty shadows and shapes. It was more than just imagination, more than tired eyes. Soon, she knew, she would take the final walk to join those who had gone before her.

Juma paused to wait for her. Even with his limp, he covered more ground than she did. She smiled. "What a sight we are now, my Juma. It feels like only yesterday that you found me. You were so small, my friend." Her hand went to the scruff of his neck and he looked up to her.

Are we so close? His eyes asked.

"Yes, but we will make the journey together, I promise," she told him. There was no sadness in her voice, nothing in her tone that would bring Juma worry. Basheera knew they would explore that adventure together, as they had every other.

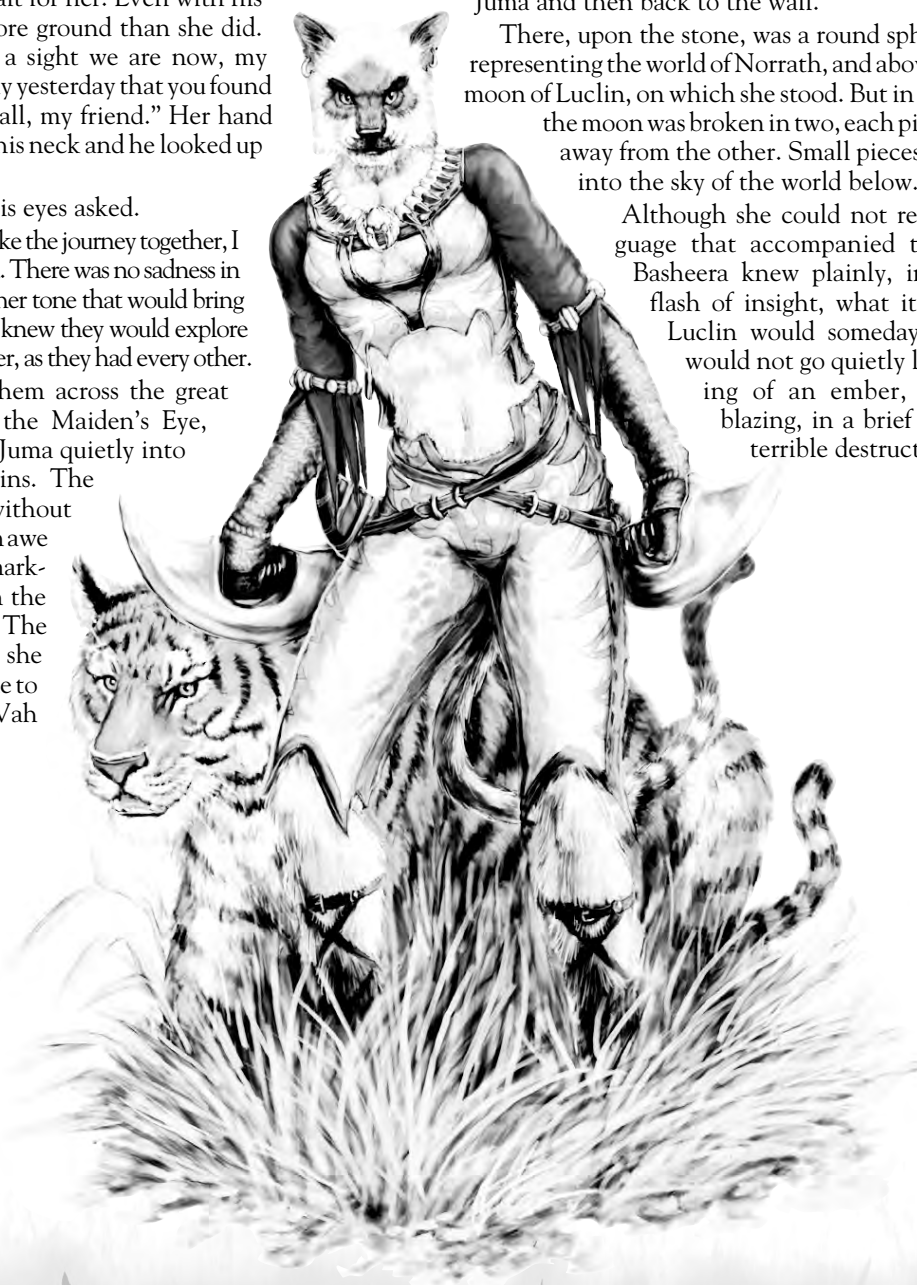
Their feet took them across the great expanse known as the Maiden's Eye, where Basheera led Juma quietly into the old Akheva ruins. The two slipped inside without a sound and looked in awe upon the wondrous markings and writings on the marble walls within. The old Vah Shir knew she should not have come to this place, for all Vah

Shir were taught from childhood to steer clear of the moon's strange, ancient ruins. Yet though she revered the animists, she always suspected that one day her curiosity would be her undoing. Juma stood beside her, his large yellow eyes adjusting to the dark within.

Faint noises came from deeper inside the structure, horrible cries and strange wailing that made the fur on the back of Basheera's neck stand on end. Yet the two pushed further in, moving from shadow to shadow until they came upon a broken wall. Basheera picked up broken bits of the stone and pieced a portion of it back together, looking at the image it created. Her curious expression turned to one of concern, and she looked to Juma and then back to the wall.

There, upon the stone, was a round sphere, clearly representing the world of Norrath, and above it was the moon of Luclin, on which she stood. But in the picture, the moon was broken in two, each piece floating away from the other. Small pieces fell from it into the sky of the world below.

Although she could not read the language that accompanied the images, Basheera knew plainly, in a sudden flash of insight, what it all meant: Luclin would someday vanish. It would not go quietly like the fading of an ember, but rather blazing, in a brief moment of terrible destruction.



8th-Level Beastlord Spells

Bond of the Wild (77). Warder gains +25 hit points; caster gains haste (4), +6 Str, +2 AC, and +3 to hit.

9th-Level Beastlord Spells

Resist Poison* (8). Grants target +4 on saves against poison, and poison resistance (16).

10th-Level Beastlord Spells

Spirit of Flame (22). Caster's warder deals 5d12 fire damage and taunts its opponents.

12th-Level Beastlord Spells

Savagery (77). Target gains attack and resistance bonuses.

13th-Level Beastlord Spells

Abolish Disease* (17). Removes all disease effects from target.

Annul Magic* (13). Cancels the effects of three spells or items.

Arag's Celerity (77). Warder gains +15 Str, +11 AC, a +7 attack bonus, and haste (8).

Celerity* (31). Grants haste (6).

Chloroblast* (29). Target is healed (3d6)x10 hit points.

Counteract Poison* (8). Cures target of a poison effect.

Frost Spear (43). (6d6)x10 cold damage.

Healing of Sorsha (72). Restores (6d6+1)x20 hit points to warder, plus *cure disease*.

Infusion of Spirit (34). Increases all buff bonuses on the target by 2.

Scorpion Venom (61). 6d10 poison damage plus 6d10 each round for 6 rounds.

Spirit of Arag (68). Enhances Caster's animal warder.

Spirit of Rellic (24). Warder deals 6d10 cold damage, taunts opponent, and can stun.

Spiritual Vigor (43). Up to six targets gain +12 Str, +10 Dex, and +95 hit points.

Talisman of Jasinth* (25). +4 on disease saves, plus disease resistance (18) for up to six targets.

Talisman of Kragg* (42). Target gains 95 bonus hit points.

Talisman of Shadoo* (25). +4 on poison saves, plus poison resistance (18) for up to six targets.

14th-Level Beastlord Spells

Acumen* (13). Grants target *see invisible*, ultravision, and incredible stamina.

Ferocity (102). Target gains massive attack and resistance bonuses.

Plague* (50). 4d10 disease damage plus 2d10 per round for 20 rounds.

Regrowth* (50). Grants target fast healing 3.

Sha's Revenge (26). Target suffers slow (5).

Spirit of Sorsha (68). Enhances Caster's animal warder.

Spiritual Dominion (72). Up to six targets gain faster mana and health recovery.

Cleric Spells**5th-Level Cleric Spells**

Blessing of Piety (17). Grants spell haste for level 10 spells or lower.

10th-Level Cleric Spells

Blessing of Faith (35). Grants spell haste for level 15 spells or lower.

12th-Level Cleric Spells

Blessing of Temperance (281). Up to six creatures gain +4 AC and +80 hit points.

Temperance (94). A single creature gains +4 AC and +80 hit points.

13th-Level Cleric Spells

Pure Blood (17). Cures poison and disease in a single target.

14th-Level Cleric Spells

Yaulp V (1). Gain +3 AC, +6 Str, +3 to hit, and increased healing and mana recovery.

15th-Level Cleric Spells

Blessing of Aegolism (340). Up to six targets gain +9 AC and +275 hit points.

16th-Level Cleric Spells

Blessing of Reverence (50). Grants spell haste for level 18 spells or lower.

Condemnation (62). (4d10)x10 magic damage.

Faith (34). Grants +6 AC and +120 hit points.

Greater Immobilize (26). Halts target.

Sermon of Penitence (51). 8d8 magic damage each round for 5 rounds to an undead.

Supernal Elixir (68). Delayed effect heals (5d10)x4 hit points each round for 4 rounds.

Supernal Remedy (68). Target is healed of (5d6)x20 points of damage.

Symbol of Kazad (102). Grants target (5d6+1)x10 bonus hit points.

Tarnation (43). (6d10)x2 magic damage and 1d2 rounds of stun, hard to resist.

Virtue (170). Target gains +11 AC and +335 hit points.

Ward of Gallantry (72). Target gains DR 18/-.

17th-Level Cleric Spells

Catastrophe (110). Intense tremor shakes 30-foot/level radius.

Destroy Undead (51). (4d10+3)x10 magic damage to an undead creature.

Hammer of Damnation (60). Creates a magic warhammer that flames or frosts.

Kazad's Mark (306). Grants up to six targets (5d6+1)x10 bonus hit points.

Halwain—Human Cleric

Halwain sat across from the prisoner with a heavy heart. “If you wish redemption, child, I fear there is little I can do to assist you.”

“I don’t seek exoneration, old man, and I do not care for your pity,” Kane Bayle replied. “I request information that only one such as the illustrious archon of the Temple of Life can provide. How many did you see torn to shreds by the hands of the undead?” Pleased by his taunts, Kane burst into laughter.

“You sent for me only so that you may mock me?” Halwain asked calmly. Kane said nothing, maintaining his sardonic grin, but inside he was frustrated that his barb had not caused a stronger reaction. “Why, my Lord Bayle, have you forsaken us all? Your family, your countrymen, your very soul?”

“I have forsaken nothing, fool!” Kane spat. Halwain sat silent once again, holding Kane’s gaze. It was a trick he learned from Vagner long ago. You ask a question and you wait. At first, the answers may be full of lies or blustering insults, but soon the conversation turns silent. In time, the interrogated party grows nervous and will do just about anything to make some noise. In that moment, the truth often reveals itself, whether the speaker wishes it or not.

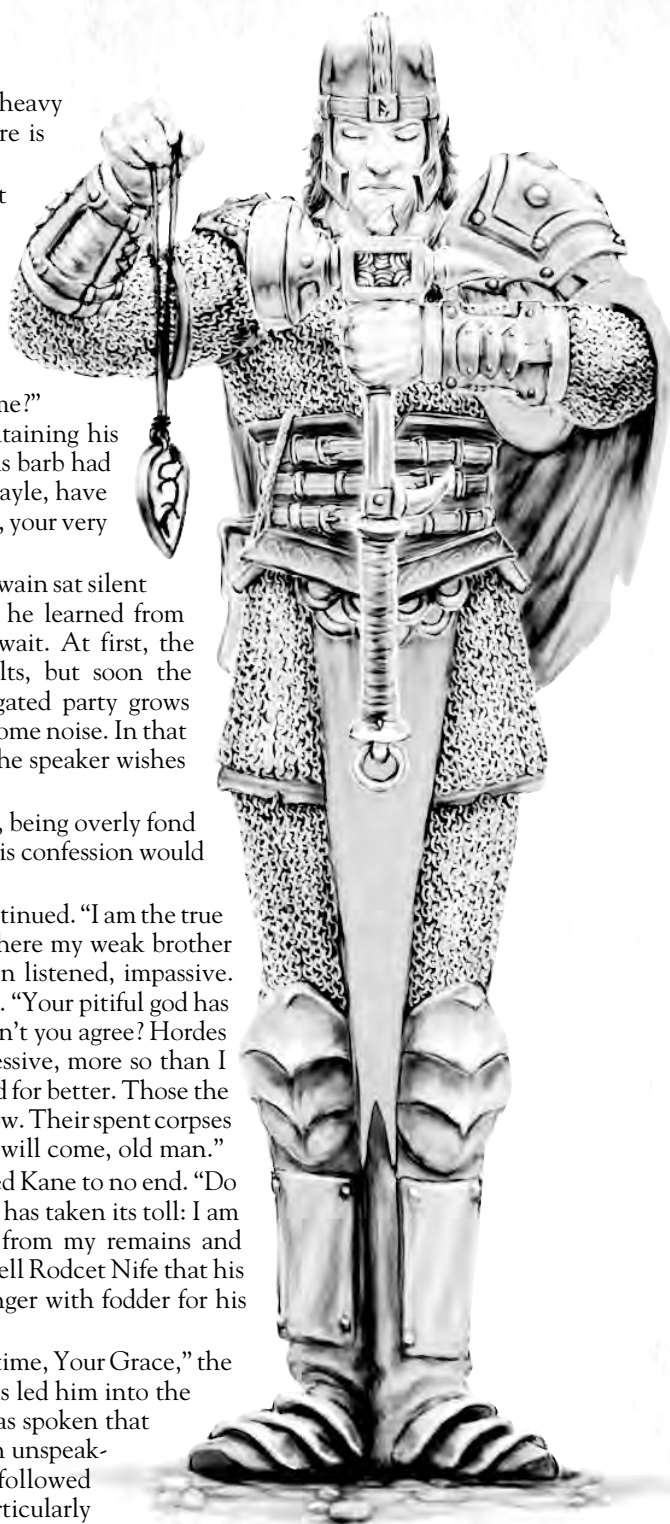
Kane Bayle proved more belligerent than most, being overly fond of hearing his own voice. Halwain decided that his confession would come quickly. He was right.

“How dare you speak to me so, priest,” Kane continued. “I am the true power of Qeynos! I am the one who has ruled where my weak brother could not. You should be thanking me.” Halwain listened, impassive. “And move your eyes off me, old man,” Kane said. “Your pitiful god has no hold over me. What a glorious sight it was, don’t you agree? Hordes of undead swarming the city. Grimrot was impressive, more so than I could imagine. Bertoxxulous could not have asked for better. Those the undead killed were afterwards sent to him, you know. Their spent corpses are being used to enlarge his mighty army. More will come, old man.”

Halwain’s eyes filled with pity, a sight that vexed Kane to no end. “Do NOT LOOK UPON ME! The war of the plagues has taken its toll: I am unkillable, fool priest. A great horror will rise from my remains and immortality will be mine. Tell that to your god. Tell Rodcet Nife that his children will continue to provide the Plaguebringer with fodder for his war!”

The cell door opened and Halwain stood. “It is time, Your Grace,” the guard said. Kane’s mad grin widened as the guards led him into the courtyard. Halwain remembered little of what was spoken that day, save that Kane Bayle had been charged with unspeakable crimes and sentenced to death, which followed immediately. It was, in Halwain’s opinion, a particularly gruesome death, and despite his earlier boasting, Kane fought for every last breath of his life.

When the crowd began to disperse and the sun finished setting, Halwain remained in silent vigil to watch the remains of Kane Bayle, and he alone saw with his own eyes that which he had expected would occur—absolutely nothing unusual.



Mark of Kings (13). Inverted damage shield heals attackers.

Petrifying Earth (26). Halts target.

Sound of Might (13). Quickly stuns a target for one round.

Supernal Light (102). Target is healed of (7d6)x20 points of damage.

Word of Replenishment (187). Heals (8d10)x10 points, cures disease and poison for up to six targets

18th-Level Cleric Spells

Armor of the Zealot (68). Gain +7 AC, +90 hit points, and increased mana recovery.

Hand of Virtue (425). Up to six targets gain +11 AC and +335 hit points.

Mark of the Righteous (34). Inverted damage shield (5) damages target when hit.

Pacification (59). Hypnotizes a target.

Yaulp VI (1). Gain +4 AC, +7 Str, +4 to hit, and increased healing and mana recovery.

Druid Spells

6th-Level Druid Spells

Ring of Stonebrunt (25). Transports the caster to the Stonebrunt Mountains.

7th-Level Druid Spells

Circle of Stonebrunt (50). Transports up to six targets to the Stonebrunt Mountains.

Harmony of Nature (17). Soothes target into passive mindset.

Ring of Knowledge (51). Transports the caster to the Plane of Knowledge.

10th-Level Druid Spells

Circle of Knowledge (100). Transports up to six targets to the Plane of Knowledge.

Spirit of Ash (4). Caster turns into tree to hasten healing and mana recovery.

11th-Level Druid Spells

Healing Water (34). Heals (3d6)x10 hit points.

12th-Level Druid Spells

Share Form of the Great Wolf (60). Up to six targets transformed into great wolves.

13th-Level Druid Spells

Pure Blood (17). Cures poison and disease in a single target.

16th-Level Druid Spells

Catastrophe (110). Intense tremor shakes 30-foot/level radius.

Earthen Roots (26). Halts target.

Flight of Eagles (85). Group of six gains flight, see invisible and ultravision.

Hand of Ro (28). Target suffers -6 AC, -8 fire saves, fire resistance (-36), and -6 to attacks.

Immolation of Ro (54). (5d10)x2 fire damage, -3 fire saves, fire resistance (-12), and -6 AC.

Karana's Rage (76). (4d10)x10 magic damage to an area.

Nature's Might (21). Target gains either +11 or +5 Str.

Replenishment (46). Grants fast healing 5.

Ro's Illumination (25). Target suffers -4 AC and -12 on attacks.

Storm's Fury (39). (2d6+2)x10 magic damage and target is interrupted.

Winter's Storm (85). (3d10+5)x10 cold damage in 3 waves.

17th-Level Druid Spells

Blessing of Replenishment (110). Grants fast healing 5 for up to six targets.

Brackencoeat (50). Grants caster a +8 AC and damage shield (4).

Command of Tunare (72). Charms an animal for a random duration.

Eci's Frosty Breath (43). Target suffers -5 AC, -5 on cold saves, and cold resistance (-25).

Karana's Renewal (102). Heals 75% of a target's maximum hit points.

Nature's Infusion (85). Heals (5d6)x20 hit points.

Protection of the Nine (123). +6 AC, +130 hit points and increased mana recovery.

Protection of the Seasons (76). Up to six targets gain +7 on cold or fire saves, and cold and fire resistance (25).

Savage Roots (13). Halts target.

Shield of Bracken (30). Up to six targets gain damage shield (10).

Summer's Flame (60). (8d6+2)x10 fire damage.

Swarming Death (59). 8d10 magic damage each round for 6 rounds.

18th-Level Druid Spells

Blessing of the Nine (290). Up to six targets gain +5 AC, +135 hit points, and faster mana recovery.

Destroy Summoned (51). (4d10+3)x10 magic damage to a summoned creature.

Legacy of Bracken (64). Up to six targets gain damage shield (12).

Mask of the Forest (34). Increases Caster's ability to see, speeds mana recovery.

Winter's Frost (66). (8d6+5)x10 cold damage.

Enchanter Spells

9th-Level Enchanter Spells

Entrancing Lights (12). Mesmerizes an area.

11th-Level Enchanter Spells

Illusion—Scaled Wolf (25). Caster transforms into a scaled wolf.

Arrialla—High Elf Enchanter

Arrialla had been following the stranger for the better part of the day. Her curiosity was widely known among her friends for getting her into trouble, yet there was something alluring about this figure that had walked through the Lesser Faydark alone and without fear.

Arrialla herself had grown vastly in skill over the decades, and with this skill came the realization that Norrath, for all its size, was not so huge. Yet, to this day, even she walked with great care through the old forests; beings lingered within that were older than her, older than her people, older than the trees... perhaps older than time. Always, Arrialla carried with her a sense of wonder and a healthy respect.

The fearless stranger had appeared near the Steamfont Mountains. At first, Arrialla made her own way and the stranger his, but over the course of a week she had crossed paths with him on at least three occasions, and always he walked with a notable sense of purpose. Though she had taken great pains to hide the fact that she was now following him, Arrialla was certain that the stranger knew of her presence. He did not falter, he did not stop. He kept moving, night and day, taking no rest and hailing no travelers. Arrialla, accustomed to *some* rest, became more and more obsessed with the stranger, until she was forced to take on the form of an air elemental to keep up with him.

As they neared her home city of Felwithe, Arrialla grew nervous. The man, covered in a simple gray cloak and stopping for no mortal functions as far as she could discern, plodded ahead without word, his gaze fixed ever forward. His purpose caused increasing concern within the Koadal, and just as she had finally mustered the courage to confront the stranger, resuming her own form, he suddenly stopped. Arrialla froze in her tracks.

There, just a few steps off the path a short distance from Felwithe's gate, stood one of the Books of Knowledge. These books had been a gift given to the mortal world many decades ago, when the higher planes were first breached. In actuality, the "Book" was a carven image of an open tome placed upon a marble stand. Yet those of sufficient power who read its inscription were

magically transported to an otherworld called the Plane of Knowledge, created by the gods themselves (or so it was assumed).

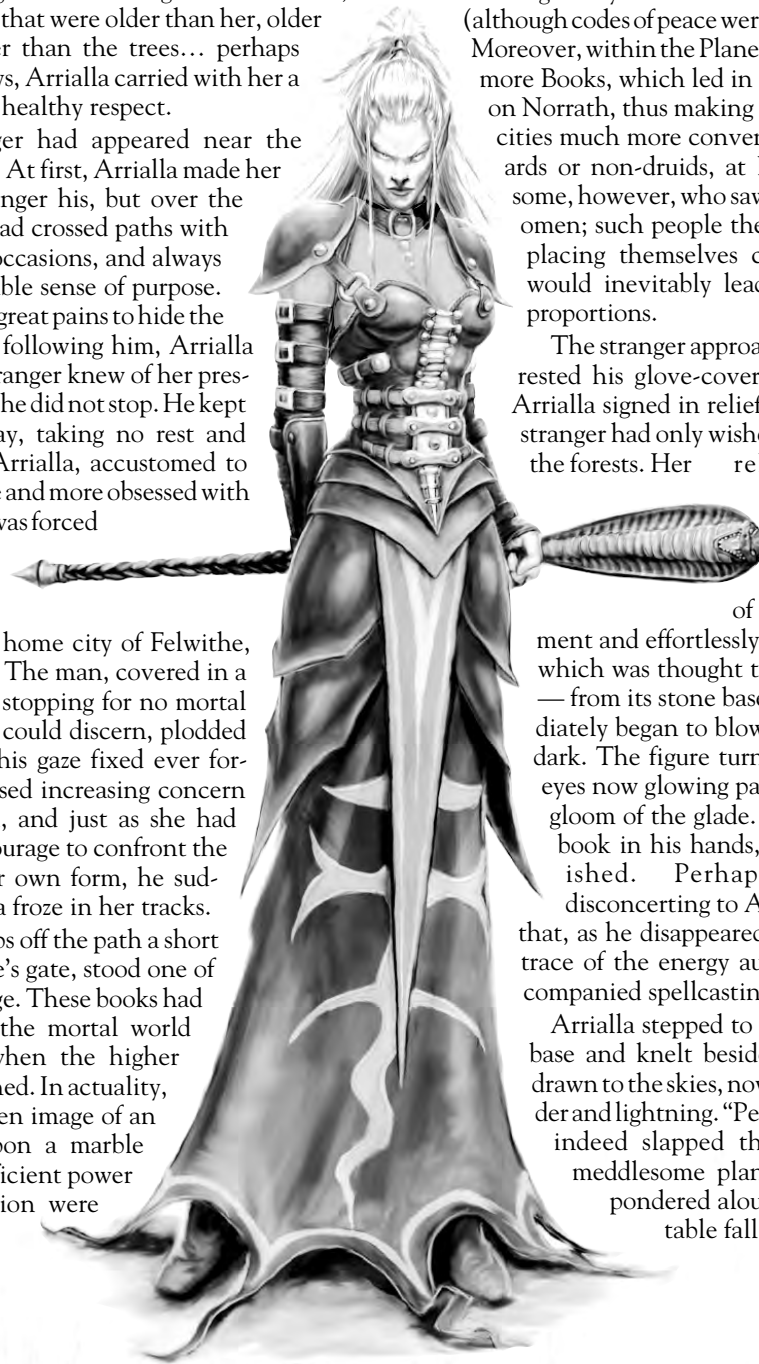
Norrath, at least according to Arrialla, had benefited greatly from the Books. She and others of her opinion hailed the opening of the planes as a new dawn of mutual prosperity. Libraries, learning halls, and guild houses came to thrive within the Plane of Knowledge. Any and all races were allowed within (although codes of peace were strictly enforced). Moreover, within the Plane of Knowledge were more Books, which led in turn to other lands on Norrath, thus making travel between the cities much more convenient (for non-wizards or non-druids, at least). There were some, however, who saw the Books as an ill omen; such people theorized that people placing themselves closer to the gods would inevitably lead to a fall of epic proportions.

The stranger approached the Book and rested his glove-covered hands upon it. Arrialla signed in relief, realizing that the stranger had only wished to travel beyond the forests. Her relief, however,

turned quickly to shock as the stranger grasped the top portion

of the small monument and effortlessly tore the device — which was thought to be indestructible — from its stone base. The wind immediately began to blow, and the sky grew dark. The figure turned to Arrialla, his eyes now glowing pale blue in the deep gloom of the glade. Holding the stone book in his hands, he promptly vanished. Perhaps even more disconcerting to Arrialla was the fact that, as he disappeared, she could see no trace of the energy aura that always accompanied spellcasting.

Arrialla stepped to the broken marble base and knelt beside it. Her gaze was drawn to the skies, now raging with thunder and lightning. "Perhaps the gods have indeed slapped the hands of some meddling planar explorers," she pondered aloud. "Can the inevitable fall be far behind?"



Leviathan Eyes (17). Grants target water breathing, ultravision and see invisible.

16th-Level Enchanter Spells

Aeldorb's Animation (60). Creates type 14 animated sword and shield.

Apathy (38). Mesmerizes target.

Arcane Rune (68). Caster gains $(4d6+1) \times 20$ temporary hit points.

Beckon (85). Charms a creature for a random duration.

Boggle (42). Makes the target less like to attack the caster.

Greater Fetter (24). Halts target.

Guard of Druzzil (38). Up to six creatures gains +7 magic saves and magic resistance (30).

Howl of Tashan (7). Target suffers -5 on magic saves and magic resistance (-20).

Rune of Zebuxoruk (68). Target gains $(6d6+1) \times 10$ temporary hit points.

Shield of the Arcane (59). +9 AC, +70 hp, magic resistance (13), and +4 on magic saves.

Speed of Vallon (59). One target gains haste (8), +8 Dex, +7 AC, and +3 to hit.

Strangle (64). Target takes magic damage and suffers penalties.

Word of Morell (51). Mesmerizes an area.

17th-Level Enchanter Spells

Bliss (50). Mesmerizes target.

Command of Druzzil (120). Charms a creature for a random duration.

Insanity (51). $(4d10) \times 10$ magic damage, plus interrupt.

Night's Dark Terror (34). Caster transforms into a jack-o-lantern.

Shield of Maelin (51). +10 AC, +80 hp, magic resistance (15), and +5 on magic saves.

Sleep (47). Mesmerizes target.

Torment of Scio (38). $3d6$ magic damage and $2d6$ mana drain per round, plus -6 to Wis and Int.

Tranquility (170). Great mental benefits for up to six targets.

Uproar (43). Grants target +9 Str, -5 AC, and +100 hit points.

18th-Level Enchanter Spells

Illusion—Froglok (2). Caster transforms into a froglok

Vallon's Quickening (119). Up to six targets gain haste (8), +8 Dex, +7 AC, and +3 to attacks.

Voice of Quellious (204). Great mental benefits for up to six targets.

Magician Spells

11th-Level Magician Spells

Primal Remedy (34). Heals pet for $4d10$, then $4d10$ for 4 more rounds.

Refresh Summoning (34). Heals pet for $(8d6) \times 10$ hit points.

12th-Level Magician Spells

Elemental Empathy (50). Grants bonuses to both caster and pet.

16th-Level Magician Spells

Belt of Magi'kot (17). Summons one mystical belt for a pet.

Blade of Walnan (17). Summons one mystical weapon for a pet.

Burnout V (25). Grants pet +14 Str, +7 AC, and haste (8).

Elemental Barrier (13). +6 on fire and cold saves, fire and cold resistance (24).

Firebolt of Tallon (85). Ray does $(5d10+5) \times 10$ fire damage.

Fist of Ixiblat (17). Summons one mystical weapon for a pet.

Flamshield of Ro (32). +5 fire saves, fire resistance (15) and damage shield (8).

Servant of Marr (68). Summons a powerful water elemental to serve the caster.

Shield of the Arcane (59). +9 AC, +70 hp, magic resistance (13), and +4 on magic saves.

Summon Glowing Bauble (27). Summons *mana reduction* earring.

Summon Platinum Choker (27). Summons *reagent conservation* choker.

Summon Runed Mantle (27). Summons *extended enhancement* mantle.

Summon Sapphire Bracelet (27). Summons *improved damage* bracelet.

Summon Spiked Ring (27). Summons *spell haste* ring.

Summon Steel Bracelet (27). Summons *extended enhancement* bracelet.

Sun Storm (75). Rain of $(6d6) \times 10$ fire damage for 3 rounds.

Talisman of Return (51). Summons talisman to return user to Plane of Knowledge.

Ward of Xegony (68). Summons a powerful air elemental to serve the caster.

Xegony's Phantasmal Guard (64). Gain DR 14/–, better health, and mana recovery.

17th-Level Magician Spells

Black Steel (64). $(10d6) \times 10$ magic damage, plus interrupt.

Blade of the Kedge (17). Summons one mystical weapon.

Child of Ro (68). Summons a powerful fire elemental to serve the caster.

Destroy Summoned (51). $(4d10+3) \times 10$ magic damage to a summoned creature.

Elemental Silence (25). Mesmerizes an summoned target.

Girdle of Magi'kot (17). Summons one mystical belt for a pet.

Maelstrom of Ro (76). Up to six targets gain +5 fire saves, fire resistance (15) and damage shield (8).

Twede—Gnome Necromancer

Boredom was something Twede had grown to detest over time. Fortunately, the War of the Plagues had proven a little bit exciting. When Grimrot of the Bloodsabers led his undead army against the great Antonican city of Qeynos, the gnome had been delighted to assist the army in its horrible agenda — though, as always, his allegiance was to himself alone. While the others paused to perfect their strategies or talk shop, Twede picked over the remains of the fallen, boiling down their bones for use in creating future minions.

Now, he spoke only occasionally with the other necromancers who were long ago sworn to Grimrot's service. Most were humans, anyway, who had taken up residence beneath Qeynos and were probably long since dead. A few Teir'Dal from Neriak had joined up, as might be expected, though Twede had found little time for conversation with them in the intervening decades. Besides, he suspected they were a little afraid of him, for he was something of an enigma.

The sealing of Neriak some years later had also interested him somewhat. Rumor had it that halflings and gnomes had created tunnels into the city of the dark elves, though in his own investigation some time later he had found little evidence of this. The discovery of Stormhold was also not without appeal, though by the time he reached the location of the uncovered stronghold it might as well have been a tourist attraction. In the following years, wars had raged across Norrath, leaving bones galore, but Twede was no crusader, nor did he care for politics.

Now, however, standing just outside a cave nestled in the Everfrost Mountains, a spark of interest had once again been rekindled within him. The greatest of all the Heretics had once made his home here, and many necromancers had attempted (and failed) to uncover the lost cache of the great Miragul. Twede would succeed where the others had failed. He had already uncovered an

entrance, and only the gods knew what he would find buried within.

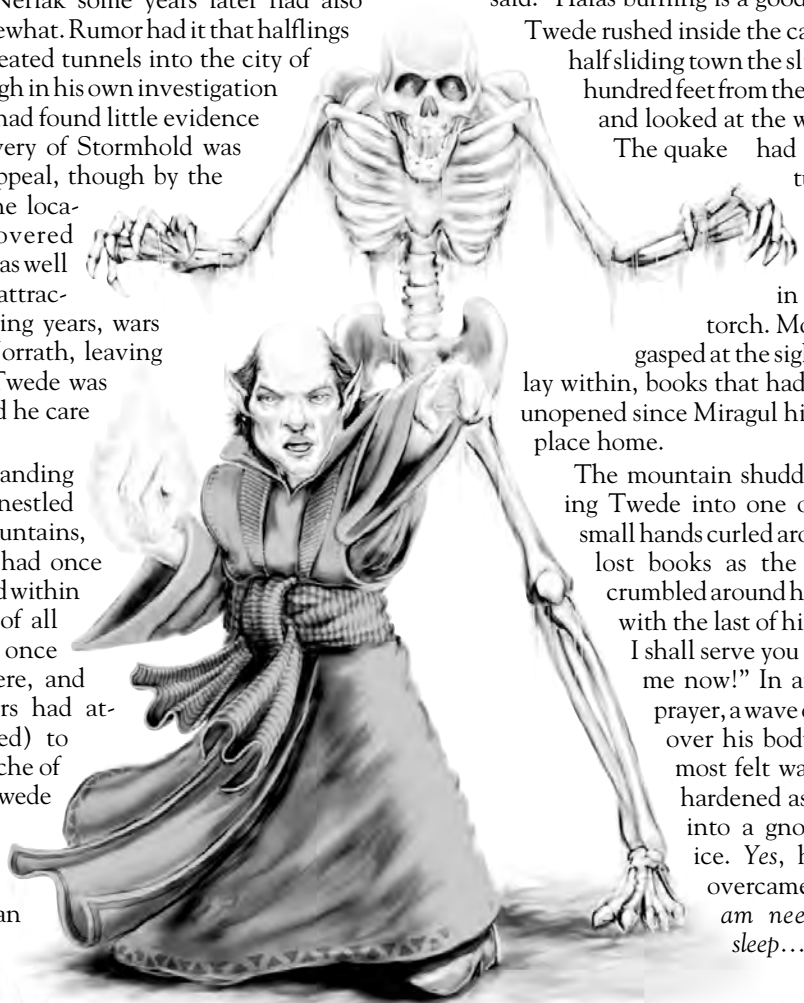
He turned to enter the frozen tunnel when a great jolt shook the mountain. He hugged the side of the cave, turning to look out across the tundra. Balls of flame pelted the landscape below. The mountains shook with each strike, and ice fragments easily the size of the gnome's body dropped from the ceiling of the cave to the ground. Though he had only to utter a spell that would return him safely to Freeport, he warned himself that this rare opportunity, one that occurs perhaps only once in a millennia, might well be lost. Certainly the strange sky fire would stop, he reasoned. The Everfrost Mountains bent to none, not even the will of the gods.

The flames, however, did not stop, but continued to bombard the northlands. In the distance, Twede watched as the city of Halas was swallowed by plummeting balls of fire. No screams accompanied the disaster, just a strange, horrific quiet — which brought a grin to the gnome's already twisted features. "I won't turn back now," he said. "Halas burning is a good omen indeed."

Twede rushed inside the cave, half running and half sliding down the slippery walkway. Two hundred feet from the entrance, he stopped and looked at the wall in astonishment.

The quake had caused a rift in the tunnel. He stood and examined the hole more closely. Inside, something glinted in the firelight of his torch. Moving the light in, he gasped at the sight: books upon books lay within, books that had lain untouched and unopened since Miragul himself had called this place home.

The mountain shuddered violently, hurling Twede into one of the icy walls. His small hands curled around one of Miragul's lost books as the walls of the caves crumbled around him, and he whispered with the last of his breath. "Dark ones, I shall serve you eternally if you spare me now!" In answer to his fervent prayer, a wave of absolute cold swept over his body, so cold that it almost felt warm. His body slowly hardened as he was transformed into a gnome-shaped block of ice. Yes, he thought as sleep overcame him, *wake me when I am needed. Now, I must sleep...*



Maelstrom of Thunder (81). Rain of (5d10)x10 electricity damage for 3 rounds.

Malosinia (50). Target suffers penalties to resistances and saves.

Planar Renewal (51). Heals pet for (8d6)x10 hit points.

Shield of Maelin (51). +10 AC, +80 hp, magic resistance (15), and +5 on magic saves.

Summon Jewelry Bag (51). Summons bag holding focus effect items.

18th-Level Magician Spells

Call of the Arch Mage (85). Charms a summoned creature for a random duration.

Rathe's Son (68). Summons a powerful earth elemental to serve the caster.

Sun Vortex (67). (6d10)x10 fire damage.

Necromancer Spells

11th-Level Necromancer Spells

Auspice (51). Siphon 3d6 hit points from target, transfers like amount to others.

12th-Level Necromancer Spells

Comatose (15). Caster feigns death.

Torbas' Poison Blast (39). (8d10+4)x2 poison damage.

16th-Level Necromancer Spells

Dark Plague (72). 5d10 disease damage each round for 20 rounds.

Legacy of Zek (136). Summons a powerful skeleton to serve the caster.

Neurotoxin (79). (5d10+2)x10 poison damage.

Petrifying Earth (26). Halts target.

Rune of Death (60). Grants pet +10 Str, +5 AC, and haste (8).

Saryrn's Kiss (94). Siphon 6d10 magic damage each round for 10 rounds.

Shield of the Arcane (59). +9 AC, +70 hp, magic resistance (13), and +4 on magic saves.

Touch of Mujaki (77). Siphon (3d10+6)x5 points of magic damage from the target.

17th-Level Necromancer Spells

Death's Silence (25). Mesmerizes an undead target.

Embracing Darkness (35). Conjures shadow to slow and injure target.

Force Shield (61). Gain (3d10)x10 temporary hit points and faster mana recovery.

Greater Immobilize (26). Halts target.

Saryrn's Companion (136). Summons a powerful skeleton to serve the caster.

Seduction of Saryrn (1). Caster becomes a skeleton and converts hit points to mana.

Shield of Maelin (51). +10 AC, +80 hp, magic resistance (15), and +5 on magic saves.

Touch of Death (43). Heals pet for (8d6)x10 hit points.

18th-Level Necromancer Spells

Blood of Thule (85). (6d10)x2 points of poison damage for 7 rounds.

Child of Bertoxulous (140). Summons a powerful skeleton to serve the caster.

Destroy Undead (51). (4d10+3)x10 magic damage to an undead creature.

Word of Terris (85). Charms undead.

Paladin Spells

5th-Level Paladin Spells

Ethereal Cleansing (26). Delayed effect cures 6d10 points each round for 4 rounds.

Wave of Life (43). Up to six people are each healed for 4d10.

6th-Level Paladin Spells

Brell's Steadfast Aegis (30). Up to six targets gain +35 bonus hit points.

8th-Level Paladin Spells

Light of Life (37). Fast casting spell heals (3d6)x10 hit points.

13th-Level Paladin Spells

Crusader's Touch (31). Removes all disease and poison effects from target.

Deny Undead (43). (6d6)x10 points of magic damage to an undead creature.

Force of Akilae (11). Fast casting spell stuns target.

Greater Immobilize (26). Halts target.

Heroism* (23). Grants target +4 AC and +100 hit points.

Improved Invisibility to Undead* (13). Renders caster invisible to undead for 30 minutes.

Pious Might (17). Caster gains process effect that deals (4d10)x2 points of damage.

Resist Poison* (8). Grants target +4 on saves against poison, and poison resistance (16).

Symbol of Marzin* (58). Grants target (4d6+1)x10 bonus hit points.

Touch of Nife (77). Heals (5d10)x10 hit points.

Ward of Nife (17). Gain process effect that deals (4d8)x5 points of damage to undead.

14th-Level Paladin Spells

Aura of the Crusader (60). +5 AC, +80 hit points, increased mana recovery.

Brell's Stalwart Shield (43). Up to six targets gain +75 bonus hit points.

Bulwark of Faith* (58). Grants target DR 19/— for 30 minutes/level.

Heroic Bond* (70). Up to six targets gain +4 AC and +100 hit points

Light of Nife (68). Fast-casting spell heals (6d6)x10 hit points.

Hurgadil—Dwarf Paladin

“Captain, there is a dwarf requesting your audience,” the young guard said.

“Pardon me?” Captain Jezzine Trelaine glanced up from her paperwork.

“He says his name is Hurgadil and that he has come to... *erhm...* to enlist, Captain.”

“Soldier, I have little time for jokes,” Jezzine warned him.

“Captain,” the guard said, “I am quite serious, and so is he, apparently. He’s very adamant about meeting with you.” Jezzine sighed and motioned for the guard to show the dwarf in. A few moments later, a dwarf clanked into her station. He was clad in plate armor and bore a two-handed axe that had to be taller than he was. Under his helm, the visor of which was raised, the lines on his face were deep, and he had a scar above his left eye.

“Sir, I...” Jezzine began.

“Listen here, lassy,” Hurgadil huffed. “I’ve come all this way to see with my own eyes the army of these cretins, and to do my duty in layin’ waste to each and every last one of ‘em. My belt’s been tightened on account of that damn boat I’ve been sittin’ on fer the last month, turnin’ up my meals something awful. I’ve come all the way from Thurgadin to do my part. Now, I’ve been hearin’ on the street that yer the kind o’ lass with a little snap in yer garter and that’s just fine.” The Captain seemed about to reply, but Hurgadil barreled on. “I figure the ladies have a mind fer war same as men do, and truth be told, it’s not all yer kind as has the nurturin’ way about ya. Brell be blessed, I’ve seen my share of dwarven lasses who would have walloped me in my day, so that’s not any issue at all. Now, are ye gonna offer me a chance to split open some skulls, or am I gonna have to do this, how d’ye say, vigilante-style?”

Jezzine’s eyebrows were higher than any of her officers had ever seen them. “Sir Dwarf, I am not sure whether to laugh or to be highly offended.”

“Don’t be callin’ me *Sir*, lass,” Hurgadil warned. “I’m not the thane, for Brell’s sake. Now, I’ve fought me share of Rallos-lovin’ giants in the cold lands, ya see. When I learned that the Avatar of War’s been tearin’ up Antonica—well, I figure I have a few more battles left in me. Ogres, giants, orcs, they’re all blood-drinkin’ clods in the end.”



The Captain paused, unsure for a moment what she might say. Finally, she asked, “Well, forgive me then for asking, but why join here?”

“Because, lass,” Hurgadil told her, “they’ve got to be stopped. It’s really that simple. If they gobble up this land here, then they’ll soon be lookin’ to Faydwer fer more trouble, and truth be told, miss... I just can’t have that.”

Jezzine, despite herself, smiled. “Who am I to turn away help then?” She offered her hand to him and he shook it briskly. Without another word, the old dwarf turned and left the room as noisily as he had entered. She would have a few superiors to answer to for agreeing to let a dwarf on board, but with the coming hordes of Rallos Zek marching through the Karanas, Qeynos would need all the help they could get.

Quellious' Word of Serenity (34). Spell stuns target and deals 4d10 magic damage.

Shackles of Tunare (13). Spell halts target.

Supernal Cleansing (26). Delayed effect cures (7d10)x2 hit points in each of 4 rounds.

Wave of Marr (145). Up to six targets are healed for (3d10)x10.

Ranger Spells

3rd-Level Ranger Spells

Flaming Arrow (9). Fire energy arrow from bow for 6d6 fire damage.

5th-Level Ranger Spells

Burning Arrow (13). Fire energy arrow from bow for 6d10 fire damage.

Harmony of Nature (17). Soothes target into passive nature.

Swarm of Pain (16). 2d10 magic damage for 6 rounds.

8th-Level Ranger Spells

Icewind (31). (3d10)x5 cold damage.

13th-Level Ranger Spells

Annul Magic* (13). Cancels the effects of three spells or items.

Bladecoat* (39). Grants caster +6 AC and damage shield (2).

Call of the Rathe (26). Grants target damage shield (2) and AC +6.

Chloroblast* (29). Target is healed (3d6)x10 hit points.

Circle of Summer* (25). Grants up to six targets +4 on cold saves, cold resistance (18).

Circle of Winter* (25). Grants up to six targets +4 on fire saves, fire resistance (18).

Counteract Disease* (8). Cures target of a disease effect.

Counteract Poison* (8). Cures target of a poison effect.

Drifting Death* (33). 3d10 magic damage each round for 9 rounds.

Earthen Roots (26). Halts target.

Exile Summoned* (42). (4d6+2)x10 magic damage to summoned creature.

Frozen Wind (51). Does (3d10+1)x10 points of cold damage.

Shield of Thorns* (20). Grants target damage shield (6).

Strength of Tunare (43). Up to six targets gain a +7 attack bonus and +30 hp.

14th-Level Ranger Spells

Brushfire (37). Does (3d10)x10 points of fire damage.

Cry of Thunder (68). Gain process effect that deals (5d10)x2 points of magic damage.

Mask of the Hunter* (17). Increases Caster's ability to see and speeds mana recovery.

Nature's Rebuke (68). Process effect deals (5d10+2)x2 magic damage to summoned creatures.

Natureskin* (67). Grants target +3 AC, +100 hit points and faster healing.

Protection of the Wild (77). +13 attack bonus, damage shield (5), +4 AC, and +30 hp.

Regrowth* (50). Grants target fast healing 3.

Spirit of Eagle* (21). Grants target flight, *see invisible*, and ultravision.

Spirit of the Predator (51). Up to six targets gain a +7 base attack bonus.

Shadow Knight Spells

4th-Level Shadow Knight Spells

Spear of Disease (9). Fast casting spell does 6d10 points of disease damage.

5th-Level Shadow Knight Spells

Blood of Pain (13). 3d8 points of poison damage each round for 10 rounds.

6th-Level Shadow Knight Spells

Spear of Pain (17). Fast-casting spell deals (6d10)x2 points of disease damage.

8th-Level Shadow Knight Spells

Comatose (15). Caster feigns death.

9th-Level Shadow Knight Spells

Spear of Plague (26). Fast-casting spell deals (3d6)x10 points of disease damage.

13th-Level Shadow Knight Spells

Aura of Darkness (17). Target takes save and resistance penalties, caster gets bonuses.

Aura of Pain (10). (5d10)x2 disease damage to target, caster gains attack bonuses.

Blood of Hate (55). 6d6 points of poison damage each round for 10 rounds.

Bond of Death* (61). Siphon 3d10 magic damage each round for 9 rounds.

Deny Undead (43). (6d6)x10 points of magic damage to an undead creature.

Festering Darkness (30). Conjures a shadow to slow and injure target.

Improved Invisibility to Undead* (13). Renders caster invisible to undead for 30 minutes.

Shroud of Chaos (77). Gain process effect that siphons hit points.

Touch of Volatis (48). Siphon (7d10+3)x2 points of magic damage from target.

Zevfeer's Bite (34). Siphon (5d10)x2 points of magic damage as hit points or mana.

14th-Level Shadow Knight Spells

Augmentation of Death* (42). Grants pet +8 Str, +4 AC and haste (7).

Aura of Hate (17). Target takes (5d10)x2 disease damage; caster gains bonuses to AC.

- Cloak of Luclin (43).** Gain personal defenses.
- Conjure Corpse* (117).** Summons corpse to Caster's location.
- Invoke Death* (82).** Summons a type 12 skeletal pet.
- Pact of Hate (1).** Caster sacrifices hit points for mana recovery.
- Spear of Decay (38).** Fast-casting spell deals (4d6+4)x10 points of disease damage.
- Touch of Innoruuk (56).** Siphon (4d10)x5 points of magic damage from target.

Shaman Spells

11th-Level Shaman Spells

- Stoicism (31).** Target heals (4d10)x2 hit points for 4 rounds, but is slowed.

12th-Level Shaman Spells

- Infusion of Spirit (34).** Increases all buff bonuses on the target by 2.
- Shock of Venom (39).** (4d6)x10 poison damage.

13th-Level Shaman Spells

- Blood of Nadox (50).** Cures poison and disease in an area around the caster.

16th-Level Shaman Spells

- Agility of the Wrulan (25).** Grants target +6 initiative and AC.
- Ancestral Guard (45).** Target gains DR 16/-
- Cloud of Grummus (68).** Diseased mist slows one creature.
- Endurance of the Boar (29).** Grants +10 Con.
- Focus of Soul (100).** Target gains +12 Str, +10 Dex, and +130 hit points.
- Greater Immobilize (26).** Halts target.
- Kragg's Mending (68).** Target is healed for 50% of their maximum hit points.
- Replenishment (46).** Grants fast healing 5.
- Spear of Torment (46).** (6d6)x10 poison damage.
- Talisman of the Tribunal (85).** +7 on disease and poison saves, resistance (26) for six targets.
- Talisman of the Wrulan (89).** Grants up to six targets +6 initiative and AC.
- Tnarg's Mending (77).** Target is healed of (5d6)x20 points of damage.
- True Spirit (111).** The caster summons a very powerful spirit in the form of a wolf.

17th-Level Shaman Spells

- Blessing of Replenishment (110).** Grants fast healing 5 for up to six targets.
- Breath of Ultor (93).** 5d10 disease damage each round for 26 rounds.
- Malicious Decay (25).** Target suffers disease resistance (-20) and -6 on disease saves.
- Malosinia (50).** Target suffers penalties to resistances and saves.

- Petrifying Earth (26).** Halts target.
- Strength of the Diaku (30).** Target gains +6 Str and Dex.
- Swift Like the Wind (42).** Grants target haste (7).
- Talisman of Alacrity (128).** Up to 6 targets gain haste (5).
- Talisman of the Boar (89).** Grants +10 Con for up to six targets.
- Talisman of the Diaku (89).** Up to six targets gain +6 Str and Dex.
- Tears of Saryrn (76).** (2d10+5)x10 poison damage for 3 waves.
- Tiny Terror (34).** Up to six targets are shrunk.
- Velium Strike (51).** (4d10)x10 cold damage.

18th-Level Shaman Spells

- Blood of Saryrn (90).** (6d10)x2 points of poison damage for 7 rounds.
- Ferine Avatar (60).** Target gains massive ability bonuses.
- Focus of the Seventh (300).** Up to six targets gain +12 Str, +10 Dex, and +130 hp.
- Malos (68).** Target suffer penalties to resistances and saves.
- Quiescence (33).** Heals (7d10)x2 hit points per round.

Wizard Spells

7th-Level Wizard Spells

- Stonebrunt Gate (25).** Transports the caster to the Stonebrunt Mountains.

8th-Level Wizard Spells

- Knowledge Gate (51).** Caster teleports to the Plane of Knowledge.
- O'Keil's Levity (25).** Gain fire resistance, damage shield, infravision, and levitation.
- Stonebrunt Portal (50).** Transports up to six targets to the Stonebrunt Mountains.

10th-Level Wizard Spells

- Knowledge Portal (102).** Transports up to six targets to the Plane of Knowledge.
- Translocate Stonebrunt (38).** Transports willing target to the Stonebrunt Mountains.

11th-Level Wizard Spells

- Vision Shift (9).** Target gains infravision and see invisible.

12th-Level Wizard Spells

- Frozen Harpoon (27).** (4d6+1)x10 cold damage.
- Translocate Knowledge (77).** Transports willing target to the Plane of Knowledge.

16th-Level Wizard Spells

- Draught of Ro (43).** (5d10)x10 fire damage.

Woomp—Ogre Shaman

The ale offered little comfort to Woomp as he hunkered alone over his pathetic little campfire. The breaching of the planes had caused great commotion across the face of Norrath, and the ogre was disturbed. “The Planes were never meant to be known,” he had heard a drunken human preach in the hovels of Freeport last month, and Woomp, despite his apathy toward the human race, inwardly agreed. Word reached him that bands of adventurers were coming dangerously close to entering the realm of Rallos Zek, the Plane of War. The ogre’s grip on his ale skin tightened even more and he drank deeply. *Foolz. All of dem.* He drank until his eyes drooped shut and he slumped over on his side.

Some time later, he woke to the sound of steel on steel, creaking harness, and the murmur and bustle of many beings. His eyes snapped open and he sat up in disbelief. Stretching away before him was an ogre army the likes of which he had never seen. Rallosian flags waved in the breeze as commanders barked orders.

Woomp stood immediately and approached a soldier. “Wha’s dis?” he asked. The soldier ignored him. “You! Wha’s dis!?” Woomp demanded. The soldier’s eyes remained fixed ahead. Woomp waved his hand in front of the soldier’s gaze and still he did not falter. In fact, no one around him seemed to be paying him any attention whatsoever.

“Is a dream,” Woomp said gruffly. Then, with a sudden moment of clarity, his eyes widened in recognition. “No, a vizhun!” Mindful that visions such as this happened to a shaman but once in a lifetime (if at all), the wise ogre nodded to himself and began to focus more intently. “Watch an’ lurn, yub,” he muttered.

An ogre of obvious prestige walked toward Woomp, then paused to wait for his group of advisors. From what Woomp could tell, the ogres in this vision were different from those he knew, and even, he was able to admit, from himself. They lumbered less and walked upright more. Their armor was clean and well-kept, and there was a look in their eyes, a look that Woomp could only guess meant that they somehow had gotten... *smart*. Yes, these ogres *understood*. These ogres had no curse. Yet something told Woomp that this was no vision of the past.

“We approach the Temple of Cazic-Thule,” one of the advisors said. “According to our agreement, we will bypass this...”

“No,” the prestigious ogre shook his head. “Nothing will stop this army, not even the mighty Cazic-Thule.” Several advisors made to speak, but swiftly thought better of it, yet they exchanged worrisome glances with one another.

Woomp watched, then, as the army marched and conquered in a bloody, horrifying battle. Denizens of Fear were enslaved as the Rallosian Army celebrated their victory. Then, before Woomp’s eyes, a mist of green swirled through the camp, and every soldier, down to the last ogre, fell and died. Woomp prepared to flee, but the mist overtook him too. And yet, somehow, Woomp did not fall.

Of course — the vision! Woomp was not really there at all. Just then a calm, powerful voice resounded all around Woomp. *Remember the Greenmist, shaman. Remember, pride and arrogance come before a fall.*

Woomp woke, then, still clutching his aleskin. He stared into the dying embers of his small fire, but the images of what he had seen were burnt indelibly into his mind’s eye. “Thank you, Great Warlord,” he said aloud in a voice suddenly clear and sober-sounding. “I will tell all the others what I saw, I swear to you... I will tell them all.”



Elemental Barrier (13). +6 on fire and cold saves, fire and cold resistance (24).

Greater Fetter (24). Halts target.

Lure of Ro (64). (7d6)x10 irresistible fire damage.

Lure of Thunder (64). (7d6)x10 irresistible electricity damage.

Resistant Armor (9). +3 on disease and poison saves, disease and poison resistance (12).

Shield of the Arcane (59). +9 AC, +70 hp, magic resistance (13), and +4 on magic saves.

Tears of Ro (68). (5d6+2)x10 fire damage in 3 waves.

Teleport (128). Six creatures return to their bind points.

17th-Level Wizard Spells

Agnarr's Thunder (100). (5d10+15)x10 electricity damage..

Draught of E'ci (43). (5d10)x10 cold damage.

Draught of Thunder (43). (5d10)x10 electricity damage.

Force Shield (61). Gain (3d10)x10 temporary hit points and faster mana recovery.

Iceflame of E'ci (42). Gain damage shield (5), plus cold spells deal more damage.

Shield of Maelin (51). +10 AC, +80 hp, magic resistance (15), and +5 on magic saves.

Tears of Arlyxir (71). (2d10+4)x10 fire damage in 3 waves, unresistable.

Telekin (51). (6d6)x10 magic damage and stun.

18th-Level Wizard Spells

Greater Decession (42). Up to six targets are transported to a nearby landmark.

Shock of Magic (102). (1d12)x100 magic damage.

Strike of Solusek (109). (7d10+10)x10 fire damage.

Tears of Marr (72). (6d6+3)x10 cold damage in 3 waves.

Song & Spell Descriptions

Aeldorb's Animation

Conjuration (Summoning)

Level: Enc 16

Spell Line: *Pendril's animation*

Mana: 60

Components: V, S, M

Casting Time: 2 full rounds

Recast: 4 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: No

As *Pendril's animation*, except this spell creates a type 14 animation (see Chapter 3 for this pet's description).

Agility of the Wrulan

Alteration

Level: Shm 16

Spell Line: *Feet like cat*

Mana: 25

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the target a +6 bonus to initiative and a +6 dodge bonus to Armor Class.

Agnarr's Thunder

Evocation [Electricity]

Level: Wiz 17

Spell Line: *Shock of lightning*

Mana: 100

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *Shock of lightning*, except this spell deals (5d10+15)x10 points of electricity damage.

Ancestral Guard

Abjuration

Level: Shm 16

Spell Line: *Scale skin*

Mana: 45

Components: V, S

Casting Time: 1 full round

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Asscale skin, except this spell grants the recipient DR 16/-.

Arag's Celerity

Alteration

Level: Bst 13
Spell Line: *Yekan's quickening*
Mana: 77
Components: V, S
Casting Time: 1 full round
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's warder
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

As *Yekan's quickening*, except this spell grants a +15 bonus to Strength, a +11 natural armor bonus to AC, a

+7 attack bonus, and a haste (8) effect.

Apathy

Conjuration [Mind-Affecting]

Level: Enc 16
Spell Line: *Mesmerize*
Mana: 38
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 5 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *mesmerize*, except the target suffers a -6 insight penalty to the initial Will save.

Arcane Rune

Abjuration

Level: Enc 16
Spell Line: *Arcane rune*
Mana: 68

Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 day (see text)
Saving Throw: None
Spell Resistance: No

This spell grants the caster an arcane bonus of $(4d6+1) \times 20$ temporary hit points. (A character cannot heal lost temporary hit points.) In addition, while this spell is in effect, the caster cannot be affected by spells of the *lifetap* line.

Aria of Asceticism

Bard Song

Level: Brd 10
Song Line: *Aria of asceticism*
Instrument: Wind (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: None
Spell Resistance: No



This song effectively grants the benefits of both the *counteract poison* and the *counteract disease* spells: For each round of performance, the bard can attempt to remove one poison and one disease.

With the successful use of a wind instrument, the bard's dispel checks for the *aria of asceticism* gain a +2 bonus.

Aura of the Zealot

Abjuration
Level: Clr 18
Spell Line: *Armor of protection*
Mana: 68
Components: V
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

The caster gains a +7 deflection bonus to Armor Class, +90 bonus hit points, and automatically regains 1 mana every 8 rounds (i.e., 75 mana per hour).

Aura of Darkness

Alteration [Disease]
Level: Shd 13
Spell Line: *Aura of darkness*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

The caster causes a shadowy aura to encompass his target, who is allowed a Will save at a -2 penalty to negate this effect. Should the target fail this saving throw, he then suffers a -2 penalty on all other saving throws, and gains a penalty of resistance (-4) to all forms of energy resistance, for the aura's duration; simultaneously, the aura siphons off some of this vulnerability to benefit the caster, who gains a +4 bonus on all saving throws as well as a bonus of resistance (10) to all forms of energy resistance for the spell's duration.

Aura of Hate

Alteration [Disease]
Level: Shd 14
Spell Line: *Aura of darkness*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *aura of pain* (q.v.), except the caster gains a cumulative +1 arcane bonus to AC for each round beyond the first in which the target fails her save against this spell. This arcane bonus cannot exceed the target's total HD.

The arcane bonus to AC gained using this spell lasts for 1 hour.

Aura of Pain

Alteration [Disease]
Level: Shd 13
Spell Line: *Aura of darkness*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

The caster causes a dull orange aura to encompass his target, who is allowed a Will save at a -2 penalty to negate this effect. If the save fails, the target takes (5d10)x2 points of disease damage. In each subsequent round of the spell's duration, the target may attempt another Will save (each at a -2 penalty) to end the spell; if she fails, she takes no further damage, but the caster gains a cumulative +1 morale bonus to his attack rolls each round (i.e., +1 bonus in the 2nd round, +2 in the 3rd round, +3 in the 4th, etc.). This bonus cannot exceed the target's total HD, however.

For example, if the target fails the saving throw each round for 26 rounds but has only 11 HD, the caster gains only a +11 morale bonus to attack rolls.

The morale bonus to attacks gained using this spell lasts for 10 minutes.

Aura of the Crusader

Abjuration
Level: Pal 14
Spell Line: *Armor of protection*
Mana: 60
Components: V
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

As *armor of protection*, except this spell grants a +5 deflection bonus to AC, +80 bonus hit points, and a mana recovery rate of 1 mana per 2 minutes.

Auspice

Alteration [Magic]
Level: Nec 11
Spell Line: *Leach*
Mana: 51
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 9 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *Zevfeer's theft of vitae*, except this spell drains 3d6 points of damage from the initial target and transfers a like amount to the other six targets the caster designates.

Beckon

Alteration [Mind-Affecting]
Level: Enc 16
Spell Line: *Charm*
Mana: 85
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 31
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *charm*, except this spell can affect creatures of CR 30 or less.

Belt of Magi'kot

Conjuration (Creation)

Level: Mag 16**Spell Line:** *Summon arrows***Mana:** 17**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Personal**Effect:** One magical *belt of Magi'kot***Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell creates a magical belt intended for use on summoned creatures. (Non-summoned creatures gain no benefit from wearing it.) As a created item, the belt will vanish after 24 hours. Its temporary nature is apparent to anyone who looks at the belt.

The *belt of Magi'kot* grants a summoned wearer bonuses of +2 Strength, +2 Dexterity, +2 Constitution, and +100 hit points.

Black Steel

Conjuration (Summoning) [Magic]

Level: Mag 17**Spell Line:** *Shock of blades***Mana:** 64**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex half (see text)**Spell Resistance:** Yes

As *shock of blades*, except the target takes (10d6)x10 points of magic damage and is *interrupted* on a failed save.

Blade of the Kedge

Conjuration (Creation)

Level: Mag 17**Spell Line:** *Summon arrows***Mana:** 17**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Personal**Effect:** One magical *blade of the kedge***Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

As *sword of runes*, except the sword conjured by this spell is a +3 *longsword* with the *frost* special ability, which also

grants its wielder +10 bonus hit points. (This sword has no proc effect.)

Blade of Walnan

Conjuration (Creation)

Level: Mag 16**Spell Line:** *Summon arrows***Mana:** 17**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Personal**Effect:** One magical *blade of Walnan***Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

As *sword of runes*, except the sword conjured by this spell is a +3 *broad sword* that can process the *sonic* special ability (Proc DC 21), and also grants its wielder +10 bonus hit points.

Blessing of Aegolism

Abjuration

Level: Clr 15**Spell Line:** *Courage***Mana:** 340**Components:** V, S, M**Casting Time:** 4 full rounds**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 day (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

As *aegolism*, except this spell affects up to six targets.

Material Components: 4 peridot.

Blessing of Faith

Alteration

Level: Clr 10**Spell Line:** *Blessing of piety***Mana:** 35**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

This spell grants its recipient the benefit of a *spell haste III* focus effect.

Blessing of Piety

Alteration

Level: Clr 5**Spell Line:** *Blessing of piety***Mana:** 17**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

This spell grants its recipient the benefit of a *spell haste II* focus effect.

Blessing of Replenishment

Alteration

Level: Dru 17, Shm 17**Spell Line:** *Regeneration***Mana:** 110**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 10 minutes**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

As *regeneration*, except this spell grants up to six targets the benefit of fast healing 5.

Blessing of Reverence

Alteration

Level: Clr 16**Spell Line:** *Blessing of piety***Mana:** 50**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

This spell grants its recipient the benefit of a *spell haste* focus effect that applies to spells of up to 18th level.

Blessing of the Nine

Abjuration

Level: Dru 18**Spell Line:** *Skin like wood***Mana:** 290**Components:** V, S**Casting Time:** 1 full round**Recast:** 3 rounds**Range:** Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 30 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *skin like nature*, except this spell grants a +5 divine bonus to AC, a divine bonus of +135 hit points, and a mana recovery rate of 1 mana per round, all to up to six targets.

Blessing of Temperance

Abjuration

Level: Clr 12

Spell Line: *Courage*

Mana: 281

Components: V, S, M

Casting Time: 2 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 day (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *courage*, except this spell grants a +4 divine bonus to AC and a divine bonus of +80 hit points to up to six targets.

Material Components: 2 peridots.

Bliss

Conjuration [Mind-Affecting]

Level: Enc 17

Spell Line: *Mesmerize*

Mana: 50

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 5 rounds

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *mesmerize*, except the target suffers a -8 insight penalty to the initial Will save.

Blood of Hate

Alteration [Poison]

Level: Shd 13

Spell Line: *Heat blood*

Mana: 55

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 10 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

As *heat blood*, except this spell deals 6d6 points of poison damage each round.

Blood of Nadox

Alteration

Level: Shm 13

Spell Line: *Cure poison, cure disease*

Mana: 50

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Personal

Area: 20-ft. radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *disinfecting aura*, except this spell affects all creatures within its area.

Like *disinfecting aura*, this spell has no effect on diseases or poisons with an instantaneous duration, nor does it heal any damage already caused by the canceled disease(s) or poison(s).

Blood of Pain

Alteration [Poison]

Level: Shd 5

Spell Line: *Heat blood*

Mana: 13

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 10 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

As *heat blood*, except this spell deals 3d8 points of poison damage each round.

Blood of Saryrn

Conjuration [Poison]

Level: Shm 18

Spell Line: *Poison bolt*

Mana: 90

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 7 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

As *poison bolt*, except the target takes (6d10)x2 points of poison each round.

Blood of Thule

Conjuration [Poison]

Level: Nec 18

Spell Line: *Poison bolt*

Mana: 85

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 7 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

As *poison bolt*, except the target takes (6d10)x2 points of poison each round.

Boggle

Alteration [Mind-Affecting]

Level: Enc 16

Spell Line: *Calming visage*

Mana: 42

Components: V, S

Casting Time: Free action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 5 rounds

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *calming visage*, except the Will save DC for this spell is 26 + the caster's Intelligence modifier + the caster's Charisma modifier. (Only one spell with a casting time of "free action" can be cast per round.)

Bond of the Wild

Alteration

Level: Bst 8

Spell Line: *Bond of the wild*

Mana: 77

Components: V, S

Casting Time: 1 full round

Recast: 3 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's warder

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell benefits both caster and warder: The warder gains +25 bonus hit points, while the caster gains a +6 buff bonus to Strength, a +2 natural armor bonus to AC, a +3 competence bonus on attack rolls, and the benefit of a haste (4) effect. If either the caster or the warder is killed, this spell ends immediately.

Brackencoat

Abjuration [Magic]

Level: Dru 17

Spell Line: *Thistlecoat*

Mana: 50

Components: V

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 day (D)

Saving Throw: None

Spell Resistance: No

As *thistlecoat*, except the caster gains a +8 natural armor bonus to AC and a damage shield (4).

Breath of Ultor

Conjuration [Disease]

Level: Shm 17

Spell Line: *Sicken*

Mana: 93

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 26 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

As *sicken*, except the target takes 5d10 points of disease damage each round of the spell's duration.

Brell's Stalwart Shield

Alteration

Level: Pal 14

Spell Line: *Divine vigor*

Mana: 43

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 day (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *divine vigor*, except this spell grants +75 bonus hit points to each of up to six targets.

Brell's Steadfast Aegis

Alteration

Level: Pal 6

Spell Line: *Divine vigor*

Mana: 30

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 day (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *divine vigor*, except this spell grants +35 bonus hit points to each of up to six targets for one day.

Brushfire

Evocation [Fire]

Level: Rng 14

Spell Line: *Burst of flame*

Mana: 37

Components: V, S

Casting Time: 1 action

Recast: 5 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *burst of flame*, except this spell deals (3d10)x10 points of fire damage.

Burning Arrow

Evocation [Fire]

Level: Rng 5

Spell Line: *Burst of flame*

Mana: 13

Components: V, S, F

Casting Time: 1 action

Recast: 3 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *flaming arrow*, except this spell deals 6d10 points of fire damage.

Burnout V

Alteration

Level: Mag 16

Spell Line: *Burnout*

Mana: 25

Components: V, S

Casting Time: 1 full round

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's pet

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

As *burnout*, except the pet gains a +14 bonus to Strength, a +7 bonus to AC, and the benefit of a haste (8) effect.

Call of the Arch Mage

Alteration [Mind-Affecting]

Level: Mag 18

Spell Line: *Charm*

Mana: 85

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One summoned creature of less than CR 21

Duration: 1d8 rounds or 8d10 rounds (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *charm*, except this spell can only affect summoned creatures of CR 20 or less.

Call of the Banshee

Bard Song [Mind-Affecting]

Level: Brd 17

Mana: 5 per round

Song Line: *Solon's song of the sirens*

Instrument: Wind (Dex; instrument required)

Range: Medium (100 ft. + 10 ft./level)

Target: One creature up to CR 24

Duration: Performance

Saving Throw: Will negates

Spell Resistance: Yes

As *Solon's bewitching bravura*, except as noted above.

Call of the Rathe

Abjuration

Level: Rng 13

Spell Line: *Riftwind's protection*

Mana: 26

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 30 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *call of earth*, except this spell grants a damage shield (2) and a +6 bonus to AC.

Catastrophe

Evocation

Level: Clr 17, Dru 16

Spell Line: *Tremor*

Mana: 110

Components: V, S

Casting Time: 1 action

Recast: 4 rounds

Range: 500 ft. + 50 ft./level

Area: 30-ft./level radius

Duration: 1 round
Saving Throw: See text
Spell Resistance: No

As *tremor*, except as noted above.

Child of Bertoxxulous

Conjuration (Summoning)
Level: Nec 18
Spell Line: *Cavorting bones*
Mana: 140
Components: V, S, M
Casting Time: 3 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No

As *cavorting bones*, except this spell summons a powerful skeleton pet called a child of Bertoxxulous (see Chapter 3) to serve the caster.

Material Components: A finger-sized piece of bone and a peridot.

Child of Ro

Conjuration (Summoning)
Level: Mag 17
Spell Line: *Elementalkin: fire*
Mana: 68
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No

As *elementalkin: fire*, except this spell summons a powerful fire pet called a child of Ro (see Chapter 3) to serve the caster.

Chorus of Marr

Bard Song
Level: Brd 17
Song Line: *Cassandra's chant of clarity and hymn of restoration*
Instrument: String (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: All allied creatures in range
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *chorus of replenishment*, except this song reduces by 50% the mana cost of spells cast by allies in the area.

The successful use of a stringed instrument reduces allies' mana costs by 60%.

Circle of Knowledge

Alteration [Teleportation]
Level: Dru 10
Spell Line: *Gate*
Mana: 100
Components: V, S
Casting Time: 4 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster teleports up to six targets to the foot of a certain ancient tree on the Plane of Knowledge.

Circle of Stonebrunt

Alteration [Teleportation]
Level: Dru 7
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster teleports up to six targets of her choice within range to a copse of trees near the coast in the Stonebrunt Mountains.

Cloak of Luclin

Conjuration
Level: Shd 14
Spell Line: *Cloak of the Akheva*
Mana: 43
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 15 minutes (D)
Saving Throw: None
Spell Resistance: No

As *cloak of the Akheva*, except this spell grant the caster a +4 bonus to AC, a buff bonus of +50 hit points, and a damage shield (2).

Cloud of Grummus

Alteration
Level: Shm 16
Spell Line: *Drowsy*
Mana: 68
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *drowsy*, except this spell imposes a slow (4) effect.

Comatose

Abjuration
Level: Nec 12, Shd 8
Spell Line: *Feign death*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 30 minutes/level (D)
Saving Throw: None
Spell Resistance: No

As *feign death*, except as noted above. In addition, the Will save DC for this spell is 22 + twice the caster's Intelligence modifier.

Command of Druzzil

Alteration [Mind-Affecting]
Level: Enc 17
Spell Line: *Charm*
Mana: 120
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 35
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *charm*, except this spell can affect creatures of CR 34 or less.

Command of Tunare

Alteration [Mind-Affecting]

Level: Dru 17

Spell Line: *Charm*

Mana: 72

Components: V, S

Casting Time: 1 full round

Recast: 4 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One animal of less than CR 23

Duration: 1d8 rounds or 8d10 rounds (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *Tunare's request*, except this spell can affect animals, beasts, or vermin of CR 22 or less.

Condemnation

Evocation [Force, Magic]

Level: Clr 16

Spell Line: *Strike*

Mana: 62

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *strike*, except this spell deals (4d10)x10 points of magic damage.

Crusader's Touch

Alteration

Level: Pal 13

Spell Line: *Cure disease and cure poison*

Mana: 31

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *disinfecting aura*, except as noted above.

Cry of Thunder

Alteration [Magic]

Level: Rng 14

Spell Line: *Call of sky*

Mana: 68

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As *call of fire*, except this effect has a Proc DC of 20 and, if it processes, deals (5d10)x2 points of electricity damage, but no *interrupt* effect.

Dark Plague

Conjuration [Disease]

Level: Nec 16

Spell Line: *Sicken*

Mana: 72

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 20 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

As *sicken*, except the target takes 5d10 points of disease damage each round of the spell's duration.

Death's Silence

Conjuration

Level: Nec 17

Spell Line: *Mesmerize*

Mana: 25

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One undead creature

Duration: 5 rounds

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *mesmerize*, except as noted above. Also, the target suffers a -6 insight penalty to its initial Will save.

Deny Undead

Evocation [Magic]

Level: Pal 13, Shd 13

Spell Line: *Ward undead*

Mana: 43

Components: V, S

Casting Time: 1 action

Recast: 3 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One undead creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

As *ward undead*, except this spell deals (6d6)x10 points of magic damage.

Destroy Summoned

Evocation [Magic]

Level: Dru 18, Mag 17

Spell Line: *Ward summoned*

Mana: 51

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One summoned creature

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

As *ward summoned*, except target creatures suffer a -2 penalty to their Will saving throws against this spell and it deals (4d10+3)x10 points of magic damage.

Destroy Undead

Evocation [Magic]

Level: Clr 17, Nec 18

Spell Line: *Ward undead*

Mana: 51

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One undead creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

As *ward undead*, except target creatures suffer a -2 penalty to their Will saving throws against this spell and it deals (4d10+3)x10 points of magic damage.

Draught of E'ci

Evocation [Cold]

Level: Wiz 17

Spell Line: *Shock of frost*

Mana: 43

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *shock of frost*, except this spell deals (5d10)x10 points of cold damage.

Draught of Ro

Evocation [Fire]

Level: Wiz 16

Spell Line: *Burn*



Mana: 43
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
 As *burn*, except this spell deals (5d10)x10 points of fire damage.

Draught of Thunder

Evocation [Electricity]
Level: Wiz 17
Spell Line: *Shock of lightning*
Mana: 43
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
 As *shock of lightning*, except this spell deals (5d10)x10 points of electricity damage.

Dreams of Terris

Bard Song [Mind-Affecting]
Level: Brd 17
Song Line: *Song of twilight*
Instrument: Wind (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2d4 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *song of twilight*, except the target suffers a -6 penalty to save against this song, but *dreams of Terris* does not impose any spell resistance or saving throw penalties.

The successful use of a wind instrument causes the target to suffer a -8 penalty to save against this song (rather than -6).

Dreams of Thule

Bard Song [Mind-Affecting]
Level: Brd 16
Song Line: *Song of twilight*
Instrument: Wind (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2d4 rounds

Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *song of twilight*, except the target suffers a -4 penalty to save against this song, but *dreams of Thule* does not impose any spell resistance or saving throw penalties.

The successful use of a wind instrument causes the target to suffer a -6 penalty to save against this song (rather than -4).

Druzzi's Disillusionment

Bard Song
Level: Brd 16
Song Line: *Alenia's disenchanting melody*
Instrument: None
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or item
Duration: Performance
Saving Throw: None
Spell Resistance: No

As *Syvelian's antimagic aria*, except the bard's dispel checks gain a +2 bonus.

Earthen Roots

Alteration [Magic]

Level: Dru 16, Rng 13

Spell Line: *Root*

Mana: 26

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute (see text)

Saving Throw: Reflex negates

Spell Resistance: Yes

As *root*, except the caster gains a +4 circumstance bonus on any Channeling checks involved with casting *earthen roots*.

Eci's Frosty Breath

Alteration [Cold]

Level: Dru 17

Spell Line: *Eci's frosty breath*

Mana: 43

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell imposes a –5 buff penalty to the target's AC, a –6 buff penalty to saving throws against cold-based attacks or effects, and a penalty of cold resistance (–25).

Elemental Barrier

Abjuration [Cold, Fire]

Level: Mag 16, Wiz 16

Spell Line: *Elemental shield*

Mana: 13

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

As *elemental shield*, except the caster gains a +6 bonus on saves against cold and fire effects, and bonuses of cold and fire resistance (24).

Elemental Empathy

Alteration

Level: Mag 12

Spell Line: *Burnout*

Mana: 50

Components: V, S

Casting Time: 1 full round

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's pet

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell forges a mystical bond between caster and pet, who both gain benefits as a result. The pet receives a +7 bonus to Strength, a +3 arcane bonus to AC, and a haste (7) effect. The caster gains a +3 arcane bonus to AC, a bonus of magic resistance (5), and a number of bonus hit points equal to twice his level. If either the caster or the pet is killed (or, in the case of the pet, dismissed), this spell ends immediately.

Elemental Silence

Conjuration

Level: Mag 17

Spell Line: *Mesmerize*

Mana: 25

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One summoned creature

Duration: 5 rounds

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *mesmerize*, except the target suffers a –6 insight penalty to its initial Will save.

Embracing Darkness

Conjuration (Summoning) [Magic, Shadow]

Level: Nec 17

Spell Line: *Clinging darkness*

Mana: 35

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will half (see text)

Spell Resistance: Yes

As *engulfing darkness*, except the target's base speed is reduced by three-quarters (or one-third with a successful Will save) and the target takes 4d6 points of magic damage each round (halved if the initial Will save was successful).

Endurance of the Boar

Alteration

Level: Shm 16

Spell Line: *Spirit of bear*

Mana: 29

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 30 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the target a +10 buff bonus to Constitution. In addition, the target can sustain any physical activity for three times as long as normal (given his modified Constitution score) before becoming *fatigued*.

Entrancing Lights

Divination [Mind-Affecting]

Level: Enc 9

Spell Line: *Mesmerize*

Mana: 12

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Personal

Area: 20-ft. radius burst

Duration: 1 round

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *mesmerize*, except as noted above. Each creature in the area is affected by the *mesmerize* effect separately.

Ethereal Cleansing

Alteration

Level: Pal 5

Spell Line: *Celestial remedy*

Mana: 26

Components: V, S

Casting Time: Free action

Recast: 5 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 4 rounds

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *celestial remedy*, except this spell heals 6d10 points each round. (Only one spell with a casting time of "free action" can be cast per round.)

Faith

Abjuration

Level: Clr 16

Spell Line: *Courage*

Mana: 34

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 30 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *courage*, except this spell grants a +6 bonus to AC and +120 hit points.

Ferine Avatar

Alteration

Level: Shm 18

Spell Line: *Avatar*

Mana: 60

Components: V, S

Casting Time: 1 action

Recast: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *avatar*, except this spell grants a +18 buff bonus to Strength and Dexterity, a +15 bonus to initiative, a +13 dodge bonus to AC, and a +13 bonus to attack rolls.

Ferocity

Alteration

Level: Bst 14

Spell Line: *Savagery*

Mana: 102

Components: V, S

Casting Time: 1 action

Recast: 2 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 rounds

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *savagery* (q.v.), except this spell grants a +15 bonus to attack rolls, a +5 bonus on saving throws, bonuses of resistance (18) against all energy types, and a +6 bonus to Constitution.

Festering Darkness

Conjuration (Summoning) [Magic]

Level: Shd 13

Spell Line: *Clinging darkness*

Mana: 30

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will half (see text)

Spell Resistance: Yes

As *engulfing darkness*, except the target's base speed is reduced by two-thirds (or one-third with a successful Will save) and the target takes 3d8 points of magic damage each round (halved if the initial Will save was successful).

Firebolt of Tallon

Evocation [Fire]

Level: Mag 16

Spell Line: *Flame bolt*

Mana: 85

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Long (400 ft. + 40 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *flame bolt*, except this spell deals (5d10+5)x10 points of fire damage.

Fist of Ixiblat

Conjuration (Creation) [Fire]

Level: Mag 16

Spell Line: *Summon arrows*

Mana: 17

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Effect: One magical flame

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As *hammer of wrath*, except the weapon conjured by this spell is actually a mystical ball of flame that nonetheless functions as a +4 *warhammer* with the *flaming* special ability, and also grants its wielder +10 bonus hit points.

Flameshield of Ro

Abjuration [Fire]

Level: Mag 16

Spell Line: *Shield of fire*

Mana: 32

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *shield of fire*, except this spell grants a +4 bonus on saving throws against fire, a bonus of fire resistance (18), and a damage shield [fire] (8).

Flaming Arrow

Evocation [Fire]

Level: Rng 3

Spell Line: *Burst of flame*

Mana: 9

Components: V, S

Casting Time: 1 action

Recast: 3 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *burst of flame*, except this spell deals 6d6 points of fire damage. The ranger actually fires the *burning arrow* from her bow as she would a normal arrow, but she need not make an attack roll.

Focus: Any longbow or shortbow.

Flight of Eagles

Alteration

Level: Dru 16

Spell Line: *Levitate and spirit of wolf*

Mana: 85

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 30 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *spirit of eagle*, except as noted above.

Focus of Soul

Alteration

Level: Shm 16**Spell Line:** *Harnessing of spirit***Mana:** 100**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** 30 minutes/level**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)

As *harnessing of spirit*, except this spell grants a +12 buff bonus to Strength, a +10 buff bonus to Dexterity, and a buff bonus of +130 hit points.

Focus of the Seventh

Alteration

Level: Shm 18**Spell Line:** *Harnessing of spirit***Mana:** 300**Components:** V, S**Casting Time:** 2 full rounds**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 30 minutes/level**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)

As *focus of soul* (q.v.), except as noted above.

Force of Akilae

Evocation [Magic]

Level: Pal 13**Spell Line:** *Stun***Mana:** 11**Components:** V, S**Casting Time:** Free action**Recast:** 2 rounds**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** 1 round**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

As *stun*, except the target suffers a -3 penalty on the saving throw. (Only one spell with a casting time of "free action" can be cast per round.)

Force Shield

Abjuration

Level: Nec 17, Wiz 17**Spell Line:** *Manasink***Mana:** 61**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Personal**Target:** Caster**Duration:** 1 day (see text)**Saving Throw:** None**Spell Resistance:** No

As *manaskin*, except this spell grants a buff bonus of (3d10)x10 temporary hit points and a mana recovery rate of 1 mana every 5 minutes.

Frost Spear

Evocation [Cold]

Level: Bst 13**Spell Line:** *Frost rift***Mana:** 43**Components:** V, S**Casting Time:** 1 action**Recast:** 5 rounds**Range:** Long (400 ft. + 40 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

As *frost rift*, except this spell deals (6d6)x10 points of cold damage.

Frozen Harpoon

Evocation [Cold]

Level: Wiz 12**Spell Line:** *Shock of frost***Mana:** 27**Components:** V, S**Casting Time:** 1 action**Recast:** 2 rounds**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

As *shock of frost*, except this spell deals (4d6+1)x10 points of cold damage.

Frozen Wind

Evocation [Cold]

Level: Rng 13**Spell Line:** *Frost rift***Mana:** 51**Components:** V, S**Casting Time:** 1 action**Recast:** 5 rounds**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

As *frost rift*, except this spell deals (3d10+1)x10 points of cold damage.

Girdle of Magi'kot

Conjuration (Creation)

Level: Mag 17**Spell Line:** *Summon arrows***Mana:** 17**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Personal**Effect:** One magical belt**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

As *belt of Magi'kot* (q.v.), except this girdle grants a summoned wearer bonuses of +4 Strength, +4 Dexterity, +4 Constitution, and +200 hit points.

Greater DeceSSION

Alteration [Teleportation]

Level: Wiz 18**Spell Line:** *Egress***Mana:** 42**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)

Target: Up to six willing creatures, no two more than 20 ft. apart

Duration: Instantaneous**Saving Throw:** None (see text)**Spell Resistance:** No

As *decession*, except as noted above.

Greater Fetter

Alteration [Magic]

Level: Enc 16, Wiz 16**Spell Line:** *Root***Mana:** 24**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** 3 minutes (see text)**Saving Throw:** Reflex negates**Spell Resistance:** Yes

As *root*, except the caster gains a +4 circumstance bonus on any Channeling checks involved with casting *greater fetter*.

Greater Immobilize

Alteration [Magic]

Level: Clr 16, Nec 17, Pal 13, Shm 16**Spell Line:** *Root*

Mana: 26

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute (see text)

Saving Throw: Reflex negates

Spell Resistance: Yes

As *root*, except the caster gains a +4 circumstance bonus on any Channeling checks involved with casting *greater immobilize*.

Guard of Druzzil

Abjuration [Magic]

Level: Enc 16

Spell Line: *Endure magic*

Mana: 38

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *endure magic*, except up to six targets each gain a +7 buff bonus on saves against magic and a bonus of magic resistance (30).

Hammer of Damnation

Conjuration (Creation)

Level: Clr 17

Spell Line: *Hammer of wrath*

Mana: 60

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: No

As *hammer of wrath*, except the weapon summoned is in all respects a +5 *undead-bane warhammer* appropriately sized for the caster, which also has the enhanced process quality. In addition, the hammer grants its wielder the following powers and di-

vine bonuses: Dex +5, Wis +3, hp +13, mana +8. Finally, on a successful hit the hammer has a chance to process (Proc DC 22) an additional (4d10)x10 points of magic damage.

Hand of Ro

Alteration [Fire]

Level: Dru 16

Spell Line: *Ro's fiery sundering*

Mana: 28

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will half

Spell Resistance: Yes

As *Ro's fiery sundering*, except this spell imposes a -6 buff penalty to AC, a -8 buff penalty to saving throws against fire effects, a penalty of fire resistance (-36), and a -6 buff penalty to attack rolls.

A successful saving throw halves all of these penalties.



Hand of Virtue

Abjuration

Level: Clr 18

Spell Line: *Courage*

Mana: 425

Components: V, S, M

Casting Time: 4 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 day (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *virtue* (q.v.), except this spell affects up to six targets.

Material Components: 2 peridots.

Harmony of Nature

Abjuration [Mind-Affecting]

Level: Dru 7, Rng 5

Spell Line: *Harmony*

Mana: 17

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 4 minutes (D)

Saving Throw: None (see text)

Spell Resistance: Yes

As *harmony*, except the Wisdom check DC to be aware of the *harmony of nature* is (DC12 + caster's Charisma modifier).

Harmony of Sound

Bard Song

Level: Brd 18

Song Line: *Oclusion of sound*

Instrument: Percussion (Dex; instrument required)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Performance

Saving Throw: None

Spell Resistance: No

As *occlusion of sound*, except this song lowers the target's SR by 6, and he also suffers a -3 morale penalty on all saving throws against cold, fire, and magic effects, as well as penalties of cold, fire, and magic resistance (-6).

Healing of Sorsha

Alteration (Healing)

Level: Bst 13

Spell Line: *Cure disease and minor healing*

Mana: 72

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's warder

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell affects only the caster's warder, curing it for (6d6+1)x20 hit points and acting as a *counteract disease* upon it as well.

Healing Water

Alteration (Healing)

Level: Dru 11

Spell Line: *Minor healing*

Mana: 34

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals (3d6)x10 hit points.

Howl of Tashan

Abjuration [Magic]

Level: Enc 16

Spell Line: *Tashan*

Mana: 7

Components: V, S

Casting Time: Free action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As *tashan*, except this spell imposes a -5 penalty to saves against attacks or effects with the magic descriptor and a penalty of magic resistance (-20). (Only one spell with a casting time of "free action" can be cast per round.)

Iceflame of E'ci

Evocation [Cold]

Level: Wiz 17

Spell Line: *Iceflame of E'ci*

Mana: 42

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: 1 hour/level (see text) (D)

Saving Throw: None

Spell Resistance: No

Motes of enchanted ice dance around the caster's body; when the spell is cast, it holds a "damage pool" of (4d10+20)x10 points of cold damage. This damage pool may be used in two ways. First, any time the caster is struck in melee with a non-reach weapon, she may choose to have the motes act as a damage shield [cold] (5) against that attack. Each such use reduces the spell's damage pool by 5 points.

Second, whenever the caster casts a cold-based spell of 14th level or lower, she may enhance that spell as if she had used the mana burn greater wizardry (even if she doesn't actually possess that ability), without having to pay the additional mana required for mana burn. Any additional damage dealt as a result of this power is taken from the *iceflame of E'ci* damage pool.

When the damage pool is gone, the spell ends.

Icewind

Evocation [Cold]

Level: Rng 8

Spell Line: *Frost rift*

Mana: 31

Components: V, S

Casting Time: 1 action

Recast: 3 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *frost rift*, except this spell deals (3d10)x5 points of cold damage.

Illusion—Froglok

Divination

Level: Enc 18

Spell Line: *Minor illusion*

Mana: 2

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

As *illusion*—*barbarian*, except the caster for all intents and purposes becomes a froglok of the same gender.

Illusion—Scaled Wolf

Divination
Level: Enc 11
Spell Line: *Minor illusion*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 30 minutes/level (D)
Saving Throw: None
Spell Resistance: No

As *illusion*—*air elemental*, except the caster for all intents and purposes becomes a scaled wolf.

Immolation of Ro

Evocation [Fire]
Level: Dru 16
Spell Line: *Flame lick*
Mana: 54
Components: V, S, F
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: One creature
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes

As *flame lick*, except the target takes (5d10)x2 points of fire damage each round (Fort half). In addition, if the target fails the Fortitude save and then the subsequent Will save, it suffers a -3 penalty on fire saves, a penalty of fire resistance (-12), and a -6 penalty to AC.

Infusion of Spirit

Alteration
Level: Bst 13, Shm 12
Spell Line: *Infusion of spirit*
Mana: 34
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell's spiritual power resonates with any existing buff bonuses already in place: Any buff bonuses the

target already possesses are increased by +2. If the spell or effect that granted the original buff bonuses ends before this spell does, the target still retains the +2 buff bonuses granted by this spell for *infusion of spirit's* duration. (The original bonuses are lost, however.)

Any buff bonuses gained after this spell has been cast are not affected by *infusion of spirit*.

Insanity

Evocation [Magic]
Level: Enc 17
Spell Line: *Dementing visions*
Mana: 51
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

As *dementing visions*, except the target takes (4d10)x10 points of magic damage (Will half) and, regardless of the save, is *interrupted*.

Karana's Rage

Evocation [Force, Magic]
Level: Dru 16
Spell Line: *Fist of Karana*
Mana: 76
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

As *fist of Karana*, except this spell deals (4d10)x10 points of magic damage. This spell also works outdoors only.

Karana's Renewal

Alteration (Healing)
Level: Dru 17
Spell Line: *Minor healing*
Mana: 102
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals a target for an amount equal to 75% of his normal maximum hit point total, regardless of his current hit points. For example, if the target normally has 800 hit points, then this spell will heal him for 600 points..

Kazad's Mark

Abjuration
Level: Clr 17
Spell Line: *Symbol of Transal*
Mana: 306
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *symbol of Transal*, except this spell grants (5d6+1)x10 bonus hit points to up to six targets.

Knowledge Gate

Alteration [Teleportation]
Level: Wiz 8
Spell Line: *Gate*
Mana: 51
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell transports the caster to the foot of a certain ancient tree on the Plane of Knowledge.

Knowledge Portal

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Gate*
Mana: 102
Components: V, S
Casting Time: 4 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell transports up to six targets to the foot of a certain ancient tree on the Plane of Knowledge.

Kragg's Mending

Alteration (Healing)

Level: Shm 16

Spell Line: *Minor healing*

Mana: 68

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals a target for an amount equal to 50% of his normal maximum hit point total, regardless of his current hit points. For example, if the target normally has 700 hit points, then this spell will heal him for 350 points.

Legacy of Bracken

Abjuration

Level: Dru 18

Spell Line: *Shield of thistles*

Mana: 64

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 3 minutes (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *shield of thistles*, except this spell grants a damage shield (12) to up to six targets.

Legacy of Zek

Conjuration (Summoning)

Level: Nec 16

Spell Line: *Cavorting bones*

Mana: 136

Components: V, S, M

Casting Time: 3 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: No

As *cavorting bones*, except this spell summons a powerful skeleton pet called a legacy of Zek (see Chapter 3) to serve the caster.

Material Components: A finger-sized piece of bone and a peridot.

Leviathan Eyes

Divination

Level: Enc 11

Spell Line: *Enduring breath*, *see invisible*, and *ultravision*

Mana: 17

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *enduring breath*, except this spell also grants the benefits of *see invisible* and *ultravision*.

Light of Life

Alteration

Level: Pal 8

Spell Line: *Minor healing*

Mana: 37

Components: V, S

Casting Time: Free action

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals (3d6)x10 hit points. (Only one spell with a casting time of "free action" can be cast per round.)

Light of Nife

Alteration

Level: Pal 14

Spell Line: *Minor healing*

Mana: 68

Components: V, S

Casting Time: Free action

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals (6d6)x10 hit points. (Only one spell with a casting time of "free action" can be cast per round.)

Lullaby of Morell

Bard Song [Mind-Affecting]

Level: Brd 18

Song Line: *Song of twilight*

Instrument: None

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 2d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

As *song of twilight*, except the target suffers a -7 penalty to save against this song, but *lullaby of Morell* does not impose any spell resistance or saving throw penalties.

Lure of Ro

Evocation [Fire]

Level: Wiz 16

Spell Line: *Lure of frost*

Mana: 64

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As *lure of flame*, except this spell deals (7d6)x10 points of fire damage.

Lure of Thunder

Evocation [Electricity]

Level: Wiz 16

Spell Line: *Lure of frost*

Mana: 64

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As *lure of lightning*, except this spell deals (7d6)x10 points of electricity damage.

Maelstrom of Ro

Abjuration [Fire]

Level: Mag 17

Spell Line: *Shield of fire*

Mana: 76

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)



As *fireshield of Ro* (q.v.), except as noted above.

Maelstrom of Thunder

Evocation [Electricity]
Level: Mag 17
Spell Line: *Firestorm* and *shock of lightning*
Mana: 81
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half (harmless)
Spell Resistance: Yes (harmless)

As *firestorm*, except this spell deals (5d10)×10 points of electricity damage each round.

Malaria

Conjuration [Disease]
Level: Bst 5
Spell Line: *Sicken*

Mana: 24
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 21 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *sicken*, except that the target takes no damage in the 1st round, but then takes 3d6 points of disease damage (Fort half) each round thereafter.

Malicious Decay

Conjuration (Summoning) [Disease]
Level: Shm 17
Spell Line: *Insidious fever*
Mana: 25
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)

Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As *insidious fever*, except the affected creature suffers a –6 buff penalty on saves against disease effects and a penalty of disease resistance (–20). (Only one spell with a casting time of “free action” can be cast per round.)

Malos

Alteration [Magic]
Level: Shm 18
Spell Line: *Malise*
Mana: 68
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As *malise*, except the target suffers a -5 penalty on saves and penalties of resistance (-22) against acid, cold, electricity, fire, magic, and poison effects, as well as a -3 penalty on saves against sonic attacks and sonic resistance (-12).

Malosinia

Alteration [Magic]

Level: Mag 17, Shm 17

Spell Line: *Malise*

Mana: 50

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *malise*, except the target suffers a -8 penalty on saves and penalties of resistance (-30) against acid, cold, electricity, fire, magic, and poison effects, as well as a -4 penalty on saves against sonic attacks and sonic resistance (-15).

Mark of Kings

Abjuration

Level: Clr 17

Spell Line: *Mark of Karn*

Mana: 13

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

As *mark of Karn*, except this spell grants a damage shield (-3).

Mark of the Righteous

Abjuration

Level: Clr 18

Spell Line: *Mark of retribution*

Mana: 34

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

As *mark of retribution*, except the target suffers an inverted damage shield (5).

Mask of the Forest

Alteration

Level: Dru 18

Spell Line: *Glimpse*

Mana: 34

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: 1 day (D)

Saving Throw: None

Spell Resistance: No

As *mask of the hunter*, except this spell grants a mana recovery rate of 4 mana per 10 minutes and a +10 circumstance bonus on Spot checks made to see anything within 90 feet of the caster.

Melody of Mischief

Bard Song

Level: Brd 16

Song Line: *Angstlich's assonance*

Instrument: String (Dex)

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Performance + 1 minute

Saving Throw: Fortitude half and negates (harmless)

Spell Resistance: Yes

As *Angstlich's assonance*, except this spell imposes a slow (4) effect and deals 3d6 points of damage each round.

Nature's Infusion

Alteration (Healing)

Level: Dru 17

Spell Line: *Minor healing*

Mana: 85

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals (5d6)x20 hit points.

Nature's Might

Alteration

Level: Dru 16

Spell Line: *Strengthen*

Mana: 21

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 30 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *strength of earth*, except this spell grants a +11 buff bonus to Strength if the target is in contact with the earth and outdoors; otherwise, it grants a +5 buff bonus to Strength.

Nature's Rebuke

Alteration [Magic]

Level: Rng 14

Spell Line: *Call of sky*

Mana: 68

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As *call of fire*, except this effect has a Proc DC of 20 and, if it processes, deals (6d10+3)x2 points of magic damage, but no *interrupt* effect. The process effect from this spell can affect only summoned creatures.

Neurotoxin

Alteration

Level: Nec 16

Spell Line: *Poison bolt*

Mana: 79

Components: V, S

Casting Time: 1 full round

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *poison bolt*, except the target takes (5d10+2)x10 points of poison damage.

Night's Dark Terror

Divination

Level: Enc 17

Spell Line: *Minor illusion*

Mana: 34

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 30 minutes/level (D)

Saving Throw: None

Spell Resistance: No

As *illusion—drybone*, except the caster for all intents and purposes becomes a jack-o-lantern.

O'Keil's Levity

Abjuration [Fire]

Level: Wiz 8

Spell Line: *Infravision, levitate, and shield of fire*

Mana: 25

Components: V, S

Casting Time: 1 full round

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

As *aegis of Ro*, except this spell also grants the benefits of *infravision* and *levitate*.

Pacification

Alteration [Mind-Affecting]

Level: Clr 18

Spell Line: *Lull*

Mana: 59

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 3 minutes

Saving Throw: Will negates

Spell Resistance: Yes

As *lull*, except the target suffers a penalty to his Will save equal to 2 + the caster's Charisma modifier.

Pact of Hate

Alteration

Level: Shd 14

Spell Line: *Deadly temptation*

Mana: 1

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 10 minutes (D)

Saving Throw: None

Spell Resistance: No

As *deadly temptation*, except the caster loses 6 hit points and gains 2 mana per round.

Petrifying Earth

Alteration [Magic]

Level: Clr 17, Nec 16, Shm 17

Spell Line: *Root*

Mana: 26

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 6d10 rounds (see text)

Saving Throw: Reflex negates

Spell Resistance: Yes

As *root*, except the caster gains a +4 circumstance bonus on any Channeling checks involved with casting *petrifying earth*.

Pious Might

Alteration

Level: Pal 13

Spell Line: *Instrument of Nife*

Mana: 17

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As *instrument of Nife*, except the proc effect functions against any opponent; it has a Proc DC of 20, and, if successful, deals (4d10)x2 points of magic damage.

Planar Renewal

Conjuration (Creation)

Level: Mag 17

Spell Line: *Renew elements*

Mana: 51

Components: V, S

Casting Time: 1 full round

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's pet

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *renew elements*, except this spell heals (8d6)x10 hit points.

Primal Remedy

Alteration (Healing)

Level: Mag 11

Spell Line: *Renew elements*

Mana: 34

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's pet

Duration: 5 rounds

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *renew elements*, except this spell heals 4d10 hit points immediately and then another 8d10 points each round for the next 4 rounds.

Protection of the Nine

Abjuration

Level: Dru 17

Spell Line: *Skin like wood*

Mana: 123

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 30 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *skin like wood*, except this spell grants a +6 divine bonus to AC, a divine bonus of +130 hit points, and a mana recovery rate of 12 mana per minute.

Protection of the Seasons

Abjuration

Level: Dru 17

Spell Line: *Endure cold*

Mana: 76

Components: V, S

Casting Time: 1 full round

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *circle of seasons*, except each target gains a +7 bonus on saves against cold and fire effects, and bonuses of cold and fire resistance (25).

Protection of the Wild

Abjuration

Level: Rng 14**Spell Line:** *Firefist* and *thistlecoat***Mana:** 77**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Personal**Target:** Caster**Duration:** 1 day**Saving Throw:** None**Spell Resistance:** No

This spell grants the caster a +13 bonus to attack rolls, as well as a +4 natural armor bonus to AC, a buff bonus of +30 hit points, and a damage shield (5) that is additive with any other damage shields except those from the *thistlecoat* spell line.

Psalm of Veeshan

Bard Song

Level: Brd 17**Song Line:** *Elemental rhythms***Instrument:** None**Range:** Medium (100 ft. + 10 ft./level)**Target:** All allied creatures within range**Duration:** Performance**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

As *purifying chorus*, except this song grants each affected creature a +3 deflection bonus to AC, as well as a +5 bonus on all saving throws against acid, disease, magic, and poison effects and bonuses of acid, disease, magic, and poison resistance (25).

Pure Blood

Alteration

Level: Clr 13, Dru 13**Spell Line:** *Cure disease* and *cure poison***Mana:** 17**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *disinfecting aura*, except as noted above.

Quellious' Word of Serenity

Evocation [Magic]

Level: Pal 14**Spell Line:** *Stun***Mana:** 34**Components:** V, S**Casting Time:** 1 action**Recast:** 2 rounds**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** 2 round**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

As *stun*, except the target suffers a –2 penalty on the saving throw, and if the save is failed it also takes 4d10 points of magic damage.

Quiescence

Alteration (Healing)

Level: Shm 18**Spell Line:** *Regeneration***Mana:** 33**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** 4 rounds**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

As *regeneration*, except this spell heals (7d10)x2 hit points per round for just 4 rounds.

Rathe's Son

Conjuration (Summoning)

Level: Mag 18**Spell Line:** *Elementalkin: earth***Mana:** 68**Components:** V, S**Casting Time:** 2 full rounds**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** One summoned creature**Duration:** Permanent (see text)**Saving Throw:** None**Spell Resistance:** No

As *elementalkin: earth*, except this spell summons a powerful earth pet called a Rathe's son (see Chapter 3) to serve the caster.

Refresh Summoning

Conjuration (Creation)

Level: Mag 11**Spell Line:** *Renew elements***Mana:** 34**Components:** V, S**Casting Time:** 1 full round**Recast:** 1 round**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** Caster's pet**Duration:** Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *renew elements*, except this spell heals (5d6)x10 hit points.

Replenishment

Alteration

Level: Dru 16, Shm 16**Spell Line:** *Regeneration***Mana:** 46**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** 10 minutes**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

As *regeneration*, except this spell grants fast healing 5.

Requiem of Time

Bard Song

Level: Brd 17**Song Line:** *Selo's consonant chain***Instrument:** Brass (Con)**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Performance**Saving Throw:** Will negates**Spell Resistance:** Yes

As *Selo's consonant chain*, except this song imposes a slow (4) effect and, additionally, reduces the target's speed by two-thirds.

Resistant Armor

Abjuration [Disease, Poison]

Level: Wiz 16**Spell Line:** *Resistant skin***Mana:** 9**Components:** V, S**Casting Time:** 1 action**Recast:** Instant**Range:** Personal**Target:** Caster**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

As *resistant skin*, except this spell grants a +3 bonus on saves against poison and disease effects, and poison and disease resistance (12).

Ring of Knowledge

Alteration [Teleportation]
Level: Dru 7
Spell Line: *Gate*
Mana: 51
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell transports the caster to the foot of a certain ancient tree on the Plane of Knowledge.

Ring of Stonebrunt

Alteration [Teleportation]
Level: Dru 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell transports the caster to a copse of trees near the coast in the Stonebrunt Mountains.

Rizlona's Call of Flame

Bard Song
Level: Brd 17
Song Line: *Rizlona's call of flame*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Those affected by this spell gain two powerful benefits. Firstly, they gain a haste (2) effect that stacks with all other haste effects, to a maximum of haste (9). Second, all their damage-dealing spells gain a +2 bonus on each dice of damage, limited by the maximum of the die itself. For example, a wizard casting *draught of ice* (for $[4d6+2] \times 10$ points of cold damage) would add 2 to each of the four d6's when rolling damage, to a maximum result of 6 for any given die.

Ro's Illumination

Alteration [Fire]
Level: Dru 16
Spell Line: *Fixation of Ro*
Mana: 25
Components: V, S, F
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will half
Spell Resistance: Yes

As *fixation of Ro*, except this spell imposes a -4 penalty to AC and a -12 penalty to attacks. (A successful Will save halves these penalties.)

Rune of Death

Alteration
Level: Nec 16
Spell Line: *Focus death*
Mana: 60
Components: V, S
Casting Time: 1 full round
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As *focus death*, except this spell grants a +10 buff bonus to Strength, a +5 deflection bonus to AC, and a haste (8) effect.

Rune of Zebuxoruk

Abjuration
Level: Enc 16
Spell Line: *Arcane rune*
Mana: 68
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day (see text)
Saving Throw: None
Spell Resistance: No

As *rune V*, except this spell grants $(6d6+1) \times 10$ temporary hit points.

Saryrn's Companion

Conjuration (Summoning)
Level: Nec 17
Spell Line: *Cavorting bones*
Mana: 136
Components: V, S, M
Casting Time: 3 full rounds

Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No

As *cavorting bones*, except this spell summons a powerful skeleton pet called a Saryrn's companion (see Chapter 3) to serve the caster.

Material Components: A finger-sized piece of bone and a peridot.

Saryrn's Kiss

Alteration [Magic]
Level: Nec 16
Spell Line: *Leach*
Mana: 94
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 10 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *leach*, except this spell transfers 6d10 hit points per round.

Saryrn's Scream of Pain

Bard Song [Magic]
Level: Brd 16
Song Line: *Brusco's boastful bellow*
Instrument: None
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Fortitude half
Spell Resistance: Yes

As *Brusco's boastful bellow*, except the target takes 6d6 points of sonic damage per round for as long as the caster sings; this is considered continuous damage.

Savage Roots

Alteration [Magic]
Level: Dru 17
Spell Line: *Root*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 4 minutes (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes



As *root*, except the caster gains a +4 circumstance bonus on any Channeling checks involved with casting *savage roots*.

Savagery

Alteration

Level: Bst 12

Spell Line: *Savagery*

Mana: 77

Components: V, S, M

Casting Time: 1 action

Recast: 3 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 rounds

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target gains a +10 bonus on attack rolls, a +4 bonus on all saving throws, bonuses of resistance (16) against all types of energy damage, and a +4 bonus to Constitution.

Material Components: A peridot.

Scorpion Venom

Conjuration (Summoning) [Poison]

Level: Bst 13

Spell Line: *Poison bolt*

Mana: 61

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 7 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

As *poison bolt*, except the target takes 6d10 points of poison each round.

Scryer's Trespass

Conjuration (Summoning)

Level: Enc 13

Spell Line: *Wandering mind*

Mana: 1

Components: V, S

Casting Time: 1 action

Recast: 3 minutes

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 12 rounds

Saving Throw: None

Spell Resistance: Yes

As *wandering mind*, except this spell transfers 10 mana per round.

Seduction of Saryrn

Alteration [Magic]

Level: Nec 17

Spell Line: *Dark pact*

Mana: 1

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: (D) (see text)

Saving Throw: None

Spell Resistance: No

As *call of bones*, except this spell transforms 23 hit points into 20 mana each round. The caster also gains

ultravision and the ability to see invisible while this spell is in effect.

Sermon of Penitence

Evocation [Magic]
Level: Clr 16
Spell Line: *Eternity's torment*
Mana: 51
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: 5 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *eternity's torment*, except this spell deals 8d8 points of magic damage each round for 5 rounds.

Servant of Marr

Conjuration (Summoning)
Level: Mag 16
Spell Line: *Elementalkin: water*
Mana: 68
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No

As *elementalkin: water*, except this spell summons a powerful water pet called a servant of Marr (see Chapter 3) to serve the caster.

Sha's Revenge

Alteration
Level: Bst 14
Spell Line: *Drowsy*
Mana: 26
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

As *drowsy*, except this spell imposes a slow (5) effect.

Shackles of Tunare

Alteration
Level: Pal 14
Spell Line: *Root*
Mana: 13

Components: V, S
Casting Time: Free action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d8 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes

As *root*, except this spell imposes a -2 penalty to the target's saving throw. (Only one spell with a casting time of "free action" can be cast per round.)

Share Form of the Great Wolf

Alteration
Level: Dru 12
Spell Line: *Wolf form*
Mana: 60
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *form of the great wolf*, except this spell transforms up to six willing targets into powerful wolves.

Shield of Bracken

Abjuration
Level: Dru 17
Spell Line: *Shield of thistles*
Mana: 30
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 3 minutes (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *shield of thistles*, except this spell grants a damage shield (10) to up to six targets.

Shield of Maelin

Abjuration
Level: Enc 17, Mag 17, Nec 17, Wiz 17
Spell Line: *Minor shielding*
Mana: 51
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Personal

Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

As *minor shielding*, except this spell grants a +10 armor bonus to AC, a buff bonus of +80 hit points, a bonus of magic resistance (15), and a +5 bonus on saves against attacks with the magic descriptor.

Shield of the Arcane

Abjuration
Level: Enc 16, Mag 16, Nec 16, Wiz 16
Spell Line: *Minor shielding*
Mana: 59
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

As *minor shielding*, except this spell grants a +9 armor bonus to AC, a buff bonus of +70 hit points, a bonus of magic resistance (13), and a +4 bonus on saves against attacks with the magic descriptor.

Shock of Magic

Evocation [Magic]
Level: Wiz 18
Spell Line: *Garrison's mighty mana shock*
Mana: 102
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

As *Garrison's mighty mana shock*, except this spell deals (1d12)x100 points of magic damage.

Shock of Venom

Conjuration (Summoning) [Poison]
Level: Shm 12
Spell Line: *Shock of poison*
Mana: 39
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *shock of poison*, except this spell deals (4d6)x10 points of poison damage.

Shroud of Chaos

Alteration

Level: Shd 13

Spell Line: *Shroud of death*

Mana: 77

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

As *vampiric embrace*, except this effect has a Proc DC of 19 and, if successful, deals 2 points of damage for every 3 levels of the caster, which is then added to the caster's own hit point total.

Silent Song of Quellious

Bard Song [Mind-Affecting]

Level: Brd 16

Song Line: *Silent song of Quellious*

Instrument: None

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 2d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

As the spell *harmony*, except as above and the target suffers a penalty to his will save equal to the bard Charisma modifier. This spell will also work indoors or outdoors unlike *harmony*.

Sleep

Conjuration [Mind-Affecting]

Level: Enc 17

Spell Line: *Mesmerize*

Mana: 47

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 5 rounds

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *mesmerize*, except the target suffers a -7 insight penalty to its initial Will save.

Sound of Might

Evocation [Force, Magic]

Level: Clr 17

Spell Line: *Stun*

Mana: 13

Components: V

Casting Time: Free action

Recast: 5 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *stun*, except as noted above. (Only one spell with a casting time of "free action" can be cast per round.)

Spear of Decay

Conjuration [Disease]

Level: Shd 14

Spell Line: *Spear of disease*

Mana: 38

Components: V, S

Casting Time: Free action

Recast: 8 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *spear of disease*, except this spell deals (4d6+4)x10 points of disease damage. (Only one spell with a casting time of "free action" can be cast per round.)

Spear of Disease

Conjuration [Disease]

Level: Shd 4

Spell Line: *Spear of disease*

Mana: 9

Components: V, S

Casting Time: Free action

Recast: 8 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell deals 6d10 points of disease damage to its target. (Only one spell with a casting time of "free action" can be cast per round.)

Spear of Pain

Conjuration [Disease]

Level: Shd 6

Spell Line: *Spear of disease*

Mana: 17

Components: V, S

Casting Time: Free action (see text)

Recast: 8 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *spear of disease*, except this spell deals (6d10)x2 points of disease damage. (Only one spell with a casting time of "free action" can be cast per round.)

Spear of Plague

Conjuration [Disease]

Level: Shd 9

Spell Line: *Spear of disease*

Mana: 26

Components: V, S

Casting Time: Free action (see text)

Recast: 8 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *spear of disease*, except this spell deals (3d6)x10 points of disease damage. (Only one spell with a casting time of "free action" can be cast per round.)

Spear of Torment

Conjuration (Summoning) [Poison]

Level: Shm 16

Spell Line: *Shock of poison*

Mana: 46

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *shock of poison*, except this spell deals (6d6)x10 points of poison damage.

Speed of Vallon

Alteration

Level: Enc 16

Spell Line: *Augmentation*

Mana: 59

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *augmentation*, except this spell grants a +8 bonus to Dexterity, a +7 bonus to AC, a +3 bonus to attack rolls, and a haste (8) effect.

Spirit of Arag

Conjuration

Level: Bst 13

Spell Line: *Spirit of Sharik*

Mana: 68

Components: V, S

Casting Time: 2 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's warder

Duration: 1 day

Saving Throw: None

Spell Resistance: No

As *spirit of Sharik*, except this spell transforms the warder into a type 12 warder (see Chapter 3).

Spirit of Ash

Alteration

Level: Dru 10

Spell Line: *Treeform*

Mana: 4

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

As *treeform*, except the caster may choose the kind and size (from Tiny to Huge) of tree he will become. He also gains fast healing 1 and a mana recovery rate of 1 mana every 5 minutes.

Spirit of Flame

Alteration [Fire]

Level: Bst 10

Spell Line: *Spirit of lightning*

Mana: 22

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's warder

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: Yes

As *spirit of blizzard*, except this effect deals 5d12 points of cold damage. Further, the warder receives a +11 bonus to its Taunt check due to the power of this spell.

Spirit of Rellic

Alteration [Cold]

Level: Bst 13

Spell Line: *Spirit of lightning*

Mana: 24

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's warder

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: Yes

As *spirit of blizzard*, except this effect deals 6d10 points of cold damage and, if the target of the warder's attack fails a Will save (against the caster's DC for this spell), he is *stunned* for 1 round. Further, the warder receives a +12 bonus to its Taunt check due to the power of this spell.

Spirit of Sorsha

Conjuration

Level: Bst 14

Spell Line: *Spirit of Sharik*

Mana: 68

Components: V, S

Casting Time: 2 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's warder

Duration: 1 day

Saving Throw: None

Spell Resistance: No

As *spirit of Sharik*, except this spell transforms the warder into a type 13 warder (see Chapter 3).

Spirit of the Predator

Abjuration

Level: Rng 14

Spell Line: *Mark of the predator*

Mana: 51

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 30 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *mark of the predator*, but each target's BAB increases by +7.

Spiritual Dominion

Alteration

Level: Bst 14

Spell Line: *Breeze*

Mana: 72

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *breeze*, except the targets recover 3 mana every 5 minutes. Additionally, the targets gain fast healing 1.

Spiritual Vigor

Alteration

Level: Bst 13

Spell Line: *Harnessing of spirit*

Mana: 43

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 30 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *harnessing of spirit*, except this spell grants a +12 bonus to Strength, a +10 buff bonus to Dexterity, and a buff bonus of +95 temporary hit points to up to six targets.

Stoicism

Alteration (Healing)

Level: Shm 11

Spell Line: *Regeneration*

Mana: 31

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: 4 rounds

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *regeneration*, except the target heals (4d10)x2 hit points per round for 4 rounds. However, while this spell lasts, the target also suffers a slow (3) effect and a one-third reduction in speed.

Stonebrunt Gate

Alteration [Teleportation]

Level: Wiz 7

Spell Line: *Gate*

Mana: 25

Components: V, S

Casting Time: 1 full round

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell transports the caster to a certain copse of trees near the coast in the Stonebrunt Mountains.

Stonebrunt Portal

Alteration [Teleportation]

Level: Wiz 8

Spell Line: *Gate*

Mana: 50

Components: V, S

Casting Time: 3 full rounds

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell transports up to six targets of the caster's choice to a certain copse of trees near the coast in the Stonebrunt Mountains.

Storm's Fury

Evocation [Force, Magic]

Level: Dru 16

Spell Line: *Whirling wind*

Mana: 39

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

As *breath of Karana*, except this spell deals only (2d6+2)x10 points of magic damage; however, the target is *interrupted* regardless of the saving throw.

Strangle

Alteration [Magic]

Level: Enc 16

Spell Line: *Shallow breath*

Mana: 64

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 20 rounds

Saving Throw: See text

Spell Resistance: Yes

As *asphyxiate*, except this spell deals 4d6 magic damage in the 1st round and then 3d8+4 points each round for 19 rounds.

Strength of the Diaku

Alteration

Level: Shm 17

Spell Line: *Strength of the Diaku*

Mana: 30

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target gains a +6 bonus to Strength and a +6 bonus to Dexterity.

Strength of Tunare

Abjuration

Level: Rng 13

Spell Line: *Firefist*

Mana: 43

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 30 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *strength of nature*, except this spell grants a +7 bonus to attacks and a bonus of +30 hit points to up to six targets.

Strike of Solusek

Evocation [Fire]

Level: Wiz 18

Spell Line: *Shock of fire*

Mana: 109

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *shock of fire*, except this spell deals (7d10+10)x10 points of fire damage.

Summer's Flame

Evocation [Fire]

Level: Dru 17

Spell Line: *Burst of flame*

Mana: 60

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *burst of flame*, except this spell deals (8d6+2)x10 points of fire damage.

Summon Glowing Bauble

Conjuration (Creation)

Level: Mag 16

Spell Line: *Summon arrows*

Mana: 27

Components: V, S

Casting Time: 1 full round

Recast: 1 round

Range: Personal

Effect: One glowing bauble

Quillaa—Wood Elf Ranger

The face of Lenya Thex, daughter of Felwithe's King Tearis Thex, darkened at the news. Her father, who had stayed behind to defend his beautiful city from the army of evil, had fallen. The royal line, with the exception of Lenya, was diminished. A silence fell over the camp as word of the king's demise spread like wildfire. Candles and torches lit up one at a time until the battle worn company appeared as a sea of stars on the dark Faydark landscape.

"Your Highness," Arrialla spoke. Despite custom, she placed a hand of comfort on the shoulder of the princess. Lenya sat still, willing the tears which brimmed on the lids of her eyes to retreat. "It is natural to grieve."

"I cannot afford to grieve, dear Arri," Lenya said. "Bring me this ranger." Arrialla nodded and gave the princess's instructions to one of the guards. Within minutes, a lithe, statuesque wood elf female entered the tent. Though it was not in her nature to bow before anyone, even the ruler of the Koadal, the anguish and courage she saw within Lenya's eyes lent Quillaa the compassion she needed to kneel.

"I am told you are one of Kelethin's finest, Quillaa, if not the best. I am also told you have waged a long war against the orcs of Crushbone," Lenya said.

"Yes," Quillaa answered. "How may I serve Your Highness?"

"They have taken my city and slain my father, our King," Lenya said, her lip almost trembling.

"Aye, they have, Highness," Quillaa replied.

"Nearly two weeks have passed since their occupation," Lenya continued. "Tomorrow, Felwithe will once again be ours. Gather the finest from these camps, those you know and trust, and find for me a way into the city."

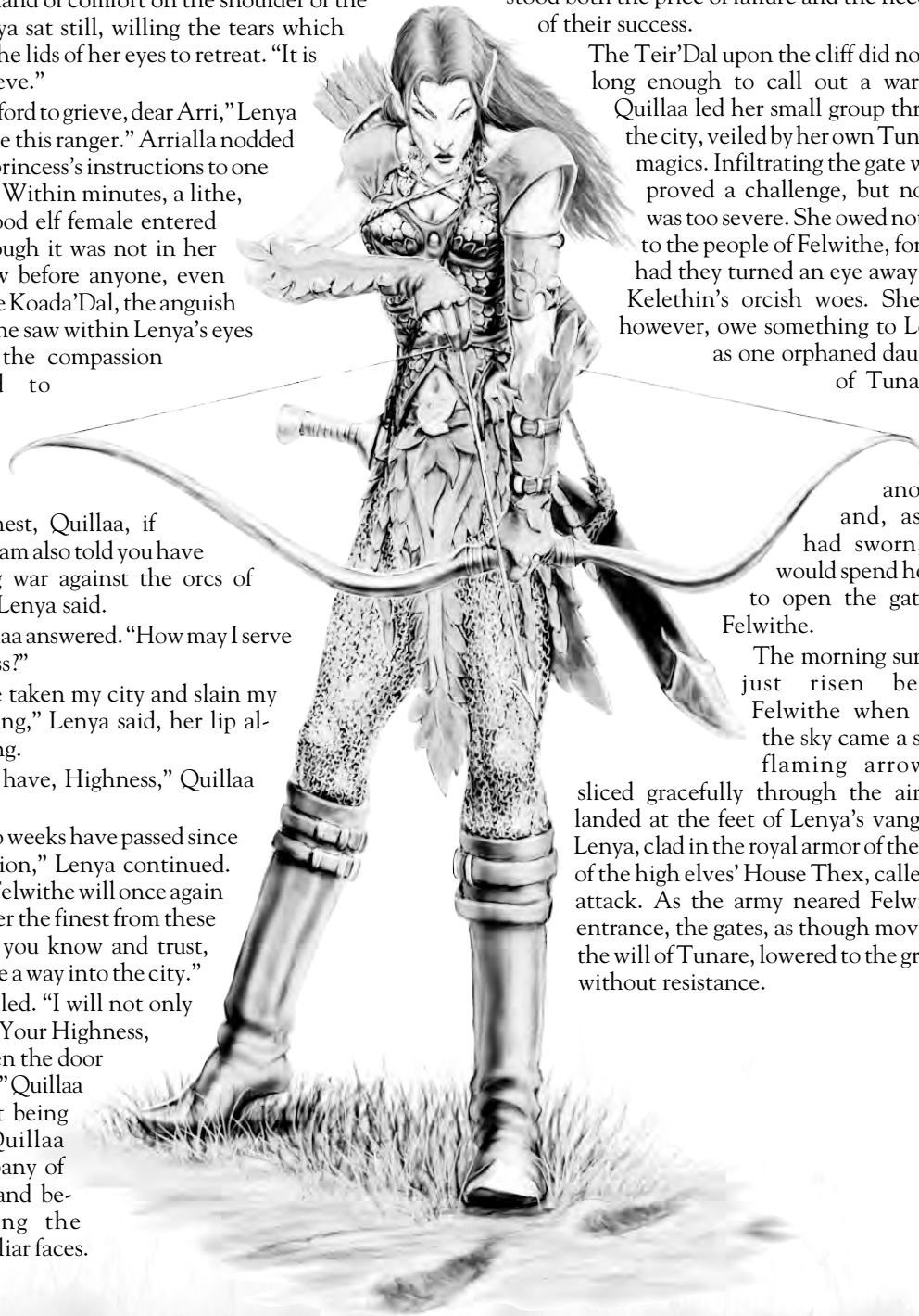
Quillaa smiled. "I will not only find a way in, Your Highness, but I shall open the door for you myself," Quillaa said. Without being dismissed, Quillaa left the company of the princess and began searching the camp for familiar faces.

By midnight, Quillaa had all she needed: two highly skilled Fier'Dal rangers like herself and a halfling rogue whose reputation of escaping impossible predicaments spanned three continents. When Quillaa had suggested the halfling scale Felwithe's treacherous cliff walls and toss a rope down for the rest, she received a simple nod of understanding, no complaint or opposition. Those she had chosen to accompany her knew what was at stake and understood both the price of failure and the necessity of their success.

The Teir'Dal upon the cliff did not live long enough to call out a warning. Quillaa led her small group through the city, veiled by her own Tunarian magics. Infiltrating the gate watch proved a challenge, but no risk was too severe. She owed nothing to the people of Felwithe, for long had they turned an eye away from Kelethin's orcish woes. She did, however, owe something to Lenya, as one orphaned daughter of Tunare to

another, and, as she had sworn, she would spend her life to open the gates of Felwithe.

The morning sun had just risen behind Felwithe when from the sky came a single flaming arrow. It sliced gracefully through the air and landed at the feet of Lenya's vanguard. Lenya, clad in the royal armor of the heirs of the high elves' House Thex, called the attack. As the army neared Felwithe's entrance, the gates, as though moved by the will of Tunare, lowered to the ground without resistance.



Duration: Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell creates a magical earring with a *mana preservation* focus effect that functions for all spells of 16th level or lower. The earring vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Jewelry Bag

Conjuration (Creation)

Level: Mag 17**Spell Line:** *Summon arrows***Mana:** 51**Components:** V, S**Casting Time:** 2 full rounds**Recast:** 2 rounds**Range:** Personal**Effect:** One conjured satchel**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

The caster conjures up a mystical bag that holds a glowing bauble, a platinum choker, a runed mantle, a sapphire bracelet, a spiked ring, and a steel bracelet, each per their respective *summon* spells (q.v.).

All these items (including the small bag) are temporary and will disappear after 24 hours.

Summon Platinum Choker

Conjuration (Creation)

Level: Mag 16**Spell Line:** *Summon arrows***Mana:** 27**Components:** V, S**Casting Time:** 1 full round**Recast:** 1 round**Range:** Personal**Effect:** one platinum choker**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell creates a magical platinum necklace with the *reagent conservation* focus effect that functions for all spells of 16th level or lower. The choker vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Runed Mantle

Conjuration (Creation)

Level: Mag 16**Spell Line:** *Summon arrows***Mana:** 27**Components:** V, S**Casting Time:** 1 full round**Recast:** 1 round**Range:** Personal**Effect:** one runed mantle**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell creates a magical drape with the *extended enhancement* focus effect that functions for all spells of 16th level or lower. The drape vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Sapphire Bracelet

Conjuration (Creation)

Level: Mag 16**Spell Line:** *Summon arrows***Mana:** 27**Components:** V, S**Casting Time:** 1 full round**Recast:** 1 round**Range:** Personal**Effect:** one sapphire bracelet**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell creates a sapphire bracelet with the *improved damage* focus effect that functions for all spells of 16th level or lower. The bracelet vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Spiked Ring

Conjuration (Creation)

Level: Mag 16**Spell Line:** *Summon arrows***Mana:** 27**Components:** V, S**Casting Time:** 1 full round**Recast:** 1 round**Range:** Personal**Effect:** one spiked ring**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell creates a small magical ring with the *spell haste* focus effect that functions for all spells of 16th level or lower. The ring vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Steel Bracelet

Conjuration (Creation)

Level: Mag 16**Spell Line:** *Summon arrows***Mana:** 27**Components:** V, S**Casting Time:** 1 full round**Recast:** 1 round**Range:** Personal**Effect:** one steel bracelet**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell creates a steel bracelet with the *affliction efficiency* focus effect that functions for all spells of 16th level or lower. The bracelet vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Sun Storm

Evocation [Fire]

Level: Mag 16**Spell Line:** *Firestorm***Mana:** 75**Components:** V, S**Casting Time:** 1 action**Recast:** 3 rounds**Range:** Medium (100 ft. + 10 ft./level)**Area:** Rain (20-ft. radius)**Duration:** 3 rounds**Saving Throw:** Reflex half**Spell Resistance:** Yes

As *firestorm*, except this spell deals (6d6)x10 points of fire damage each round.

Sun Vortex

Conjuration (Summoning) [Fire, Magic]

Level: Mag 18**Spell Line:** *Shock of blades***Mana:** 67**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex half (see text)**Spell Resistance:** Yes

As *shock of fiery blades*, except this spell deals (3d10)x10 points of fire damage and (3d10)x10 points of magic damage.

Supernal Cleansing

Alteration

Level: Pal 14

Spell Line: *Celestial remedy*

Mana: 26

Components: V, S

Casting Time: Free action

Recast: 5 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 4 rounds

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *celestial remedy*, except this spell heals (7d10)x2 points each round. (Only one spell with a casting time of "free action" can be cast per round.)

Supernal Elixir

Alteration (Healing)

Level: Clr 16

Spell Line: *Celestial remedy*

Mana: 68

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 4 rounds (see text) (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *celestial remedy*, except this spell heals (5d10)x4 points each round.

Supernal Light

Alteration (Healing)

Level: Clr 17

Spell Line: *Minor healing*

Mana: 102

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals (7d6)x20 hit points.

Supernal Remedy

Alteration (Healing)

Level: Clr 16

Spell Line: *Minor healing*

Mana: 68

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals (5d6)x20 hit points.

Swarm of Pain

Conjuration (Summoning) [Magic]

Level: Rng 5

Spell Line: *Stinging swarm*

Mana: 16

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 6 rounds

Saving Throw: Reflex half

Spell Resistance: Yes

As *stinging swarm*, except this spell deals 2d10 points of damage each round.

Swarming Death

Conjuration (Summoning) [Magic]

Level: Dru 17

Spell Line: *Stinging swarm*

Mana: 59

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 6 rounds

Saving Throw: Reflex half

Spell Resistance: Yes

As *stinging swarm*, except this spell deals 8d10 points of magic damage each round.

Symbol of Kazad

Abjuration

Level: Clr 16

Spell Line: *Symbol of Transal*

Mana: 102

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 30 minutes/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *symbol of Transal*, except this spell grants (5d6+1)x10 bonus hit points.

Talisman of Alacrity

Alteration

Level: Shm 17

Spell Line: *Quickness*

Mana: 128

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *quickness*, except this spell grants a haste (5) effect to up to six targets.

Talisman of Return

Conjuration (Creation)

Level: Mag 16

Spell Line: *Summon arrows*

Mana: 51

Components: V, S, M (see text)

Casting Time: 1 full round (see text)

Recast: 1 round

Range: Personal

Effect: One mystical talisman

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates a mystical talisman that can be used to invoke an effect identical to that of the spell *Knowledge gate*. This is a use-activated item that can be used by anyone. A newly conjured talisman holds one charge, and disappears after it is used.

Unlike other conjured items, the talisman is permanent until used; it does not vanish after 24 hours, and does not look "temporary."

Material Components: A small amount of *distilled mana*, purified iron, and other material components worth a total of 500 gold pieces.

Talisman of the Boar

Alteration

Level: Shm 17**Spell Line:** *Spirit of bear***Mana:** 89**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** Up to six creatures, no two more than 20 ft. apart**Duration:** 30 minutes/level**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)As *endurance of the boar* (q.v.), except this spell affects up to six targets.**Talisman of the Diaku**

Alteration

Level: Shm 17**Spell Line:** *Strength of the Diaku***Mana:** 89**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** Up to six creatures, no two more than 20 ft. apart**Duration:** 10 minutes/level (D)**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)As *strength of the Diaku* (q.v.), except this spell affects up to six targets.**Talisman of the Tribunal**

Abjuration [Disease, Poison]

Level: Shm 16**Spell Line:** *Endure cold***Mana:** 85**Components:** V, S**Casting Time:** 1 full round**Recast:** 1 round**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** Up to six creatures, no two more than 20 ft. apart**Duration:** 1 day**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)As *endure cold*, except this spell grants a +7 bonus to saves against effects with the disease or poison descriptor as well as a buff bonus of disease and poison resistance (26) to up to six targets.**Talisman of the Wrulan**

Alteration

Level: Shm 16**Spell Line:** *Feet like cat***Mana:** 89**Components:** V, S**Casting Time:** 1 full round**Recast:** Instant**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** 10 minutes/level**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)As *feet like cat*, except this spell grants a +6 bonus to initiative and a +6 dodge bonus to AC to up to six targets.**Tarnation**

Evocation [Force, Magic]

Level: Clr 16**Spell Line:** *Stun***Mana:** 43**Components:** V, S**Casting Time:** 1 action**Recast:** 4 rounds**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Fortitude half (see text)**Spell Resistance:** YesAs *sound of force*, except the target suffers a -4 penalty on its saving throw and this spell deals (6d10)x2 points of magic damage.**Tears of Arlyxir**

Evocation [Fire]

Level: Wiz 17**Spell Line:** *Firestorm***Mana:** 71**Components:** V, S**Casting Time:** 1 action**Recast:** 2 rounds**Range:** Medium (100 ft. + 10 ft./level)**Area:** Rain (20-ft. radius)**Duration:** 3 rounds**Saving Throw:** None**Spell Resistance:** YesAs *firestorm*, except this spell deals (2d10+4)x10 points of fire damage each round.**Tears of Marr**

Evocation [Cold]

Level: Wiz 18**Spell Line:** *Cascade of hail***Mana:** 72**Components:** V, S**Casting Time:** 1 action**Recast:** 2 rounds**Range:** Medium (100 ft. + 10 ft./level)**Area:** Rain (20-ft. radius)**Duration:** 3 rounds**Saving Throw:** Reflex half**Spell Resistance:** YesAs *cascade of hail*, except this spell deals (6d6+3)x10 points of cold damage each round.**Tears of Ro**

Evocation [Fire]

Level: Wiz 16**Spell Line:** *Firestorm***Mana:** 68**Components:** V, S**Casting Time:** 1 action**Recast:** 2 rounds**Range:** Medium (100 ft. + 10 ft./level)**Area:** Rain (20-ft. radius)**Duration:** 3 rounds**Saving Throw:** None**Spell Resistance:** YesAs *firestorm*, except this spell deals (5d6+2)x10 points of fire damage each round.**Tears of Saryrn**

Evocation [Poison]

Level: Shm 17**Spell Line:** *Poison storm***Mana:** 76**Components:** V, S**Casting Time:** 1 full round**Recast:** 2 rounds**Range:** Medium (100 ft. + 10 ft./level)**Area:** Rain (20-ft. radius)**Duration:** 3 rounds**Saving Throw:** Fortitude half**Spell Resistance:** YesAs *poison storm*, except this spell deals (2d10+5)x10 points of poison damage each round.

Telekin

Evocation [Magic]
Level: Wiz 17
Spell Line: *Tishan's clash*
Mana: 51
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

As *Tishan's clash*, except this spell deals (6d6)x10 points of magic damage and stuns for 1d3 rounds. A successful Will save halves the damage and the stun duration (round down).

Teleport

Alteration [Teleportation]
Level: Wiz 16
Spell Line: *Gate*
Mana: 128
Components: V, S
Casting Time: 3 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six willing creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *gate*, except up to six targets are returned to their respective bind points; the targets do not have to be willing, although unwilling targets receive a saving throw.

Temperance

Abjuration
Level: Clr 12
Spell Line: *Courage*
Mana: 94
Components: V, S, M
Casting Time: 4 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 day (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *courage*, except this spell grants a +4 divine bonus to AC and a divine bonus of +80 hit points.

Material Component: A peridot.

The Silent Command

Evocation [Magic]
Level: Clr 6
Spell Line: *Sacred word*
Mana: 94
Components: V
Casting Time: Free action
Recast: 12 minutes
Range: Personal
Area: All enemies within a 20-ft. radius
Duration: 1 round
Saving Throw: See text
Spell Resistance: Yes

As *the Unspoken Word*, except those affected are *stunned* rather than *interrupted*. (Only one spell with a casting time of "free action" can be cast per round.)



Tiny Terror

Alteration

Level: Shm 17

Spell Line: *Shrink*

Mana: 34

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 30 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the caster reduce the size of up to six targets by one category (e.g., Large to Medium-size). No target may be reduced to smaller than Tiny size, and each casting of the spell reduces a target by only one size category.

Tnarg's Mending

Alteration (Healing)

Level: Shm 16

Spell Line: *Minor healing*

Mana: 77

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals (5d6)x20 hit points.

Torbas' Poison Blast

Conjuration (Summoning) [Poison]

Level: Nec 12

Spell Line: *Torbas' acid blast*

Mana: 39

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *Torbas' acid blast*, except this spell deals (8d10+4)x2 points of poison damage.

Torment of Scio

Evocation [Magic]

Level: Enc 17

Spell Line: *Torment of Argli*

Mana: 38

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 20 rounds (D)

Saving Throw: See text

Spell Resistance: Yes

As *torment of Argli*, except this spell deals 3d6 points of magic damage each round and also drains the target of 2d6 points of mana each round. These are both halved with a successful Will save; if the Will save fails, the target also suffers a -6 penalty to Intelligence and Wisdom.

Touch of Death

Alteration

Level: Nec 17

Spell Line: *Renew elements*

Mana: 43

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's pet

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *renew elements*, except this spell heals (8d6)x10 hit points.

Touch of Innoruuk

Alteration [Magic]

Level: Shd 14

Spell Line: *Lifetap*

Mana: 56

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *lifetap*, except this spell deals (4d10)x5 points of magic damage and transfers that amount to the caster.

Touch of Mujaki

Alteration [Magic]

Level: Nec 16

Spell Line: *Lifetap*

Mana: 77

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *lifetap*, except this spell deals (3d10+6)x5 points of magic damage and transfers that amount to the caster.

Touch of Nife

Alteration

Level: Pal 13

Spell Line: *Minor healing*

Mana: 77

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals (5d10)x10 hit points.

Touch of Volatis

Alteration [Magic]

Level: Shd 13

Spell Line: *Lifetap*

Mana: 48

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *lifetap*, except this spell deals (7d10+3)x2 points of magic damage and transfers that amount to the caster.

Tranquility

Alteration

Level: Enc 17

Spell Line: *Breeze, gift of magic, and insight*

Mana: 170

Components: V, S

Casting Time: 2 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 day (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *Koadic's endless intellect*, except each target gains a mana recovery rate of 1 mana per 4 rounds, an increase of 45 to maximum mana, and a +5 bonus to Intelligence and Wisdom.

Translocate: Knowledge

Alteration [Teleportation]
Level: Wiz 12
Spell Line: *Translocate*
Mana: 77
Components: V, S, F
Casting Time: 3 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell transports one willing target to the foot of a certain ancient tree on the Plane of Knowledge.

Focus: A small portal fragment.

Translocate: Stonebrunt

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell transports one willing target to a certain copse of trees near the coast in the Stonebrunt Mountains.

Focus: A small portal fragment.

True Spirit

Conjuration (Summoning)
Level: Shm 16
Spell Line: *Companion spirit*
Mana: 111
Components: V, S
Casting Time: 2 full rounds
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

As *companion spirit*, except the caster summons a type 6 spirit wolf (see Chapter 3).

Tuyen's Chant of Disease

Bard Song [Disease]
Level: Brd 9
Song Line: *Tuyen's chant of disease*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *Tuyen's chant of flame*, except this song deals 1d8 points of disease damage each round and imposes a penalty of disease resistance (-2).

The successful use of a percussion instrument doubles these effects.

Tuyen's Chant of Fire

Bard Song [Fire]
Level: Brd 18
Song Line: *Tuyen's chant of flame*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *Tuyen's chant of flame*, except this song deals 2d10 points of fire damage each round and imposes a penalty of fire resistance (-4).

The successful use of a percussion instrument doubles these effects.

Tuyen's Chant of Ice

Bard Song [Ice]
Level: Brd 17
Song Line: *Tuyen's chant of frost*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Fortitude negates and half
Spell Resistance: Yes

As *Tuyen's chant of frost*, except this song deals 2d8 points of cold damage each round and imposes a penalty of cold resistance (-3).

The successful use of a percussion instrument doubles these effects.

Tuyen's Chant of Poison

Bard Song [Poison]
Level: Brd 11
Song Line: *Tuyen's chant of poison*
Instrument: Percussion (Dex)

Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Fortitude negates and half
Spell Resistance: Yes

As *Tuyen's chant of flame*, except this song deals 1d10 points of poison damage each round and imposes a penalty of poison resistance (-2).

The successful use of a percussion instrument doubles these effects.

Tuyen's Chant of the Plague

Bard Song [Disease]
Level: Brd 16
Song Line: *Tuyen's chant of disease*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Fortitude negates and half
Spell Resistance: Yes

As *Tuyen's chant of disease*, except this song deals 2d6 points of disease damage each round and imposes a penalty of disease resistance (-3).

The successful use of a percussion instrument doubles these effects.

Tuyen's Chant of Venom

Bard Song [Poison]
Level: Brd 17
Song Line: *Tuyen's chant of poison*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Fortitude negates and half
Spell Resistance: Yes

As *Tuyen's chant of poison*, except this song deals 2d8 points of poison damage each round and imposes a penalty of poison resistance (-3).

The successful use of a percussion instrument doubles these effects.

Uproar

Alteration
Level: Enc 17
Spell Line: *Berserker strength*
Mana: 43
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 rounds/level

Elmerg — Troll Shadow Knight

Elmerg had dreamed of this day for as long as he could remember. When the frogs had invaded Grobb and claimed it as their own, the troll's dreams of infamy became less important than revenge. Admittedly, Elmerg had not been present during the invasion; his wandering had taken him to Broken Skull, where he found acceptance and opportunity in abundance. Still, the fall of Grobb and the emergence of Gukta infuriated Elmerg to no end, and though he pleaded with the Broken Skull trolls to mobilize against the frogloks, few developed any real interest.

Now, Elmerg stood shoulder-to-shoulder with an army of ogres. Though he had agreed to join the Teir'Dal in their War against Faydwer, promises made by dark elf captains and nobles to aid him in recapturing Grobb proved surprisingly empty. When Neriak's First Gate was sealed, what was left of the Antonican troll nation migrated to Freeport to live in squalor and oppression yet again.

Traitor, some of his own kind had called him when he sought to join the Rallosian Army. A traitor he might be, but in the end he would laugh last, for the great army now stood before the city of Gukta. Some human once said, "The enemy of my enemy is my friend," and he was likely more right than he knew. In truth, Elmerg had no friends, but the biggest army Norrath had ever seen was about to knock on the door of Gukta, and for Elmerg, that was enough reason to enlist. He trusted in nothing but vengeance and the dream of instilling the fear of Cazic-Thule into every Guktan that crossed his path.

The war cry sounded, and Elmerg gripped his blade, pulling his shield closer to his chin. The army stormed the city of Guktan. Magic filled the skies as froglok wizards rained pain and fire upon the Rallosians. Paladins of Mithaniel Marr dug in and put forth a massive defense. Finally, when the blades were sheathed and the dead counted, Gukta had been conquered. What was left of the Froglok forces retreated into the ancient ruins of Guk.

Elmerg sorted through the bodies, slaying any froglok still moving. "Curse you all," he growled, his eyes bugging out in bloodlust.

"It is you who are cursed," a voice croaked. Elmerg spun and searched the field wildly. There, kneeling over the body of a slain froglok, was a young female Guktan. She held the symbol of Mithaniel Marr in one hand, and a naked sword, glowing faintly, in the other. She glared at Elmerg with a great fury.

Elmerg let loose a throaty growl and rushed the young Guktan, swinging with all his might. The froglok stepped aside neatly at the last possible instant and sliced at Elmerg's leg, slashing with unexpected strength through the scaly sinew there. Elmerg roared and fell to the ground. Unbelieving, he turned his head just in time to see the paladin's flaring blade plunge into his chest, causing him to scream in pain and helplessness. The troll could feel the blood oozing from his body like water through a ruined skin, his sword falling from nerveless fingers.

"I see that arrogance is not solely a Rallosian trait," the shadow knight heard as his senses began to fade. He tried to spit, but he didn't have the strength. "It will be their undoing as it was yours."



Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *bedlam*, except the target gains a +9 buff bonus to Strength and a -5 buff penalty to AC, as well as +100 temporary hit points.

Vallon's Quickening

Alteration

Level: Enc 18

Spell Line: *Augmentation*

Mana: 119

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *speed of Vallon* (q.v.), except this spell affects up to six targets.

Velium Strike

Evocation [Cold]

Level: Shm 17

Spell Line: *Frost rift*

Mana: 51

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *frost rift*, except this spell deals (4d10)x10 points of cold damage.

Virtue

Abjuration

Level: Clr 16

Spell Line: *Courage*

Mana: 170

Components: V, S, M

Casting Time: 2 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *courage*, except this spell grants a +11 divine bonus to AC and a divine bonus of +335 hit points.

Material Component: A peridot.

Vision Shift

Divination

Level: Wiz 11

Spell Line: *Serpent sight*

Mana: 9

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target gains infravision and the ability to see invisible.

Voice of Quellious

Alteration

Level: Enc 18

Spell Line: *Breeze, gift of magic, and insight*

Mana: 204

Components: V, S

Casting Time: 2 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 day (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *Koadic's endless intellect*, except each target gains a mana recovery rate of 2 mana per 7 rounds, an increase of 50 to maximum mana, and a +6 bonus to Intelligence and Wisdom.

Ward of Gallantry

Abjuration

Level: Clr 16

Spell Line: *Holy armor*

Mana: 72

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *holy armor*, except this spell grants DR 18/–.

Ward of Nife

Alteration

Level: Pal 13

Spell Line: *Instrument of Nife*

Mana: 17

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As *instrument of Nife*, except this spell's proc effect deals (4d8)x5 points of magic damage to undead targets.

Ward of Xegony

Conjuration (Summoning)

Level: Mag 16

Spell Line: *Elementalkin: air*

Mana: 68

Components: V, S

Casting Time: 2 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: No

As *elementalkin: air*, except this spell summons a powerful air pet called a ward of Xegony (see Chapter 3) to serve the caster.

Warsong of Zek

Bard Song

Level: Brd 16

Spell Line: *McVaxius' berserker crescendo*

Instrument: Brass (Con)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels

Duration: Performance

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *McVaxius' rousing rondo*, except this song grants a +2 morale bonus on attack rolls, a +6 buff bonus to Strength, damage shield [sonic] (4), and a haste (4) effect.

The successful use of a brass instrument increases these effects a +3 morale bonus on attack rolls, a +8 buff bonus to Strength, damage shield [sonic] (8), and a haste (5) effect.

Wave of Marr

Alteration

Level: Pal 14

Spell Line: *Word of health*

Mana: 145

Components: V, S

Casting Time: 1 action

Recast: 5 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *word of health*, except each target is healed for (3d10)x10 points of damage.

Wind of Marr

Bard Song

Level: Brd 16

Song Line: *Cassandra's chant of clarity and hymn of restoration*

Instrument: String (Dex)

Range: Medium (100 ft. + 10 ft./level)

Target: All allied creatures in range

Duration: Performance

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *chorus of replenishment*, except this song reduces by 33% the mana cost of spells cast by allies in the area.

The successful use of a stringed instrument reduces allies' mana costs by 50%.

Winter's Frost

Evocation [Cold]

Level: Dru 18

Spell Line: *Frost rift*

Mana: 66

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *frost rift*, except this spell deals (8d6+5)x10 points of cold damage.

Winter's Storm

Evocation [Cold]

Level: Dru 16

Spell Line: *Cascade of hail*

Mana: 85

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Area: Rain (20-ft. radius)

Duration: 3 rounds

Saving Throw: Reflex half

Spell Resistance: Yes

As *cascade of hail*, except this spell deals (3d10+5)x10 points of cold damage each round.

Word of Morell

Divination [Mind-Affecting]

Level: Enc 16

Spell Line: *Mesmerize*

Mana: 51

Components: V, S

Casting Time: Free action

Recast: 2 rounds

Range: Personal

Area: 20-ft. radius burst

Duration: 1 round

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *mesmerize*, except as noted above.

Each creature in the area is affected separately by the *mesmerize* effect. (Only one spell with a casting time of "free action" can be cast per round.)

Word of Replenishment

Alteration (Healing)

Level: Clr 17

Spell Line: *Word of health*

Mana: 187

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *word of restoration*, except this spell heals (8d10)x10 points of damage to each target, and any dispel checks made to remove diseases or poisons gain a +2 circumstance bonus.

Word of Terris

Alteration

Level: Nec 18

Spell Line: *Charm*

Mana: 85

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One undead creature

Duration: 1d8 rounds or 8d10 rounds (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *dictate*, except this spell affects only undead of CR 40 or less.

Xegony's Phantasmal Guard

Abjuration

Level: Mag 16

Spell Line: *Phantom leather*

Mana: 64

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: 1 day

Saving Throw: None

Spell Resistance: No

As *Transon's phantasmal protection*, except this spell grants DR 14/–, a healing rate of 12 hit points per minute (i.e., 10 rounds), and a mana recovery rate of 1 mana every 16 rounds.

Yaulp V

Abjuration

Level: Clr 14

Spell Line: *Yaulp*

Mana: 1

Components: V

Casting Time: Free action

Recast: 3 rounds

Range: Personal

Target: Caster

Duration: 4 rounds (D)

Saving Throw: None

Spell Resistance: No

As *yaulp IV*, except this spell grants a +3 deflection bonus to AC, a +6 bonus to Strength, a +3 bonus to attacks, fast healing 2, and a mana recovery rate of 2 mana per round. (Only one spell with a casting time of "free action" can be cast per round.)

Yaulp VI

Abjuration

Level: Clr 18

Spell Line: *Yaulp*

Mana: 1

Components: V

Casting Time: Free action

Recast: 3 rounds

Range: Personal

Target: Caster

Duration: 4 rounds (D)

Saving Throw: None

Spell Resistance: No

As *yaulp IV*, except this spell grants a +4 deflection bonus to AC, a +7 bonus to Strength, a +4 bonus to

attacks, fast healing 2, and a mana recovery rate of 4 mana per round. (Only one spell with a casting time of “free action” can be cast per round.)

Zevfeer’s Bite

Alteration [Magic]

Level: Shd 13

Spell Line: *Lifetap*

Mana: 34

Components: V, S

Casting Time: 1 action

Recast: 10 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature (see text)

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *lifetap*, except this spell deals (5d10)x2 points of magic damage. This spell differs in that the caster may choose to turn into either hit points or mana, which he may split up amongst himself

and up to five allies within 20 ft. of himself. At least half of the points drained must be transferred to the caster’s hit points, however.

For example, if the caster drains 55 points of damage, he must take at least 28 points of that total toward his current hit points. The remaining 27 points can be applied on a point-for-point basis to his or his allies’ hit point or mana totals, as the caster desires.

Chapter Three: Pets and Warders

As spellcasters grow in power, so do their enemies. While having a trustworthy warrior around works best in combatting such foes, many spellcasters can draw upon their magic to provide them with allies to defend them or to attack their foes.

Attacks: In previous *EverQuest Role-Playing Game* publications, the standard has been to note multiple attacks of the same type as a single bonus. For example, the black bear (EQ: *Monsters of Norrath*, p. 163) is printed as having “2 claws +9 melee, bite +4 melee”; this means that the bear may make three attacks as part of a full-attack action — 2 claws, each with a +9 bonus, and a single bite at +4. As an attack action, the bear may make only one attack (usually a claw at +9).

However, this notation is, admittedly, potentially confusing for players and GMs. For this reason, in this book (and in all future *EverQuest Role-Playing Game* books), the above notation will be modified to show all attacks at their relevant bonuses: thus, for instance, the attacks of the bear, from above, would now appear as “2 claws +9/+9 melee and bite +4 melee.”

Further, a new line appears in each creature’s stat block now: Instead of just an “Attacks” line, there are now Full-Attack and Attack lines, listing the creature’s full attack sequence as a full-attack action and its single attack with an attack action, respectively.

Bonus Feats: Creatures that receive bonus feats (if any) have those feats marked with a “B” notation in their stat blocks.



Aeldorb's Animation (Type 14)

Medium-Size Construct

Hit Dice:	24d10 (132 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	13 (+1 Dex, +2 large shield)
BAB/Grp:	+18/+28
Full-Attack:	Longsword +28/+24/+20/+16 melee; or longsword +26/+22/+18/+14 melee and bash +26 melee
Attack:	Longsword +28 melee
Damage:	Longsword 1d8+10; bash 1d6+5 plus <i>daze</i>
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Magic attack +6
Special Qualities:	Construct, hardness 16, ultravision
Saves:	Fort +8, Ref +9, Will +3
Abilities:	Str 30, Dex 12, Con —, Int —, Wis 1, Cha 1
Feats:	Bash ^B , Double Attack ^B , Dual Wield ^B , Improved Bash ^B
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Description

An *Aeldorb's animation* is much like the lesser animations of lesser enchanters — an animated sword and shield that act as if a competent warrior is carrying them. The items' material is magically reinforced, though, and quite resilient.

Combat

An *Aeldorb's animation* functions as any other animation in combat (see the “Animations as Pets” sidebar).

Animations as Pets

An animation acts as a pet (per the “Pets” sidebar on page 184 of the *EQ: Player’s Handbook*), but being the most mindless of pets, it deserves its own sidebar. Where applicable, any information in this sidebar supercedes that in the *EQ:PH* sidebar.

An animation cannot be commanded to perform any tasks, no matter how simple, or even to stop its attacks or switch targets once it has begun to assail an opponent. It can do nothing but mindlessly attack whatever enemy first attacks its summoner.

Once it is summoned, an animation is always considered to be holding its action, so that it begins attacking on the initiative count immediately following the count upon which a visible opponent attacks its summoner. The animation then relentlessly pursues that opponent, even beyond its summoner’s line of sight, using the same initiative count for the duration of that combat, until the opponent is incapacitated or the animation itself is destroyed or dismissed.

An animation is capable of “seeing” only opponents that its summoner can see. Thus, for instance, if the enchanter can see invisible creatures (due to a spell, a magic item, or the like), then the animation can see any invisible creature that its master can see.

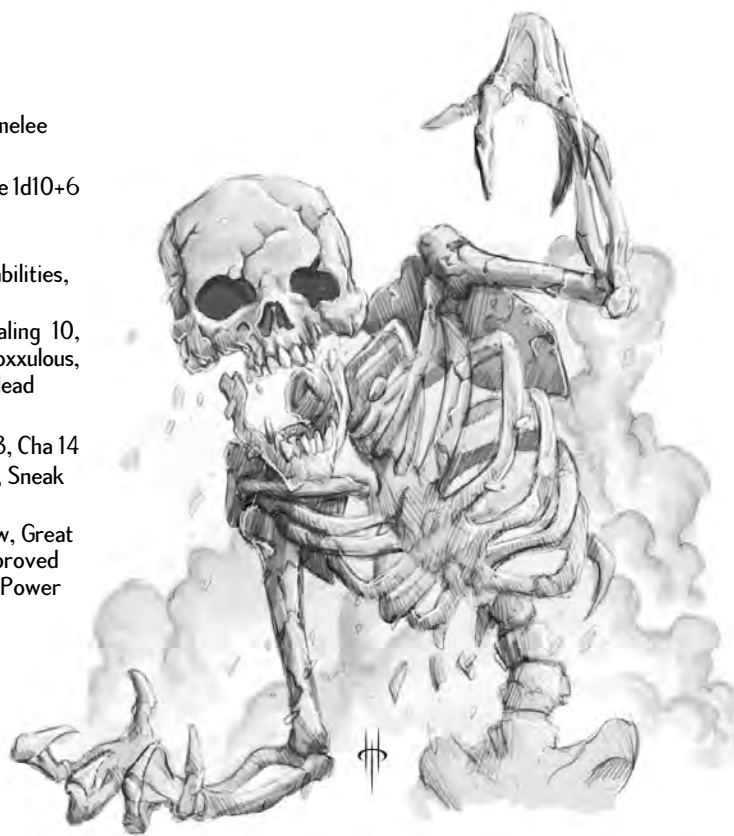
If the animation’s current target is incapacitated (a simple Bluff check to trick the animation by “playing dead” might work, at the GM’s discretion), turns invisible, or in some other way leaves the animation’s line of sight, the animation immediately returns to its master’s side as quickly as it can. Once it reaches its summoner’s side, the animation holds its action again, so that it may pursue and attack the next creature to attack its summoner.

An animation that is not currently pursuing a foe circles its summoner closely — assume that it circles in a clockwise direction, moving 5 feet per round, but always remaining in a square adjacent to the caster, if possible. An animation can provide a cover bonus against attacks if it occupies a square between the attacker and the target, as any other creature of its size.

An animation can double-move or even run to keep up with its master if the master moves more quickly than the animation (which is not uncommon), but if it runs it must move in a straight line, like any other creature. Fortunately, being a construct, an animation never tires, so it usually has little or no trouble keeping up with its master.

Child of Bertoxxulous

	Large Undead
Hit Dice:	40d12+80 (340 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	35 (–1 size, +3 Dex, +23 natural)
BAB/Grp:	+20/+36
Full-Attack:	2 claws +31/+31 melee and bite +26 melee
Attack:	Claw +31 melee
Damage:	Claw 2d8+12/19–20 plus disease; bite 1d10+6 plus disease
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Disease, magic attack +5, spell-like abilities, stench
Special Qualities:	Damage reduction 20/+4, fast healing 10, immunities, infravision, power of Bertoxxulous, see invisible, spell resistance 25, undead
Saves:	Fort +13, Ref +18, Will +23
Abilities:	Str 34, Dex 16, Con —, Int 11, Wis 13, Cha 14
Skills:	Channeling +32, Hide +12, Listen +13, Sneak +16, Spot +14, Taunt +32
Feats:	Cleave, Double Attack, Finishing Blow, Great Cleave, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Parry, Power Attack, Riposte, Spring Attack ^B
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	16
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	None
Faction:	None



Vagner—Barbarian Warrior

“They say what lies beyond there is darker than the she-devil Vox that lives in the peaks,” Vagner announced to his small brigade of well-seasoned compatriots and mercenaries, who had followed him all the way from Halas and lands beyond. “Vox sits quietly in her lair, close to our home, yet always far from our reach. If we cannot kill her, then we shall find the abomination that is her kin and remove it from Norrath!”

Cheers echoed through the halls of the cold tomb. Slain bodies of ice golems and other guardians trailed behind the army. Just below, Vagner could feel a strange unquiet. The warders waited patiently, he knew, guarding a being rumored to be the offspring of Lord Nagafen and Lady Vox, a creature whose power and might rivaled that of Veeshan herself. The spirit of Jaled Dar, a legend amongst all dragons, had directed Vagner to the tomb of the Sleeper.

“You must wake the sleeper,” the spirit had said, “and bring about the golden age of Norrath!” Vagner had little ambition to aid any worm. He knew only that the child of Vox slept within, and if it meant bargaining with the spirit of an ancient dragon, then by the will of the Tribunal, he would do it.

Halwain, an old dear friend, had warned the barbarian that this quest would be the end of him. Vagner, after looking into Halwain’s eyes, understood his friend’s concern, but he had also recognized a hint of envy; despite the warning, Halwain wished to join this cause, Vagner was certain, even knowing it could be his last. But Halwain had new duties in Qeynos now. He had become an important man over time,

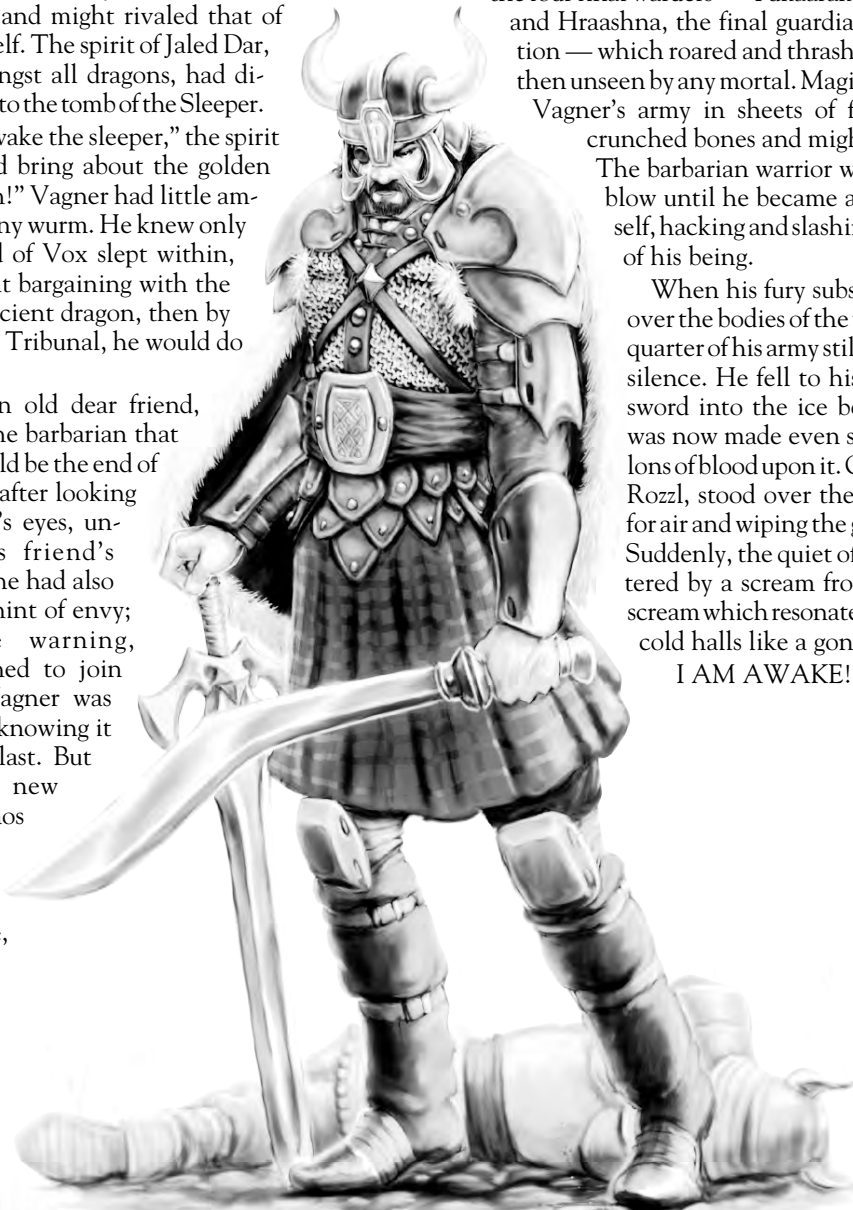
and the two often found humor in that fact, laughing over a bottle of wine at the strange whims of fortune.

“This is for you, old friend,” Vagner murmured under his breath as his army (just over two dozen men and women) continued to cheer. Only the warders now stood in their way. Old and patient they were, and they had, during the entire course of Vagner’s onslaught, remained quiet. Whether they were simply guarding the abomination with stubborn discipline or waiting in arrogant confidence did not matter to the grizzled warrior. All that mattered was the task ahead.

“To blood and madness!” Vagner cried, sounding the charge. The army moved ahead, a force unleashed upon the four final warders — Tukaarak, Ventani, Nahzata, and Hraashna, the final guardians of the abomination — which roared and thrashed with might until then unseen by any mortal. Magic rained down upon Vagner’s army in sheets of fire and ice. Maws crunched bones and mighty claws tore flesh. The barbarian warrior withstood blow after blow until he became a thing of rage himself, hacking and slashing with every ounce of his being.

When his fury subsided, Vagner stood over the bodies of the four warders, a mere quarter of his army still standing in bloody silence. He fell to his knees, driving his sword into the ice beneath him, which was now made even slicker with the gallons of blood upon it. One of his comrades, Rozzl, stood over the barbarian, gasping for air and wiping the gore from his armor. Suddenly, the quiet of the tomb was shattered by a scream from deeper within, a scream which resonated through the great, cold halls like a gong:

I AM AWAKE!



Description

The child of Bertoxxulous is imbued with the power of bile and filth. It appears as a skeleton in a state of perpetual, advanced decay; pieces constantly fall off, yet the creature somehow never loses any of its mass. The child of Bertoxxulous is also readily identifiable from its terrible stench, not unlike that of a mass of rotting garbage.

Combat

The child of Bertoxxulous engages in combat at its master's command, although its tactics are its own. It tries to hit as many different opponents as it can from round to round, so that more of them are afflicted with its diseased touch. Of course, if its summoner gives it a more explicit order, it will generally comply.

Disease (Su): The claw or bite attacks of a child of Bertoxxulous deliver a foul, rotting magical disease, dealing 2d6 points of disease per successful attack (no save). Further, the opponent struck must make a Fortitude save (DC 32) or suffer an additional 2d6 points of disease damage each round for the next 10 rounds.

Spell-Like Abilities: The child of Bertoxxulous's spell-like abilities (and the mana cost for each) are as follows: *siphon life* (12) and *stun* (6). These are as the spells cast by a 20th-level necromancer (save DC 18 for *siphon life* and DC 14 for *stun*) with a pool of 160 mana.

Stench (Ex): All living creatures coming within 10 feet of a child of Bertoxxulous must make a Fortitude save (DC 32) or be *nauseated* for 1d3 rounds. A creature that saves successfully is immune to that child of Bertoxxulous' stench for 24 hours.

The child of Bertoxxulous's stench is considered a poison attack. Any spell of the *cure poison* spell line can cure a creature of its nausea, without the need to roll a dispel check.

Immunities (Ex): Children of Bertoxxulous are immune to cold damage, and take only half damage from slashing or piercing weapons.

Power of Bertoxxulous (Ex): The child of Bertoxxulous gains additional hit points per HD due to its Charisma bonus, much as living creatures do from their Constitution bonus.

Child of Ro

	Huge Elemental (Fire)
Hit Dice:	30d8+150 (285 hp)
Initiative:	+17 (+13 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	31 (-2 size, +13 Dex, +10 natural)
BAB/Grp:	+22/+37
Full-Attack:	Slam +34/+30/+26/+22/+18 melee
Attack:	Slam +34 melee
Damage:	Slam 2d8+10 plus 6d6 fire
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Inferno, magic attack +6
Special Qualities:	Damage reduction 15/+5, elemental, fast recovery, fire aura (10), fire subtype, ultravision
Saves:	Fort +15, Ref +30, Will +10
Abilities:	Str 24, Dex 36, Con 20, Int 8, Wis 11, Cha 16
Skills:	Listen +22, Spot +22, Taunt +28
Feats:	Alertness, Dodge ^B , Double Attack ^B , Improved Dodge ^B , Improved Initiative ^B , Mobility ^B , Riposte ^B , Run, Skill Focus (Taunt), Spring Attack, Weapon Finesse (slam) ^B , Weapon Focus (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Description

A child of Ro appears only when summoned by a powerful magician. Like other fire elemental pets, the child of Ro appears as a vaguely humanoid being of fire, though its great size and noble demeanor indicate its place among lesser elementals.

Combat

A child of Ro aids its summoner to the best of its ability. It is a very quick opponent, and is intelligent enough to take full advantage of that quickness as it engages in combat. Children of Ro thoroughly enjoy fighting, reveling in the destructive power of their own fire.

Inferno (Su): As an attack action, a child of Ro may blaze into an inferno that deals 12d6 points of fire damage to all creatures within 15 feet. An affected creature may make a Reflex save (DC 30) for half damage.



Fire Aura (Su): A child of Ro is continually surrounded by a fierce heat that serves as a damage shield [fire] (10).

Skills: The child of Ro receives a +2 racial bonus on Taunt checks.

Legacy of Zek

	Huge Undead
Hit Dice:	36d12+72+13 (349 hp)
Initiative:	+0
Speed:	30 ft.
AC:	34 (-2 size, +19 natural, +5 armor, +2 shield)
BAB/Grp:	+18/+40
Full-Attack:	Huge longsword +34/+30/+26/+22/+18 melee, or 2 claws +28/+28 melee
Attack:	Huge longsword +34 melee, or claw +28 melee
Damage:	Huge longsword 2d8+14/17-20; claw 2d8+12
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Magic attack +5, militant, spell-like abilities
Special Qualities:	Armed and dangerous, damage reduction 20/+3 and 5/—, immunities, infravision, power of Zek, see invisible, spell resistance 26, undead Fort +12, Ref +12, Will +21
Saves:	Str 35, Dex 11, Con —, Int 10, Wis 13, Cha 14
Abilities:	Channeling +17, Climb +13, Jump +17, Knowledge (warcraft) +7, Listen +19, Spot +19, Taunt +24
Skills:	
Feats:	Cleave, Double Attack, Great Cleave, Improved Critical (longsword), Parry, Power Attack, Toughened, Weapon Focus (longsword), Weapon Specialization (longsword)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	16
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	None
Faction:	None

Description

The legacy of Zek appears as the skeleton of some giant; not surprisingly, it is a powerful combative force not to be underestimated. It always appears in battered but sturdy chainmail and bearing sword and shield.

Combat

The legacy of Zek always engages eagerly in combat and battles until all its foes are dead or it is destroyed; its summoner must make a Charisma check (DC 15) to force the legacy of Zek to break off from combat.

The legacy of Zek rarely uses its spell-like abilities, but it might do so if its target is out of range of its weapons or if it cannot otherwise reach him.

Militant (Ex): The legacy of Zek gains a +5 bonus on all weapon (but not natural weapon) attack rolls.

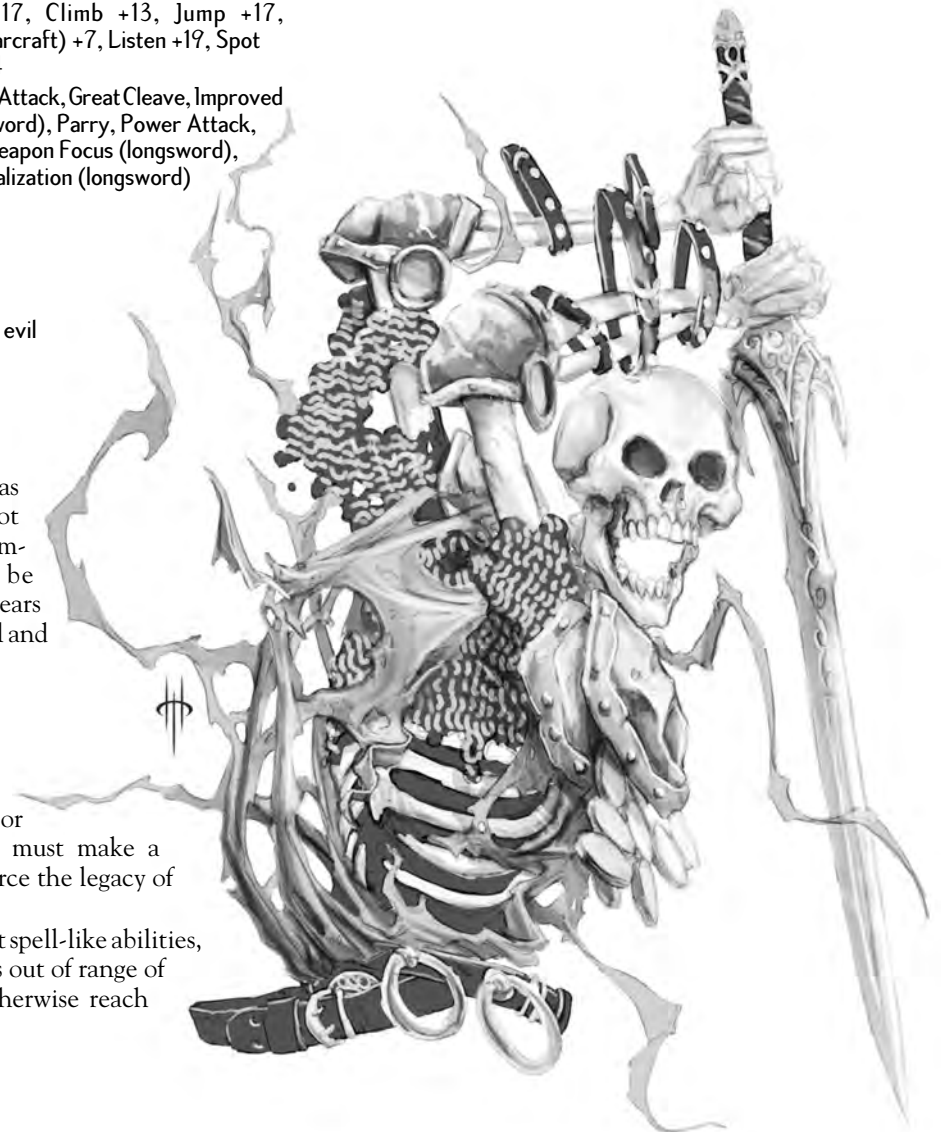
Spell-Like Abilities: The legacy of Zek's spell-like abilities (and the mana cost for each) are as follows: *siphon life* (12) and *stun* (6). These are as the spells cast by a 12th-level necromancer (save DC 18 for *siphon life* and DC 14 for *stun*) with a pool of 144 mana.

Armed and Dangerous (Su): The legacy of Zek always wears chainmail and bears a large steel shield and a longsword, all appropriate to its Huge size. If these items are disarmed or destroyed, the legacy of Zek can summon a new set as a free action on its next turn.

Immunities (Ex): The legacy of Zek is immune to cold damage, and takes only half damage from slashing or piercing weapons.

Power of Zek (Ex): The legacy of Zek gains additional hit points per HD due to its Charisma bonus, much as living creatures do from their Constitution bonus.

Skills: The legacy of Zek receives a +4 racial bonus on Taunt checks.



Rathe's Son

Huge Elemental (Earth)

Hit Dice: 30d8+270 (405 hp)
Initiative: -1 (Dex)
Speed: 20 ft., burrow 20 ft.
AC: 32 (-2 size, -1 Dex, +25 natural)
BAB/Grp: +22/+45
Full-Attack: Slam +36/+31/+26/+21/+16 melee and off-hand slam +31/+26 melee
Attack: Slam +36 melee
Damage: Slam 4d6+22 plus root proc; off-hand slam 4d6+7 plus root proc
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Magic attack +6, root, wave of earth
Special Qualities: Burrow, damage reduction 15/+5, disease immunity, elemental, fast recovery, sluggish, ultravision
Saves: Fort +26, Ref +9, Will +14
Abilities: Str 41, Dex 8, Con 29, Int 8, Wis 14, Cha 14
Skills: Intimidate+23, Listen+19, Spot+19, Taunt+17
Feats: Alertness^B, Blind-Fight, Cleave^B, Double Attack, Dual Wield^B, Improved Healing, Improved Two-Weapon Fighting^B, Iron Will, Power Attack^B, Sunder^B, Weapon Focus

(slam)

Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always neutral
Advancement Range: None
Faction: None

Description

The Rathe's son is the epitome of the might and majesty of earth. Rathe's sons take the form hulking humanoid masses of stone, often studded with crystalline and metallic protrusions. They are slow-moving, but their tenacity and endurance are incredible.

Combat

A Rathe's son is ponderous and slow to reach its target, but once it arrives, its opponent is in for a fearful beating. Worse still, with its magical power over earth, a Rathe's son often halts opponents in place so they can't get away from its mighty blows.

Since the Rathe's son can move through earth and even stone at the same speed it can move over the ground, a wily magician can have it hide in a wall to surprise an opponent.

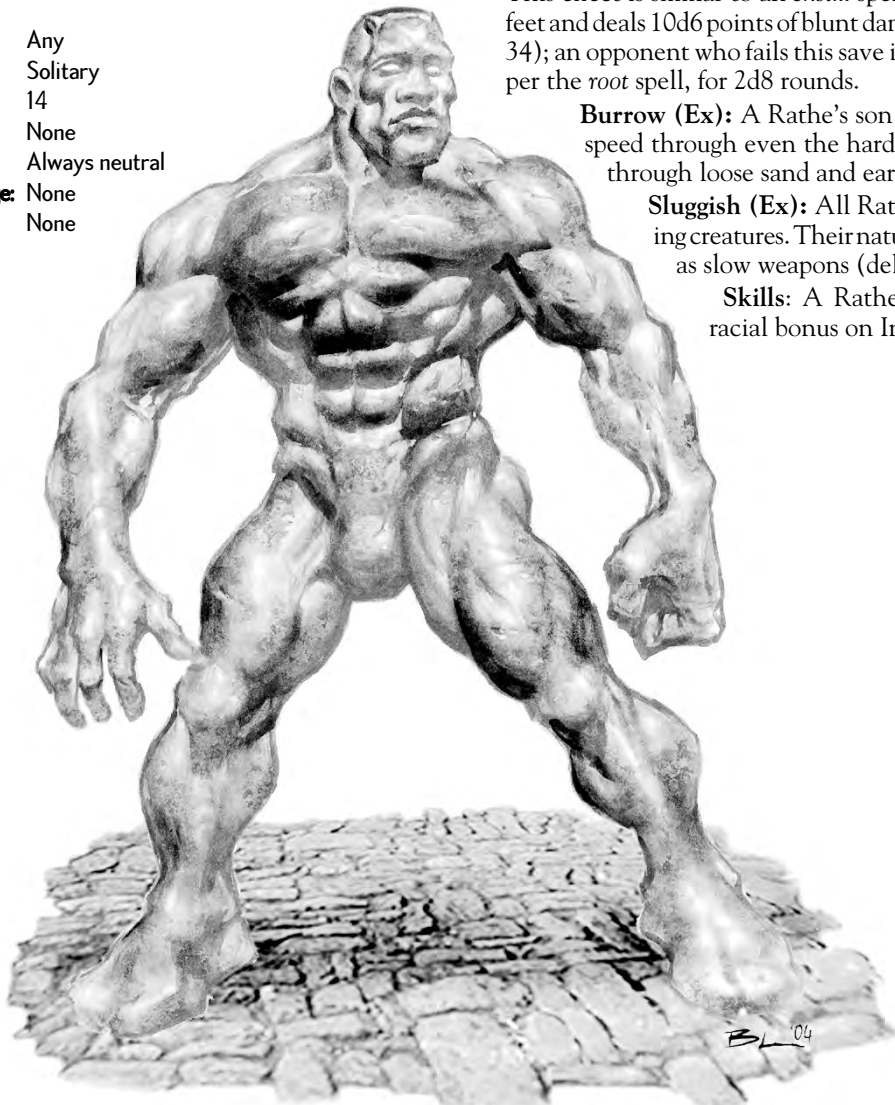
Root (Su): The slam attacks of a Rathe's son can process an effect (Proc DC 17) similar to that of the *root* spell. An opponent struck by the elemental's slam attack must make a Reflex save (DC 34) or be immobilized, as per the *root* spell, for 1d8 rounds.

Wave of Earth (Su): Once per round as an attack action, a Rathe's son can engulf an opponent in a wave of earth. This effect is similar to an *enstill* spell with a range of 100 feet and deals 10d6 points of blunt damage (Reflex half, DC 34); an opponent who fails this save is also immobilized, as per the *root* spell, for 2d8 rounds.

Burrow (Ex): A Rathe's son can move its normal speed through even the hardest stone, not merely through loose sand and earth.

Sluggish (Ex): All Rathe's sons are lumbering creatures. Their natural attacks are treated as slow weapons (delay 6).

Skills: A Rathe's son receives a +6 racial bonus on Intimidate checks.



Karrass—Iksar Monk

Karrass had never imagined himself a Master of the Swifttails, let alone commander of a new facility on the outpost of Visk. With his bright beginnings in the Court of Pain, he had always assumed he would die simply in battle for his people, for the future of the iksar empire. Countless scars, personal defeats, and victories later, he had found himself on a ship traveling to a new iksar outpost called Visk.

The outlanders had come in droves to Kunark, taking over old ruins and turning land and economy upside down. Dark elves and ogres moved into the Overthere, bringing with them strange magics both new and old. The elves from Faydwer, however, had proven the most offensive to Karrass and many of his brethren. The Kooda'Dal built near the mouth of Ill Omen and flourished, offering a safe haven for even more intruders.

Disgusting, Karrass thought to himself at the memory of it all. The outlanders had made a nuisance of themselves for long enough, and though the iksar were in no position to drive the pale elves off, they would repay them in their own unique way: In response, the iksar claimed an island off the coast of Faydwer for themselves and called the outpost there Visk. With the iksar so near, the slant-eyed, soft-skinned children of Faydwer would think twice before furthering their foothold on Kunark.

Karrass walked the newly created premises. Visk's Court of Pain was much smaller than the grand training grounds in Cabilis, but it was no less important or valuable. Karrass had swelled with unspeakable pride when Grand Master Glox had chosen him to oversee the new training facility. As he entered the training hall, he saw four young iksar standing there, whispering amongst themselves. When Karrass came into view, though, they quieted immediately, as was appropriate, and stood stiffly upright.

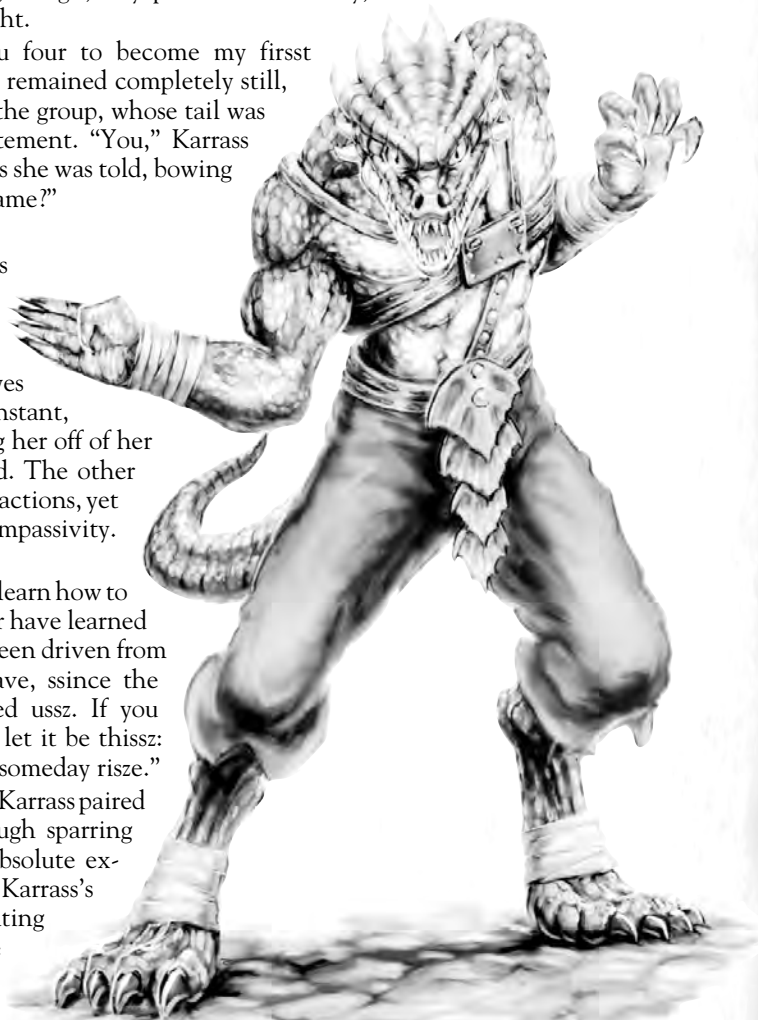
"Grand Masster Glox hass ssent you four to become my firsst studentssz," Karrass told them. The four remained completely still, with the exception of the one female in the group, whose tail was twitching very slightly in obvious excitement. "You," Karrass motioned to her. "Sstep to me." She did as she was told, bowing before the new Master. "What iss your name?"

"Zliza," she said.

"Zliza, you will be the leader of this group," Karrass told her. The other three iksar males made no movements, but the expression on their faces spoke of their shock at the Master's choice. Zliza's eyes widened slightly and she nodded. In an instant, Karrass had spun about, his tail slamming her off of her feet. She landed face first on the ground. The other three iksar still contained their outward reactions, yet their amused eyes belied their supposed impassivity. Karrass reached down to help Zliza up.

"Lessson one," Karrass said. "You musst learn how to fall before you can sstand again. We ikssar have learned this lessson many timesss, and we have been driven from our rightful landss by enemiiess who have, ssince the beginning of the world, underesstimated ussz. If you whiffss learn anything from our hisstorry, let it be thissz: The harder you fall, the higher you will ssomeyday risze."

Having made the necessary impression, Karrass paired the students off and worked them through sparring exercises, accepting nothing less than absolute exhaustion before they were dismissed. In Karrass's mind, there was no greater task than creating a new era for the iksar, one that would rise from its own ashes.



Saryrn's Companion (Type 15)

Large Undead
Hit Dice: 30d12 (195 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 30 (-1 size, +5 Dex, +16 natural)
BAB/Grp: +15/+28
Full-Attack: 2 claws +25/+25 melee
Attack: Claw +25 melee
Damage: Claw 2d6+9
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Aura of agony, backstab +6d6, magic attack +5
Special Qualities: Damage reduction 20/+4, evasion, immunities, infravision, see invisible, spell resistance 22, undead
Saves: Fort +10, Ref +17, Will +17
Abilities: Str 29, Dex 21, Con —, Int 12, Wis 11, Cha 10
Skills: Hide +26, Listen +20, Sneak +30, Spot +20, Taunt +20
Feats: Dodge^B, Double Attack, Improved Initiative, Lightning Reflexes^B, Mobility, Parry, Riposte, Spring Attack, Weapon Focus (claw)
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always neutral evil
Advancement Range: None
Faction: None

Description

This otherwise simple-seeming skeleton, perhaps that of an ogre, radiates a palpable aura of pain and torment.

Combat

Like most skeletal pets, the Saryrn's companion obeys its summoner's orders, but it also has the instinct to seek out the weak points of an enemy in an attempt to backstab him. If it cannot move into such a position it returns to the basic attack mode of summoned skeleton and uses its attacks and spell-like abilities as needed.

Aura of Agony (Su): Any living creature coming within 10 feet of a Saryrn's companion must make a Fortitude saving throw (DC 25) or suffer a -2 penalty to all attack rolls, saving throws, and skill or ability checks for as long as it remains within 10 feet of the Saryrn's companion and for 1 minute after leaving this area. A creature that saves against this effect is immune to the aura of that Saryrn's companion for 24 hours.

The summoner of a Saryrn's companion is immune to that companion's aura of agony (but not to the aura of those companions summoned by other necromancers).

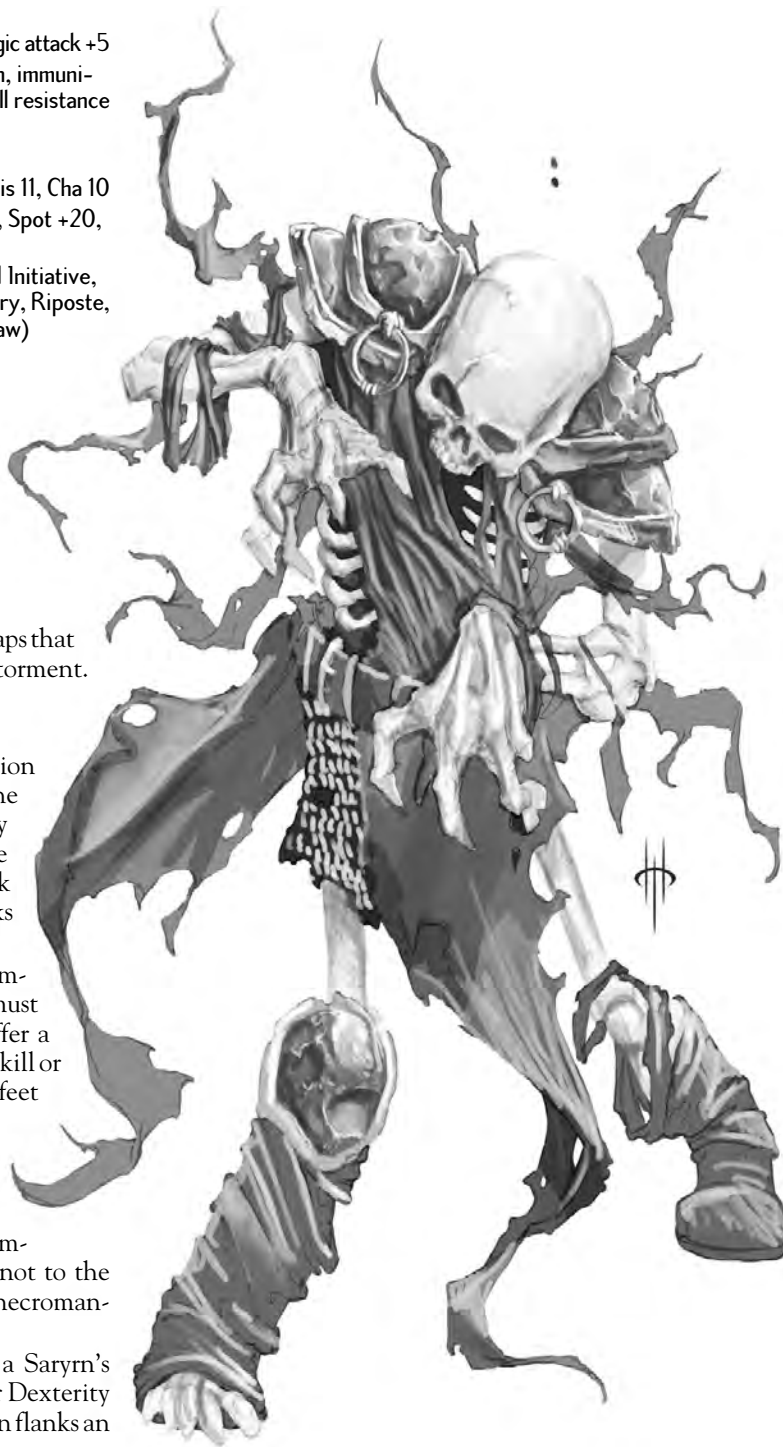
Backstab (Ex): Any time the opponent of a Saryrn's companion is caught flat-footed or is denied her Dexterity bonus to AC, or any time the Saryrn's companion flanks an

opponent, it deals an additional +6d6 points of damage with each successful claw attack against that opponent.

Evasion (Ex): If the Saryrn's companion makes its Reflex saving throw against any attack or effect that normally deals only half damage on a successful Reflex save, the Saryrn's companion instead takes no damage.

Immunities (Ex): The Saryrn's companion is immune to cold damage, and takes only half damage from slashing or piercing weapons.

Skills: A Saryrn's companion receives a +4 racial bonus on Hide and Sneak checks.



Servant of Marr

Hit Dice:	Huge Elemental (Water) 30d8+210 (345 hp)
Initiative:	+6 (Dex)
Speed:	30 ft., swim 90 ft.
AC:	29 (-2 size, +6 Dex, +15 natural)
BAB/Grp:	+22/+41
Full-Attack:	Slam +32/+28/+24/+20/+16 melee
Attack:	Slam +32 melee
Damage:	Slam 4d6+16 plus icy touch proc
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Fluid strikes, icy touch, magic attack +6
Special Qualities:	Damage reduction 15/+5, elemental, fast recovery, fire resistance (40), immunities, ultravision
Saves:	Fort +24, Ref +16, Will +12
Abilities:	Str 32, Dex 22, Con 25, Int 8, Wis 14, Cha 14
Skills:	Listen +22, Spot +22, Swim +19, Taunt +22
Feats:	Alertness ^B , Cleave, Dodge ^B , Double Attack ^B , Great Cleave, Improved Dodge, Improved Healing ^B , Mobility ^B , Power Attack ^B , Riposte ^B , Sunder, Weapon Focus (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None



Description

The servant of Marr is the epitome of the power of water, ceaseless and all-enduring. Like other water elemental pets, they are shaped roughly like bluish-white humanoid forms with their lower extremities replaced by trails of water.

Combat

The servant of Marr wades into combat with its powerful slam attacks and its icy, numbing touch. Without direction it will not normally try to maneuver into flanking positions, but a smart summoner will direct the servant of Marr to best make use of its fluid strikes ability (extremely deadly when used in combination with the judicious application of Power Attack).

Fluid Strikes (Ex): Servants of Marr can use their fluid form to slip effortlessly through an unsuspecting opponent's armor to strike critical areas. Whenever a servant of Marr is flanking an opponent or attacks a flat-footed opponent, that opponent loses its armor bonuses to AC (if any) against the servant of Marr's slam attacks. Worse, if the servant of Marr's attack hits the opponent, it automatically scores a critical hit for double damage (no critical confirmation roll required) unless the opponent is immune to critical hits.

Icy Touch (Su): With each successful slam attack, the servant of Marr can process a numbing cold (Proc DC 18) that deals an additional 30 points of cold damage to the target. A successful Reflex save (DC 32) reduces this damage by half.

Icy touch damage is not doubled on a critical hit.

Immunities (Ex): Servants of Marr are immune to acid and cold effects.

True Spirit (Type 6 Spirit Wolf)

Hit Dice:	Huge Magical Beast 23d10+184 (310 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	80 ft.
AC:	24 (-2 size, +1 Dex, +15 natural)
BAB/Grp:	+25/+42
Full-Attack:	Bite +33/+28/+23/+18/+13 melee
Attack:	Bite +33 melee
Damage:	Bite 4d6+13
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Drag down, magic attack +5
Special Qualities:	Damage reduction 7/-, infravision, scent, spell resistance 23
Saves:	Fort +21, Ref +14, Will +11
Abilities:	Str 28, Dex 13, Con 26, Int 6, Wis 19, Cha 10
Skills:	Hide +4, Jump +14, Listen +15, Sneak +7, Spot +15, Wilderness Lore +9*
Feats:	Alertness, Dodge ^B , Endurance, Improved Initiative ^B , Mobility ^B , Power Attack, Spring Attack ^B , Weapon Focus (bite)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Description

When a shaman calls upon the aid of the spirits of nature, the true spirit is one of the most powerful of spirits that might come to his aid. Taking the form of a huge, faintly luminous and semi-transparent wolf, the true spirit embodies the qualities of earthly beasts but is far more intelligent.

The true spirit can be useful as a guard, warning its summoner of imminent attacks if it becomes aware of them (which is quite often, given its strong sense of smell); it can also perform well as a tracker, following a given scent on command. A true spirit generally tries to follow the orders of its summoner as well as it can.

Combat

The true spirit acts wisely and intelligently in combat, but always uses wolf-pack tactics if they become available: It moves to flanking position if it sees the opportunity, considering its summoner's allies to be "pack-mates." It also finds its drag down attack to be of great use in assisting its mates.

Drag Down (Ex): A true spirit that hits with a bite attack can attempt to drag down its opponent as a free action. This is a trip attack (see Chapter 12: Combat, **EQ: Player's Handbook**), but does not require a touch attack or provoke attacks of opportunity. If the attempt fails, the opponent cannot react to trip the true spirit.

Skills: The true spirit receives a +4 racial bonus on Hide checks. *When tracking by scent, it receives a +4 racial bonus on Wilderness Lore checks.

Ward of Xegony

	Huge Elemental (Air)
Hit Dice:	30d8+150 (285 hp)
Initiative:	+18 (+14 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	32 (-2 size, +14 Dex, +10 natural)
BAB/Grp:	+22/+37
Full-Attack:	Slam +34/+31/+28/+25/+22 melee
Attack:	Slam +34 melee
Damage:	Slam 2d10+10 plus stun proc
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Blast of air, magic attack +6, stun
Special Qualities:	Damage reduction 15/+5, elemental, fast recovery, immunity to cold, invisibility, quick, ultravision
Saves:	Fort +15, Ref +31, Will +13
Abilities:	Str 24, Dex 39, Con 20, Int 8, Wis 16, Cha 12
Skills:	Hide +10, Listen +20, Sneak +29, Spot +20, Taunt +16
Feats:	Alertness, Dodge ^B , Double Attack ^B , Flyby Attack, Improved Dodge, Improved Initiative ^B , Mobility, Riposte ^B , Special Ability Focus (blast of air), Weapon Finesse (slam) ^B
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Description

The ward of Xegony appears as slightly transparent, vaguely humanoid being from the belly up, although its lower body is merely a vortex of rapidly swirling (and thus just barely visible) air. Like other air elementals, it has less staying power than earth, fire, or water elementals of a similar order, but it is very fast, hard to hit, and stealthy.

Combat

The ward of Xegony often hides with invisibility until its master command it to attack from its hiding place. Once it has done so, its quickness and speed give it many advantages in combat. A ward of Xegony quickly engages its opponents before the opponent has a chance to act.

Blast of Air (Su): Once per round as an attack action, a ward of Xegony can unleash a blast of air that buffets and possibly stuns an opponent. The effect has a range of 60 feet, and the elemental must have a clear line of effect to the target. The strike deals 5d10 points of damage and stuns the victim for 1 round; a successful Fortitude save (DC 32) reduces the damage by half and negates the stun effect.

The blast of air extinguishes torches and other small, unprotected flames in its line of effect, and it may have other effects depending on the





situation, such as capsizing small boats, causing a blinding spray of sand from a desert dune, and so forth.

Stun (Su): The slam attacks of ward of Xegony can process a stunning effect (Proc DC 23). A target struck by the ward's must make a Fortitude saving throw (DC 30) or be *stunned* for 1 round. (Stunned characters can take no actions, and opponents receive a +2 attack bonus to hit stunned targets.)

Note that no matter how many *stun* or *daze* effects a character suffers, he can be stunned by only one effect at a time: The durations of multiple *stun* or *daze* effects delivered in the same round do not stack.

Invisibility (Su): The ward of Xegony can become invisible at will, as a standard action. This ability is otherwise identical to the *invisibility* spell, and the air elemental becomes visible if it attacks or uses another supernatural ability.

Quick (Ex): A ward of Xegony's slam attacks are treated as quick weapons (delay 4).

Skills: The ward of Xegony receives a +4 racial bonus on Hide checks.

Warders

As the beastlord grows in power, so does her warder; similarly, she and her warder also grow closer in companionship — in time, even those beastlords of the fierce and vicious races, such as ogres or trolls, come to call their beastlord friend. Perhaps among such brutal peoples the warder is the only true friend one can find, or perhaps this closeness is simply a natural development of the mystical bond shared by beastlord and warder.

Combat

The basic tactics of the heroic beastlord's warder are unchanged from those of lesser warders. Of course, warders are generally more responsive and attentive than any summoned creatures or "pets," again perhaps due to their long connection with the beastlord. Advanced warders are quite intelligent and fully capable of performing relatively complex maneuvers at the beastlord's command, such as circling around to flank an opponent or sneaking up on a target through the underbrush.

Always remember that warders are not technically summoned creatures — a warder is a natural animal or beast that has become bonded with a beastlord — and they are therefore not susceptible to spells that target summoned creatures.

The warder's creature type changes to "magical beast," although its HD type, BAB, and base save progressions remain unchanged. The warder does gain feats and skills as a magical beast, as well as additional special attacks and special qualities, as listed below.

Magic Attack (Su): For purposes of penetrating a target's damage reduction, the warder's natural attacks are considered magic weapons with an enhancement value as noted in that warder's stat block. This ability grants no actual bonus to the warder's attack or damage rolls.

Bonus Feats: Warders that receive bonus feats have those feats marked with a "B" notation in their stat blocks.

Bear

Improved Grab (Ex): All bear warders may use their improved grab ability with either claw or bite attacks.

Rend (Ex): Bear warders of type 6 or higher that get a hold with their improved grab ability immediately deal double their normal claw damage (in addition to that already dealt for the claw attack itself), plus 1.5 times the warder's Strength bonus. The warder can rend each round that it maintains the hold.

Scaled Wolf

Superior Rage (Ex): A scaled wolf warder of type 12 or higher that takes damage in combat goes into a dreadful rage the next round. While in this rage, the warder gains a +8 bonus to both Strength and Constitution, and a -4 penalty to AC. The rage lasts until the scaled wolf warder is dead or has killed all visible enemies that damaged it during this combat, whichever comes first.

Swamp Alligator

Improved Grab (Ex): The swamp alligator warder may use its improved grab ability only with its bite attacks.

Tail Sweep (Ex): As an attack action, a swamp alligator warder of type 12 or higher can sweep opponents with its tail. This attack affects a half-circle with a diameter of 15 feet, centered on the warder's rear. All Large or smaller creatures within the area take 2d6 points of damage plus the warder's Strength bonus (Reflex half, DC 10 + 1/2 the warder's HD + the warder's Constitution modifier); a creature that fails this save is also knocked prone.

Skills: The swamp alligator warden has a natural swim speed of 30 feet; it need not make a Swim check to move through water at this speed, and when taking special actions or avoiding a hazard, it receives a +8 racial bonus on the Swim check. It can always take 10 when making a Swim check, even if threatened or rushed. It can use the run action while swimming, provided it moves in a straight line.

A swamp alligator warden receives a +12 racial bonus on Hide checks while submerged.

Tiger

Improved Grab (Ex): If the tiger warden hits with a claw or a bite attack, it can rake its opponent. If the tiger pins its target, it bites and rakes until the target dies or escapes.

Pounce (Ex): If a tiger warden charges an opponent, it can still make a full attack (including its rake attacks) even if it has already taken a move action.

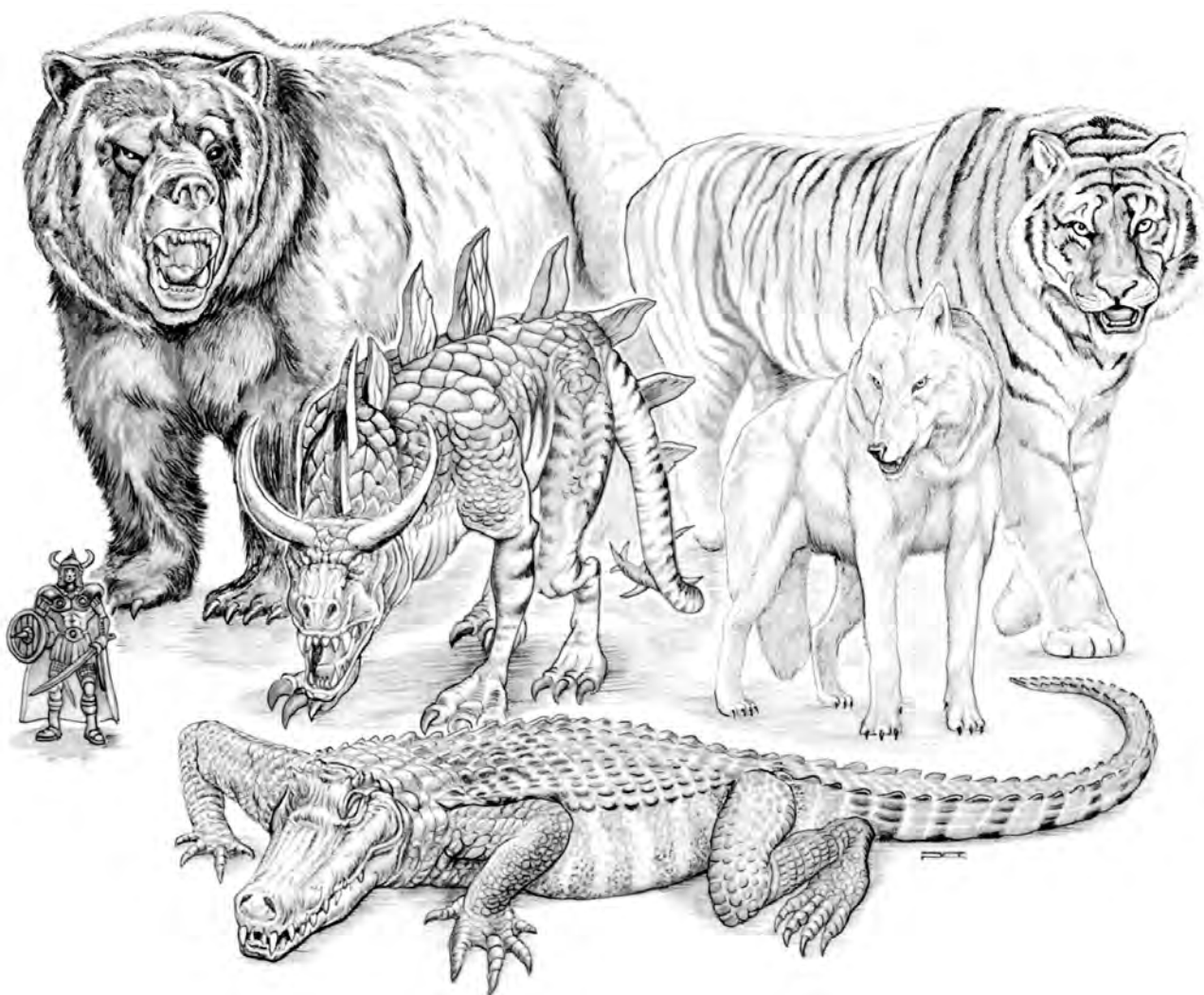
Rake (Ex): A tiger warden that gets or maintains a hold can make two rake attacks with its hind legs during a full-attack action, each at its full attack bonus and dealing normal claw damage plus Strength modifier.

Skills: Tiger wardens receive a +4 racial bonus on all Balance, Hide, and Sneak checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

White Wolf

Drag Down (Ex): A white wolf warden of type 12 or higher that hits with a bite attack can attempt to drag down its opponent as a free action. This is a trip attack (see Chapter 12: Combat, **EQ: Player's Handbook**), but does not require a touch attack or provoke attacks of opportunity. If the attempt fails, the opponent cannot react to trip the white wolf. If the target is successfully dragged down, the wolf may immediately take a full attack upon the tripped opponent.

Skills: *The white wolf warden receives a +12 circumstance bonus on Hide checks made in snowy or icy areas.



Heroic Beastlord Warders

Spirit of Arag (Type 12)

	Huge Magical Beast
Hit Dice:	33d8+429 (577 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	36 (-2 size, +6 Dex, +22 natural)
BAB/Grp:	+24/+46
Full-Attack:	Bite +36 melee and 2 claws +34/+34 melee; or bite +34 melee and 2 claws +32/+32 melee and slam +34 melee
Attack:	Bite +36 melee, or claw +36 melee, or slam +36 melee
Damage:	Bite 4d6+14/19-20; claw 2d8+7; slam 1d8+14
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	By warder type, magic attack +5
Special Qualities:	Low-light vision, scent
Saves:	Fort +31, Ref +24, Will +14
Abilities:	Str 39, Dex 22, Con 37, Int 10, Wis 17, Cha 17
Skills:	Listen +20, Spot +20, Taunt +22
Feats:	Alertness, Cleave, Dodge ^B , Great Cleave, Improved Critical (bite), Improved Initiative ^B , Mobility, Multiattack, Power Attack, Slam ^B , Spring Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	17
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Spirit of Sorsha (Type 13)

	Huge Magical Beast
Hit Dice:	36d8+504 (666 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	37 (-2 size, +6 Dex, +23 natural)
BAB/Grp:	+27/+50
Full-Attack:	Bite +40 melee and 2 claws +38/+38 melee; or bite +38 melee and 2 claws +36/+36 melee and slam +38 melee
Attack:	Bite +40 melee, or claw +40 melee, or slam +40 melee
Damage:	Bite 4d6+15/19-20; claw 2d8+7; slam 1d10+15
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	By warder type, magic attack +5
Special Qualities:	Low-light vision, scent
Saves:	Fort +34, Ref +26, Will +17
Abilities:	Str 41, Dex 23, Con 38, Int 11, Wis 17, Cha 18
Skills:	Listen +23, Spot +23, Taunt +26
Feats:	Alertness, Cleave, Dodge ^B , Great Cleave, Improved Critical (bite), Improved Initiative ^B , Iron Will, Mobility, Multiattack, Power Attack, Slam ^B , Spring Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	19
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Dandaek—Dwarf Rogue

“Then fix ta get down to business friend, or leave!” Having made his position clear, Dandaek quietly eyed the human who sat across from him. To say the lad looked out of place was an understatement. The Seafarer’s Roost was no place for someone dressed so fancy. “I’ve got half a dozen things I could be doin’ right now, an’ none of ’em includes you.”

“Very well,” the human replied, reaching slowly into his leather carrying bag and pulling out a book. Inside the book were three pieces of an old map. The human placed them on the table in front of Dandaek.

“Well, I’ll be—” Dandaek stopped mid-sip and hunkered over the pages. “What’d ya say yer name was again, boy?”

“I didn’t,” the human answered. Perhaps he had some sense after all.

“Ya know what this is, don’t ya, lad?” Dandaek pieced the pages together, studying the map. When the server came to offer refills, Dandaek flipped the pieces of the map over in a nonchalant manner. “From what I gather it’s a map to Stormhold,” he continued, once the girl was well out of earshot. “I’ve always thought it a myth.

Where did ya say ya got this?”

“I didn’t,” the human smiled calmly. “But, please continue.” The dwarf grumbled and took another draw from his ale.

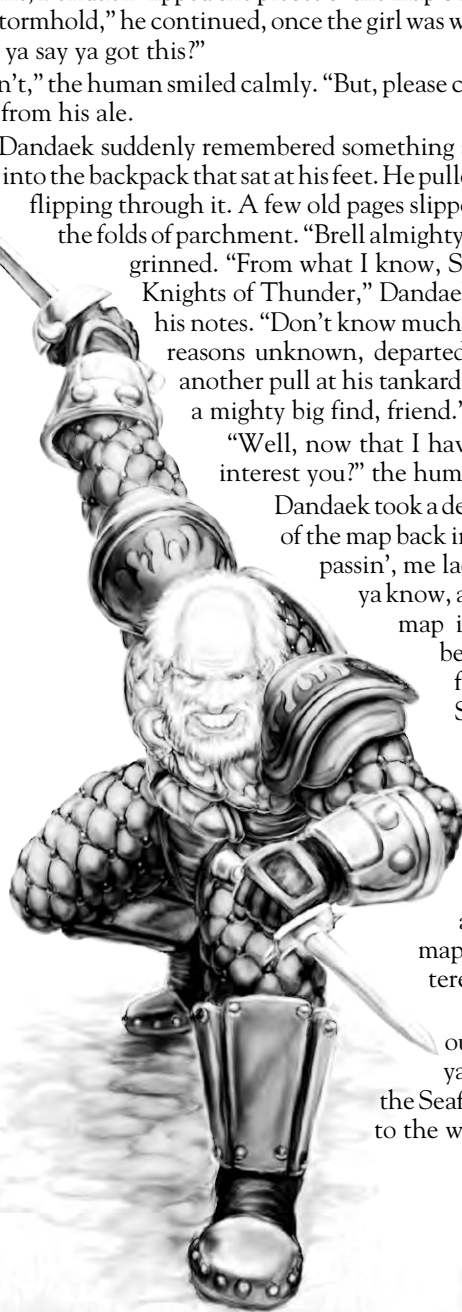
Dandaek suddenly remembered something and, holding a finger up to the human, reached into the backpack that sat at his feet. He pulled forth what appeared to be a journal and started flipping through it. A few old pages slipped out, which the dwarf quickly replaced within the folds of parchment. “Brell almighty, I’m a little disorganized at times,” the glib dwarf grinned. “From what I know, Stormhold was some underground deal for those Knights of Thunder,” Dandaek said as he continued to skim through some of his notes. “Don’t know much about em, ’cept they came from Qeynos and, fer reasons unknown, departed and dug in somewheres else.” He paused for another pull at his tankard. “If this map is genuine, then you are looking at a mighty big find, friend.”

“Well, now that I have your attention, is this something that would interest you?” the human asked. “I hire only the best.”

Dandaek took a deep, deliberate breath, and then placed the pieces of the map back into the young man’s book, closing it shut. “I’ll be passin’, me lad,” he said. “I’m far too old for this kind of deal, ya know, and — in all honesty — I can’t be certain that yer map is legit.” Dandaek stood, his head just visible behind the table, and tossed a few coins up to pay for the drinks. “Try Gertie at the Grub and Grog. She’s got some skill... fer a halfling, anyhow.”

The dwarf ambled his way out of the inn with surprising adroitness, for such an old fellow. The human shrugged and opened the book. “Legitimate indeed!” he grumbled. He pulled one of the map pieces from inside the book and instantly felt the blood rush into his pasty cheeks as he spun to look at the empty doorway. The map pieces had been replaced by portions of a tattered old limerick!

Dandaek smirked as he slipped into the shadows outside. “There’s a pigeon born every minute, I tell ya,” he laughed to himself. The raucous noise of the Seafarer’s Roost faded behind him as he made his way to the western gates of Freeport.



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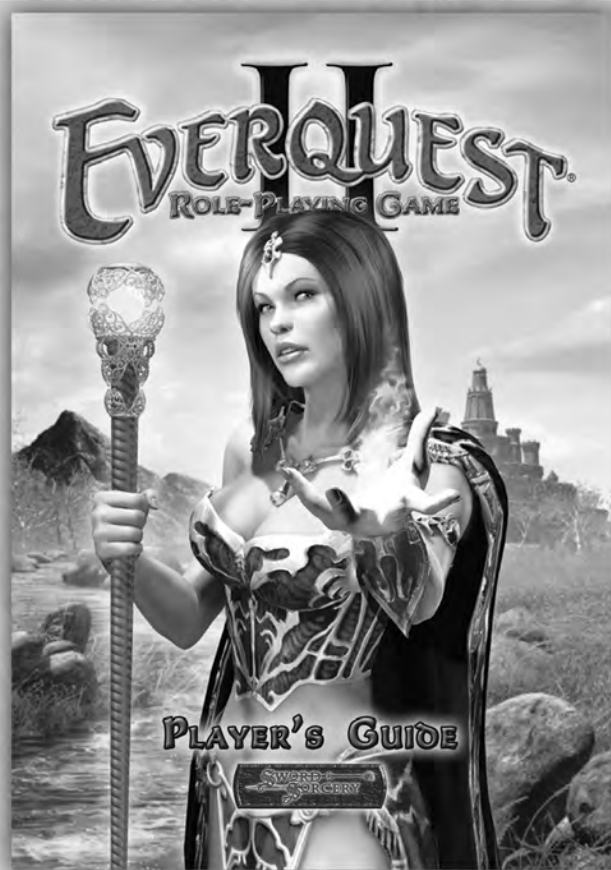
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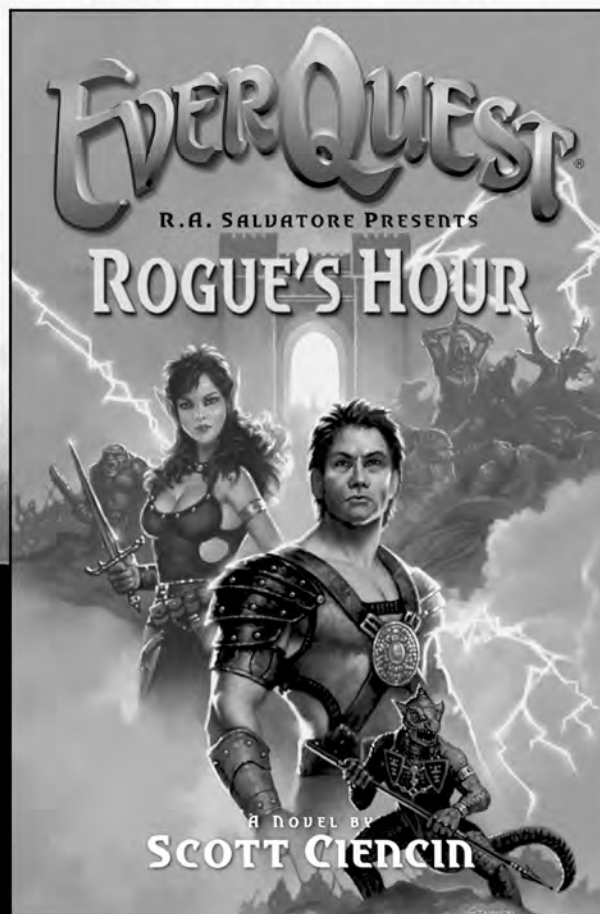
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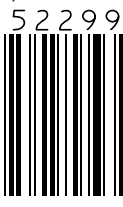
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