

MALHAVOC PRESS



# THE BOOK OF ELDRITCH MAGIC

*By Monte Cook*

Requires the use of the *Dungeons & Dragons® Player's Handbook*, Third Edition, published by Wizards of the Coast®



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**A**nd 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...”

## INTRODUCTION

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.

## NEW FEATS

This list 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.

### CONJURE MASTERY [ELDRITCH]

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

**Prerequisite:** Spellcaster level 7th+, Cha 17+

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

### ETCH OBJECT RUNE [ITEM CREATION]

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

**Prerequisite:** Spellcaster 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 a *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 XP and use up raw materials costing 1/2 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 XP 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-sized 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.

**Prerequisite:** Spellcaster level 7th+, Int 17+

**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 1/10 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 DC, 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.

**Prerequisite:** Spellcaster level 5th+, Int 17+

**Benefit:** You can give an extra power to a single-target spell when you cast it by adding elemental energy. 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 his saving throw, if any). The damage is a type of your choosing: fire, electricity, cold, acid, or sonic. 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.

#### LACE SPELL: ENEMY BANE [Eldritch]

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

**Prerequisite:** Spellcaster level 5th+, Int 17+

**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% more against creatures of this type. Some people claim to hear an intense cackling sound when a *bane* 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                   |
| • Beasts            | • Constructs                |
| • Dragons           | • Elementals                |
| • Fey               | • Giants                    |
| • Magical beasts    | • Monstrous humanoid        |
| • Oozes             | • Outsiders, chaotic        |
| • Outsiders, evil   | • Outsiders, good           |
| • Outsiders, lawful | • Plants                    |
| • Shapechangers     | • Undead                    |
| • Vermin            | • Humanoid (choose subtype) |

#### LACE SPELL: HOLY/UNHOLY [Eldritch]

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

**Prerequisite:** Spellcaster level 5th+, Int 17+

**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. Spells laced with holy or unholy energy are changed in these ways:

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

**Unholy.** Changes the spell's descriptor to [evil] and adds +2 to the save DC 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.

**Prerequisite:** Spellcaster level 5th+, Int 17+

**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. Spells laced with lawful or chaotic energy are changed in these ways:

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

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

### MANUFACTURE MAGIC POISON [Item Creation]

You can create magic poisons, which have magical effects in addition to their traditional deadly nature. See the Core Rulebook II for rules on poisons.

**Prerequisite:** Spellcaster level 5th+

**Benefit:** You can create any magic poison (see page 29) 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 XP 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:** Spellcaster level 1+, Cha 19+

**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 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 mantle. 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 with attempting to scry with other reflective surfaces such as a still pool or a polished metal shield.

## NEW PRESTIGE CLASSES

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

### 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) ranks:** 10

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

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

**Special:** To become an embermage, character must have been reduced to negative hit points entirely through damage by fire, or killed by a fire attack.

**Special:** A character can 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:

- Alchemy (Int)
- Concentration (Con)
- Craft (Int)
- Knowledge (any) (Int)
- Profession (Wis)
- Scry (Int)
- Spellcraft (Int)

See the *Player's Handbook*, Chapter 6, for skill descriptions.

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

### Class Features

All of the following are class features of the embermage prestige class:

**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 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 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 point per class level of damage (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 damage upon him each time he uses this ability.

EMBERMAGE						
Class Lvl	Attack Bonus	Fort. Save	Ref. 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	Implosion	



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

**Fingers of Fire (Sp).** Calling fire to the tips of his fingers, the embermage 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 damage. Each spurt inflicts 2 points of damage on the embermage as well.

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

**Tongue of Fire (Sp).** Once per day, the 8th-level 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 of the same name. These weapons last for 10 minutes.

**Eyes of Fire (Sp).** Once per day, the embermage can shoot from his eyes a blast of fire 5 feet wide and 100 feet + 10 feet per class level long. All within this area must make Reflex saving throws (DC 10 + embermage's Int bonus + 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 elements [fire]* gets only 6 points of resistance).

**Internal Explosion (Sp).** Once per day, at 10th level, the embermage can call upon their 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. 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) ranks:** 5

**Spellcraft ranks:** 7

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

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

**Languages:** Must be fluent in Draconic, Celestial, and Infernal.

**Special:** Character must find a third party who can cast *permanency* and will partake in a ritual that lasts an

GRAVEN ONE						
Class Lvl	Attack Bonus	Fort. Save	Ref. 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)	

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 AC
5	Silent Shadow	+10 enhancement bonus to Move Silently and Hide Checks
6	Fortification	25% chance to negate all criticals inflicted upon graven one
7	Change Self	As the spell
8	Wounding	All attacks dealing damage (even spells) made by the graven one inflict a wound that bleeds for 1 point of damage per round as a weapon with the same ability (see Core Rulebook II, p. 187)
9	Holy or Unholy	All attacks dealing damage (even spells) made by the graven one inflict an additional 1+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 an SR of 11 + her class levels
12	Damage Reduction	The graven one has DR of 10/+2

entire day. The character loses 4 hit points permanently, but when it is over she has 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 (Int)
- Knowledge (arcana) (Int)
- Profession (Wis)
- Scry (Int)
- Search (Wis)
- Spellcraft (Int)

See the *Player's Handbook*, Chapter 6, for skill descriptions.

**Skill Points at Each Level:** 2 + Int mod

### Class Features

All of the following are class features of the graven one prestige class:

**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, an 7th-level wizard, gains a level in graven one, she receives new spells as if she had risen to 8th level in wizard, and she casts them at 8th level. However, she uses the other graven one aspects of level progression, such as attack bonus and save bonus. If she next takes a level of wizard, making her an 8th-level wizard/1st-level mirror master, she gains spells as if she had risen to 9th-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.

In cultures where skin markings are strange, or among those who fear or distrust magic, these obvious runes—as well as the tattoos of power and the 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.

**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 the previous 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).** The graven one can inscribe an image of an animal, beast, or magical beast on her flesh (this in no way interacts with any flesh runes or tattoos of power he 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 levels, the number of HD of the creatures she can make into images increases.

## 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) ranks:** 5

**Craft (glassmaking) ranks:** 5

**Feats:** Craft Wondrous Item, Mirror Sight

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

**Special:** To gain this class, a character must either be an outsider, have an outsider in her lineage, 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 (Int)
- Intuit Direction (Wis)
- Knowledge (arcana) (Int)
- Knowledge (the planes) (Int)
- Profession (Wis)
- Scry (Int)
- Search (Wis)
- Sense Motive (Wis)
- Spellcraft (Int)
- Spot (Wis)

See the *Player's Handbook*, Chapter 6, for skill descriptions.

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

MIRROR MASTER						
Class Lvl	Attack Bonus	Fort. Save	Ref. 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)	



## 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, 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 mirror master to the level of her 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, she gains new spells as if she had risen to 8th level in sorcerer, and she casts them at 8th level. However, she uses the other mirror master aspects of level progression, such as attack bonus and save bonus. If she next takes a level of sorcerer, making her an 8th-level sorcerer/1st-level mirror master, she gains spells as if she had risen to 9th-level sorcerer.

If a character had more than one spellcasting class before becoming a mirror master, she 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 works like the spell *detect thoughts*.

**Mirrored Eyes (Su).** The mirror master gains an additional saving throw against all gaze attacks. If either save succeeds, treat the situation as if the mirror master made the save.

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

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

## MIRROR MASTER BONUS SPELLS LIST

### 1st Level

*Command*†  
*Hypnotism*†  
*Message*†

### 3rd Level

*Daylight*  
*Mirror shield*\*  
*Searing light*†

### 5th Level

*Mirror blast*\*  
*Mirror theft*\*  
*True seeing*

### 7th Level

*Mirror portal*\*  
*Simulacrum*  
*Spell turning*

### 2nd Level

*Mirror image*  
*See invisibility*†  
*Shatter*

### 4th Level

*Lesser mirror calling*\*  
*Rainbow pattern*  
*Scrying*

### 6th Level

*Eyebite*†  
*Mirror calling*\*  
*Mirror truth*\*

\* 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 Mirror Sight.

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

**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 Mirror Sight.

## NEW SPELLS

The main focus of the *Book of Eldritch Power* 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.

### **Acidic Curse**

Evocation

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 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 do not suffer damage from the acid (due to a successful saving throw, an immunity, or a spell granting resistance) are not blinded.

*Material Component:* A bit of ragweed.

### **Bind Item**

Evocation

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 levels)

**Target:** One object no larger than 3 ft. 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.

### **Arcana Form**

Transmutation

**Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 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 a 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 anti-magic field, you cease to exist for the rest of the spell's duration (or the anti-magic's duration, whichever is shorter).



### **Black Mulching**

Necromancy

**Level:** Sor/Wiz 4, Drd 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft.+10 ft./level)

**Area:** 20-ft.-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 Component:* 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:** 1 action

**Range:** Medium (100 ft.+10 ft./level)

**Target:** One creature

**Duration:** Instantaneous (see text)

**Saving Throw:** None

**Spell Resistance:** No

You fire a blast of magical force that strikes a target unerringly, inflicting 1d4 points of damage per caster level (maximum 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, as described in *summon monster I*, and remains for 1 round per caster level.

### **Bone Tattoo**

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One living creature

**Duration:** 1 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 an

SR of 10 + your level against cold, polymorph, and mind-affecting attacks. Further, mindless undead creatures react to the tattooed creature as if he is undead. However, any creature with this tattoo can be turned as if he were undead with turn resistance +4.

*Material Component:* A bit of white ink and a needle.

### **Chains of Vengeance**

Evocation

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft.+10 ft./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*, p. 62), but they suffer 1d6 points of fire damage if they try.

### **Coldscream**

Evocation

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 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:** Clr6, Sor/Wiz 6

**Components:** S, M

**Casting Time:** 1 action



**Range:** Close (25 ft.+5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 hour/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You put a living creature in a coma. The subject falls prone immediately. He remains alive but cannot take actions.

*Material Component:* A mixture of ground spices.

### Conditional Spell

Evocation

**Level:** Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 levels)

**Target:** 1 creature or object

**Duration:** Until discharged

**Saving Throw:** None

**Spell Resistance:** No

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.

### Cross of Lightning

Evocation

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft.+10 ft./level)

**Area:** Four bolts, 5-ft. wide to medium range (100 ft.+10 ft./level) or 10-ft. wide to 50 ft.+5 ft./level

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

As *lightning bolt* (*Player’s Handbook*, page 222), 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. 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 Component:* 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:** 1 action

**Range:** Personal

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

**Duration:** 1 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 is over. Assassins use this spell even when ammunition is plentiful, because the spell 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:** 1 action

**Range:** Personal

**Effect:** One poisoned slashing weapon

**Duration:** 1 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 temporary 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:** 1 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 damage reduction versus a particular element:

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

*Material Component:* A scale of actual dragonhide.

### Electrical Deluge

Evocation

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft.+10 ft./level)

**Area:** A spread centered on you, 5 ft. high and 200 ft. across

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

As *lightning bolt* (Player's Handbook, page 222), 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 damage per level of the caster (maximum 15d6) to all within the area except you.

*Material Component:* A bit of lodestone and a square plate of iron.

### Elemental Shroud

Necromancy

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft.+10 ft./level)

**Target:** Up to one animate dead creature/level

**Duration:** Instantaneous

**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: fire, cold, lightning, acid, or sonic. Fire shrouds appear to be molten and burning, cold shrouds are icy blue and glistening, acid shrouds drip with dark, bubbling effluvium, and sonic shrouds appear as a distortion in the air accompanied by a shrill shriek. The undead is granted +2 turn resistance, +2 natural armor, and 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.

### Enchanting Flavor

Transmutation

**Level:** Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 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 (Diplomacy, Bluff) against the diners.

*Material Component:* Spices and seasonings.

### Enhance Magical Flow

Universal

**Level:** Clr 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

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

*Material Component:* A small jewel worth at least 10 gp.

### Flaming Corrosion

Evocation

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 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 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:** 1 action

**Range:** Close (25 ft.+5 ft./2 levels)

**Target:** One creature

**Duration:** 1 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 *teleport tracer* (see p.22).

### Freezing Claw

Conjuration [Cold]

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 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 an AC of 12).

*Material Component:* A chunk of ice.

### Greater Magical Flow Enhancement

Universal

**Level:** Clr 4, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

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

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

### Greater Mark of Air

Evocation

**Level:** Sor/Wiz 4

As *mark of air* (see page 17), 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* (*Player's Handbook*, p. 273) that lasts 10 rounds. A successful Reflex saving throw allows half damage.

### Greater Mark of Earth

Evocation

**Level:** Sor/Wiz 4

As *mark of earth* (see page 17), except that the mark grants the subject a DR of 10/+1 for the spell's duration 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.

### Greater Mark of Fire

Evocation [Fire]

**Level:** Sor/Wiz 4

As *mark of fire* (see page 17), 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.

### Greater Mark of Frost

Evocation [Cold]

**Level:** Sor/Wiz 4

As *mark of frost* (see page 17), 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 saving throw allows half damage.

### Greater Mark of Water

Evocation

**Level:** Sor/Wiz 4

As *mark of water* (see page 18), 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.

### Greater Sleep

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Several living creatures within a 15-ft. radius burst

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

As *sleep* (*Player's Handbook*, p. 252), except that you roll 4d6 to see how many HD are affected; no creature with more than 10 HD is affected.

*Material Component:* A pinch of dust.

### Guilt

Enchantment (Compulsion) [Mind-Affecting]

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

**Components:** V, S, AF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature of non-good alignment

**Duration:** 1d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A non-good 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:** 1 action

**Range:** Touch

**Target:** One object

**Duration:** Permanent (see below)

**Saving Throw:** None

**Spell Resistance:** No

As *invisibility* (*Player's Handbook*, p. 217), 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:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** 1 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/level (maximum +10) of cold damage. If the attack roll misses, calculate whether it would have hit

as a ranged touch attack. If so, than 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:** 1 hour

**Range:** Medium (100 ft. + 10 ft./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.

### **Lesser Mirror Calling**

Conjuration (Calling) [see text]

**Level:** Special (Mirror Master Bonus Spell Level 4)

**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

By 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.

### **Magma Burst**

Conjuration (Creation) [Fire]

**Level:** Drd 9, Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 50-ft. 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:** 1 full round

**Range:** Touch

**Target:** One creature

**Duration:** 10 minutes/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

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

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

### Mark of Air

Evocation

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One creature

**Duration:** 1 hour/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 AC for 10 rounds. Using this shield of air ability immediately dismisses the *mark of air*.

### Mark of Death

Evocation

**Level:** Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One creature

**Duration:** 1 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:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One creature

**Duration:** 1 hour/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. Using this mass of rock ability immediately dismisses the *mark of earth*.

### Mark of Fire

Evocation [Fire]

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One creature

**Duration:** 1 hour/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 damage, if a ranged touch attack strikes the target. Using this ray of fire ability immediately dismisses the *mark of fire*.

### Mark of Frost

Evocation [Cold]

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One creature

**Duration:** 1 hour/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 spear to inflict 1d8 points of damage



plus 2d6 points of cold damage. Using this spear of ice ability immediately dismisses the *mark of frost*.

### Mark of Water

Evocation

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One creature

**Duration:** 1 hour per 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. Using this stream of water ability immediately dismisses the *mark of water*.

### Mass Fly

Transmutation

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Targets:** Up to one creature/level touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

As *fly*, (*Player's Handbook*, p. 206), except for number of targets. All recipients can fly with a speed of 90 feet (60 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 weight, plus any armor you wear.

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

fall in this way if the *mass fly* spell is dispelled.

**Material Component:** A wing feather from any bird for each target.

### Mental Alarm

Divination

**Level:** Sor/Wiz 0

**Components:** S

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 levels)

**Targets:** One creature/level (maximum 8 creatures)

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

All subjects are mentally alerted simultaneously at some predesignated 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 sq. ft.

**Duration:** 1 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 "drow" 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, HD, 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, and 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 it.

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, fire, electricity, 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 spell of 0 level 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 is centered on the intruder. All saving throws operate as normal, except that the DC 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 Bonus Spell Level 5)

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 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 of the damage is force energy, and half is slashing damage from the shards of glass.

*Material Component:* A small mirror.

### Mirror Calling

Conjuration (Calling) [see text]

**Level:** Special (Mirror Master Bonus Spell Level 4)

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

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

### Mirror Portal

Transmutation

**Level:** Special (Mirror Master Bonus Spell Level 7)

**Components:** V, S, AF, XP

**Casting Time:** 10 minutes

**Range:** Touch

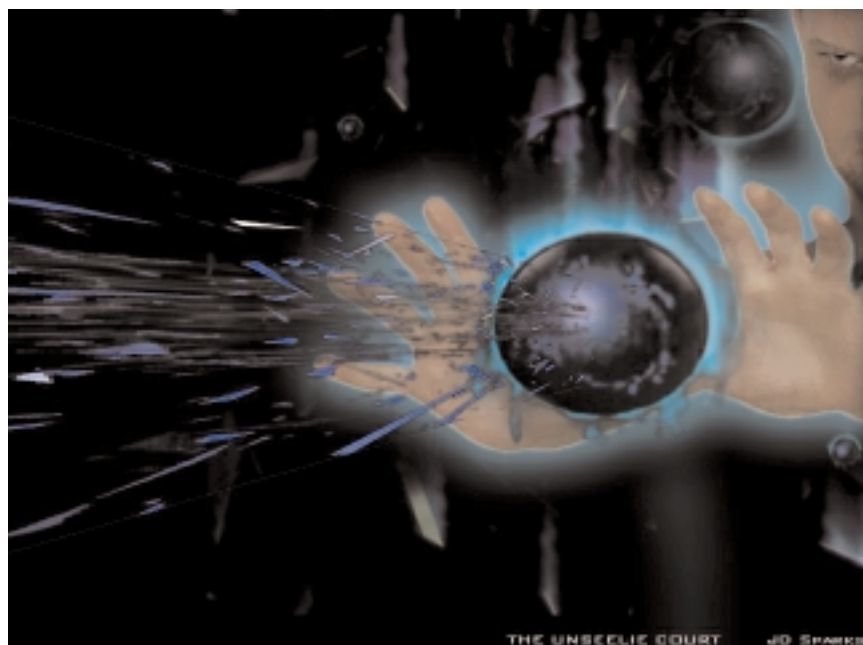
**Targets:** Two mirrors

**Duration:** 1 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 cost at least 500 gp.

*XP Cost:* 500 XP

### Mirror Shield

Abjuration

**Level:** Special (Mirror Master Bonus Spell Level 3)

**Components:** V, S, AF

**Casting Time:** 1 action

**Range:** Touch

**Target:** One mirror

**Duration:** 1 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 AC, inflicting damage per the original spell if you hit.

*Arcane Focus:* A mirror of any size that must remain with you for the duration of the spell.

### Mirror Theft

Transmutation

**Level:** Special (Mirror Master Bonus Spell Level 5)

**Components:** V, S, AF

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One mirror

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

While using Mirror Sight (see p. 4) 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 (Glamer)

**Level:** Special (Mirror Master Bonus Spell Level 6)

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Close (25 ft.+5 ft./2 levels)

**Area:** One 10-ft 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 illusionary image over the target area as described in the spell *screen* (*Player's Handbook*, p. 247). 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 sight*, 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:** 1 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. In addition, you gain a +5 competence bonus to Spot and Search checks.

*Material Component:* An eagle feather.

### Primal Release

Transmutation

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 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 HD (if its current base attack bonus is something else). The creature can fight as though it has the Power Attack, Cleave, Great Cleave, and Sunder Feats.

*Material Component:* A bit of raw meat.

### Silent Sound

Evocation

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

**Components:** S

**Casting Time:** 1 action

**Range:** Close (25 ft. +5 ft./2 levels)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

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

### Spelltrap

Abjuration

**Level:** Sor/Wiz 4

**Components:** V, S, AF

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One gem

**Duration:** 1 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. 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 ft.

**Area:** One 10-ft. cube/level

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You create an area that resists scrying. The DC of any attempt to scry into the protected area increases by +1 per caster level, thanks to this spell.

*Arcane Focus:* A lodestone.

### Teleport Block

Abjuration

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** 0 ft.

**Area:** One 10-ft. cube/level

**Duration:** 1 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:** Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 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

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 levels)

**Area:** 20-ft. diameter sphere

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes

If any teleportation subtype spell is cast within the radius of this spell, the destination of the teleport spell is redirected to a location you chose at the time of casting *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 teleport without error ability, it ends up in the cell.

### Teleport Tracer

Evocation

**Level:** Sor/Wiz 6

**Components:** S

**Casting Time:** 1 action

**Range:** Medium (100 ft.+10 ft./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.

### Thief Ward

Abjuration

**Level:** Sor/Wiz 2

**Components:** S, M

**Casting Time:** 1 action

**Range:** Personal

**Area:** 50-ft.-diameter sphere centered on you

**Duration:** 1 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:** 1 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:** 1 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:** 1 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 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft.+5 ft./2 levels)

**Area:** 20-ft.-diameter sphere

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

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. 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 Component:* A bit of glue and some string.

## NEW MAGIC ITEMS

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

### Magic Weapons

Forged by wizards, these weapons are for use mainly by their non-spellcasting allies.

**The Bleeding Sword:** This +2 longsword continually drips with black blood. The blood is foul and diseased, and anyone struck by the blade must make a Fortitude saving throw (DC 14) or fall victim to the disease *devil chills*, as described in the Core Rulebook II, p. 75.

*Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, *contagion*; *Market Price:* 30,315 gp; *Weight:* 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.

*Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *confusion*; *Market Price:* 3,435 gp; *Weight:* 20 lbs.

**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*.

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *daze*; *Market Price:* 3,315 gp; *Weight:* 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, whiplike, giving the greatsword an additional 5-foot reach.

*Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *Evard's black tentacles*; *Market Price:* 4,350 gp; *Weight:* 15 lbs.

### Rings

Spells marked with an asterisk (\*) in this section are new in this book.

**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 AC bonus, a +4 bonus to Constitution (effectively giving it +2 to Fortitude saves and +2/HD extra hit points), and a +2 bonus to Strength (effectively giving it +1 to melee attack and damage rolls).

*Caster Level:* 7th; *Prerequisites:* Forge Ring, *bull's strength*, *endurance*, *protection from chaos/evil/good/law*; *Market 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 dark 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 this 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.

*Caster Level:* 12th; *Prerequisites:* Forge Ring, *harm*; *Market Price:* 86,000 gp.

**Ring of Holy Spells:** If the wearer of this platinum ring casts a spell, the saving throw DCs 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*.

*Caster Level:* 7th; *Prerequisites:* Forge Ring, *holy smite*, *greater magical flow enhancement\**; *Market Price:* 25,000 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 AC bonus and a +2 bonus to Constitution (effectively giving it +1 to Fortitude saves and +1/HD extra hit points).

*Caster Level:* 5th; *Prerequisites:* Forge Ring, *endurance*, *protection from chaos/evil/good/law*; *Market 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.

*Caster Level:* 3th; *Prerequisites:* Forge Ring, *silence*; *Market Price:* 7,000 gp.

## Rods and Staffs

Spells marked with an asterisk (\*) in this section are new in this book.

**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.

*Caster Level:* 15th; *Prerequisites:* Craft Rod, *Mordenkainen’s lucubration*; *Market Price:* 32,000 gp; *Weight:* 5 lbs.

**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.

*Caster Level:* 5th; *Prerequisites:* Craft Rod, *holy smite*; *Market Price:* 20,000 gp; *Weight:* 5 lbs.

**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.

*Caster Level:* 15th; *Prerequisites:* Craft Rod, *dominate person*, *limited wish*; *Market Price:* 68,000 gp; *Weight:* 2 lbs.

**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. 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.

*Caster Level:* 15th; *Prerequisites:* Craft Rod, *silence*, *limited wish*; *Market Price:* 55,000 gp; *Weight:* 2 lbs.

**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. 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.

*Caster Level:* 18th; *Prerequisites:* Craft Rod, *anti-magic field*; *Market Price:* 80,000 gp; *Weight:* 2 lbs.

**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. 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.

*Caster Level:* 16th; *Prerequisites:* Craft Rod, *gentle repose*, *limited wish*; *Market Price:* 72,000 gp; *Weight:* 2 lbs.

**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. 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.

*Caster Level:* 15th; *Prerequisites:* Craft Rod, *ray of enfeeblement*, *limited wish*; *Market Price:* 60,000 gp; *Weight:* 2 lbs.

**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.

*Caster Level:* 5th; *Prerequisites:* Craft Rod, *cause fear*; *Market Price:* 5,000 gp; *Weight:* 5 lbs.

**Slayson Rod:** This ruby-tipped scepter emits a focused beam of pure sonic energy that inflicts 10d6 points of sonic damage (Reflex saving throw [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.

*Caster Level:* 10th; *Prerequisites:* Craft Rod, *silent sound\**, *lightning bolt*; *Market Price:* 36,000 gp; *Weight:* 5 lbs.

**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)

*Caster Level:* 8th; *Prerequisites:* Craft Staff, *burning hands*, *fire shield*, *fireball*, *greater mark of fire\**, *mark of fire\**; *Market Price:* 35,000 gp; *Weight:* 5 lbs.

**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 fire\** (2 charges, DC 16)
- *Cone of cold* (2 charges, DC 17, 12d6)
- *Freezing claw\** (2 charges, DC 19)

*Caster Level:* 12th; *Prerequisites:* Craft Staff, *cone of cold*, *greater mark of frost\**, *icebolt\**, *mark of frost\**; *Market Price:* 67,000 gp; *Weight:* 5 lbs.

## Wondrous Items

Spells marked with an asterisk (\*) in this section are new in this book.

**Amulet of the Arcanist:** This silver medallion adds +2 to all the saving throw DCs of arcane spells cast by the wearer.

*Caster Level:* 7th; *Prerequisites:* Craft Wondrous Item, *greater magical flow enhancement\**; *Market 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.

*Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item, *spell turning*, *dispel magic*; *Market Price:* 100,000 gp; *Weight:* 2 lbs.

**Bottled Whirlwind:** This corked gray bottle continually shudders just 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.

*Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item, *spell turning*, *dispel magic*; *Market 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.

*Caster Level:* 3th; *Prerequisites:* Craft Wondrous Item, *doom*, *silent sound\**; *Market 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.

*Caster Level:* 3th; *Prerequisites:* Craft Wondrous Item, *mark of air\**, *mark of earth\**, *mark of fire\**, *mark of frost\**, *mark of water\**; *Market 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.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *obscuring mist*, *mirror shield\**; *Market 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.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous



Item, *nondetection*, *static veil*\*; *Market 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.

*Caster Level*: 11th; *Prerequisites*: Craft Wondrous Item, *levitate*, *summon monster VI*; *Market 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. The amount is determined by a die roll.

Cha Bonus	Market 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 3 or more Intelligence and hold the creature transfixed by its own image for 6 rounds. Treat as a gaze attack, with a DC of 12. The power is not considered used (for purposes of tracking its once-per-day functioning) until it successfully holds a target.

*Caster Level*: 8th; *Prerequisites*: Craft Wondrous Item, *commune* or *legend lore* (the +6 mirror also requires *hold person*); *Market 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.

*Caster Level*: 7th; *Prerequisites*: Craft Wondrous Item, *detect magic*, *clairvoyance/clairaudience*, *true seeing*; *Market 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 XP. However, these XP can be used only to create items or cast spells, never to gain levels. Absorbed XP must be used the day they are absorbed or they are lost.

*Caster Level*: 13th; *Prerequisites*: Craft Wondrous Item, *limited wish*; *Market 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.

*Caster Level*: 7th; *Prerequisites*: Craft Wondrous Item, *poison*; *Market Price*: 5,000 gp; *Weight*: 1 lb.

**Spellstealer:** This single black leather gauntlet is punctuated with numerous brass studs. If the gauntlet touches a spellcasting 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.

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 DC. 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 successfully. If she fails, she must make a Wisdom check of 5+ to avoid a mishap (see Scroll Mishaps in the Core Rulebook II, p. 203). A natural roll of 1 always fails, whatever the modifiers.

*Caster Level*: 13th; *Prerequisites*: Craft Wondrous

Item, *spell turning, dispel magic*; *Market 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.

*Caster Level*: 17th; *Prerequisites*: Craft Wondrous Item, *true resurrection, miracle*; *Market Price*: 7,000 gp; *Weight*: —.

**Wandwrap:** This thin, multicolored cord wraps tightly around any wand. When it is in place, uses of the wand drain charges from the wrap, not the wand itself. A *wandwrap* has 50 charges of its own before it becomes worthless and inert.

*Caster Level*: 7th; *Prerequisites*: Craft Wondrous Item, *dispel magic*; *Market Price*: 21,000 gp; *Weight*: 1 lb.

## Magical Vehicles

Like the *apparatus of Kwallish*, all magical vehicles are rare and very valuable. Most of them prove useful not only for travel, but in combat as well.

Spells marked with an asterisk (\*) in this section are new in this book.

**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-sized driver and three passengers. The vehicle has an AC of 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.

*Caster Level*: 15th; *Prerequisites*: Craft Wondrous Item, *animate object*, 8 ranks of Knowledge (engineering); *Market 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-sized 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.

*Caster Level*: 15th; *Prerequisites*: Craft Wondrous Item, *animate object, water breathing, freedom of action*, 8 ranks of Knowledge (engineering); *Market 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 center of the platform is a round, raised area where the person controlling the vehicle sits or stands. Aside from the controller, four Medium-sized or eight Small-sized creatures can ride comfortably on the skiff.

True to its name, the psychic skiff moves as the controller wishes, obeying his thoughts. It has a maneuverability of Class A, and can travel at a speed of 100 feet. If making tricky maneuvers or flying in combat, the controller must make Concentration checks, with DCs 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 is 10 plus 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 an AC of 20 (–1 size, +11 natural).

*Caster Level*: 15th; *Prerequisites*: Craft Wondrous Item, *mass fly\**; *Market Price*: 150,000 gp; *Weight*: 15,000 lbs.

**War Altar:** This huge stone altar with gold inlay 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 an AC of 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.

**Caster Level:** 12th; **Prerequisites:** Craft Wondrous Item, *animate object*, *hallow*, *bless*, 5 ranks of Knowledge (engineering); **Market 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-sized 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/+5 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 an AC of 20 (–1 size, +11 natural), 200 hit points, and a hardness of 10.

**Caster Level:** 14th; **Prerequisites:** Craft Wondrous Item, *animate object*, *stoneskin*, *bless*, 5 ranks of Knowledge (engineering); **Market 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 non-spellcaster (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, non-magical poisoning effect, and an accompanying magical effect. The magical effects are instantaneous, thus not subject to dispelling. However, victims with SR can use their resistance to avoid the magical effect (though not the non-magical 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 DC of 11 + the caster level listed with the poison.

## Creating Magic Poisons

Refer to the new feat, Manufacture Magic Poison, on page 4. 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 market 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%.

Otherwise, manufacturing magic poisons is much like creating a potion, as described in the Core Rulebook II.

### MAGIC POISON POWERS

Spells marked with an asterisk (\*) in this section are new in this book.

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

## Poisons

Each of the magic poison powers listed in this section is meant to be added to a poison, like those found in the the Core Rulebook II. However, they do not have to be. If you desire only the magical effect, add the magical powers to an inert paste. Characters can coat a blade with this substance or apply it directly onto food or drink to be ingested.

Note that some magic poisons, such as *coldheart*, take effect only when the save against the actual poison fails. These would have no effect if added to an innocuous substance.



for the cold damage. *Caster Level: 5th; Prerequisites: Manufacture Magic Poison, mark of frost\*; Market 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. *Caster Level: 2nd; Prerequisites: Manufacture Magic Poison, doom; Market 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. *Caster Level: 7th; Prerequisites: Manufacture Magic Poison, coma\*; Market 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. *Caster Level: 7th; Prerequisites: Manufacture Magic Poison, confusion; Market 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 won't necessarily make its presence known immediately). Use all the character's normal abilities and skills. *Caster Level: 9th; Prerequisites: Manufacture Magic Poison, lesser planar binding; Market 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. *Caster Level: 13th; Prerequisites: Manufacture Magic Poison, forbiddance; Market 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. *Caster Level: 8th; Prerequisites: Manufacture Magic Poison, fear; Market Price: 1,600 gp.*

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

damage. *Caster Level: 5th; Prerequisites: Manufacture Magic Poison, mark of fire\*; Market 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. *Caster Level: 11th; Prerequisites: Manufacture Magic Poison, feeblemind; Market Price: 4,000 gp.*

**Longnight:** Those slain by this poison or the attack which delivered it (if any) gain a special 30 SR versus any attempt to raise, resurrect (including *true resurrection*) or reincarnate them. No save. *Caster Level: 17th; Prerequisites: Manufacture Magic Poison, soul bind; Market 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*. *Caster Level: 13th; Prerequisites: Manufacture Magic Poison, insanity; Market 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. *Caster Level: 7th; Prerequisites: Manufacture Magic Poison, feeblemind; Market 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. *Caster Level: 11th; Prerequisites: Manufacture Magic Poison, slay living; Market 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. The victim is treated as panicked for 8 rounds. *Caster Level: 3rd; Prerequisites: Manufacture Magic Poison, sleep; Market 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. *Caster Level:* 7th; *Prerequisites:* Manufacture Magic Poison, *slow*; *Market 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. *Caster Level:* 9th; *Prerequisites:* Manufacture Magic Poison, *insect plague*, *slay living*; *Market 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). *Caster Level:* 9th; *Prerequisites:* Manufacture Magic Poison, *greater sleep\**; *Market Price:* 2,700 gp.

**Weakening:** This poison magically saps 1d4 points of Strength from the victim upon the failure of each save. *Caster Level:* 5th; *Prerequisites:* Manufacture Magic Poison, poison, *ray of enfeeblement*; *Market Price:* 1,200 gp.

**Wraithsong:** The victim of this poison has one negative level, as if touched by a wraith. *Caster Level:* 7th; *Prerequisites:* Manufacture Magic Poison, *enervation*; *Market Price:* 1,600 gp.

### Minor Artifacts

Spells marked with an asterisk (\*) in this section are new in this book.

**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* (Core Rulebook II, p. 195).

*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. This winged creatures swarm about the area within 5 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*.

*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 AC.
4. Allows use of *true seeing* for the entire hour.
5. Allows use of *teleport without error* 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 that the clock is set).
12. –2 morale penalty on all attack rolls, saving throws, and skill checks.

*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* (Core Rulebook II, p. 196) with no maximum amount of absorption. Each spell level can be used to add 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).

*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 XP 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.

*Caster Level:* 20th; *Weight:* 1 lb. (in a jug or 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.

*Caster Level:* 20th; *Weight:* 5 lbs.

### Major Artifacts

Spells marked with an asterisk (\*) in this section are new in this book.

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

*Caster Level:* 25th; *Weight:* 5 lbs.

**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/+3
- SR 28
- 50% of all criticals 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.



## NEW MONSTER TEMPLATE: MAGICAL CONSTRUCT

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.

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### Creating a Magical Construct

“Magical Construct” is a new monster template you can add to any corporeal creature that is not of the shapechanger, elemental, or ooze type—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).

**Speed:** Constructs have 75% of the speed of the base creature, unless the speed is for flying; in that case, the speed is 50% of the base creature and the maneuverability falls to Poor.



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

**Attacks:** 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 temporary 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-influencing effects, poison, disease, death affects, paralysis, stunning, *sleep*, and similar effects.
- Not subject to critical hits, subdual 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.

**Abilities:** Modify the base creature 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.

**Climate/Terrain:** Any land and underground

**Organization:** Solitary or gang (2–4)

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

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** Same as the base creature

## 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 HD.

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 HD 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 HD 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 XP spent are not. The construct's body can be reused, as can the laboratory.

Completing the ritual drains the appropriate XP 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 (88 hp)

**Initiative:** +0

**Speed:** 30 ft.

**AC:** 22 (–2 size, +14 natural)

**Attacks:** 2 claws +23 melee; bite +18 melee

**Damage:** Claw 2d4+13; bite 2d6+6

**Face/Reach:** 10 ft. by 30 ft./10 ft.

**Special Attacks:** Pounce, improved grab, rake  
2d4+6, *haste*

**Special Qualities:** Scent, Construct immunities

**Saves:** Fort +10, Ref +10, Will +10

**Abilities:** Str 37, Dex 11, Con —,  
Int —, Wis 10, Cha 1

**Climate/Terrain:** 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)

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 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 *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

## Eleven-Headed Brass Hydra

	Huge Construct
Hit Dice:	11d10 (60 hp)
Initiative:	+1 (Dex)
Speed:	15 ft., swim 15 ft.
AC:	25 (–2 size, –1 Dex, +18 natural)
Attacks:	11 bites +12 melee
Damage:	Bite 1d10+6
Face/Reach:	20 ft. by 20 ft./10 ft.
Special Attacks:	Breath weapon
Special Qualities:	Scent, Construct immunities
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 33, Dex 8, Con —, Int —, Wis 8, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	—

Brass hydras measure 30 feet long and can 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 temporary Constitution, secondary damage death.

## ABOUT THE AUTHOR

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

In 1994 Monte came to work at TSR as a game designer. As a senior game designer with Wizards of the Coast, he codesigned the new edition of *Dungeons & Dragons* and authored the *Dungeon Master's Guide*. His *Return to the Temple of Elemental Evil* is due out from Wizards in July 2001.

A graduate of the Clarion West writer's workshop, Monte has also published short stories and two novels. In his spare time, he runs anywhere from one to three games per week, holds a yearly game convention at his house, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

### MALHAVOC PRESS

Malhavoc Press is Monte's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative 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 followed up by the July release of *The Demon God's Fane*, a 32-page adventure for high-level characters that incorporates many of the classes, spells, feats, and items introduced here. Later this year, Malhavoc Press will release its second sourcebook, *The Book of Eldritch Might II: Songs and Souls of Power*, supported by another follow-up adventure.

All titles are available to purchase exclusively in electronic format at <www.montecook.com>

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