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BOOK OF ELDRITCH MIGHT™

AN ARCANE
SOURCEBOOK
by
MONTE COOK

BOOK OF ELDRITCH MIGHT



MALHAVOC PRESS®





THE BOOK OF ELDRITCH MIGHT

An arcane sourcebook

BY MONTE COOK

Requires use of the *Dungeons & Dragons*® Third Edition Core Books, published by Wizards of the Coast®
This book utilizes updated material from the v. 3.5 revision

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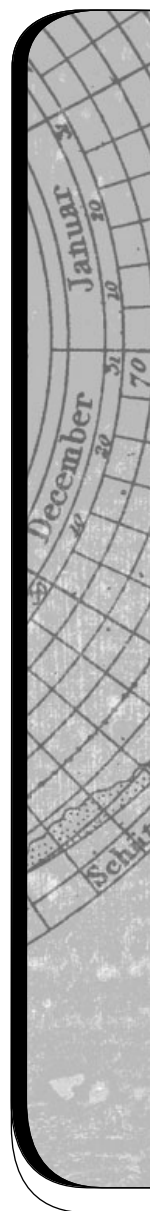
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Table of Contents

INTRODUCTION: MALHAVOC SPEAKS	
USING THIS BOOK	3
CHAPTER ONE: FEATS	
CONJURE MASTERY	4
DREAMSPEAKING	4
ETCH OBJECT RUNE	4
ITEM IMAGE	4
LACE SPELL: ELEMENTAL ENERGIES	5
LACE SPELL: ENEMY BANE	5
LACE SPELL: HOLY/UNHOLY	6
LACE SPELL: LAWFUL/CHAOTIC	6
MAGICAL TALENT	6
MANUFACTURE MAGIC POISON	6
MIRROR SIGHT	6
CHAPTER TWO: PRESTIGE CLASSES	
EMBERMAGE	7
GRAVEN ONE	9
THE MIRROR MASTER	11
CHAPTER THREE: SPELLS	
NEW SPELL LISTS	13
SPELL DESCRIPTIONS	15
ACIDIC CURSE	15
ARCANA FORM	15
BIND ITEM	15
BLACK MULCHING	15
BOLT OF CONJURING	15
BONE TATTOO	16
CHAINS OF VENGEANCE	16
COLDSCREAM	17
COMA	17
CONDITIONAL SPELL	17
CROSS OF LIGHTNING	17
DEVLIN'S BARB	17
DEVLIN'S VENOMBLADE	18
DRAGONSKIN	18
ELECTRICAL DELUGE	18
ELEMENTAL SHROUD	18
ENCHANTING FLAVOR	18
ENHANCE MAGICAL FLOW	19
ENHANCE MAGICAL FLOW, GREATER	19
FLAMING CORROSION	19
FOIL TRACER	20
FREEZING CLAW	20
GUILT	20
HIDDEN OBJECT	20
ICEBOLT	20
IMBUE GUARDIAN	20
MAGMA BURST	21
MANTLE OF EGREGIOUS MIGHT	21
MARK OF AIR	21
MARK OF AIR, GREATER	21
MARK OF DEATH	21
MARK OF EARTH	22
MARK OF EARTH, GREATER	22
MARK OF FIRE	22
MARK OF FIRE, GREATER	22
MARK OF FROST	22
MARK OF FROST, GREATER	22
MARK OF WATER	22
MARK OF WATER, GREATER	23
MASS FLY	23
MENTAL ALARM	23
MINOR WARD	23
MIRROR BLAST	24
MIRROR CALLING	24
MIRROR CALLING, LESSER	24
MIRROR PORTAL	24
MIRROR SHIELD	25
MIRROR THEFT	25
MIRROR TRUTH	26
PRECISE VISION	26
PRIMAL RELEASE	26
SILENT SOUND	26
SLEEP, GREATER	20
SPELLTRAP	26
STATIC VEIL	27
TELEPORT BLOCK	27
TELEPORT COORDINATES TRANSFER	27
TELEPORT REDIRECT	27
TELEPORT TRACER	27
THIEF WARD	28
TONGUE OF ANGELS	28
TONGUE OF FIENDS	28
UNDAUNTED FIXTURE	28
ZONE OF SPEED	28
CHAPTER FOUR: MAGIC ITEMS	
MAGIC WEAPONS	29
RINGS	29
POTIONS	30
VARIANT: IDENTIFYING POTIONS	30
RODS AND STAVES	30
WONDROUS ITEMS	32
MAGIC VEHICLES	33
MAGIC POISONS	35
MINOR ARTIFACTS	37
MAJOR ARTIFACTS	38
CHAPTER FIVE: MAGICAL CONSTRUCTS	
CREATING A MAGICAL CONSTRUCT	39
CONSTRUCTION	39
SAMPLE MAGICAL CONSTRUCTS	40
STONE (DIRE) TIGER	40
ELEVEN-HEADED BRASS HYDRA	41
APPENDIX	
RANDOM RUNE GENERATOR	42
OPEN GAME LICENSE	44



Malhavoc Speaks

And thus Malhavoc said, "You see me as nothing more than a spellslinger, a trickster—a charlatan. That will be your undoing, you ignorant god-lackey. For while you channel your power from your pitiful deity, I am power. While you serve your god, I am on my way to becoming one! All the arcane might from all the wizards who have come before me is mine to command.

See if your cure light wounds can cope with this..."

Malhavoc was an arrogant bastard, but his ideas were interesting. Arcane spellcasters—arcanists—do possess the unique attributes to call power into themselves, serving only their own wishes. Of course, this led to the development of their not-entirely-undeserved reputation of evil, power-mad egoism.

Wizards, sorcerers, and bards are formidable characters who command great power. But power is only as great as the knowledge behind it. Much of the secret arcanist lore lies within the covers of a massive tome known as *The Book of Eldritch Might*. This volume holds just a small sampling of the treasures found in those pages. Frequently, in fact, snippets such as this one are copied from the book and disseminated as books of magic all their own.

Malhavoc himself, a powerful wizard, claimed to have possessed the full *Book of Eldritch Might* for a time. He said the book was intelligent—an elder god of magic somehow trapped within a simple item. In his "conversations" with the book, he transcribed details of new areas of study, new spells, new magical items, and more. We are proud to present his work.

USING THIS BOOK

Magic is a wonderful thing. Not only because it allows spellcasters to accomplish miraculous deeds, but because it is infinite in scope. If you have read the spell and magic item selections in the revised d20 core rulebooks, you've only just started to plumb the depths of magic. This book presents a foray into the unknown—peruse its pages with excitement. But beware: These new powers and abilities can be used to your benefit, or they can be used against you. Arcane magic is a fickle thing.

This book is a smorgasbord. It presents a vast selection of new feats, new classes, new spells, and new magic items. You can use as little or as much as you want. While some of the material complements other bits very nicely, it all works independently.

If you're a DM, that should be important to you. That means that you can go through this book and freely pick and choose what is available in your campaign. You can throw out things you don't like, or that you have already decided work differently in your game without worry that it affects anything else found in the book. Great effort was made to balance the new features in this book with the core rules, but the DM is the final arbiter of what goes and what doesn't. This book contains only new opportunities—not new restrictions. If you are a player, look upon this book as a selection of whole new paths to power. Choose wisely.

In this reprinting of the original electronic edition of *The Book of Eldritch Might* we have updated the page design to match the look of our current product line, facilitate quick printing, and conserve ink. The material in this edition conforms to the v. 3.5 revision of the core rules. We've also corrected a few typos and included some material from Monte Cook's website that was featured in the print edition of this book.

All references to spells, feats, and other rules are from the v. 3.5 revision of three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

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

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About the Author

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the *Rolemaster* and *Champions* games as an editor, developer, and designer.

In 1994 Monte came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he codesigned the *Third Edition of Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed *Return to the Temple of Elemental Evil*, the d20 version of *Call of Cthulhu*, and *The Book of Vile Darkness*. For *WizKids Games*, he recently designed the *HeroClix* system of superhero combat. He created the best-selling Monte Cook's *Arcana Unearthed* for Malhavoc Press.

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

About the Illustrators

Cover artist **Brian LeBlanc** uses his learn-as-you-go approach for each assignment, spanning new techniques from countless late-night work sessions, RPG and anime soundtracks playing in the background. Brian believes you've got to take responsibility for your own growth, with or without an art degree. Visit his website at <http://io.spaceports.com/~bleblanc/>.

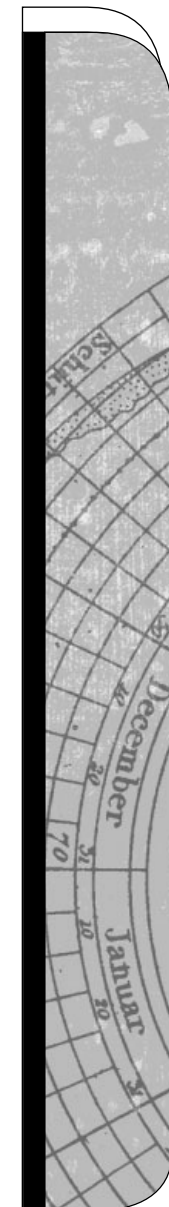
J.D. Sparks creates imaginative interior illustrations for Malhavoc titles, including *Demon God's Fane*. In addition, he designed the Malhavoc Press logo and Monte Cook's popular website www.montecook.com.

Malhavoc Press

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

The Book of Eldritch Might is Malhavoc Press' first and best-selling book. It has spawned two sequels, *Book of Eldritch Might II: Songs and Souls of Power*, and *Book of Eldritch Might III: The Nexus*. Monte's companion adventure to this book, *Demon God's Fane*, is available for high-level eldritch play.

Current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com.



Feats

This selection of feats includes a new type: the eldritch feat. These feats confer actual magical powers as spell-like abilities. They are often available only to characters with exceptional ability scores, as described in their prerequisites. If a class, such as a wizard, gains a bonus metamagic or item creation feat, you can choose to allow a member of that class to take eldritch feats also.

Magical feats enhance an arcanist's power. While the d20 System already offers you item creation and metamagic feats to choose from, here are some new arcane options for you to consider.

CONJURE MASTERY (ELDRITCH)

You learn how to get more powerful creatures when you cast summoning spells.

Prerequisite: Charisma 17, caster level 7th

Benefit: Creatures you summon are above average physically. They have a +2 bonus to Strength, Dexterity, and Constitution.

DREAMSPEAKING (GENERAL)

Sometimes dreams are important missives sent from above, or from within. You can interpret the dreams that you have, or that others have.

Prerequisite: Wisdom 15

Benefit: When someone tells you about a dream, or when you consider your own dream, you can tell automatically if it was a dream of importance, also known as a "sending" dream. If it is a sending dream, you can attempt a Wisdom check (DC 15) to interpret its meaning. If your Wisdom check succeeds, the DM should give you some clue as to the meaning of the dream. For example, a character might dream of a threatening rider dressed in black, surrounded by ravens. On a successful Wisdom check, the player learns that the dream foretells an encounter with a foe named "raven." Later the party does indeed go up against a villain named Kevris Killraven. Retries are not allowed.

ETCH OBJECT RUNE (ITEM CREATION)

You can etch magical runes onto the surfaces of inanimate objects.

Prerequisite: Caster level 5th

Benefit: You can create an *etched object rune* of any spell that you know. Etching an object rune takes one day for each 1,000 gp in its base price. The base price of an *etched object rune* is its spell level multiplied by its caster level multiplied by 30 gp. To etch a rune, you must spend 1/25 of this base price in experience points and use up raw materials costing half this base price.

Any *etched object rune* that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the spell's material component or pay the experience points when etching the rune.

Any object with a solid surface can bear an etched rune. Normally, a Small object (or smaller) can have only one object rune, while a Medium object can have two, a Large object can have four, a Huge object eight, and so on. The etching does not harm the object in any way, and once the rune is used, the object returns to normal.

Once an object rune is etched, it can be used like a scroll, as described in the rules for casting spells from scrolls in the *Player's Handbook*.

ITEM IMAGE (ELDRITCH)

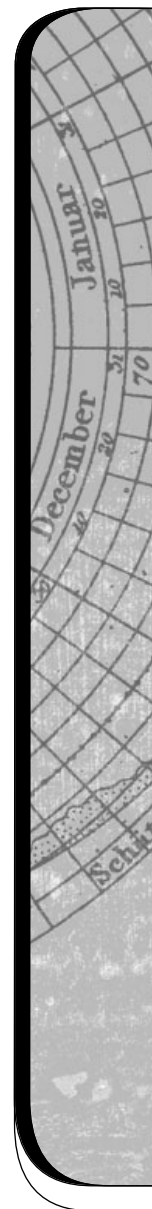
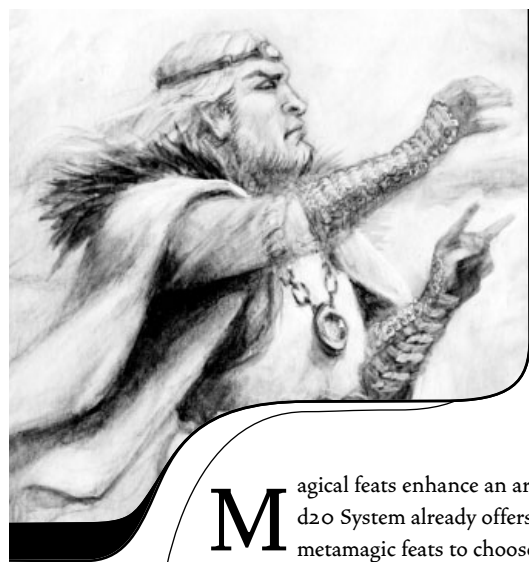
You can bond yourself or someone else with a magic item by use of a tattoo.

Prerequisites: Intelligence 17, caster level 7th

Benefit: You inscribe a tattoo onto your flesh or the flesh of another, in the presence of a magic item that weighs no more than the tattooed character can carry. This process takes eight hours and costs one-tenth the market value of the magic item in gold pieces. Once the tattoo is finished, the character can magically store the item within the image, and can call it forth again as a free action. While stored, the item remains in unchanging stasis, magically shrunk down so small that it cannot be felt. The item image tattoo is permanent; there is no limit to the number of times a character can call forth and re-store the magic item.

The tattooed image is often inscribed on the character's hand or arm, its design flowing seamlessly from the flesh to the item being held. For instance, the image to store a +2 *trident* might resemble waves that flow down the character's arm in lines that mirror the curves of the weapon's shaft. Often the tattoo changes when the item comes out of its magical storage; in the previous example, the trident might appear beneath the waves while it is stored, disappearing from the image as it is called forth.

Further, that character with the keyed image enjoys one of the following benefits while using that specific item (chosen at the time the image is inscribed):





- +1 damage if the item is a weapon (stacks with all other bonuses)
- +2 saving throw Difficulty Class, if the item requires opponents to make a save
- +2 caster level
- Item inflicts 1d6 points of fire damage upon anyone who attempts to use it, other than the tattooed character.

LACE SPELL: ELEMENTAL ENERGIES (ELDRITCH)

You can add more damage to the spells you cast by lacing them with elemental energy.

Prerequisites: Intelligence 17, caster level 5th

Benefit: You can give an extra power to a single-target spell when you cast it by adding elemental energy. You must choose the element to lace when taking this feat: acid, cold, electricity, fire, or sonic. Once you choose it, you cannot change the element you use to lace spells. In addition to its normal effect, any spell with a single target also inflicts +1d6 points of damage to that target if the spell takes effect (assuming the target fails the saving throw, if any). The damage is of the appropriate elemental type. Spells with different effects based on the success or failure of a saving throw (such as *disintegrate* or *slay living*) inflict the additional damage either way.

Special: You may take this feat multiple times, choosing a different element each time. However, you cannot lace a spell with more than one type of element.

LACE SPELL: ENEMY BANE (ELDRITCH)

You can add more damage to the spells you cast when you cast them upon a chosen enemy.

Prerequisites: Intelligence 17, caster level 5th

Benefit: You give an extra power to a damaging spell when you cast it on a specific type of creature (you must choose the type of creature when you select this feat). Any spell that causes damage inflicts 20 percent more damage against creatures of this type. Some people claim to hear an intense cackling sound when a Bane-laced spell strikes its intended target.

Special: You can take this feat multiple times, for a number of bane creature types. Choose a creature type from this list:

- | | |
|---------------------|------------------------------|
| • Aberrations | • Animals |
| • Constructs | • Dragons |
| • Elementals | • Fey |
| • Giants | • Humanoids (choose subtype) |
| • Magical beasts | • Monstrous humanoids |
| • Oozes | • Outsiders, chaotic |
| • Outsiders, evil | • Outsiders, good |
| • Outsiders, lawful | • Plants |
| • Undead | • Vermin |

LACE SPELL: HOLY/UNHOLY (ELDRITCH)

By lacing them with energy, you can add potency to the spells you cast against good or evil targets.

Prerequisites: Intelligence 17, caster level 5th

Benefit: You give extra power to a spell that you cast against either an evil or a good opponent. You must choose whether to make your spells holy or unholy at the time you select this feat, and afterward you can never take this feat again. You cannot lace an evil spell with holy energy or a good spell with unholy energy. Spells laced with holy or unholy energy are changed in these ways:

Holy. Changes the spell's descriptor to [good] and adds a +2 bonus to the save Difficulty Class if the target or creatures within the area are of evil alignment.

Unholy. Changes the spell's descriptor to [evil] and adds a +2 bonus to the save Difficulty Class if the target or creatures within the area are of good alignment.

LACE SPELL: LAWFUL/CHAOTIC**(ELDRITCH)**

By lacing them with energy, you can add potency to the spells you cast against lawful or chaotic targets.

Prerequisites: Intelligence 17, caster level 5th

Benefit: You give extra power to a spell that you cast against either a chaotic or a lawful opponent. You must choose whether to make your spells lawful or chaotic at the time you select this feat, and afterward you can never take this feat again. You cannot lace a lawful spell with chaotic energy or a chaotic spell with lawful energy. Spells laced with lawful or chaotic energy are changed in these ways:

Lawful. Changes the spell's descriptor to [lawful] and adds a +2 bonus to the save Difficulty Class if the target or creatures within the area are of chaotic alignment.

Chaotic. Changes the spell's descriptor to [chaotic] and adds a +2 bonus to the save Difficulty Class if the target or creatures within the area are of lawful alignment.

MAGICAL TALENT (GENERAL)

The mystical and eldritch secrets are clear to you.

Benefit: You gain a +2 bonus to Knowledge (arcana) and Spellcraft skill checks.

MANUFACTURE MAGIC POISON**(ITEM CREATION)**

You can create magic poisons, which have magical effects in addition to their traditional deadly nature. See the DMG and Chapter Four of this book for rules on poisons.

Prerequisite: Caster level 5th

Benefit: You can create any magic poison (see page 35) whose prerequisites you meet. Enchanting a magic poison takes one week for each 1,000 gp of its price. To enchant a magic poison, the spellcaster must spend 1/25 of the item's price in experience points and use up raw materials costing half its price.

MIRROR SIGHT (ELDRITCH)

You can look through a mirror and see an image that is reflected in a specific other mirror or an individual reflected in any other mirror.

Prerequisites: Charisma 19, caster level 1st

Benefit: You can, once per day, use a mirror for a special sort of scrying. Looking into a mirror, you can see through it to view a reflection in another mirror. You can choose to see one of three types of reflection:

- The current reflection in another mirror you are familiar with.
- The reflection of a person you know well, assuming that person is near a mirror.
- The reflection of a place you know well, assuming the location is being reflected in a mirror.

You receive only visual information through this ability. However, you can choose to transmit information both ways—so that a person reflected in the remote mirror can view whatever appears in the mirror you are using. Contact lasts 1d4 rounds, plus a number of rounds equal to your Charisma bonus.

For example, Aliya knows that her friend Serai keeps a mirror in his living room over the mantel. She can look through her own hand-held mirror and see into Serai's living room. But Serai's not there. The next day, Aliya can attempt to find Serai by looking into her mirror. If, at that moment, Serai is near any mirror at all, she can see him. Otherwise, she sees nothing but her own reflection.

Mirror Sight works with mirrors only; it is not effective when with attempting to scry with other reflective surfaces such as a still pool or a polished metal shield.

Prestige Classes

The following three prestige classes—the embermage, the graven one, and the mirror master—were all designed with arcanists in mind.

The paths of magic are many. The new prestige classes presented here are very specific, but with specificity comes even greater arcane power. Keep them in mind as new options for your arcane spellcasting PCs and NPCs.

EMBERMAGE

Although there are others who claim to be fire wizards, the embermages may be the truest sort of fire mage. Fire smolders within them. Their blood literally burns. This fire makes them tough—they have to be, for they must access their powers by releasing the fire within.

Many sorcerers and wizards become embermages, bards less often. All embermages have suffered greatly by fire and internalized the power within the flame.

NPC embermages gather together in small cabals. They use their power to achieve a set end, although the goals of every embermage are different.

REQUIREMENTS

To qualify to become an embermage, a character must fulfill all the following criteria:

Knowledge (arcana): 10 ranks

Feats: Endurance, Spell Focus (evocation), Spell Penetration

Spellcasting: Must be able to cast 3rd-level arcane spells. Must be able to cast five spells of the fire type and may cast no spells of the cold type.

Special: Must have been reduced to negative hit points entirely through damage by fire, or killed by a fire attack.

Special: May use no spell or item that provides protection against fire (doing so prevents the use of embermage abilities until the protection ends).

Hit Die: d6

CLASS SKILLS

The embermage's class skills (and the key ability for each skill) are: Concentration (Con), Craft (any) (Int), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int).

See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the embermage:

Weapon and Armor Proficiency. Embermages gain no weapon, armor, or shield proficiencies.

Spells per Day. When a character reaches an odd-numbered embermage level, he gains new spells per day as if he had also gained a level in his previous spellcasting class. He does not, however, receive any other benefit a character of that

EMBERMAGE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day
1	+0	+2	+0	+2	Burning touch	+1 level of existing class
2	+1	+3	+0	+3	Burning blood	—
3	+1	+3	+1	+3	—	+1 level of existing class
4	+2	+4	+1	+4	Fingers of fire	—
5	+2	+4	+1	+4	—	+1 level of existing class
6	+3	+5	+2	+5	Burning blood backlash	—
7	+3	+5	+2	+5	—	+1 level of existing class
8	+4	+6	+2	+6	Tongue of fire	—
9	+4	+6	+3	+6	Eyes of fire	+1 level of existing class
10	+5	+7	+3	+7	Internal explosion	—

class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of embermage to the level of his other spellcasting class, then determines spells per day (and caster level) accordingly.

For example, if Serai, a 9th-level sorcerer, gains a level in embermage, he gains new spells as if he had risen to 10th level in sorcerer, and he casts them at 10th level. However, he uses the other embermage aspects of level progression, such as base attack bonus and save bonus. If he next takes a level of sorcerer, making him an 10th-level sorcerer/1st-level embermage, he gains spells as if he had risen to 11th-level sorcerer.

If a character had more than one spellcasting class before becoming an embermage, he must decide which class receives each level of embermage, for the purposes of determining spells per day.

Burning Touch (Sp). The embermage can call flames to the tips of his fingers as a free action, inflicting $1d4 + 1$ points of fire damage per class level (maximum +5) if touched to a foe. (The touch attack is handled normally.) The flames can set flammable objects like paper alight. The flames last 1 round. These flames come from within the character, inflicting 1 point of fire damage upon him each time he uses this ability.

Burning Blood (Sp). The 2nd-level and higher embermage can cut himself (a standard action), inflicting 1 to 5 points of fire damage upon himself (his choice). His flaming blood gushes from the wound, causing everyone within 5 feet to suffer $1d6$ points of fire damage for each point the embermage suffered.

Fingers of Fire (Sp). Calling fire to the tips of his fingers, the embermage—starting at 4th level—can launch one to five spurts of flame in a single round up to 30 feet away. If firing multiple spurts, the embermage can target different foes, but no two can be more than 10 feet apart. Each spurt requires a ranged touch attack and inflicts $2d6$ points of fire damage. Each spurt inflicts 2 points of fire damage on the embermage as well.

Burning Blood Backlash (Su). Whenever the 6th-level or higher embermage suffers damage from a slashing or piercing attack, the resulting spurt of inner fire and burning blood inflicts $1d6$ points of fire damage upon the attacker, if he is within 5 feet.

Tongue of Fire (Sp). Once per day starting at 8th level, the embermage can spit two gouts of flame as a standard action. One forms a flaming shield with no check penalty or spell failure chance; it provides a +3 armor bonus. The other forms a *flame blade*, as the spell. This weapon and shield last for 10 minutes.

Eyes of Fire (Sp). Once per day beginning at 9th level, the embermage can shoot from his eyes a blast of fire 5 feet wide and 100 feet long + 10 feet per class level. All within this area must make Reflex saving throws (DC $10 +$ embermage's Intelligence modifier + embermage's class level) or suffer $1d6$ points of fire damage per embermage class level (maximum $10d6$). This fire is so hot that even creatures immune to fire suffer half damage, and characters with fire resistance get only half their normal resistance (so a character with 12 points of fire resistance from *resist energy [fire]* gets only 6 points of resistance).

Internal Explosion (Sp). Once per day starting at 10th level, an embermage can call upon his most dreaded power. He can temporarily transfer the ultra-hot flame within himself to some other victim(s).

This works exactly like the spell *implosion*, except that the target explodes in flame. The save Difficulty Class is equal to $10 +$ the embermage's Intelligence modifier + the embermage's class level. Creatures immune to fire suffer no damage, but characters with fire resistance have no special protection.



GRAVEN ONE

Tales tell of sorcerers with skin like leather—or maybe even like stone. Every inch of these sorcerers' skin is covered in tattoos, sigils, runes, and other markings. They have, quite literally, transformed themselves into living magic items. To do so, however, they undergo painful rituals that strengthen their flesh and make them hardier individuals.

Wizards and sorcerers become graven ones most frequently, but the occasional bard does as well. NPC graven ones wander alone, though sometimes their abilities are seen as such a boon, they become military leaders or enforcers for powerful masters.

REQUIREMENTS

To qualify to become a graven one, a character must fulfill all the following criteria:

Knowledge (arcana): 5 ranks

Spellcraft: 7 ranks

Feats: Etch Object Rune, Item Image, Scribe Scroll, Toughness.

Spellcasting: Must be able to cast 4th-level arcane spells, including at least three with the word “mark” in the title, *erase*, *explosive runes*, and *sepia snake sigil*

Special: Must be fluent in Celestial, Draconic, and Infernal

Special: Must find a third party who can cast *permanency* and will partake in a ritual that lasts an entire day. The character loses 4 hit points permanently, but when it is over she bears a tough, almost stonelike skin with an inherent +1 natural armor bonus.

Hit Die: d6

CLASS SKILLS

The graven one's class skills (and the key ability for each skill) are: Concentration (Con), Craft (any) (Int), Knowledge (arcana) (Int), Profession (Wis), Search (Wis), and Spellcraft (Int).

See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

GRAVEN ONE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+0	Flesh rune	+1 level of existing class
2	+1	+3	+0	+0	Tattoo of power	—
3	+2	+3	+1	+1	Tattoo of power	+1 level of existing class
4	+3	+4	+1	+1	Graven image (5 HD)	—
5	+3	+4	+1	+1	Tattoo of power	+1 level of existing class
6	+4	+5	+2	+2	Graven image (10 HD)	—
7	+5	+5	+2	+2	Tattoo of power	+1 level of existing class
8	+6	+6	+2	+2	Graven image (15 HD)	—
9	+6	+6	+3	+3	Tattoo of power	+1 level of existing class
10	+7	+7	+3	+3	Graven image (20 HD)	—



CLASS FEATURES

All the following are class features of the graven one:

Weapon and Armor Proficiency. Graven ones are proficient with no weapons, armor, or shields.

Spells per Day. When a character reaches an odd-numbered graven one level, she gains new spells per day as if she had also gained a level in her previous spellcasting class. She does not, however, receive any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic, or item creation feats, and so on). This essentially means that she adds the level of graven one to the level of her other spellcasting class, then determines spells per day (and caster level) accordingly.

For example, if Canabula, a 9th-level wizard, gains a level in graven one, she receives new spells as if she had risen to 10th level in wizard, and she casts them at 10th level. However, she uses the other graven one aspects of level progression, such as base attack bonus and save bonus. If she next takes a level of wizard, making her an 10th-level wizard/1st-level graven one, she gains spells as if she had risen to a 11th-level wizard.

If a character had more than one spellcasting class before she became a graven one, she must decide which class receives each level of graven one for the purposes of determining spells per day.

Flesh Rune (Sp). The graven one gains the ability to etch runes into her own flesh using the Etch Object Rune feat. The graven one's body can bear as many as four runes at once, no matter what her size.

Tattoo of Power (Su). A graven one can inscribe a tattoo on her body that lasts for 24 hours. It requires 10 minutes to inscribe it, and she can bear only one tattoo of power at a time (this in no way interacts with any flesh runes she might have). When she gains this ability at 2nd level, she chooses a tattoo of power inscription that she knows from the table on this page. The graven one's level plus her Intelligence modifier determine which of the tattoos she can learn. When she gains this ability again, at 3rd level and at alternating levels after that, she can choose another tattoo.

Graven Image (Su). Starting at 4th level, the graven one can inscribe one image of an animal or magical beast onto her flesh (this in no way interacts with any flesh runes or tattoos of power she might have). Inscribing this image takes 10 minutes, and it can be activated at any time afterward as a free action. When activated, the image leaps from the graven one's body and becomes a real version of that creature. It remains for one minute per level or until slain, obeying the graven one's mental commands (issued as free actions).

As the graven one goes up in level, the number of Hit Dice of the creatures she can make into graven images increases.

Rune Circumstances

In cultures where skin markings are strange, or among those who fear or distrust magic, the obvious flesh runes, tattoos of power, and graven images give the graven one a –2 circumstance penalty to Diplomacy, Bluff, and other Charisma-related skill checks. One possible exception is Intimidate, which the DM may rule gets a +2 circumstance bonus in some situations.

TATTOOS OF POWER

Class Level + Int Modifier	Tattoo	Effect
1	Endurance	+2 enhancement bonus to Constitution
2	Strength	+2 enhancement bonus to Strength
3	Dexterity	+2 enhancement bonus to Dexterity
4	Defense	+3 natural armor bonus to Armor Class
5	Silent shadow	+10 enhancement bonus to Move Silently and Hide checks
6	Fortification	25 percent chance to negate all critical hits inflicted upon graven one
7	Disguise self	As the spell <i>disguise self</i>
8	Wounding	All attacks dealing damage (even spells) made by the graven one inflict 1 point of Constitution damage as a weapon with the same ability (see the DMG, Chapter Seven)
9	Holy or unholy	All attacks dealing damage (even spells) made by the graven one inflict an additional +2d6 points of damage to all creatures of evil alignment (if holy is chosen) or good alignment (if unholy is chosen)
10	Lawful or chaotic	All attacks dealing damage (even spells) made by the graven one inflict an additional +2d6 points of damage to all creatures of chaotic alignment (if lawful is chosen) or lawful alignment (if chaotic is chosen)
11	Spell resistance	The graven one has spell resistance 11 + her class levels
12	Damage reduction	The graven one has damage reduction 10/magic

MIRROR MASTER

Mirror masters are usually born with a gift that allows them to see things in mirrors that others do not see. Occasionally, this gift is bestowed through ritual as well. Mirror masters are quiet, mysterious folk whose gazes seem transfixed elsewhere.

Wizards and sorcerers become mirror masters most frequently, but the occasional bard does as well.

NPC mirror masters rarely work together. Sometimes one will operate within a guild of other mages, but most often these spellcasters work alone.

REQUIREMENTS

To qualify to become a mirror master, a character must fulfill all the following criteria:

Knowledge (arcana): 5 ranks

Craft (glassmaking): 5 ranks

Feats: Craft Wondrous Item, Mirror Sight

Spellcasting: Must be able to cast 3rd-level arcane spells

Special: Must be an outsider, have an outsider ancestor, or undergo a powerful ritual performed by at least three other mirror masters.

Hit Die: d4

CLASS SKILLS

The mirror master's class skills (and the key ability for each skill) are:

Concentration (Con),
 Craft (any) (Int),
 Knowledge (arcana) (Int), Knowledge (the planes) (Int),
 Profession (Wis),
 Search (Wis),

Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

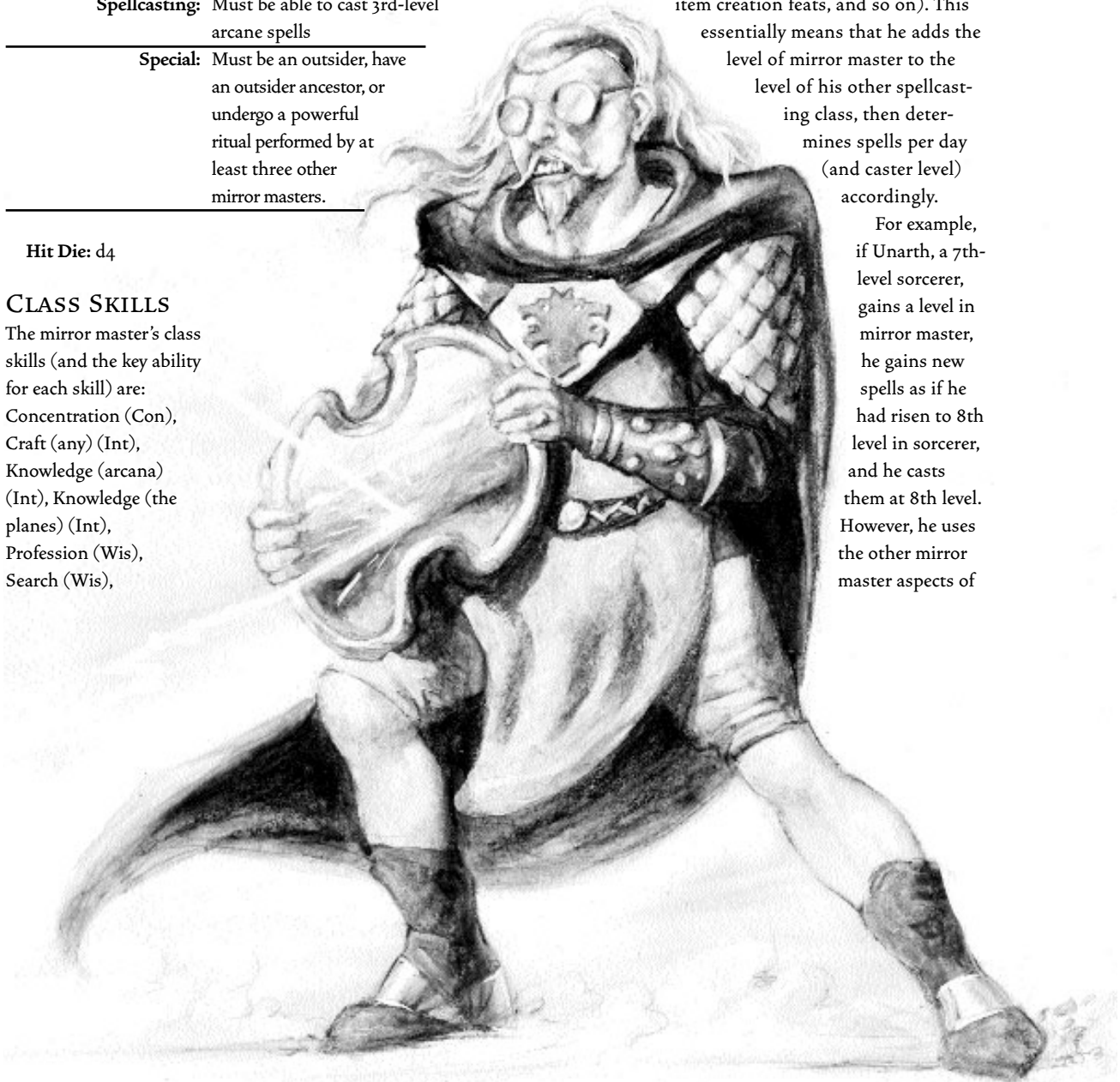
CLASS FEATURES

All of the following are the class features of the mirror master prestige class:

Weapon and Armor Proficiency. Mirror masters are proficient with no weapons, armor, or shields.

Spells per Day. When a character reaches an odd-numbered mirror master level, he gains new spells per day as if he had also gained a level in his previous spellcasting class. He does not, however, receive any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of mirror master to the level of his other spellcasting class, then determines spells per day (and caster level) accordingly.

For example, if Unarth, a 7th-level sorcerer, gains a level in mirror master, he gains new spells as if he had risen to 8th level in sorcerer, and he casts them at 8th level. However, he uses the other mirror master aspects of



Mirror Master Bonus Spells List

1st Level	2nd Level
Command†	Mirror image
Hypnotism†	See invisibility†
Message†	Shatter
3rd Level	4th Level
Daylight	Lesser mirror calling*
Mirror shield*	Rainbow pattern
Searing light†	Scrying
5th Level	6th Level
Mirror blast*	Eyebite†
Mirror theft*	Mirror calling*
True seeing	Mirror truth*
	7th Level
	Mirror portal*
	Simulacrum
	Spell turning

* Represents a new spell found in this book.

† As the normal spell in the Player's Handbook, except the target, area, or effect must be viewed in a mirror—either normally or through the Mirror Sight feat.

level progression, such as base attack bonus and save bonus. If he next takes a level of sorcerer, making him an 8th-level sorcerer/1st-level mirror master, he gains spells as if he had risen to a 9th-level sorcerer.

If a character had more than one spellcasting class before becoming a mirror master, he must decide which class receives each level of mirror master, for the purposes of determining spells per day.

Mirror Thoughts (Sp). Once per day, the mirror master can use a mirror to detect and learn the thoughts of anyone reflected in its surface. In all other ways, this ability works like the spell *detect thoughts*.

Mirrored Eyes (Su). Starting at 2nd level, the mirror master gains an additional saving throw against all gaze attacks. If either save succeeds, treat the situation as if he made the save.

Bonus Spells (Ex). The mirror master gains bonus spells as he studies mirrors and mirror lore. These spells are either added automatically to his spellbook (if he is a wizard or a wizard-like spellcaster) or one of each level is added to the spells the caster knows (if he is a sorcerer or a sorcererlike spellcaster).

For example, if Unarth becomes a 2nd-level mirror master, he can choose one 1st-level spell and one 2nd-level spell from the mirror master bonus spells list and immediately add them to his spells known list. He also can choose from the mirror master bonus spells list when he gains spells known normally, as well as from the sorcerer spell list, if he desires.

Piercing Gaze (Ex). The mirror master gains a +2 competence bonus to Spot, Search, Intimidate, and Sense Motive skill checks starting at 4th level.

Mirror Step (Sp). Once per day, the mirror master can step into one mirror and out another. At 6th level, treat this ability in all other ways (determining range, etc.) as *dimension door*. At 8th level, treat this ability in all other respects as *teleport*; at 10th level, *plane shift*. Each time a new version of the ability is gained, it brings with it a new use per day. So, for example, an 8th-level mirror master can mirror step a short distance (*dimension door*) and a long distance (*teleport*) each once per day. This ability works well in conjunction with the Mirror Sight feat.

MIRROR MASTER						
Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Mirror thoughts	+1 level of existing class
2	+1	+0	+0	+3	Mirrored eyes, bonus spells (1st and 2nd)	—
3	+1	+1	+1	+3	—	+1 level of existing class
4	+2	+1	+1	+4	Piercing gaze, bonus spells (3rd and 4th)	—
5	+2	+1	+1	+4	—	+1 level of existing class
6	+3	+2	+2	+5	Mirror step (<i>dimension door</i>), bonus spells (5th)	—
7	+3	+2	+2	+5	—	+1 level of existing class
8	+4	+2	+2	+6	Mirror step (<i>teleport</i>), bonus spells (6th)	—
9	+4	+3	+3	+6	—	+1 level of existing class
10	+5	+3	+3	+7	Mirror step (<i>plane shift</i>), bonus spells (7th)	—

Spells

The main focus of the The Book of Eldritch Might is, of course, spells. Spells are the lifeblood of any arcanist, and none turn their gaze from the description of a new enchantment or unique bit of thaumaturgy.

Introduce these spells into your campaign by equipping NPCs with them as new or unique developments. In addition, you can plant them as treasure in scrolls, wands, and even potions, or place them within ancient spellbooks discovered in forgotten libraries.

NEW SPELL LISTS

The descriptions for the spells listed here begin on page 15.

ASSASSIN SPELLS

1ST-LEVEL ASSASSIN SPELL

Devlin's Barb. Creates temporary ammunition.

3RD-LEVEL ASSASSIN SPELL

Devil's Venomblade. Creates poisoned blade that inflicts 1d4 points of Constitution damage.

BARD SPELLS

1ST-LEVEL BARD SPELLS

Guilt. One evil target is denied an action.

Silent Sound. Ranged touch attack. 1d6/level of sonic damage (max. 5d6).

3RD-LEVEL BARD SPELLS

Dragonskin. +4 natural armor plus elemental resistance 10.

Sleep, Greater. Puts 4d6 HD (max. 10 HD) worth of creatures to sleep.

CLERIC SPELLS

1ST-LEVEL CLERIC SPELL

Guilt. One evil target is denied an action.

2ND-LEVEL CLERIC SPELLS

Enhance Magical Flow. +1 to spell save DCs.

Static Veil. +1/level to Will save throw against scrying attempts.

4TH-LEVEL CLERIC SPELL

Enhance Magical Flow, Greater. +2 bonus to spell save DCs.

Teleport Coordinates Transfer. Information about destination is transferred.

6TH-LEVEL CLERIC SPELLS

Coma. Subject cannot take actions for one hour/level.

DRUID SPELLS

2ND-LEVEL DRUID SPELL

Icebolt. Ranged attack inflicts 2d6 + 1d6+1 points/level of cold damage.

3RD-LEVEL DRUID SPELLS

Mark of Air. Subject has +2 Dex plus other power.

Mark of Earth. Subject has +2 Str plus other power.

Mark of Fire. Subject has +2 Dex plus other power.

Mark of Frost. Subject has +1 AC plus other power.

Mark of Water. Subject has +2 Con plus other power.

4TH-LEVEL DRUID SPELL

Black Mulching. Plants 3 HD or less die, others take 1d10 points of damage.

5TH-LEVEL DRUID SPELLS

Mark of Air, Greater. Subject can fly at speed 40 and has other power.

Mark of Earth, Greater. Subject has damage reduction 10/magic and other power.

Mark of Fire, Greater. Subject has resistance to fire 20 and other power.

Mark of Frost, Greater. Subject has resistance to cold 20 and other power.

Mark of Water, Greater. Subject can breathe water and has other power.

6TH-LEVEL DRUID SPELL

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

9TH-LEVEL DRUID SPELL

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

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS

Abjur **Minor Ward.** Inscription harms those who pass it.

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

- Div **Mental Alarm.** Alerts to events.
 Trans **Enchanting Flavor.** Improves the taste of food.
 Trans **Tongue of Angels.** Speak Celestial.
 Trans **Tongue of Fiends.** Speak Infernal.

1ST-LEVEL SORCERER/WIZARD SPELLS

- Ench **Guilt.** One evil target is denied an action.
 Evoc **Acidic Curse.** Inflicts 1d6 points of acid damage and 1d4 rounds of blindness.
 Evoc **Silent Sound.** Ranged touch attack inflicts 1d6 points/level of sonic damage (max. 5d6).

2ND-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Static Veil.** +1 bonus/level to Will saves against scrying attempts
 Abjur **Thief Ward.** Hide and move silently checks are made at a -10 penalty.
 Evoc **Icebolt.** Ranged attack inflicts 2d6 + 1d6+1 points/level of cold damage.
 Evoc **Mark of Air.** Subject has +2 Dex plus other power.
 Evoc **Mark of Earth.** Subject has +2 Str plus other power.
 Evoc **Mark of Fire.** Subject has +2 Dex plus other power.
 Evoc **Mark of Frost.** Subject has +1 AC plus other power.
 Evoc **Mark of Water.** Subject has +2 Con plus other power.
 Trans **Precise Vision.** +5 bonus to Spot and Search.
 Trans **Undaunted Fixture.** Affix two objects together.
 Univ **Enhance Magical Flow.** +1 to spell save DCs.

3RD-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Foil Tracer.** Teleport spells cannot be traced.
 Conj **Bolt of Conjuring.** Inflicts 1d4 points of damage/level (max. 10d4) plus summons monster.
 Conj **Devlin's Venomblade.** Creates poisoned blade that inflicts 1d4 points of temporary Con damage.
 Conj **Dragonskin.** +4 natural armor plus elemental resistance 10.
 Ench **Sleep, Greater.** Puts 4d6 HD (max. 10 HD) worth of creatures to sleep.
 Necro **Bone Tattoo.** Spell resistance of 10+level against cold, polymorph and mind-affecting attacks.

4TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Spelltrap.** Prepares gem that is triggered by specific spell
 Div **Teleport Coordinates Transfer.** Information about destination is transferred.
 Evoc **Bind Item.** Object encased in globe of force.
 Evoc **Chains of Vengeance.** Subject is bound and takes 2d6 points of fire damage/round.
 Evoc **Coldscreech.** Inflicts 1d6 points of damage/level (10d6 max.), half sonic, half cold.

- Evoc **Flaming Corrosion.** Inflicts 1d6 points of damage/level (10d6 max.), half acid, half fire.
 Evoc **Mark of Air, Greater.** Subject can fly at speed 40 and has other power.
 Evoc **Mark of Earth, Greater.** Subject has damage reduction 10/magic and other power.
 Evoc **Mark of Fire, Greater.** Subject has resistance to fire 20 and other power.
 Evoc **Mark of Frost, Greater.** Subject has resistance to cold 20 and other power.
 Evoc **Mark of Water, Greater.** Subject can breathe water and has other power.
 Necro **Black Mulching.** Plants 3 HD or less die, others take 1d10 damage.
 Trans **Hidden Object.** Object can only be seen through magic glass.
 Univ **Enhance Magical Flow, Greater.** Offers +2 bonus to spell save DCs.

5TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Teleport Block.** No teleports are allowed in or out of area.
 Evoc **Cross of Lightning.** Four lightning bolts inflict 1d6 points of damage/level (15d6 max.)
 Evoc **Teleport Redirect.** Incoming or outgoing teleport has a new destination.
 Evoc **Zone of Speed.** Movement through 20-foot sphere has a maximum speed set by caster.
 Necro **Elemental Shroud.** Undead are granted a shroud of chosen element that grants powers.

6TH-LEVEL SORCERER/WIZARD SPELLS

- Div **Teleport Tracer.** Destination of teleport is discovered.
 Ench **Coma.** Subject cannot take actions for one hour/level.
 Evoc **Conditional Spell.** Designated spell triggers stored spell in subject.
 Evoc **Electrical Deluge.** Inflicts 1d6 points of electricity damage/level (15d6 max.) out 100 feet away.
 Evoc **Freezing Claw.** Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid.

7TH-LEVEL SORCERER/WIZARD SPELLS

- Trans **Mass Fly.** One creature/level can fly at speed 60.

8TH-LEVEL SORCERER/WIZARD SPELLS

- Evoc **Mark of Death.** Subject is immune to death effects and has other power.
 Trans **Imbue Guardian.** Sets eternal guardian to watch over an area.

- Trans **Mantle of Egregious Might.** Subject has +4 luck bonus to Armor Class, attack rolls, saving throws, and ability scores.
- Trans **Primal Release.** Subject becomes stronger, tougher, and more bestial.

9TH-LEVEL SORCERER AND WIZARD SPELLS

- Conj **Magma Burst.** Creates a huge volcanic pit that inflicts 20d6 points of damage.
- Trans **Arcana Form.** Caster becomes pure energy that can power spells.

SPELL DESCRIPTIONS

ACIDIC CURSE

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

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

Target: One creature with eyes

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause a victim's eyes to burst with acid, inflicting 1d6 points of acid damage and blinding the target for 1d4 rounds. Creatures who suffer no damage from the acid (due to a successful saving throw, an immunity, or a spell granting resistance) are not blind.

Material Component: A bit of ragweed

ARCANA FORM

Transmutation

Level: Sor/Wiz 9

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You transform yourself into a being of pure magical energy. You are incorporeal, immune to critical hits, and can fly with good maneuverability at a speed of 100. Because you can draw magical essence from your own form, you can use this energy to cast spells. At the cost of 5 hit points per spell level, you can cast spells with no loss of prepared spells or spell slots (you can cast only spells you know, or those you have prepared for that day, if you prepare spells). At the cost of 1 Constitution point (temporary damage), you can use a charged item and not expend a charge; 2 Constitution points will save two charges, if needed. If you enter an *antimagic*

field, you cease to exist for the rest of the spell's duration (or the antimagic's duration, whichever is shorter).

BIND ITEM

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

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

Target: One object no larger than 3 feet across

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The subject of this spell is encased in a globe of force no larger than 3 feet in diameter. If the target object is held by a creature, the creature can make a Reflex saving throw to resist the effects of the spell. The globe remains impervious to harm, much like a *wall of force*. However, the globe is weightless and can be moved (assuming enough force is available to move the weight of the object encased in the globe). This spell often proves useful in transporting dangerous substances.

BLACK MULCHING

Necromancy

Level: Drd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

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

Area: 20-foot-diameter sphere

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

All plants in the area with 3 HD or less blacken and die automatically, falling to shreds. Other plants suffer 1d10 points of damage. You can move the area anywhere within the range of the spell each round.

Material Components: A drop of any type of poison and a small pair of shears

BOLT OF CONJURING

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S

Casting Time: Standard action

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

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Reflex half

Spell Resistance: Yes

You fire a blast of magical force that strikes a target unerringly, inflicting 1d4 points of damage per caster level (maxi-

mum 10d4). Further, at the time of striking, the bolt summons an outsider as if *summon monster I* had been cast. The summoned creature can act immediately upon appearing anywhere you desire within 5 feet of the target, as described in *summon monster I*. It remains for 1 round per caster level.

BONE TATTOO

Necromancy
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: One minute
Range: Touch
Target: One living creature
Duration: One minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell creates a bone-colored skull-and-bones tattoo pattern on the flesh of a living creature. As long as the tattoo lasts, the tattooed creature has spell resistance 10 plus your level

against cold, polymorph, and mind-affecting attacks. Further, mindless undead creatures react to the tattooed creature as if he were undead. However, any creature with this tattoo can be turned as if he were undead with turn resistance +4.

Material Components: A bit of white ink and a needle

CHAINS OF VENGEANCE

Evocation [Fire]
Level: Sor/Wiz 4
Components: V, S
Casting Time: Standard action
Range: Medium (100 feet + 10 feet/level)
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

Chains of fire wrap around the target, rendering her helpless and dealing her 2d6 points of fire damage each round. The subject may attempt to break free, requiring a Strength check



(DC 25) or an Escape Artist check (DC 30). These attempts, however, automatically inflict an additional 2d6 points of fire damage upon the subject. Others may attempt to help (see the cooperation rules in the *Player's Handbook*, Chapter Four), but they suffer 1d6 points of fire damage if they try.

COLDSCREAM

Evocation [Cold, Sonic]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You emit a shrill shriek that inflicts 1d6 points of damage per level (maximum 10d6). Half this damage is cold damage, and half is sonic. Further, you can designate one object in the area that must make another Reflex saving throw. If it fails, the object shatters.

COMA

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Components: S, M

Casting Time: Standard action

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

Target: One living creature

Duration: One hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You put a living creature in a coma. The subject falls prone immediately—alive, but unable to take actions.

Material Component: A mixture of ground spices

CONDITIONAL SPELL

Evocation

Level: Sor/Wiz 6

Components: V, S

Casting Time: Standard action

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

Target: One creature or object

Duration: Until discharged

Saving Throw: Will negates

Spell Resistance: Yes

You cast this spell as well as another spell of 3rd level or lower to be “stored.” When a specific spell you name (of any level) is cast upon the subject, the stored spell releases in a preset manner. The stored spell takes effect immediately after the target spell in the same round.

For example, you store *fireball* within your friend the barbarian and designate *lightning bolt* as the impetus spell. Now, when a *lightning bolt* is next cast, placing the barbarian in its area, a *fireball* is cast in the manner you chose when you cast *conditional spell*. You might have caused the spell to be cast “at the individual who cast *lightning bolt*,” or “100 feet straight ahead,” or “at the subject’s feet.” The barbarian still suffers damage from the *lightning bolt* normally.

You could also designate a door as the subject, with an impetus spell of *knock* store the *web* spell, to be cast in the area around the door. Or, you could identify an impetus spell of *charm person* that, when cast upon a cohort (as the subject), releases the stored spell *dispel magic*, cast on the cohort.

A target and his gear may have only one *conditional spell* active at a time, meaning you cannot cast this spell on both a barbarian and the barbarian’s axe. If the impetus spell does not affect the target because of a successful save or spell resistance, the *conditional spell* still triggers. If the stored spell cannot be cast as designated by the caster (due to range, line of sight, etc.), the spell has no effect and the *conditional spell* is lost.

CROSS OF LIGHTNING

Evocation [Electricity]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Standard action

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

Area: Four bolts, 5 feet wide to Medium range (100 feet + 10 feet/level) or 10 feet wide to 50 feet + 5 feet/level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *lightning bolt*, except four lightning bolts leap from you at the same time in different directions. You choose the direction that one bolt travels. Two others travel away from you at 90-degree angles to the left and right; the last travels in the exact opposite direction of the first. You may make the bolts 10 feet or 5 feet wide (as *lightning bolt*), but they all must be the same. Each bolt inflicts 1d6 points of damage per level of the caster (maximum 15d6 per bolt).

Material Components: Four bits of fur and an amber, crystal, or glass rod

DEVLIN’S BARB

Conjuration (Creation)

Level: Asn 1, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Personal

Effect: One arrow, bolt, bullet, or sling stone

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You create an arrow, bolt, bullet, or sling stone (with no magical or masterwork properties). The created object disappears when the duration ends. Assassins use this spell even when ammunition is plentiful, because it leaves no trace of the weapon that caused the wound.

DEVLIN'S VENOMBLADE

Conjuration (Creation)

Level: Asn 3, Sor/Wiz 3

Components: V, S

Casting Time: Standard action

Range: Personal

Effect: One poisoned slashing weapon

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You create any slashing weapon desired (with no magical or masterwork properties) that is coated with poison. The venom inflicts 1d4 points of Strength damage and 1d4 more a minute later. The blade lasts until it inflicts a wound or until the duration expires, whichever comes first.

DRAGONSKIN

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You give yourself scales like a chromatic dragon's, of a color that you select. You gain a +4 natural armor bonus as well as 10 points of resistance against a particular element:

- *Black:* Acid
- *Blue:* Electricity
- *Green:* Acid
- *Red:* Fire
- *White:* Cold

Material Component: A scale of actual dragonhide

ELECTRICAL DELUGE

Evocation [Electricity]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Standard action

Range: 100 feet

Area: A spread centered on you, 5 feet high and 200 feet across

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *lightning bolt*, except lightning arcs from you in all directions in a single plane out to 100 feet, 5 feet high. The effect inflicts 1d6 points of electricity damage per level of the caster (maximum 15d6) to all within the area except you.

Material Components: A bit of lodestone and a square plate of iron

ELEMENTAL SHROUD

Necromancy [Varies]

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

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

Target: Up to one animate dead creature/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You cover undead creatures that you have animated with a shroud of energy. This energy can be whatever type you wish: acid, cold, electricity, fire, or sonic. Acid shrouds drip with dark, bubbling effluvium; cold shrouds are icy blue and glistening; electricity shrouds crackle with lightning; fire shrouds appear to be molten and burning; and sonic shrouds appear as distortions in the air accompanied by a shrill shriek. The undead is granted +2 turn resistance, +2 natural armor. It inflicts an additional 1d6 points of elemental damage (whatever type is appropriate to the shroud) when it strikes a foe. It also inflicts 1d6 points of damage when it is touched or when struck by natural weapons.

An undead creature may have only one *elemental shroud* cast upon it at a time.

ENCHANTING FLAVOR

Transmutation [Mind-Affecting]

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: Full round

Range: Touch

Target: One meal

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You give an intense and pleasant flavor to a single meal for up to four people. Once they have finished eating the satisfying meal, you receive a +2 circumstance bonus on a single Charisma-based check (Bluff, Diplomacy) against the diners.

Material Components: Spices and seasonings

ENHANCE MAGICAL FLOW

Universal

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No

All the Difficulty Classes of your spells increase by a +1 enhancement bonus.

Material Component: A small jewel worth at least 10 gp**ENHANCE MAGICAL FLOW, GREATER**

Universal

Level: Clr 4, Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No

All the Difficulty Classes of your spells increase by a +2 enhancement bonus.

Material Component: A small jewel worth at least 50 gp**FLAMING CORROSION**

Evocation [Fire, Acid]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You blast from your hand a cone of burning acid that inflicts 1d6 points of acid damage per level (maximum 10d6). Half the damage is fire damage, and half is acid. Further, you can designate one creature in the area that gets particularly



doused in the dangerous gout of liquid. That creature must make another Reflex saving throw. If either save fails, that creature sustains full damage.

FOIL TRACER

Abjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: Standard action

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

Target: One creature

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

While this spell remains in effect, no teleportation spell cast by the subject can be traced by the *teleport tracer* spell (see page 27).

FREEZING CLAW

Conjuration (Creation) [Cold]

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: Standard action

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

Effect: A small claw of ice

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a 2-foot-diameter ice-blue claw that floats in the air. You direct it to move anywhere within range, making one ranged touch attack each round with your own attack bonus. Those touched by the claw suffer 3d6 points of cold damage and must make a Fortitude save. Failing the save freezes the victim solid. Frozen creatures remain alive but cannot take actions. They stay frozen until they suffer 20 points of fire damage, after which point they are free (but sustain the 20 points of damage). If the claw suffers 10 points of fire damage, the spell ends (the claw has AC 12).

Material Component: A chunk of ice

GUILT

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, AF

Casting Time: Standard action

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

Target: One living creature of nongood alignment

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A nongood creature is forced to think about some evil deed it performed, denying it any actions except to defend itself.

Arcane Focus: A small mirror

HIDDEN OBJECT

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One object

Duration: Permanent (see below)

Saving Throw: None

Spell Resistance: No

As *invisibility*, except that the subject must be an object. It becomes immune to divination spells such as *see invisibility* or *true seeing*. You must designate a piece of glass no smaller than 1 inch in diameter, through which a person can view the object. The object and the piece of glass must remain within 30 feet of each other or the spell ends. Wizards sometimes use this spell to hide their spellbooks from all detection; they keep the viewing glass so they may still find and read the book.

ICEBOLT

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: One action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points + 1 point per level (maximum +10) of cold damage. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack misses, there is no effect.

IMBUE GUARDIAN

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: One hour

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

Target: One creature

Duration: Instantaneous (see below)

Saving Throw: None

Spell Resistance: No

You cast this spell on a willing creature that has remained in a single location (an area no bigger than a 100-foot radius) for at least 24 hours. From this point on, while remaining in this area the creature gains the following benefits: +4 competence bonus to Spot and Listen checks, +8 bonus to Sense Motive checks, the ability of *true seeing*, and 360-degree vision. The guardian does not need to eat or sleep and does not age. Lastly, no effect can move an unwilling guardian out of the area—the character cannot be unwillingly teleported away, charmed, or compelled to leave, nor physically pushed or carried out of the keyed location.

All these benefits are forever lost if the guardian freely decides to leave.

MAGMA BURST

Conjuration (Creation) [Fire]

Level: Drd 9, Sor/Wiz 9

Components: V, S

Casting Time: Full round

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

Area: 50-foot radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause the earth to explode like a volcano vent, spraying rock and magma up and inflicting 20d6 points of damage to everything in the area of effect (half of this is fire damage, the other is impact). From that point on, the entire area remains a pool of lava, inflicting 20d6 points of fire damage per round.

MANTLE OF EGREGIOUS MIGHT

Transmutation

Level: Sor/Wiz 8

Components: V, S, AF

Casting Time: Full round

Range: Touch

Target: One creature

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No

You bestow upon a subject a scintillating aura around his head, imbuing him with great power. A character with this mantle gains a +4 luck bonus to Armor Class, attack rolls, saving throws, and all ability scores.

Arcane Focus: A golden circlet worth at least 1,000 gp

MARK OF AIR

Evocation

Level: Drd 3, Sor/Wiz 2

Components: V, S

Casting Time: Full round

Range: Touch

Target: One creature

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The energy of this spell creates a white, swirled mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to conjure a shield of swirling air that provides a +5 deflection bonus to Armor Class for 10 rounds. Using this shield of air ability is a standard action that immediately dismisses the *mark of air*.

MARK OF AIR, GREATER

Evocation

Level: Drd 5, Sor/Wiz 4

As *mark of air*, except that the mark allows the subject to fly with a speed of 40 feet (good maneuverability) for the spell's duration or until the subject uses the greater shield of air ability: as under *mark of air*, but the wall of churning air created works exactly like a *wind wall* that lasts 10 rounds.

MARK OF DEATH

Evocation [Death]

Level: Sor/Wiz 8

Components: V, S

Casting Time: Full round

Range: Touch

Target: One creature

Duration: One hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The energy of this spell creates a black, skull-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain an immunity to all death effects. They also possess the ability to launch a pale gray ray of energy, which requires a ranged touch attack to hit the target. Targets struck must make a Fortitude saving throw or die. Even those who save suffer 1d4 points of temporary Constitution damage. Using this ray of death ability immediately dismisses the *mark of death*.

MARK OF EARTH

Evocation

Level: Drd 2, Sor/Wiz 2**Components:** V, S**Casting Time:** Full round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a brown, block-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Strength. They also possess the ability to conjure and throw a large mass of rock, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range (100 feet + 10 feet/level). Using this mass of rock ability is a standard action that immediately dismisses the *mark of earth*.

MARK OF EARTH, GREATER

Evocation

Level: Drd 5, Sor/Wiz 4

As *mark of earth*, except that the mark grants the subject damage reduction 10/magic for the spell's duration or until the spell has protected the subject from up to 10 points of damage per caster level, or until the subject uses the greater mass of rock ability: as under *mark of earth*, but the 40-foot cone of earth and rock blasted from the caster's hand inflicts 6d6 points of damage. A successful Reflex saving throw allows half damage.

MARK OF FIRE

Evocation [Fire]

Level: Drd 3, Sor/Wiz 2**Components:** V, S**Casting Time:** Full round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a red, flame-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to cast from the palm of the hand a ray of fire that inflicts 3d6 points of fire damage, if a ranged touch attack strikes the target within medium range (100 feet + 10 feet/level). Using this ray of fire ability is a standard action that immediately dismisses the *mark of fire*.

MARK OF FIRE, GREATER

Evocation [Fire]

Level: Drd 5, Sor/Wiz 4

As *mark of fire*, except that the mark provides 20 points of fire resistance each round for the spell's duration or until the subject uses the greater ray of fire ability: as under *mark of fire*, but the resulting 6d6 fireball explodes with a 20-foot spread. A successful Reflex saving throw allows half damage.

MARK OF FROST

Evocation [Cold]

Level: Drd 3, Sor/Wiz 2**Components:** V, S**Casting Time:** Full round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a blue-white, angular mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 natural armor bonus due to a hard, icy coating that protects their skin. They also possess the ability to conjure a spear of ice, which can be thrown once as a normal shortspear (no proficiency required) to inflict 1d8 points of damage plus 2d6 points of cold damage. Using this spear of ice ability is a standard action that immediately dismisses the *mark of frost*.

MARK OF FROST, GREATER

Evocation [Cold]

Level: Drd 5, Sor/Wiz 4

As *mark of frost*, except that the mark provides 20 points of cold resistance each round for the spell's duration or until the subject uses the greater spear of ice ability: as under *mark of frost*, but the resulting 6d6 coldball explodes with a 20-foot spread. A successful Reflex save allows half damage.

MARK OF WATER

Evocation

Level: Drd 3, Sor/Wiz 2**Components:** V, S**Casting Time:** Full round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a blue, wavy mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Constitution. They also possess the ability to cast from the palm of the hand a stream of water, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range (100 feet + 10 feet/level). Using this stream of water ability is a standard action that immediately dismisses the *mark of water*.

MARK OF WATER, GREATER

Evocation

Level: Drd 5, Sor/Wiz 4

As *mark of water*, except that the mark allows the subject to breathe water for the duration or until the subject uses the *greater mark's* other effect: to safely teleport the caster from any completely submerged location to the surface of the water directly above. If something solid occupies the space the caster would teleport into, the character is shunted in a random direction until there is room for him. If the body of water has no surface (for example, it fills an underwater cave) the spell fails.

MASS FLY

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: Standard action

Range: Touch

Targets: Up to one creature/level touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

As *fly*, except that this spell affects a number of targets. All recipients can fly with a speed of 60 feet (40 feet if the creature wears Medium or Heavy armor). They can fly up at half speed and descend at double speed. Their maneuverability rating is good. Using the *mass fly* spell requires as much concentration as walking, so you can attack or cast spells normally. A *mass fly* spell recipient can charge but not run. You cannot carry aloft more weight than your heavy load limit, plus any armor you wear.

Should the spell duration expire while a subject is aloft, the magic fails slowly. A subject drops 60 feet per round for 1d6 rounds. Subjects that reach the ground are safe. Those that don't, fall the rest of the distance (falling damage is 1d6 points per 10 feet of the fall). Since dispelling a spell effectively ends it, subjects also fall in this way if the *mass fly* spell is dispelled.

Material Components: A wing feather from any bird for each target

MENTAL ALARM

Divination

Level: Sor/Wiz 0

Components: S

Casting Time: Standard action

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

Targets: One creature/level (maximum eight creatures)

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

All subjects are mentally alerted simultaneously at some pre-designated moment in time. The moment is chosen by the caster, and must be within the duration of the spell. This spell is often used by small groups to coordinate actions.

MINOR WARD

Abjuration

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 20 square feet

Duration: One day/level

Saving Throw: See text

Spell Resistance: Yes (object)

This inscription harms those who enter, pass, or open the warded area or object. A *minor ward* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature of a specific type or alignment violating the warded area is subject to the magic it stores. Wards can be set according to creature type, subtype, or species (such as "dark elf" or "aberration"). Wards also can be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to appearance, class, Hit Dice, or level. Wards respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *minor wards* cannot function within 30 feet of each other.

When casting the spell, you mark a clear design in paint, chalk, blood, scratch marks, or some other means. The ward can conform to any shape up to the limitations of your total square footage. When the spell is completed, the ward remains quite obvious.

Wards cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead* and *nondetection* can fool a *minor ward*.

Read magic allows you to identify a *minor ward* with a successful Spellcraft check (DC 13). Identifying the *minor ward* does not discharge it, but it allows you to know the basic nature of the glyph (version [see below], type of damage caused, what spell is stored).

Note: Magic traps such as *minor wards* are hard to disable. A rogue—and only a rogue—can use *Disable Device* (DC 25) to thwart one.

Depending on the version selected, a *minor ward* either blasts the intruder or activates a spell:

Blast Ward: A blast deals 1d4 points of damage to one target. This damage is acid, cold, electricity, fire, or sonic (your choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Ward: You can store any harmful 0-level spell that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect centers on the intruder. All saving throws operate as normal, except that the Difficulty Class is based on the level of the *minor ward*.

Material Component: You trace the ward with paint, chalk or some other appropriate substance

MIRROR BLAST

Evocation

Level: Special (mirror master 5th-level bonus spell)

Components: V, S, M

Casting Time: Standard action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Upon shattering a small mirror, you create a magical blast of force energy and mirror shards. The blast inflicts 1d6 points of damage per caster level (maximum 15d6). Half the damage is force energy, and half is slashing damage from the glass shards.

Material Component: A small mirror

MIRROR CALLING

Conjuration (Calling) [see text]

Level: Special (mirror master 4th-level bonus spell)

Effect: Up to 16 HD worth of summoned elementals and outsiders, no two of which can be more than 30 feet apart when they appear.

As *lesser mirror calling* (see below), except you may call one creature of up to 16 HD or a number of creatures of the same type whose Hit Dice total no more than 16. The creatures as a group agree to perform a task for you and request a favor in return.

MIRROR CALLING, LESSER

Conjuration (Calling) [see text]

Level: Special (mirror master 6th-level bonus spell)

Components: V, S, AF

Casting Time: 10 minutes

Range: Touch

Effect: One summoned elemental or outsider of up to 8 HD

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Upon casting this spell, you gaze into a mirror and view a random location occupied by a creature on another plane. You call forth an elemental or outsider (of up to 8 HD) that you can see. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task for you, and the creature may request some service in return. The more demanding your request, the greater return favor the creature asks for. This bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. If you agree to the service, the creature performs the task you requested, reports back to you afterward (if possible), and returns to its home plane. You are honor bound to perform the return favor.

A creature may accept some form of payment, such as a magic item, in return for its service. The creature does with the item whatever it pleases.

Note: A calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature is considered a spell of that type. For example, *lesser mirror calling* is a fire spell when it calls a fire elemental.

Arcane Focus: A small mirror of polished silver

MIRROR PORTAL

Transmutation

Level: Special (mirror master 7th-level bonus spell)

Components: V, S, AF, XP

Casting Time: 10 minutes

Range: Touch

Targets: Two mirrors

Duration: One day/level

Saving Throw: None

Spell Resistance: No

You create a one-way magic passage between any two mirrors. Once the spell is cast, the mirrors can be moved any distance apart. Anyone stepping into one mirror comes out the other. To make the passage two-way, cast the spell twice. A creature or object must be able to pass through the mirror physically, as if it were a doorway, so it is important that the mirrors are big enough. If you look through one mirror, you see a blurry view of whatever is reflected in the other mirror, as well as the normal reflection.

Arcane Focus: Two fine mirrors of highly polished silver, each costing at least 500 gp

XP Cost: 500 XP

MIRROR SHIELD

Abjuration

Level: Special (Mirror Master 3rd-Level Bonus Spell)

Components: V, S, AF

Casting Time: Standard action

Range: Touch

Target: One mirror

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

A useful protection against ray attacks, this spell creates a device that automatically reflects any ray spell directed at you back at the caster. You make a ranged attack roll (as if you cast the ray spell yourself) against the caster's Armor Class. If you hit, you inflict damage per the original spell.

Arcane Focus: A mirror of any size, which must remain with you for the duration of the spell

MIRROR THEFT

Transmutation

Level: Special (mirror master 5th-level bonus spell)

Components: V, S, AF

Casting Time: Full round

Range: Touch

Target: One mirror

Duration: 1 round

Saving Throw: None

Spell Resistance: No

While using Mirror Sight (see page 6) on a mirror, you may reach into the mirror and grab one unattended object that you can see, pulling it through to your side. The object must be something that you can lift and that will fit through the mirror.

In the location being viewed, your hands seem to appear out of nowhere, grasping the object and pulling it away into nothingness. Creatures in that location cannot harm or affect you, but they can attempt to grab the object. If they succeed, the spell ends.

Arcane Focus: A finely made mirror of highly polished silver, which costs at least 800 gp



MIRROR TRUTH

Illusion (Glamour)

Level: Special (mirror master 6th-level bonus spell)**Components:** V, S, M**Casting Time:** 10 minutes**Range:** Close (25 feet + 5 feet/two levels)**Area:** One 10-foot cube/level (S)**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** No

This spell creates a powerful illusion that can be overcome only by looking through a mirror. The caster creates an illusory image over the target area as described in the spell *screen*. No amount of normal interaction with the illusion helps characters discern the truth. However, if they look at the area in a mirror, the reflection shows what is actually there. Magical means of detecting or seeing through illusions, such as *true seeing*, are handled as if this were a normal illusion. Unlike *screen*, this spell does not foil scrying.

Material Component: A mirror at least 2 feet across

PRECISE VISION

Transmutation

Level: Sor/Wiz 1**Components:** V, S, M**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

You can see details, either small or distant, much more clearly than normal. In addition, you gain a +5 competence bonus to Search and Spot checks.

Material Component: An eagle feather

PRIMAL RELEASE

Transmutation

Level: Sor/Wiz 8**Components:** V, S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One living creature (not you)**Duration:** 10 minutes/level**Saving Throw:** Will negates**Spell Resistance:** Yes

You release the primal savage within a single creature. The creature gains a +10 inherent bonus to Strength and Constitution, a +2 inherent bonus to Dexterity, and a –6 penalty to Intelligence and Charisma, as well as a –2 penalty

to Wisdom. The creature cannot cast spells or use spell-like abilities, but its base attack bonus becomes +1 per Hit Die (if its current base attack bonus is something else). The creature can fight as though it had the Power Attack, Cleave, Great Cleave, and Improved Sunder feats.

Material Component: A bit of raw meat

SILENT SOUND

Evocation [Sonic]

Level: Brd 1, Sor/Wiz 1**Components:** S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

You fire from your fingertip a focused beam (i.e., a ray) of sonic energy too shrill to hear. To do so, make a ranged touch attack roll. On a hit, you inflict 1d6 points of sonic damage per level (5d6 maximum).

SLEEP, GREATER

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3**Components:** V, S, M**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** Several living creatures within a 15-foot-radius burst**Duration:** One minute/level**Saving Throw:** Will negates**Spell Resistance:** Yes

As *sleep*, except that you roll 4d6 to see how many Hit Dice of creatures are affected; no creature with more than 10 HD is affected.

Material Component: A pinch of dust

SPELLTRAP

Abjuration

Level: Sor/Wiz 4**Components:** V, S, AF**Casting Time:** 1 full round**Range:** Touch**Target:** One gem**Duration:** Until triggered (and then one minute/level)**Saving Throw:** None (see below)**Spell Resistance:** Yes (object)

Spelltrap imbues a gem with the power to absorb a spell, then release its energy. The gem becomes invisible and incorporeal and is tied to a specific creature, object, or 10-foot-cube of

space, designated by you. If associated with a creature or object, the gem moves when the creature or object moves, remaining always within 1 foot.

The gem stays dormant until someone casts a particular spell (any level), which you specified earlier, on the creature, object, or area. At this time the gem activates, absorbing the spell and becoming visible and tangible. An active gem no longer moves, even if it had been tied to a moving creature or object. The triggered gem floats right where it is, defying gravity. If anything or anyone touches the gem after it has become active, it explodes, inflicting 2d6 points of damage for each level of the spell it absorbed to all within a 20-foot spread (Reflex save for half damage).

Arcane Focus: A gem worth at least 100 gp

STATIC VEIL

Abjuration

Level: Clr 2, Sor/Wiz 2

Components: V, S, F, AF

Casting Time: 10 minutes

Range: 0 feet

Area: One 10-foot cube/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You create an area that resists scrying. Anyone within the protected area receives a +1 bonus per caster level on the Will saving throw to resist scrying attempts, thanks to this spell.

Arcane Focus: A lodestone

TELEPORT BLOCK

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Full round

Range: 0 feet

Area: Three 10-foot cubes/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You create an area in which no teleportation spell will work, either coming in or going out.

Material Component: 10 gp worth of gold dust

TELEPORT COORDINATES TRANSFER

Divination

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: Standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

If you know a location well, you can communicate information about it mentally to someone else with enough accuracy and detail to allow the other person to teleport to the area as if personally familiar with the location. Alternatively, if you learn of a location through a spell like *discern location*, *teleport tracer*, or *legend lore*, you can use this spell to teleport there as if you were very familiar with the location.

In no way does this spell provide the actual means of teleportation. You provide your own mode of teleport.

TELEPORT REDIRECT

Evocation [Teleportation]

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

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

Area: 20-foot-diameter sphere

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

If any teleportation subtype spell is cast within the radius of this spell, or if the area of the spell is the target of a teleportation spell, the destination of the teleport spell is redirected to a location you chose when you cast *teleport redirect*. For example, you cast *teleport redirect* in a king's throne room with a prison cell as a destination. Now, if a hamatula in the throne room attempts to use its *greater teleport* ability, it ends up in the cell.

TELEPORT TRACER

Divination

Level: Sor/Wiz 6

Components: S

Casting Time: Standard action

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

Effect: One teleportation spell

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You immediately know the destination of the most recent spell with the teleportation subtype cast within the range. You know the location well enough to teleport to it immediately with no chance of error, although the spell confers no ability to teleport.

THIEF WARD

Abjuration

Level: Sor/Wiz 2**Components:** S, M**Casting Time:** Standard action**Range:** Personal**Area:** 50-foot-diameter sphere centered on you**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

Thief ward creates an area where sounds are magnified, shadows lessened, and details brightened. All Hide and Move Silently checks made within the area suffer a –10 penalty.

Material Component: A small magnifying glass

TONGUE OF ANGELS

Transmutation [Good]

Level: Clr 0, Sor/Wiz 0**Components:** S**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1 round/level**Saving Throw:** None (harmless)**Spell Resistance:** No

You can speak Celestial, allowing you to confer with celestials and celestial beings, as well as give commands to your summoned celestial creatures.

TONGUE OF FIENDS

Transmutation [Evil]

Level: Clr 0, Sor/Wiz 0**Components:** S**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1 round/level**Saving Throw:** None (harmless)**Spell Resistance:** No

You can speak Infernal, allowing you to confer with demons, devils, and fiendish beings, as well as give commands to your summoned fiendish creatures.

UNDAUNTED FIXTURE

Transmutation

Level: Sor/Wiz 2**Components:** V, S**Casting Time:** Standard action**Range:** Touch**Targets:** Two objects (see below)**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** No

You touch two objects together, one of which is no larger than Medium size. This spell binds the objects together with a magical force. A Strength check (DC 30) is required to break the bond. Depending on the material of the objects involved, the objects themselves may break first.

ZONE OF SPEED

Evocation

Level: Sor/Wiz 5**Components:** V, S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Area:** 20-foot-diameter sphere**Duration:** One minute/level**Saving Throw:** Fortitude partial (see text)**Spell Resistance:** Yes

You create an area with a thick aura of resistance. Designate a speed at the time of casting. Within the area, nothing can move faster than your chosen speed, with a minimum of 1 foot. A character within the zone who makes his or her saving throw can move at double the speed you have set for the zone. (And remember that characters who run can move up to four times their speed.) Characters only make their saving throw once per spell, no matter how many times they move into and out of the zone. *Freedom of movement* allows a subject to ignore the effects of a *zone of speed*.

If you choose any speed less than 100 feet, no ranged physical attacks function (arrows move so slowly, they fall to the ground before reaching their target). Characters cannot move faster than the rate you decide. This spell can even keep falling characters from suffering full or even any damage. (If you choose a speed from 10 to 50 feet, a falling character suffers half damage from a fall ending within the zone; if you choose a speed of 10 feet or less, the falling character suffers no damage.)

Material Components: A bit of glue and some string

Magic Items

A world of spells also teems with magic weapons, ensorcelled trinkets, and various artifacts and relics.

Here are some new magic item additions for all the arcanists in your campaign. Plus, this chapter also contains new options for potions and rules for developing a type of magical poison. Spells marked with an asterisk (*) in this chapter are new in this book.

MAGIC WEAPONS

Forged by wizards, these weapons are for use mainly by their nonspellcasting allies.

The Bleeding Sword: This *+2 longsword* continually drips with black blood. The blood is foul and diseased, and anyone the blade strikes must make a Fortitude saving throw (DC 14) or fall victim to the disease *devil chills*, as described in the DMG, Chapter Three.

Moderate necromancy; caster level 8th; Craft Magic Arms and Armor, *contagion*; Price: 30,315 gp; Cost 15,315 gp + 1,200 XP; 4 lbs.

Flayer Flail: Made from the head and tentacles of a slain mind flayer, this *+1 heavy flail* can cast *confusion* (DC 16) once per day upon a single target struck by its tentacle barbs.

Moderate enchantment; caster level 7th; Craft Magic Arms and Armor, *confusion*; Price: 3,435 gp; Cost 1,835 gp + 124 XP

K'Terron Witchblade: Upon striking a foe with this *+1 longsword*, the wielder can choose to force the opponent to make a Will save (DC 13) or fall under a *daze* spell. The warrior mage armies of K'Terron were all equipped with *witchblades*.

Faint enchantment; caster level 5th; Craft Magic Arms and Armor, *daze*; Price: 3,315 gp; Cost 1,815 gp + 120 XP; 4 lbs.

Tentacle Blade: The blade of this *+1 greatsword* is mounted on a long, retractable tendril that fits into the sword's hilt. At the wielder's mental command, this tendril can extend, whip-like, giving the greatsword an additional 5-foot reach.

Moderate conjuration; caster level 7th; Craft Magic Arms and Armor, *Eva's black tentacles*; Price: 4,350 gp; Cost 2,350 gp + 160 XP; 15 lbs.

RINGS

Ring of Blue Conjures: This silver band is set with a sapphire. If the wearer casts any spell that summons or calls a creature, that creature is protected by a blue aura for the entire time it remains under the summoning spell's effect. This aura gives the creature a +4 deflection Armor Class bonus, a +4 bonus to Constitution (effectively giving it a +2 bonus to Fortitude saves and +2/HD

extra hit points), and a +2 bonus to Strength (effectively giving it a +1 bonus to melee attack and damage rolls).

Moderate transmutation; caster level 7th; Forge Ring, *bear's endurance*, *bull's strength*, *protection from chaos/evil/good/law*; Price: 42,000 gp

Ring of Ebony Bolts: Clutching his hand into a fist, the wearer of this plain silver ring blasts a burst of ebony energy from its dark jewel. This bolt of energy, at 5 feet wide and 60 feet long, inflicts 12d6 points of negative energy damage. Any living creature in its path must make a Reflex save (DC 19) to suffer half damage. Like all applications of negative energy, this effect heals undead. The ring can be used three times per day.

Strong necromancy; caster level 12th; Forge Ring, *harm*; Price: 86,000 gp

Ring of Holy Spells: If the wearer of this platinum ring casts a spell, the saving throw Difficulty Classes for targeted evil creatures, or evil creatures in the area of effect, increases by +2. This benefit does not stack with the *Lace Spell: Holy feat*.

Moderate evocation; caster level 7th; Forge Ring, *greater enhance magical flow**, *holy smite*; Price: 25,000 gp

Ring of Potion Storage: This plain bronze ring has a tiny concealed compartment, which a character can find with a Search check (DC 30). Despite the ring's small size, an entire magic potion (and only a magic potion) can be poured into the ring and stored there indefinitely.

Moderate conjuration; caster level 7th; Forge Ring, *Leo's secret chest*; Price: 1,000 gp

Ring of Red Conjures: This gold band is set with a ruby. If the wearer casts any spell that summons or calls a creature, that creature is protected by a red aura for the entire time it remains under the effect of the summoning spell. This aura gives the creature a +2 deflection Armor Class bonus and a +2 bonus to Constitution (effectively giving it a +1 bonus to Fortitude saves and +1/HD extra hit points).

Faint transmutation; caster level 5th; Forge Ring, *bear's endurance*, *protection from chaos/evil/good/law*; Price: 14,000 gp

Ring of Silence: This black band makes it impossible for the wearer to speak or make any vocalization; spells with verbal components, bardic songs, and singing-related spell-like abilities (like a harpy's) become impossible. Further, the effect cannot be removed unless a *remove curse* is applied successfully or the wearer dies. However, the wearer can make a touch attack and confer this "curse" upon another

target. The target must have an Intelligence of at least 3 and, once affected, cannot be affected again for 24 hours. The transfer lasts for 10 minutes, during which time the wearer can speak freely.

Faint illusion; caster level 3rd; Forge Rod, *silence*; Price: 7,000 gp

POTIONS

Potion of Evasion: Imbibers of this potion have the evasion ability (as monks) for an hour.

Faint transmutation; caster level 5th; Brew Potion, *displacement, expeditious retreat*; Price: 800 gp

Potion of Spell Power: The imbiber of this potion makes spell resistance checks with a +2 bonus for an hour.

Faint necromancy; caster level 3rd; Brew Potion, *spell penetration*; Price: 600 gp

VARIANT: IDENTIFYING POTIONS

Potions and scrolls, due to their temporary nature, are much more useful if the characters can identify them immediately. For identifying potions on the run, allow a character to take a tiny sip or a whiff of the aroma; a successful Knowledge (arcana) check with a Difficulty Class of 15 plus the spell level lets the PC identify it. This generous variant makes obsolete the *Player's Handbook's* suggestion of identifying potions with a Craft (alchemy) check, but it allows characters to use the potions they find immediately. If nothing else, when you're playing a one-shot adventure, this rule makes things run much more smoothly.

RODS AND STAVES

Bookrod: This strange wooden rod is covered in odd knobs and lumps. A wizard who makes an Intelligence check (DC 15) upon touching the rod discerns that it can be used as a spellbook; spells are encoded in the bumps on the rod (like Braille). What's more, the rod can change, upon mental command, to code a new spell or reveal the codes for a stored spell. There is no limit to the number of spells that one can store in this rod, and storing them carries no cost. Users each code their own spells—one cannot use spells already coded in the rod. Placing a spell into a *bookrod* requires the same amount of time as scribing a spell into a spellbook.

Strong transmutation; caster level 15th; Craft Rod, *Mord's lucubration*; Price: 32,000 gp

Demonwhistle Rod: This iron rod is topped with a iron-wrought demon's head. The demon's head is actually a whistle that can be blown from the back. It makes a shrill, unpleasant noise. The sound is particularly painful to demons, who suffer 3d6 points of sonic damage per round if the whistle is sounded while they are within 50 feet. All

fiends and fiendish creatures that are not demons suffer 2d6 points of damage from the whistle. In either case, the creatures can make a Fortitude saving throw (DC 15) for half damage.

Faint evocation; caster level 5th; Craft Rod, *holy smite*; Price: 20,000 gp

Rod of Branding (Brandthrall): This device burns into flesh magical marks that prove detrimental to the branded character. The rod must be heated in a very hot flame for five minutes before it can be used; it cools after only one minute, and must be reheated. A brand is applied in the same manner as a *coup de grace*, so it is impossible to brand someone in normal combat without first subduing or incapacitating the opponent. The brand remains effective for 5d10 days, after which the mark vanishes.

The brand created by this rod looks like a skull with a dagger plunged into it. The branded character cannot resist the commands of the one who branded him, as if he were the victim of *dominate person*. This rod can be used only once per day.

Strong enchantment; caster level 15th; Craft Rod, *dominate person, limited wish*; Price: 68,000 gp

Rod of Branding (Silence): This device burns into flesh magical marks that prove detrimental to the branded character. The rod must be heated in a very hot flame for five minutes before it can be used; it cools after only one minute, and must be reheated. A brand is applied in the same manner as a *coup de grace*, so it is impossible to brand someone in normal combat without first subduing or incapacitating the opponent. The brand remains effective for 5d10 days, after which the mark vanishes.

The brand created by this rod looks like a human face contorted into a scream. The branded character cannot speak or make any other vocalization; spells with verbal components, bardic songs, and singing-related spell-like abilities (like a harpy's) become impossible. This rod can be used only once per day.

Strong illusion; caster level 15th; Craft Rod, *limited wish, silence*; Price: 55,000 gp

Rod of Branding (Spellsleep): This device burns into flesh magical marks that prove detrimental to the branded character. The rod must be heated in a very hot flame for five minutes before it can be used; it cools after only one minute, and must be reheated. A brand is applied in the same manner as a *coup de grace*, so it is impossible to brand someone in normal combat without first subduing or incapacitating the opponent. The brand remains effective for 5d10 days, after which the mark vanishes.

The brand created by this rod looks like a clenched fist bound with wire. The branded character can neither cast spells nor use spell-like abilities. This rod can be used only once per day.

Strong abjuration; caster level 18th; Craft Rod, *antimagic field*; Price: 80,000 gp

Rod of Branding (True Rest): This device burns into flesh magical marks that prove detrimental to the branded character. The rod must be heated in a very hot flame for five minutes before it can be used; it cools after only one minute, and must be reheated. A brand is applied in the same manner as a *coup de grace*, so it is impossible to brand someone in normal combat without first subduing or incapacitating the opponent. The brand remains effective for 5d10 days, after which the mark vanishes.

The brand created by this rod looks like a stylized pair of wings. A branded corpse cannot be *raised*, *resurrected*, *animated*, or made into an undead creature in any way. *True resurrection* still will bring the creature back. This rod can be used only once per day.

Strong necromancy; caster level 16th; Craft Rod, *gentle repose*, *limited wish*; Price: 72,000 gp

Rod of Branding (Weakness): This device burns into flesh magical marks that prove detrimental to the branded character. The rod must be heated in a very hot flame for five minutes before it can be used; it cools after only one minute, and must be reheated. A brand is applied in the same manner as a *coup de grace*, so it is impossible to brand someone in normal combat without first subduing or incapacitating the opponent. The brand remains effective for 5d10 days, after which the mark vanishes.

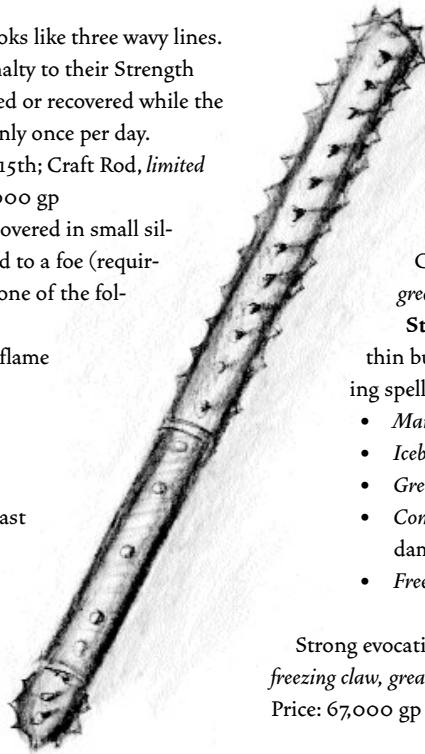
The brand created by this rod looks like three wavy lines. Branded characters suffer a –6 penalty to their Strength scores, a loss that cannot be restored or recovered while the brand lasts. This rod can be used only once per day.

Strong necromancy; caster level 15th; Craft Rod, *limited wish*, *ray of enfeeblement*; Price: 60,000 gp

Rod of Fears: This black rod is covered in small silver barbs and spikes. When touched to a foe (requiring a touch attack roll), it bestows one of the following phobias upon her:

- Fire more than a candle flame
- Complete darkness
- A specific creature type (aberration, ooze, etc.)
- Running water
- A ledge or precipice at least 20 feet high
- A crowd of at least 15 people

A command word of the wielder determines the type of phobia.



Characters with phobias are considered shaken when within 50 feet of the object of their fear (assuming they recognize the object's presence). The phobia remains until the application of a *remove curse* spell.

Faint necromancy; caster level 5th; Craft Rod, *cause fear*; Price: 5,000 gp

Rod of Potion Touch: This long wooden rod looks like a short staff. However, when a potion is poured over it, the rod can convey the potion's effects to a single target touched within the next 10 minutes. The wielder selects the target; the effect need not discharge upon the next creature or object the rod touches.

Faint necromancy; caster level 5th; Craft Rod, Brew Potion, *spectral hand*; Price: 5,000 gp

Slaysong Rod: This ruby-tipped scepter emits a focused beam of pure sonic energy that inflicts 10d6 points of sonic damage (Reflex save [DC 15] for half damage). The beam, at 5 feet wide and 50 feet long, affects everything it touches. The rod can be used three times per day.

Moderate evocation; caster level 10th; Craft Rod, *lightning bolt*, *silent sound**; Price: 36,000 gp

Staff of Golden Fires: This long wooden staff is sheathed in golden silk and tipped with gold ends. This staff allows the use of the following spells (all of which use golden flames rather than normal flames):

- *Mark of fire** (1 charge)
- *Burning hands* (1 charge)
- *Fireball* (2 charges, DC 14, 8d6)
- *Fire shield* (2 charges)
- *Greater mark of fire** (2 charges, DC 16)

Moderate evocation; caster level 8th; Craft Staff, *burning hands*, *fire shield*, *fireball*, *greater mark of fire*, *mark of fire*; Price: 35,000 gp

Staff of the Icy Heart: This blue steel staff is thin but resilient. It allows the use of the following spells:

- *Mark of frost** (1 charge)
- *Icebolt** (1 charge)
- *Greater mark of frost** (2 charges, DC 16)
- *Cone of cold* (2 charges, DC 17, 12d6 points of damage)
- *Freezing claw** (2 charges, DC 19)

Strong evocation; caster level 12th; Craft Staff, *cone of cold*, *freezing claw*, *greater mark of frost**, *icebolt**, *mark of frost**; Price: 67,000 gp

WONDROUS ITEMS

Amulet of the Arcanist: This silver medallion adds a +2 bonus to all the saving throw Difficulty Classes of arcane spells cast by the wearer.

Moderate universal; caster level 7th; Craft Wondrous Item, *greater enhance magical flow**; Price: 50,000 gp; Weight: —

Book of Roses: This magical tome affects a single reader. It takes one full week of uninterrupted study to read and comprehend. The reader gains the permanent, inherent spell-like ability of *freedom of movement*. This ability is lost forever if the character should the ever cause the death of a rose plant, even inadvertently.

Moderate abjuration; caster level 10th; Craft Wondrous Item, *freedom of movement*; Price: 100,000 gp; Weight: 2 lbs.

Bottled Whirlwind: This corked grey bottle continually shudders a bit. If it is opened or broken, a *whirlwind* spell is cast, centered on the bottle. The whirlwind moves randomly for 1d6+1 rounds, then dissipates.

Moderate evocation [air]; caster level 10th; Craft Wondrous Item, *whirlwind*; Price: 3,000 gp; Weight: 1 lb.

Doomskull: This gray stone skull is often mounted on a pole. Activated by a command word, it lets loose a terrible subsonic moan. All within 10 feet of the skull are immune to the sound, but those between 10 and 30 feet away suffer 3d6 points of sonic damage and must make Will saving throws (DC 12) or fall victim to the effects of a *doom* spell. Once used, the skull disappears in a puff of gray mist.

Faint evocation; caster level 3rd; Craft Wondrous Item, *doom*, *silent sound**; Price: 800 gp; Weight: 3 lbs.

Elemental Charms: This bracelet has five charms: one for fire, one for earth, one for air, one for water, and one for frost. Each allows the wearer of the bracelet to cast the appropriate *mark* spell on himself once. When the spell ends, the charm disappears.

Faint evocation; caster level 3rd; Craft Wondrous Item, *mark of air**, *mark of earth**, *mark of fire**, *mark of frost**, *mark of water**; Price: 1,250 gp; Weight: —

Glass of Mist: This small hand mirror can call forth a mist (as *obscuring mist*) three times each day and can be used as a *mirror shield** once each day.

Faint universal; caster level 5th; Craft Wondrous Item, *mirror shield*, *obscuring mist*; Price: 9,000 gp; Weight: 1 lb.

Glass Rose: The elegantly made *glass rose* is quite fragile. A character holding it cannot be scried, nor can anyone detect her thoughts.

Faint abjuration; caster level 5th; Craft Wondrous Item, *nondetection*, *static veil**; Price: 15,000 gp; Weight: —

Lanneath's Conjure Bomb: This glass cylinder is about 1 foot long, with a diameter of about 6 inches, capped at the top and bottom with brass plates. It is filled with a purple liquid.

When commanded, this device floats to a specified height and hovers. At the same time, the user must issue a circumstantial condition that requires no more than 10 words: "When orcs come within 10 feet," for example, or "after one hour has passed." When the condition has been met, the cylinder drops to the ground and shatters. As it breaks (either by dropping or if it is attacked), a *rast* appears and attacks anything within 30 feet. It remains for 10 rounds or until slain.

Moderate conjuration; caster level 11th; Craft Wondrous Item, *levitate*, *summon monster VI*; Price: 4,000 gp; Weight: 2 lbs.

Mirror of Vanity: This small, hand-held mirror has a highly decorated silver frame and handle. When in a character's possession, it adds an enhancement bonus to his Charisma score.

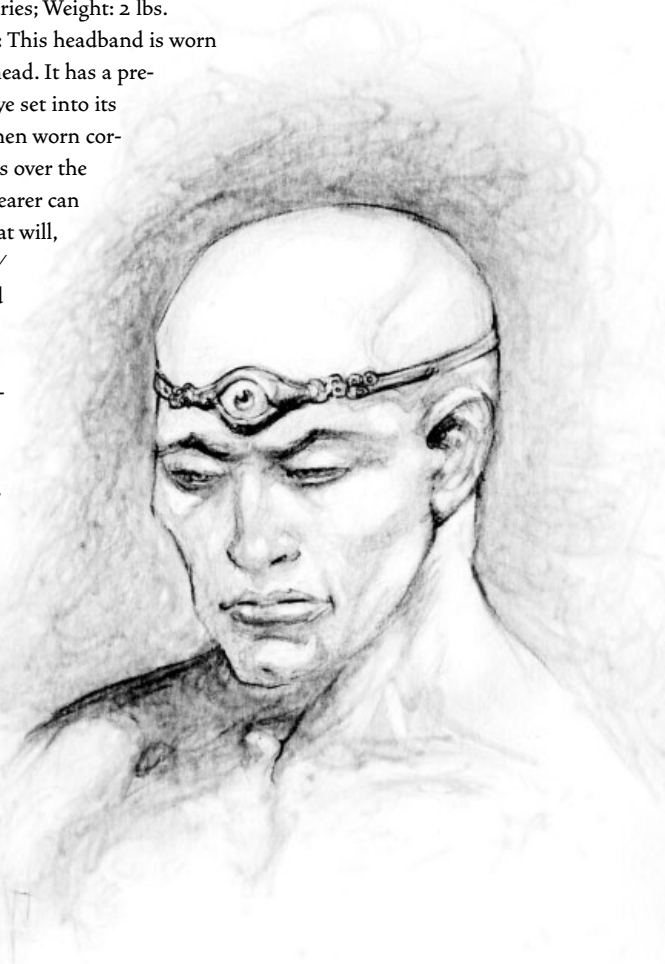
Charisma Bonus	Price
+2	4,000 gp
+4	16,000 gp
+6†	40,000 gp

† This mirror has the additional power that, once per day, the wielder can display it before a sighted creature of Intelligence 3 or higher and hold the creature transfixed by its own image for 6 rounds. Treat this as a gaze attack, with a Will save (DC 12). The power is not considered used (for the purposes of tracking its once-per-day functioning) until it successfully holds a target.

Moderate divination; caster level 8th; Craft Wondrous Item, *commune* or *legend lore* (the +6 mirror also requires *hold person*); Price: varies; Weight: 2 lbs.

Ocular Band: This headband is worn low on the forehead. It has a preserved human eye set into its front so that, when worn correctly, the eye fits over the forehead. The wearer can use *detect magic* at will, and *clairvoyance/clairaudience* and *true seeing* both once per day.

Moderate divination; caster level 7th; Craft Wondrous Item, *clairvoyance/clairaudience*, *detect magic*, *true seeing*; Price: 21,000 gp; Weight: —



Pipes of Power: This musical instrument is a boon to those who seek to create magic items or cast potent spells. Anyone playing the pipes can devote and store personal energy, in the form of experience points, within it. No more than 100 experience points can be devoted by a particular character in a week. Anyone who can create magic items that require experience points to make or who can cast spells with an experience point cost can play the flute and absorb the stored experience points. However, these experience points can be used only to create items or cast spells, never to gain levels. Absorbed experience points must be used the day they are absorbed or they are lost.

Strong universal; caster level 13th; Craft Wondrous Item, *limited wish*; Price: 70,000 gp; Weight: 2 lbs.

Scabbard of Venoms: This black leather scabbard fits any longsword or short sword (it grows or shrinks as needed). A blade sheathed in this scabbard, when removed, is coated with a single dose of a poison that inflicts 1d4 points of temporary Constitution damage, and 1d4 more a minute later (Fortitude save [DC 16]). The scabbard can produce only 10 doses of poison each day.

Moderate necromancy; caster level 7th; Craft Wondrous Item, poison; Price: 5,000 gp; Weight: 1 lb.

Spellstealer: This single black leather gauntlet is punctuated with numerous brass studs. If the gauntlet touches a spell-casting creature that prepares spells, it steals away a random prepared spell unless the victim makes a successful Will save (DC 24). A stolen spell is gone, as if cast. The gauntlet now holds the spell, allowing the wearer to cast the spell as if she had prepared it, using her level and appropriate ability score if it is on her class spell list. It can hold only one spell.

For example, if a character steals a *fireball* spell from a wizard, she can cast the spell using her level to determine the number of dice of damage and her Intelligence to determine the saving throw Difficulty Class. If the gauntlet absorbs a spell of a higher level than the wearer could cast (assuming she is the appropriate class), the wearer must make a caster level check (DC = scroll's caster level + 1) to cast the spell suc-

cessfully. If she fails, she must make a Wisdom check (DC 5) to avoid a mishap (see "Scroll Mishaps" in the DMG). A natural roll of 1 always fails, whatever the modifiers.

Characters who do not cast spells can steal them, but cannot cast them. Using a command word, a spell can be "erased" from the gauntlet.

Strong abjuration; caster level 13th; Craft Wondrous Item, *dispel magic*, *spell turning*; Price: 90,000 gp; Weight: 1 lb.

Star of Blood: This ruby can—just once—call upon a specific deity's power to bring back a character from the dead as if by *true resurrection*. However, in order to power the gem, a character of the same level must be slain, his blood applied to this dark jewel. Once used, the ruby shatters.

Strong conjuration; caster level 17th; Craft Wondrous Item, *miracle*, *true resurrection*; Price: 7,000 gp; Weight: —

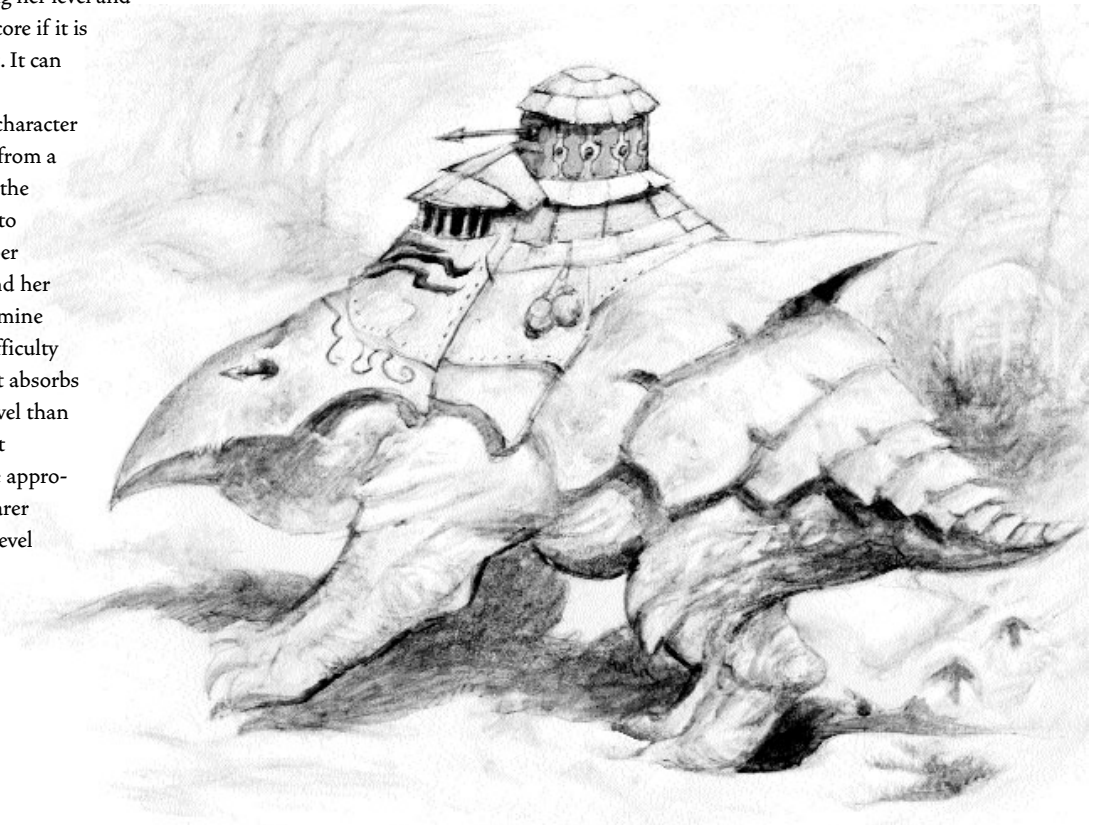
Wandwrap: This thin, multicolored cord wraps tightly around any wand of a spell with no XP cost. With it in place, uses of the wand drain charges from the wrap, not the wand itself. A *wandwrap* carries 50 charges of its own; when they are used up, it becomes worthless and inert.

Moderate abjuration; caster level 7th; Craft Wondrous Item, *dispel magic*; Price: 21,000 gp; Weight: 1 lb.

MAGICAL VEHICLES

All magical vehicles are rare and very valuable. Most of them prove useful not only for travel, but in combat as well.

Bulette Walker: This was once an actual bulette of Huge size—20 feet long and 10 feet wide. It is now hollowed out and fitted with controls, allowing enough room to hold a





Medium driver and three passengers. The vehicle has AC 20 (–2 size, +12 natural). The driver can make it move with a speed of 40 feet (burrow 10 feet) as well as make three attacks per round with a bulette's normal bonuses and damage. Controlling the walker is a full-round action. If the vehicle sustains 100 points of damage, it is destroyed.

The walker is not perfectly airtight, so it cannot function underwater.

Strong transmutation; caster level 15th; Craft Wondrous Item, *animate objects*, Knowledge (engineering) 8 ranks; Price: 100,000 gp; Weight: 4,000 lbs.

Diving Sphere: This 20-foot-diameter sphere is made of iron 2 inches thick. It can hold a Medium driver and five passengers (although it can get quite cramped). It moves underwater at a speed of 30 feet—straight down at 60 feet. It magically protects those inside from any harmful pressure effects and allows them to breathe for up to 12 hours. Controlling the sphere is a full-round action, although once it begins moving in a given direction at a given speed, no one needs to command it again except to change direction or velocity.

The sphere has eight portholes for viewing what's going on outside. These do not open and are made of transparent steel, not glass. Hatches on the bottom and the top of the craft allow entry.

Strong abjuration; caster level 15th; Craft Wondrous Item, *animate objects*, *freedom of movement*, *water breathing*, Knowledge (engineering) 8 ranks; Price: 100,000 gp; Weight: 8,000 lbs.

Psychic Skiff: This 10-foot-long, 8-foot-wide rectangular platform is made of thin, resilient metal. The last 2 feet on either side of its width bend upward at a 45-degree angle. In the platform's center is a round, raised area where the vehicle's controller sits or stands. Aside from the controller, four Medium or eight Small creatures can ride comfortably on the skiff.

True to its name, the psychic skiff moves as the controller wishes, obeying his thoughts. It can travel at a speed of 100 feet (perfect). If making tricky maneuvers or flying in combat, the controller must make Concentration checks, with Difficulty Classes as determined by the DM. Controlling the craft is a full-round action. If the skiff becomes damaged, the controller must make a Concentration check (DC 10 + damage inflicted) or lose control of it. Lost control means that all on board must make Reflex saving throws (DC 20) to avoid falling off. Each round out of control, the skiff falls 100 feet. If it strikes the ground, the skiff and all on board suffer appropriate falling damage. Each round it remains out of control, a controller can make a Concentration check (DC 20) to regain control. The skiff cannot be operated for more than five hours in a given day.

The skiff has 200 hit points, a hardness of 15, and AC 20 (–1 size, +11 natural).

Strong transmutation; caster level 15th; Craft Wondrous Item, *mass fly**; Price: 150,000 gp; Weight: 2,000 lbs.

War Altar: This huge stone altar with gold inlay (pictured on page 29) is dedicated to a dwarven or gnomish god, often a god of war. Mounted atop a wheeled platform 12 feet long and 8 feet wide, it is ensorcelled to move under its own power. Its designer intended it to escort troops into battle, with clerics riding on it to support the warriors.

The highest-level divine spellcaster atop the altar commands it as a standard action, although once it begins moving in a given direction at a given speed, no one needs to command it again except to change direction or velocity. It can move at a speed of 20 feet. The vehicle has AC 20 (–1 size, +11 natural), 200 hit points, and a hardness of 10. The platform has a *hallow* spell cast upon it. Anyone on the altar enjoys three-quarters cover and the benefits of a continual *bless* spell.

Moderate evocation; caster level 12th; Craft Wondrous Item, *animate objects*, *bless*, *hallow*, Knowledge (engineering) 5 ranks; Price: 80,000 gp; Weight: 6,000 lbs.

War Throne: Like the *war altar*, this vehicle is meant to accompany troops into combat. The large wooden throne bears decorative gilding and sits atop a 10-foot-square stone platform on rollers. It can move under its own power as directed by the character seated on the throne. Directing the throne's movement is a free action.

There is room on the war throne not only for a character to sit, but for two other Medium characters to crouch at the front corners, receiving nine-tenths cover behind arrow slits. The character on the throne has one-half cover and damage reduction of 10/magic while seated. All characters within 100 feet of the throne allied with the seated character gain a +1 morale bonus to attack rolls.

The vehicle has AC 20 (–1 size, +11 natural), 200 hit points, and a hardness of 10.

Strong universal; caster level 14th; Craft Wondrous Item, *animate objects*, *bless*, *stoneskin*, Knowledge (engineering) 5 ranks; Price: 90,000 gp; Weight: 6,000 lbs.

MAGIC POISONS

Assassins are a deviously creative lot. In a world where their victims can come back from the dead even faster than it took to put them there in the first place, a few magical tricks can help a nonspellcaster (or a minor spellcaster like the assassin prestige class) to use spell-like attacks—in this case, through the edge of his blade.

Every magical poison described here carries two effects: its normal, nonmagical poisoning effect, and an accompanying magical effect. The magical effects are instantaneous, thus not subject to dispelling. However, victims with spell resistance can use their resistance to avoid the magical effect (though not the nonmagical one).

Creatures immune to poison are immune to the spell-like effects of magic poisons as well. *Neutralize poison* can render both aspects of a magic poison harmless; treat as though *dispel magic* were cast against the caster level of the magic poison's creator. Thus, to cancel out the effects, a caster of *neutralize poison* makes a level check with a Difficulty Class of 11 plus the caster level listed with the poison.

CREATING MAGIC POISONS

Refer to the new feat, Manufacture Magic Poison, on page 6. Magic poisons are brewed and simmered for a long time, or produced by feeding special ingredients to plants that in turn produce the required effect. Thus, it often takes weeks



to produce a magic poison. Unlike most magic item creation processes, however, during the process you need to spend only one hour per day working on the poison.

To figure the price of a magic poison, determine the approximate level of the poison's effect and multiply 60 gp times the spell level times the caster level. The prices pertaining to spells that often affect a number of targets should be adjusted downward when placed into a poison (which affects only one creature); reduce these prices by perhaps 20 percent.

Otherwise, manufacturing magic poisons is much like creating a potion, as described in Chapter Seven of the DMG.

MAGIC POISON POWERS

Coldheart: The victim suffers 3d6 points of cold damage upon the failure of each save against the poison. There is no additional save for the cold damage.

Faint evocation; caster level 5th; Manufacture Magic Poison, *mark of frost**; Price: 900 gp

Crippling Doom: Victims who fail a Will save (DC 11) are filled with dread and pain, suffering a –2 morale penalty to attack rolls, checks, and saving throws for two minutes.

Faint necromancy; caster level 2nd; Manufacture Magic Poison, *doom*; Price: 120 gp

Darkmind: Victims who fail a Fortitude save (DC 19) fall into a coma, alive but unable to take actions of any kind, physical or mental. The coma lasts 1d10 days.

Moderate enchantment; caster level 7th; Manufacture Magic Poison, *coma**; Price: 4,700 gp

Delusion: The victim of this poison is deluded into ignoring the damage it inflicts. The character simply does not recognize that the poison has had an effect. No save is allowed.

Moderate enchantment; caster level 7th; Manufacture Magic Poison, *confusion*; Price: 1,500 gp

Demonseed: Anyone slain by this poison, then raised, becomes possessed by a demon. Until the demon is dispelled (via *dispel evil* or similar spell), treat the character as chaotic evil with an agenda of destruction (often achieved through guile—the demon may not make its presence known immediately). Use all the character's normal abilities and skills. No save is allowed.

Moderate conjuration; caster level 9th; Manufacture Magic Poison, *lesser planar binding*; Price: 3,000 gp

Denial: The victim of this poison must make a Will save (DC 19) or thereafter become unable to enter a 100-foot-square area designated by the creator.

Strong abjuration; caster level 13th; Manufacture Magic Poison, *forbiddance*; Price: 4,500 gp

Fear: The victim of this poison must make a Will save (DC 16) or be gripped with great fear. Treat the character as panicked for 8 rounds.

Moderate necromancy; caster level 8th; Manufacture Magic Poison, *fear*; Price: 1,600 gp

Fireheart: The victim suffers 3d6 points of fire damage upon the failure of each save against the poison. There is no additional save for the fire damage.

Faint evocation; caster level 5th; Manufacture Magic Poison, *mark of fire**; Price: 900 gp

Heartthief: The victim of this poison must make a Will save (DC 16) or lose all memory of the person closest to him.

Moderate enchantment; caster level 11th; Manufacture Magic Poison, *feblemind*; Price: 4,000 gp

Longnight: Those slain by this poison or the attack which delivered it (if any) gain a special spell resistance 30 against any attempt to raise, resurrect (including *true resurrection*), or reincarnate them. No save is allowed.

Strong necromancy; caster level 17th; Manufacture Magic Poison, *soul bind*; Price: 9,000 gp

Madness: The victim of this poison must make a Will save (DC 20) or go insane as described in the spell *insanity*.

Strong enchantment; caster level 13th; Manufacture Magic Poison, *insanity*; Price: 5,400 gp

Memory Key: This poison is always made with a specific target in mind. The creator specifies a single memory of a subject—such as meeting a certain individual, the events of a single evening, or an important password—to be destroyed forever in the victim's mind. Spells, skills, feats, and other character abilities cannot be forgotten. Major memories, such as the existence of a character's husband or where she comes from, are beyond the scope of this poison. The victim gets a Fortitude save (DC 16) to resist this effect.

Moderate enchantment; caster level 7th; Manufacture Magic Poison, *feblemind*; Price: 1,500 gp

Shrivelsoul: If the victim of this poison dies (either through the poison's damage or the attack which delivered it, if any), the corpse immediately shrivels and effectively ages a year, so that *raise dead* will not work. A *resurrection* is needed to bring the character back to life. No save is allowed.

Moderate necromancy; caster level 11th; Manufacture Magic Poison, *slay living*; Price: 3,500 gp

Sleep: A victim of 6 HD or lower must make a Fortitude save (DC 11) or fall asleep for three minutes or until awakened.

Faint enchantment; caster level 3rd; Manufacture Magic Poison, *sleep*; Price: 180 gp

Slow: The victim of this poison must make a Will save (DC 14) or be *slowed* (as the spell) for 7 rounds.

Moderate transmutation aura; caster level 7th; Manufacture Magic Poison, *slow*; Price: 1,100 gp

Swarmdeath: The victim of this poison must make a Fortitude save (DC 17) or be killed instantly by the swarm of

crawling and flying insects that appears in his stomach and bursts out.

Moderate conjuration; caster level 9th; Manufacture Magic Poison, *insect plague*, *slay living*; Price: 2,700 gp

Truesleep: A victim of 10 HD or lower falls asleep for one hour. There is no saving throw, although immunity to sleep effects and normal spell resistance still apply.

Moderate enchantment; caster level 9th; Manufacture Magic Poison, *greater sleep**; Price: 2,700 gp

Weakening: This poison magically saps 1d4 points of Strength from the victim upon the failure of each save.

Faint necromancy; caster level 5th; Manufacture Magic Poison, *poison*, *ray of enfeeblement*; Price: 1,200 gp

Wraithsong: The victim of this poison has one negative level, as if touched by a wraith. No save is allowed.

Moderate necromancy; caster level 7th; Manufacture Magic Poison, *enervation*; Price: 1,600 gp

MINOR ARTIFACTS

Bluewand: Despite its name, the *bluewand* actually is a greatsword. Its name comes from the fact that it is such a boon to arcanists. This electric-blue weapon weighs half what a normal greatsword weighs and carries a +4 bonus. This *keen* weapon is a *bane* toward magical beasts. Further, it doubles all the 1st- through 4th-level arcane spells the wielder uses, in the manner of a *ring of wizardry*.

Strong conjuration and transmutation; caster level 20th; Weight: 7 lbs.

Book of the Darkwing: This magical tome contains the rites for a powerful spell. If the entire text is read aloud, requiring a full 20 hours, a terrible blight falls upon the surrounding countryside. The reader must make a Fortitude save (DC 18) to complete this arduous task. If the save fails, the character must start over after at least eight hours of rest.

The ritual of the darkwing summons 10,000 creatures of shadow, which appear to be semisolid bats made of darkness. These winged creatures swarm about the area within five miles of the spot where the book is read. They bring with them darkness and gloom. All living creatures in the area suffer a –2 morale penalty to attack rolls, saves, and checks. Animals hide. Plants begin to wither. People grow depressed, weary, and afraid. The ritual of the darkwing can be dispelled only by a *wish* or *miracle* spell, cast by a character touching—then burning—the *book of the darkwing*.

Strong necromancy; caster level 18th; Weight: 3 lbs.

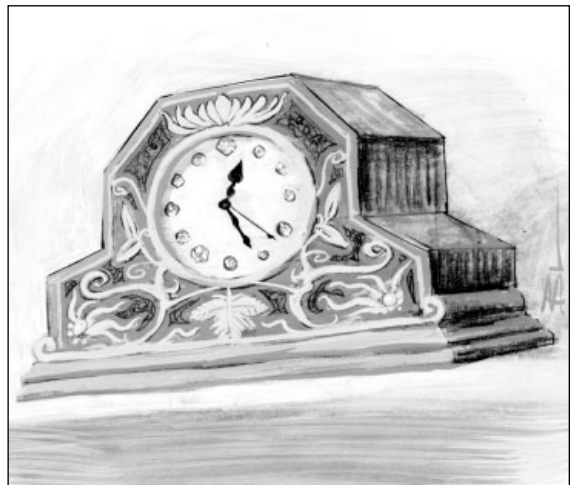
Gresval's Clock: There are thought to be only a small number of these intricate timepieces, each a work of master

craftsmanship, belying the work of a man decades—if not centuries—before his time. The clock has 11 powers and one drawback, each of which is keyed to a particular hour. The individual who sets the clock gains the powers and the drawback at the appointed time. No more than one power can remain active at a time. Once the clock is set, with powers keyed to the hours the user desires, it cannot be changed until 24 hours have passed. The clock's 12 properties are:

1. Fast healing of 1 hit point per minute
2. +2 artifact bonus to attack and damage
3. +2 artifact bonus to Armor Class
4. Allows use of *true seeing* for the entire hour
5. Allows use of *greater teleport* twice during the hour, as long as one of the teleports returns the character to the clock
6. Immunity to one energy type (fire, cold, lightning, acid, or sonic)
7. *Fly* (as the spell for the entire hour)
8. Allows use of three arcane spells of 3rd level or lower, once each, during the hour, cast at 17th level. Spells are chosen when the clock is set.
9. Summons a monster (as *summon monster VI*) that remains for the full hour or until slain
10. +2 artifact bonus to all skill checks
11. +4 to one ability score (chosen at the time the clock is set)
12. –2 morale penalty on all attack rolls, saving throws, and skill checks.

Strong all schools; caster level 17th; Weight: 7 lbs.

Hungersword: It is said that six of these swords exist. They are all +5 *unholy longswords*, made of black iron with bone hilts and pommels. Each grants its wielder a *mark of death** once per day. The sword absorbs good spells and spells from good-aligned clerics like a *rod of absorption*,



with no maximum amount of absorption, although the levels are not used for spellcasting.

Each spell level can be used to confer an additional +1 damage bonus to a given strike with the weapon (to a maximum of +10 points of damage per strike). In combat, these evil swords bestow a negative level with every successful strike (Fortitude save [DC 23] shakes off the negative level one day later).

Strong abjuration and evocation; caster level 19th;
Weight: 4 lbs.

Liquid Power: This rare, sparkling meadlike draught is said to come from a higher plane—an elixir from the gods themselves. Whatever its origins, *liquid power* is found in flasks and jugs that hold just a single, good-sized quaff. Upon drinking, the imbiber gains a special reservoir of power: 6d6 times 100 experience points. These experience points cannot be used to gain levels. However, one can devote them to creating magic items or casting powerful, draining spells (those with an XP cost). This reservoir never fades—it remains with the character until it is gone.

Liquid power has yet another use. Any charged item (wand, staff, or other) that is doused in *liquid power* becomes fully recharged. This use also consumes a full draught of the stuff.

Strong (no school); caster level 20th; Weight: 1 lb. (in a flask)

Vallis Staff: Made from the fabled deep green stones rumored to come from the moon itself, this intelligent staff is a 10th-level sorcerer; it casts spells as if it were a character, but it can take no other actions. It communicates empathically and has a 17 Intelligence, a 14 Wisdom, and an 18 Charisma. It can *detect magic* at will and allows its wielder to use *true seeing* at will.

Strong (all schools); caster level 20th; Weight: 5 lbs.

MAJOR ARTIFACTS

Staff of Eldritch Might: Once wielded by the great mage Nosh, this staff reportedly grew naturally from the Tree of All-Form in the Otherwood. Although it looks like a simple oaken shaft, when someone gazes upon it with *true seeing*, the staff appears solid gold and glows like the sun. After the battle of the Great Conflagration, the staff fell into the hands of the urlocs. Now lost, the staff will return one day, a prophecy claims, when a mage proves himself worthy to use it.

This artifact holds 50 charges in a given day, recharging itself at midnight. It has the following abilities.

- *Enhance magical flow** (continuous)
- *Mage armor* (continuous)

- *Nondetection* (continuous)
- *Detect magic* (1 charge)
- *Icebolt** (1 charge, 3d6+10 damage)
- *Mel's acid arrow* (1 charge, burns for 5 rounds)
- *See invisibility* (1 charge)
- *Daylight* (1 charges)
- *Lightning bolt* (2 charges, 10d6 points of damage, DC 20)
- *Coldscream** (2 charges, 10d6 points of damage, DC 21)
- *Flaming corrosion** (2 charges, 10d6 points of damage, DC 21)
- *Cross of lightning** (2 charges, 15d6 points of damage, DC 22)
- *Electrical deluge** (3 charges, 15d6 points of damage, DC 23)
- *Summon monster VII* (3 charges)
- *Sunburst* (3 charges, 25d6 points of damage, DC 25)
- *Arcana form** (4 charges)

Tears of the Gods: Each of these blue jewels is said to be an actual tear shed by a divine power during a great war of the gods in primordial times. Eleven are known to exist, although it is possible there are more. The seven generals of the Indu-Lirren horde all claimed to bear one into battle, each having quested across the planes for the artifacts. The *tears* provide the following effects upon the possessor:

- +4 divine bonus to all ability scores
- Damage reduction 20/magic
- Spell resistance 28
- 50 percent of all critical hits scored against the possessor are negated (becoming normal hits)
- Once per day, the tear becomes an elder water elemental that serves the possessor. If the elemental is slain, it reverts back to the tear and remains inert for 24 hours.

Magical Constructs

Spellcasters carefully craft golems and other constructs to serve as guardians, servants, and attack “beasts.”

Standard golems, shield guardians, and other constructs are all humanoid in form, but some more creative artisans have forged huge steel dragons, hounds made of stone, and terrible copper nagas.

CREATING A MAGICAL CONSTRUCT

“Magical Construct” is a new monster template you can add to any corporeal creature that is not of the elemental or ooze type, or of the shapechanger subtype—hereafter referred to as the “base creature.” The resulting creature is of the construct type. The material used to make the construct (stone or metal) helps determine its powers and abilities.

A magical construct uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d10 (if the base creature has d12 HD, do not reduce the total) as well as receive bonus hit points based on size; see Chapter Seven: Glossary in the MM.

Speed: Constructs have 75 percent of the base creature’s speed, unless the speed is for flying; in that case, the speed is 50 percent of the base creature’s (poor maneuverability).

Armor Class: Natural armor increases by +8 if the construct is made of stone, +12 if it is made of metal.

Attack: The magical construct retains all the attacks of the base creature.

Damage: The magical construct retains the damage values of the base creature.

Special Attacks: A magical construct retains all the special attacks of the base creature, except those that involve changing shape (something the magical constructs cannot do). It also gains one of the following:

Breath Weapon (Su): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the construct lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 Constitution, secondary damage death; available to metal constructs only.

Breath Weapon (Su): Turn to stone permanently, cone of gas 60 feet long, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 17).

Breath Weapon (Su): Sleep gas cone, 60 feet, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 17) or fall asleep for 1d10 minutes.

Slow (Su): The construct can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell.

Haste (Su): After it has engaged in at least 1 round of combat, the construct can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Special Qualities: A magical construct retains all the special qualities of the base creature and also gains the following:

- Immune to mind-affecting effects, poison, disease, death effects, paralysis, stunning, *sleep*, and similar effects
- Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage
- Darkvision 60 feet
- Destroyed when reduced to 0 hp, cannot be raised

Saves: Same as the base creature’s

Abilities: Modify the base creature’s as follows: Str +10, Dex –4, Con [no score], Int [no score], Wis –2, Cha –10 (minimum 1).

Skills: Constructs have no skills.

Feats: Constructs have no feats.

Environment: Any land and underground

Organization: Solitary or gang (2–4)

Challenge Rating: Up to 10 HD: as base creature’s +3 (+4 if metal); 11+ HD: as base creature’s +2 (+3 if metal)

Treasure: None

Alignment: Always neutral

Advancement: Same as the base creature’s

Level Adjustment: —

CONSTRUCTION

The cost for each construct includes that of the physical body and all the materials and spell components that are consumed or become a permanent part of it. It amounts to 10,000 gp per Hit Die.

The first task is carving or assembling the construct’s physical body. The creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the construct.

The real work of creating a construct involves extended magical rituals that require two months to complete. Understanding

the rituals requires a character of the appropriate level with the Craft Magic Arms and Armor and Craft Wondrous Item feats. The creator must labor for at least eight hours each day in a specially prepared laboratory or workroom. The chamber resembles an alchemist's laboratory and costs 500 gp to establish.

For stone constructs, the creator must be 16th level and able to cast either arcane or divine spells. Completing the ritual drains from the creator 100 XP for each of the construct's Hit Dice and requires *geas/quest*, *limited wish*, *polymorph any object*, and *stone shape*.

For metal constructs, the creator must be 16th level and able to cast arcane spells. Completing the ritual drains from the creator 150 XP for each of the construct's Hit Dice and requires *geas/quest*, *limited wish*, *polymorph any object*, and *iron body*.

When not working on the rituals, the creator must rest and can perform no other activities except eating, sleeping, and talking. If personally crafting the construct's body, the creator can perform the rituals while building it. If the creator misses a day of rituals, the process fails and must be started again. Money spent is lost, but experience points spent are not. The construct's body can be reused, as can the laboratory.

Completing the ritual drains the appropriate experience points from the creator and requires casting any spells on the final day. The creator need not cast the spells personally; they can come from outside sources, such as scrolls or other assisting casters.

SAMPLE MAGICAL CONSTRUCTS

As examples of the stone and metal magical constructs, here are two new creatures to drop into your favorite game setting.

STONE (DIRE) TIGER

	Huge Construct
Hit Dice:	16d10+40 (88 hp)
Initiative:	+0
Speed:	30 feet (6 squares)
Armor Class:	22 (-2 size, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple:	+12/+33
Attack:	Claw +23 melee (2d4+13)
Full Attack:	2 claws +23 melee (2d4+13) and bite +18 melee (2d6+6)
Space/Reach:	15 feet/10 feet
Special Attacks:	Pounce, improved grab, rake 2d4+6, <i>haste</i>
Special Qualities:	Scent, construct traits
Saves:	Fort +10, Ref +10, Will +10
Abilities:	Str 37, Dex 11, Con —, Int —, Wis 10, Cha 1

Skills:	—
Feats:	—
Environment:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	17-32 HD (Huge); 33-48 (Gargantuan)
Level Adjustment:	—

Stone tigers measure 35 feet long and can weigh up to 12,000 lbs. Powerful spellcasters use them as guardians and potent weapons of war.



COMBAT

A stone tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

Pounce (Ex): If a stone tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the stone tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A stone tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+6 points of damage each. If the stone tiger pounces on an opponent, it can also rake.

Haste (Su): After it has engaged in at least 1 round of combat, the stone tiger can cast *haste* on itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Space/Reach:	15 feet/10 feet
Special Attacks:	Breath weapon
Special Qualities:	Scent, construct traits
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 33, Dex 8, Con —, Int —, Wis 8, Cha 1
Skills:	—
Feats:	—
Environment:	Any land and underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

ELEVEN-HEADED BRASS HYDRA**Huge Construct**

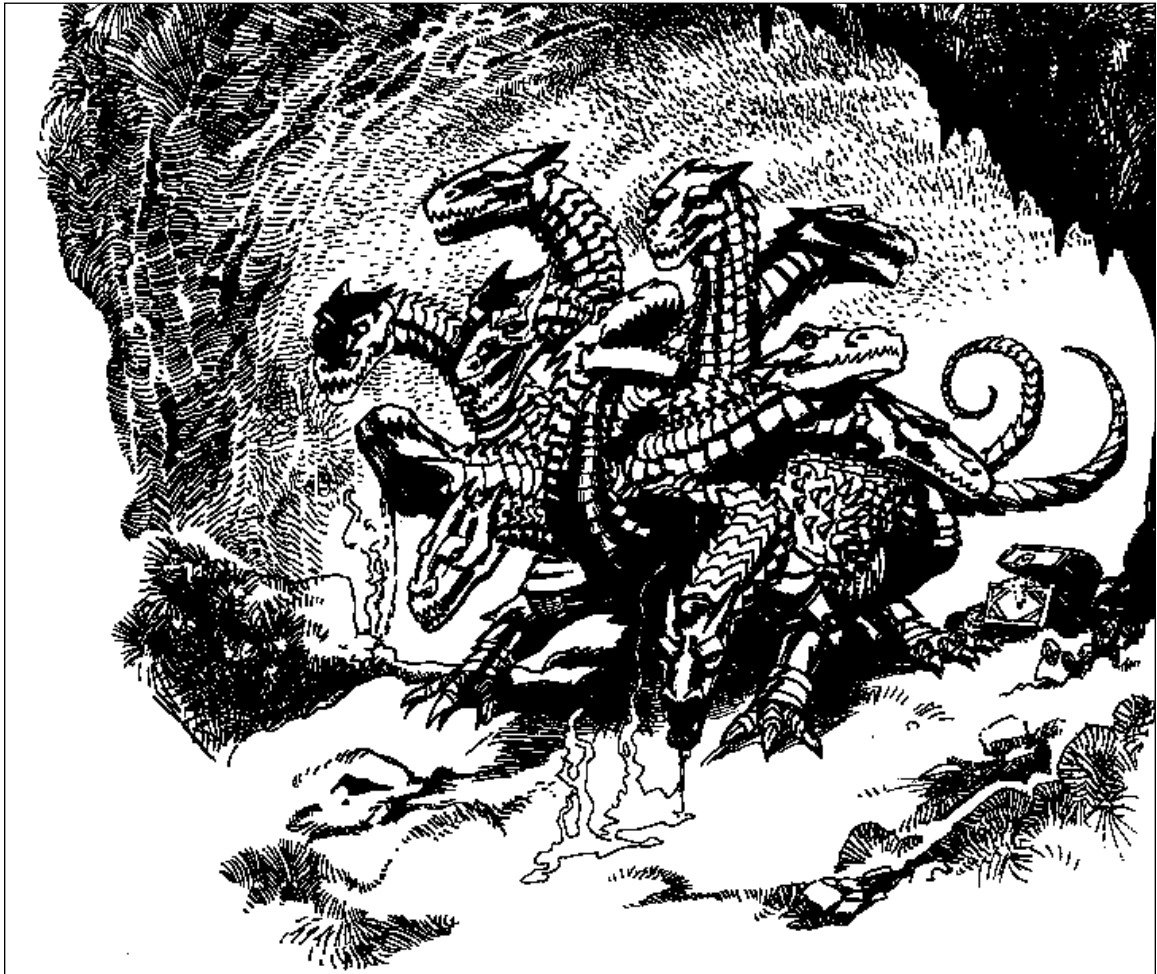
Hit Dice:	11d10 + 40 (100 hp)
Initiative:	–1 (Dexterity)
Speed:	15 feet (3 squares), swim 15 feet
Armor Class:	25 (–2 size, –1 Dexterity, +18 natural), touch 7, flat-footed 25
Base Attack/Grapple:	+11/+30
Attack:	Bite +12 melee (1d10+6)
Full Attack:	11 bites +12 melee (1d10+6)

Brass hydras measure 30 feet long and weigh up to 18,000 lbs. They are used most often as guardians of important treasures.

COMBAT

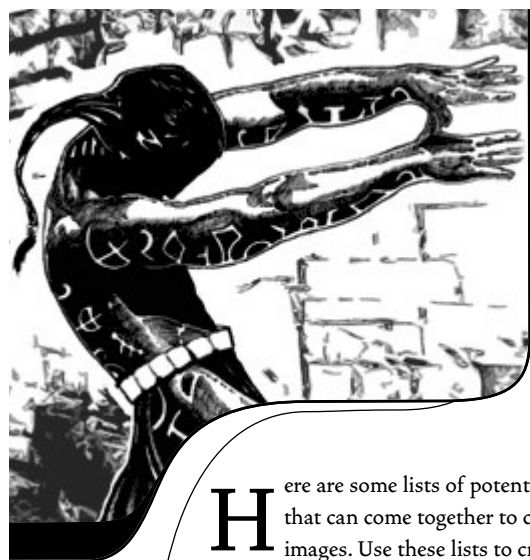
Unlike living hydras, the brass hydra cannot be defeated by lopping off its heads. It must be destroyed entirely.

Breath Weapon (Su): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the construct lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 Constitution, secondary damage death.



Random Rune Generator

You will encounter many opportunities to use cool glyphs, runes, and tattoos in your games. However, it can be pretty tough to come up with a design for the fiftieth rune inscribed in the ancient tomb your characters are exploring. What do all those runes look like?



Here are some lists of potential visual descriptions that can come together to create interesting runic images. Use these lists to create item images, graven images, etched object runes, marks of power, glyphs of warding, or symbols. The results generated by these tables can even serve as evocative hieroglyphs and emblems for organizations in your campaign—for instance, the main image for the coat of arms of a group called the Knights of the Red Curtain.

USING THE TABLES

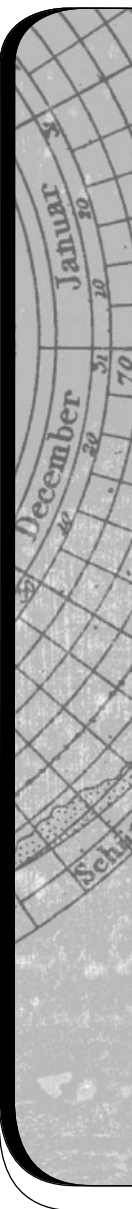
Roll once on each of the three tables on these pages, stringing the results together to generate your rune description. If you get a result of “[nothing],” use only the results from the other tables. Reroll anything that doesn’t make sense or does not appeal to you. Alternatively, simply choose results you like, rather than rolling.

GENERATE PART ONE

d%	Result
01–06	a dagger plunged into
07–10	vines growing out of
11–15	a crown perched atop
16–21	crossed swords over
22–25	a pair of hands surrounding
26–30	demonic eyes peering out of
31–35	blue lightning arcing out of
36–40	an axe thrust into
41–50	a hand bursting from
51–52	a tentacle reaching out of
53–57	a spear thrust through
58–60	a trumpet thrust from
61–64	tiny stars surrounding
65–68	a jewel within
69–70	a hand inside
71–75	a sword inside
76–80	a hand within
81–85	an arrow piercing
86–90	a hand clutching
91–00	[nothing]

GENERATE PART TWO

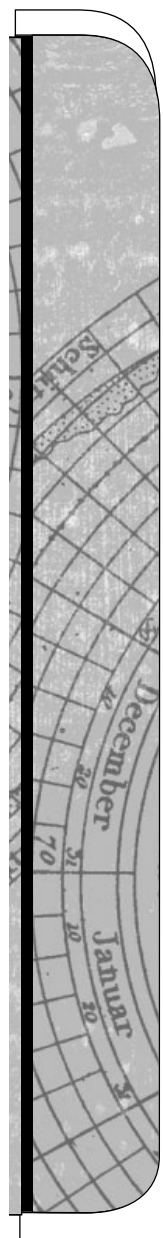
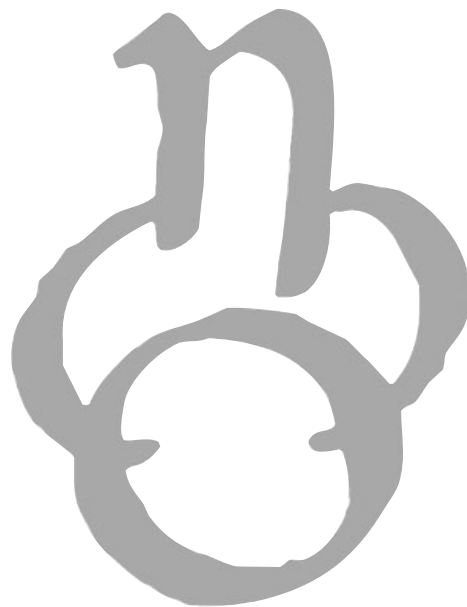
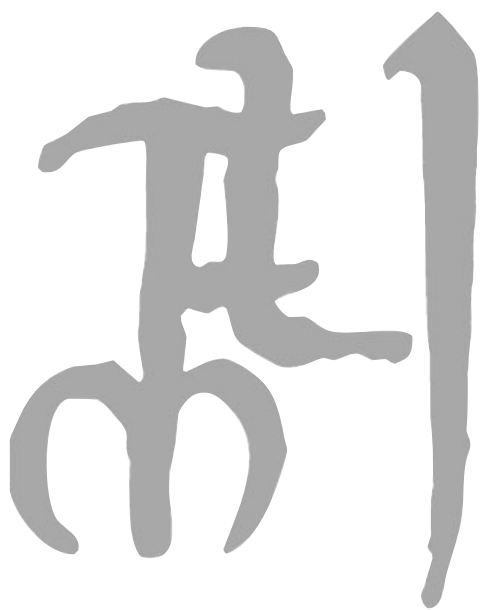
d%	Result
01–04	a skull
05–07	a treasure chest
08–10	a circle cut into three parts
11–13	a pyramid
14–16	a triangle
17–18	a mushroom
19–20	a grinning mask
21–24	a clenched fist
25–26	a giant human eye
27–29	a shield
30–33	a circle
34–35	a pentagram
35–38	a pentacle
39–40	a flagon
41–42	a circle cut in half
43–44	a semicircle
45–47	a heart
48–49	a large star
50–51	a wave
52–53	a diamond
54–55	an octagon
56–57	a scroll
58–59	a spiral
60–62	a tree
63–65	a rose
66–67	a helmet
68–69	a book
70–71	a staff
72–73	a hammer
74–76	a bone
77–78	a cat’s face
79–80	a wolf’s head
81–83	a large mouth
84–85	an upward-pointing arrow
86–87	a downward-pointing arrow
88–89	an arrow pointing two directions
90–91	a circle cut into four parts
92–94	a ship
95–96	a six-pointed star
97–98	a seven-pointed star
99–00	a pentagon



GENERATE PART THREE

d%	Result
01-02	girded by laurels
03-05	sheathed in flames
06-07	glowing like the sun
08-09	emblazoned with a demonic face
10-11	flanked by batlike wings
12-13	in the coils of a serpent
14-15	swaddled in tentacles
16-17	flanked by feathered wings
18-19	inscribed within a red circle
20-22	inscribed within a magic circle
23-24	inscribed within a long rectangle
25-26	covered with spikes and spines
27-28	haloed in light
29-30	half in shadow
31-32	with coins all around it
33-34	with curved knives all around it
35-37	wrapped in a pair of rings
38-40	atop a tower
41-42	next to a writhing snake
43-45	atop a mountain

d%	Result
46-48	next to a crescent moon
49-51	made of thin red lines
52-54	made of thin blue lines
55-57	made of thin green lines
58-60	made of thin black lines
61-63	all done as a silhouette
64-65	wrapped in a cloud
66-67	dripping with blood
68-69	flanked by swords
70-71	flanked by skulls
72-73	flanked by arrows
74-75	within a ring made by a whip
76-77	within a ring made by a snake, eating its own tail
78-79	atop crossed bones
80-81	above a trident
82-83	below two spears
84-85	covered in insects
86-00	[Nothing]



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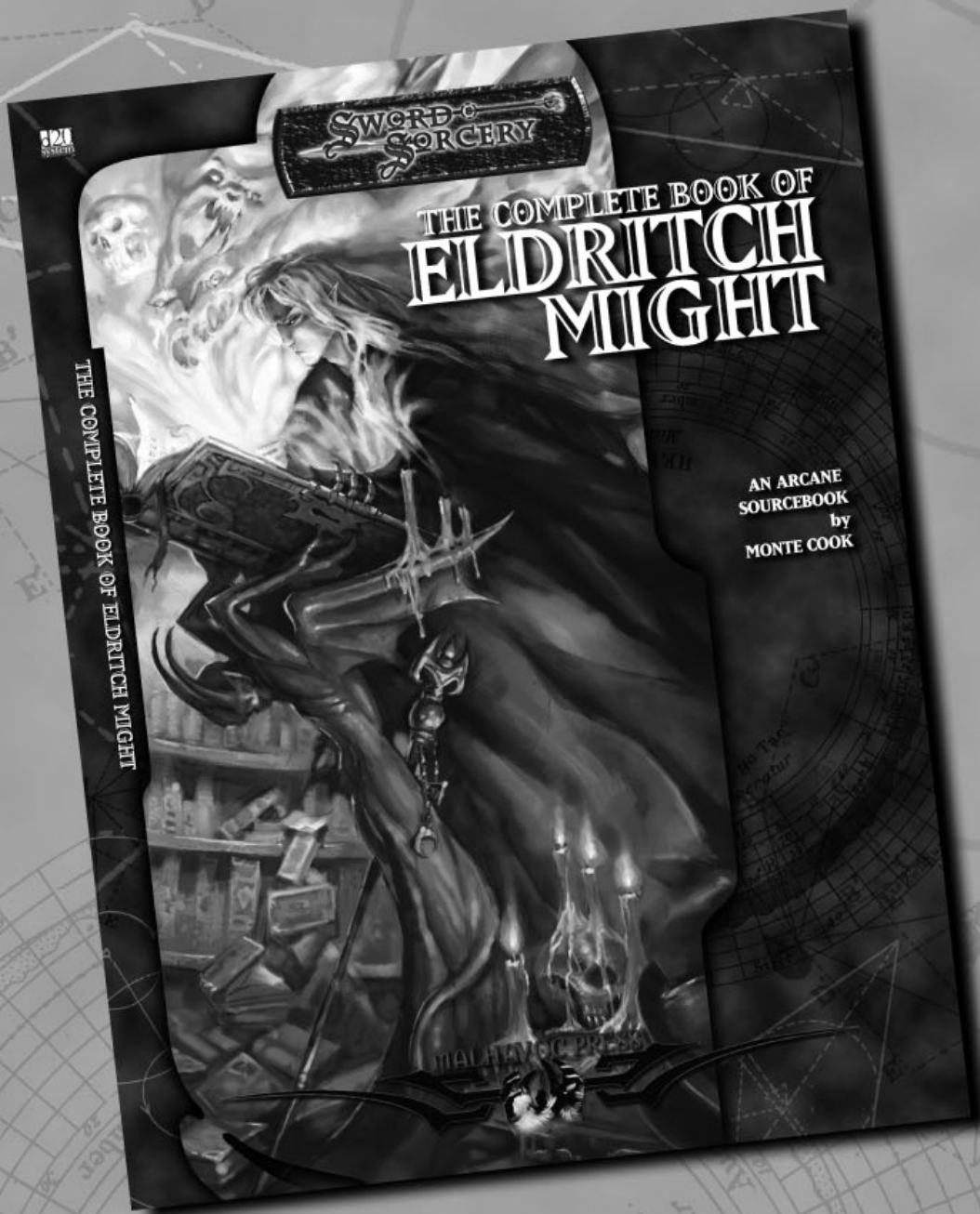
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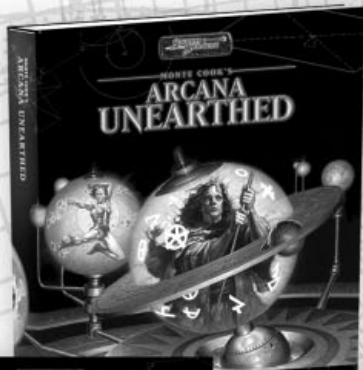
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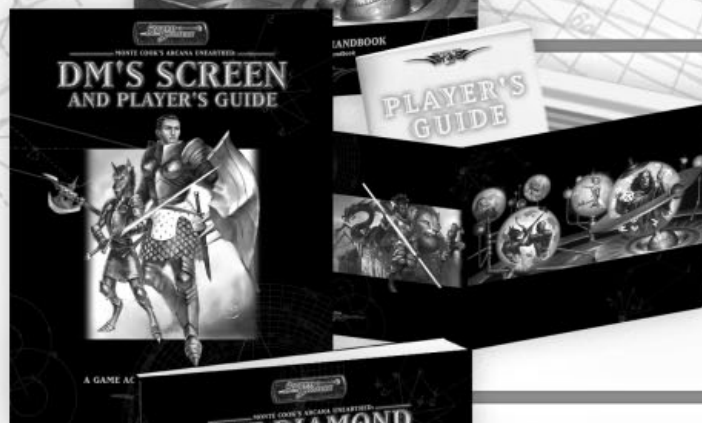
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