

LEGENDS & LAIRS™

d20
system

SCHOOL OF EVOCATION™



A COMPENDIUM OF
EVOCATION MAGIC

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

SCHOOL OF EVOCATION

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SCHOOL OF EVOCATION

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EVOCATION

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

WELCOME!

Fantasy Flight Games is pleased to present *School of Evocation*, the latest softcover book in our **Legends & Lairs** line of sourcebooks for the d20 System. *School of Evocation* is an exploration of the arcane school of Evocation intended for use by both DMs and players.

In this book, you'll find new prestige classes, new magic items, new feats, and more than 60 new spells in the school of Evocation.

THE DISCIPLINES

This book uses the concept of subschools of magic, or "disciplines." These are small, commonly themed groups of spells similar to divine domains, but intended for arcane spellcasters. In *School of Evocation*, there are 8 disciplines of magic, themed according to the tasks or spell effects that most typify Evocation magic:

The disciplines and their abbreviations are: acid (acid), cold (cold), electricity (elec), energy construct (enrgy), fire (fire), force (force), light (light), and sonic (sonic). Each discipline is briefly described below.

The acid discipline involves manipulating various forms of acid energies, ranging from fine, corrosive coatings to clouds of caustic vapors to torrents of liquid acid.

The cold discipline focuses on spells that use chill energies to freeze enemies in their tracks and turn water to ice.

The spells found in the electricity discipline use powerful electrical shocks to stun and damage opponents.

Spells in the energy construct discipline allow a caster to instantly produce numerous helpful items composed of energy, including tools, weapons, and even shelter.

Fiery meteors, hails of brimstone and devastating fireballs are the hallmark of the fire discipline. Yet, the destructive spells of this discipline are tempered by others that offer protection or a means to subdue an opponent with relatively little harm.

Powerful blasts and crude shapes formed from pure force are the hallmark of the force discipline. This discipline can be thought of as the club to the energy construct discipline's rapier.

The light discipline specializes in spells that create various forms of light, ranging from dim glows to a blinding artificial sun. Creatures of the night—such as vampires—are particularly vulnerable to this discipline.

Sonic discipline spells employ various forms of sonic energy to send helpful messages, deafen opponents, or instantly shatter objects into dozens of tiny shards.

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THE DEVOTED EVOKER

Devoted evokers are practitioners of the arcane arts who have dedicated their lives entirely to exploring and expanding the study of evocation. Unlike a specialist, a devoted evoker is incapable of casting other schools of magic. However, this intense focus is what allows them to completely master their chosen field of study.

Adventures: Devoted evokers often come from the most oppressed parts of society. A thirst for power drives them, and their adventures often reflect this. Devoted evokers can often be found questing after new spells, powerful magic items, or even just as a favor to a politically well-placed patron. Having had their fill of being downtrodden when younger, devoted evokers constantly seek to claw their way to the top.

Characteristics: Devoted evokers are often arrogant and egotistical. They use their spells only when they see fit and often sneer at the suggestions of their peers. Fortunately, in spite of their protests, devoted evokers are also loyal and valuable companions. They reserve the right to insult or belittle their friends and often get violent when a stranger trespasses on this territory. After all, when violence is called for, few can equal the fury of a devoted evoker.

Alignment: Devoted evokers are never good-aligned. Their destructive subject of study drives away gentler souls, leaving those who hunger for power and those who seek revenge for ancient wrongs. Devoted evokers are not prone to negotiation unless faced by overwhelming force. In most cases they prefer simple, honest combat to the “wheedling lies and shameless entreaties” of diplomacy.

Religion: Many devoted evokers turn their backs on religion entirely. After the cruelty they often face as children, few devoted evokers want to acknowledge the gods that they feel abandoned them.

Background: Devoted evokers are typically downtrodden or abused as children. Often physically weak or a member of a racial minority, they have been teased and tormented by their young peers. Finally, unable to bear any more such treatment, they often turn to evocation in order to gain the ability to defend themselves and seek vengeance on those who have harmed them in the past.

Races: Crossbreeds such as half-elves and half-orcs are the most common devoted evokers, due to their status as second-class

citizens. Halflings, gnomes, and physically weak humans are also primary candidates for becoming devoted evokers, since they too often receive a great deal of abuse at the hands of their fellows. Full-blooded elves and dwarves only rarely become devoted evokers, lacking the hunger for personal power and respect so common to members of the class.

Other Classes: Devoted evokers are normally most comfortable working with classes that they feel can “pull their own weight.” Barbarians, clerics, fighters, paladins, and rogues all contribute strengths to the party that the devoted evoker sees as valuable. Bards, druids, monks, rangers, sorcerers, and other wizards are often the target of the devoted evoker’s scorn, since their specialties are either too subtle for the devoted evoker to grasp, or overlap the devoted evoker’s own strengths, something that the egotistical spellcasters cannot abide.

GAME RULE INFORMATION

Devoted evokers have the following game statistics.

Abilities: A devoted evoker needs high scores in Intelligence and Dexterity, just like a wizard. Additionally, a high Constitution is critical, providing the high-profile spellcaster with much-needed hit points. Because of the savagery of the devoted evoker’s spells, he often finds that opponents target him to the exclusion of the other members of his party. Strength can also be a great boon to a devoted evoker, allowing him to participate in combat after his spells are gone. Charisma and Wisdom are much less valuable to the devoted evoker, seldomly seeing use.

Alignment: Any non-good.

Hit Die: d4.

Starting Gold: 4d4 × 10 gp.

CLASS SKILLS

The devoted evoker’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int).

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

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

CLASS FEATURES

All of the following are class features of the devoted evoker.

Armor and Weapon Proficiency: Devoted evokers are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Devoted evokers are not proficient with any armor or shields. Armor of any type interferes with a devoted evoker's movements, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Spells: A devoted evoker casts arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. A devoted evoker must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the devoted evoker decides which spells to prepare. To learn, prepare, or cast a spell, a devoted evoker must have an Intelligence score of at least 10 + the spell's level. A devoted evoker's bonus spells are based on Intelligence. The Difficulty Class for saving throws against devoted evoker spells is 10 + the spell's level + the devoted evoker's Intelligence modifier.

Bonus Languages: A devoted evoker may substitute Draconic for one of the bonus languages available to the character. Like wizards, devoted evokers often find that they need to be able to read ancient texts written in Draconic in order to pursue their current avenue of research.

Spellbooks: Devoted evokers must study their spellbooks each day to prepare their spells. A devoted evoker cannot prepare any spell not recorded in her spellbook (except for *read magic*, which all devoted evokers can prepare from memory).

Devotion: Devoted evokers may only learn, prepare, and cast spells from the Universal school and the school of Evocation. Other schools of magic are entirely closed to them except through the Opposed Spell feat (see page 23).

Devoted evokers receive a +4 bonus to Spellcraft checks to learn evocation spells (see PHB, Chapter 10, Writing a New Spell into a Spellbook).



TABLE 1: THE DEVOTED EVOKER

DEVOTED EVOKER

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day													
						0	1	2	3	4	5	6	7	8	9				
1	+0	+0	+0	+2	Devotion, discipline mastery	4	2	—	—	—	—	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Augment evocation (1 level)	5	3	—	—	—	—	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Evocation focus (+1)	5	3	2	—	—	—	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Augment evocation (2 levels)	5	4	3	—	—	—	—	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Evasion	5	4	3	2	—	—	—	—	—	—	—	—	—	—
6	+3	+2	+2	+5	Evocation focus (+2)	5	4	4	3	—	—	—	—	—	—	—	—	—	—
7	+3	+2	+2	+5		5	5	4	3	2	—	—	—	—	—	—	—	—	—
8	+4	+2	+2	+6	Augment evocation (3 levels)	5	5	4	4	3	—	—	—	—	—	—	—	—	—
9	+4	+3	+3	+6		5	5	5	4	3	2	—	—	—	—	—	—	—	—
10	+5	+3	+3	+7	Discipline mastery	5	5	5	4	4	3	—	—	—	—	—	—	—	—
11	+5	+3	+3	+7		5	5	5	5	4	3	2	—	—	—	—	—	—	—
12	+6/+1	+4	+4	+8	Augment evocation (4 levels), evocation focus (+3)	5	5	5	5	4	4	3	—	—	—	—	—	—	—
13	+6/+1	+4	+4	+8		5	5	5	5	5	4	3	2	—	—	—	—	—	—
14	+7/+2	+4	+4	+9		5	5	5	5	5	4	4	3	—	—	—	—	—	—
15	+7/+2	+5	+5	+9	Evocation resistance	5	5	5	5	5	5	4	3	2	—	—	—	—	—
16	+8/+3	+5	+5	+10	Augment evocation (5 levels)	5	5	5	5	5	5	4	4	3	—	—	—	—	—
17	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	4	3	2	—	—	—	—
18	+9/+4	+6	+6	+11	Evocation focus (+4)	5	5	5	5	5	5	5	4	4	3	—	—	—	—
19	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	4	4	—	—	—	—
20	+10/+5	+6	+6	+12	Discipline mastery, augment evocation (6 levels)	5	5	5	5	5	5	5	5	5	5	5	5	5	5

Discipline Mastery: Devoted evokers may choose one evocation discipline that they have mastered. Devoted evokers can channel stored spell energy into any spell in a discipline they have mastered, in much the same way as a cleric. Devoted evokers can “lose” a prepared spell in order to cast any spell from a mastered evocation discipline of the same level or lower. For example, a devoted evoker that has mastered the fire discipline may lose one of his prepared 2nd-level spells to cast *flaming sphere* (also a 2nd-level spell).

At 10th and 20th levels, a devoted evoker chooses one additional evocation discipline to master.

Augment Evocation: At 2nd level, a devoted evoker begins to accumulate a storehouse of power that he may use to augment his spells as he sees fit. This allows him to ignore one level of metamagic cost when preparing spells. So, a 2nd-level devoted evoker could prepare one silent *magic missile* as a 1st-level spell instead of a 2nd-level spell. The devoted evoker can also use these levels to decrease the metamagic level penalty if he does not have enough to completely ignore it.

At 4th level and every 4 levels thereafter, a devoted evoker may ignore one additional level of metamagic cost when preparing spells.

Evocation Focus: At 3rd level, a devoted evoker receives a +1 bonus to all caster level checks (1d20 + caster level) to beat a creature’s spell resistance when casting evoca-

tion spells. In addition, the DCs of all evocation spells the devoted evoker casts are increased by 1. These benefits stack with bonuses provided by the Spell Focus and Spell Penetration feats. These bonuses increase by 1 each at 6th, 12th, and 18th levels.

Evasion (Ex): At 5th level, a devoted evoker gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the devoted evoker takes no damage with a successful saving throw. Evasion can only be used if the devoted evoker is wearing light armor or no armor.

Evocation Resistance (Ex): Beginning at 15th level, the devoted evoker ignores the first 10 points of damage caused by any evocation spell.

ARCANE ARCHITECT

For the arcane architect, energy constructs are the favored form of evocation, for they best display the fusion of arcane knowledge and creative design. It is this constructive, even artistic approach to the study of magic that gives the arcane architect an advantage over other spellcasters.

This design ethic among arcane architects allows these mages to easily make energy constructs that require a certain precision and detail that other spellcasters simply cannot achieve.

Hit Die: d4.

REQUIREMENTS

To qualify as an arcane architect, a character must fulfill the following criteria.

Spellcasting: An arcane architect must have the ability to cast *tiny hut* and at least one other arcane spell of 3rd level or higher.

Craft (any): 10 ranks.

Knowledge (arcana): 5 ranks.

Spellcraft: 10 ranks.

Feats: Craft Wondrous Item, Extend Spell.

CLASS SKILLS

The arcane architect's class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int), Search (Int), Speak Language (None), and Spellcraft (Int).

Skill Points at Each level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the arcane architect prestige class.

Weapon and Armor Proficiency:

Arcane architects gain no additional proficiency in any weapon or armor.

Spells per Day: When a new arcane architect level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an arcane architect, she must decide to which



TABLE 2: THE ARCADE ARCHITECT

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Locate flaw (+2, +1d6)	+1 level of existing class
2	+1	+0	+0	+3	Energy enhancement 1/day	+1 level of existing class
3	+1	+1	+1	+3	Augment construct (+1, +1d4)	+1 level of existing class
4	+2	+1	+1	+4	Energy enhancement 2/day	+1 level of existing class
5	+2	+1	+1	+4	Locate flaw (+4, +2d6)	+1 level of existing class
6	+3	+2	+2	+5	Augment construct (+2, +2d4), energy enhancement 3/day	+1 level of existing class
7	+3	+2	+2	+5	Locate flaw (+6, +3d6)	+1 level of existing class
8	+4	+2	+2	+6	Energy enhancement 4/day	+1 level of existing class
9	+4	+3	+3	+6	Augment construct (+3, 3d4), locate flaw (+8, +4d6)	+1 level of existing class
10	+5	+3	+3	+7	Advanced construction, energy enhancement 5/day	+1 level of existing class

class she adds the new level for purposes of determining spells per day.

Locate Flaw (Ex): An arcane architect is quite familiar with the design and creation of all forms of magical constructs. With a successful Spellcraft check (DC 20 + spell level), the arcane architect can detect the inherent flaws within an object constructed by magic. She may not retry this check. Once she has located a flaw, she receives a +2 circumstance bonus to any targeted dispel checks she makes to dispel the spell that created the magical construct (See PHB, Chapter 11, Targeted Dispel). This bonus increases by +2 at 5th, 7th, and 9th levels.

The arcane architect may also use this ability against creatures that are magical constructs. With a successful Spellcraft check (DC 20 + creature's HD), the arcane architect can detect the inherent flaws within the construct. She may not retry this check. If she successfully locates a flaw, each attack she makes against that construct within the next hour inflicts an additional 1d6 points of damage. This bonus increases by an additional +1d6 at 5th, 7th, and 9th levels.

Energy Enhancement (Sp): Beginning at 2nd level, an arcane architect gains the ability to create energy constructs that enhance her natural physical abilities. She may do so once per day. Every two levels thereafter, the arcane architect may create such constructs one additional time per day. Each construct created with this ability lasts for 1 hour per class level that the arcane architect possesses. Others may not use the constructs created by this ability.

The arcane architect may use this ability to create any of the following constructs:

Strength Boosting Apparatus: The arcane architect can create an apparatus that fits over his body and bolsters his strength. While wearing this apparatus, the architect gains

an enhancement bonus to Strength of 1d4+1 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Energy Shield: The arcane architect can create armor of pure energy that grants the wearer a +5 armor bonus to AC.

Energy Weapon: The arcane architect can construct an energy weapon with a +1 enhancement bonus. Use of the weapon requires the appropriate weapon proficiency. The energy weapon has the same hardness and hit points as the weapon that it duplicates.

Energy Skin: The arcane architect can create a thin skin of energy that absorbs some of a creature's injuries. The skin grants the creature an additional 1d4 temporary hit points for every two class levels the arcane architect possesses.

Augment Construct (Su): Beginning at 3rd level, the arcane architect is able to create energy constructs that are tougher and more difficult to dispel. Any energy construct created by a spell cast by an arcane architect gains a +1 bonus to dispel checks. If the construct has hit points, it receives an additional 1d4 hit points. These bonuses increase to +2 and an additional 2d4 hit points at 6th level, and +3 and an additional 3d4 hit points at 9th level.

Advanced Construction (Su): At 10th-level, the arcane architect gains the ability to increase the effectiveness of some of her energy designs. Any energy blade created by a spell cast by the arcane architect gains an enhancement bonus of +1 for every two class levels the arcane architect possesses. Furthermore, the strength of any energy construct created by a spell cast by the arcane architect, such as *imposing hand*, is increased by an additional 1d4+1 points of Strength for every two class levels the arcane architect possesses.

GUARDIAN OF THE FLAME

While many mages focus upon the sheer destructive power provided by the spells of the fire evocation discipline, guardians of the flame embrace the protective and life-sustaining power of fire. Indeed, it is often exposure to the lethal, unyielding force of a raging inferno and the suffering that such an event brings that causes a guardian of the flame to dedicate her life to understanding, and ultimately controlling, the element of fire. These individuals have been forged by flame and purified by fire. They seek to ease the suffering of others, to heal those who have been scarred, and to rid the world of evil in all its forms.

This is not to say that the guardians of the flame have forsaken the destructive power of fire evocation. Indeed, a guardian of the flame knows all too well the dangers of the world. Evil, like an ember, can rapidly grow if left unchecked. Once ignited, a raging inferno can seldom be contained or sated. To prevent the flame of evil from spreading, the guardian of the flame knows that it is sometimes necessary to burn and destroy the fuels that would feed evil's flame, to purge an area of the death and decay that accompanies evil, so that new life may grow and flourish.

Hit Die: d4.

REQUIREMENTS

To qualify as a guardian of the flame, a character must fulfill the following criteria.

Alignment: Any good.

Spellcasting: A guardian of the flame must have the ability to cast *fireball* and at least one other arcane spell of 3rd level or higher.

Spellcraft: 8 ranks.

Feats: Lightning Reflexes, Spell Focus (Evocation).

Special: To become a guardian of the flame, a character must have been burned or otherwise scarred by an encounter with fire.

Such an event may include being trapped in a flaming inferno, being branded by a hot iron, encountering a lava flow, or having been the victim of a *fireball* spell.



GUARDIAN OF THE FLAME

TABLE 3: THE GUARDIAN OF THE FLAME

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Shape flames (+10)	+1 level of existing class
2	+1	+0	+0	+3	Absorb heat (5)	+1 level of existing class
3	+1	+1	+1	+3		+1 level of existing class
4	+2	+1	+1	+4	Shape flames (+20)	+1 level of existing class
5	+2	+1	+1	+4	Absorb heat (10)	+1 level of existing class
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+5	Shape flames (+40)	+1 level of existing class
8	+4	+2	+2	+6	Absorb heat (15)	+1 level of existing class
9	+4	+3	+3	+6	Shape flames (immune)	+1 level of existing class
10	+5	+3	+3	+7	Absorb heat (20)	+1 level of existing class

CLASS SKILLS

The guardian of the flame class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Int), Knowledge (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the guardian of the flame prestige class.

Weapon and Armor Proficiency:

Guardians of the flame gain no additional proficiency in any weapon or armor.

Spells per Day: When a guardian of the flame level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a guardian of the flame, she must decide to which class she adds the new level for purposes of determining spells per day.

Shape Flames (Su): Beginning at 1st-level, a guardian of the flame can shape her fire spells in such a way as to reduce the likelihood of harm to those caught in her spells. This is a free action. The guardian of the flame can designate a single creature or object within the area of her flame spells to receive a +10 resistance bonus to its save versus the guardian of the flame's fire spell. Alternately, the

guardian of the flame may divide the bonus equally among all creatures or items she wishes to save from fire damage. Thus, if the guardian of the flame chooses three creatures to be spared from harm by her fire spell, each creature receives a +3 resistance bonus to its save versus the guardian of the flame's fire spell. The guardian of the flame may only use this ability on her spells and only those spells from the fire discipline. At 4th level, this bonus increases to +20. At 7th level, this bonus increases to +40. Finally, at 9th level, the guardian of the flame may simply designate any number of targets within the area of effect of her fire spell to be immune to the spell's effect.

Absorb Heat: Beginning at 2nd level, a guardian of the flame can absorb dangerous heat and store it within her body to use against her foes. The guardian of the flame can absorb up to 5 points of fire damage dealt against her. She can then discharge this energy against a target with a successful melee touch attack, dealing 1 point of fire damage for every point she absorbed. She cannot absorb further fire damage if she is already at her limit.

This ability also allows the guardian of the flame to heal burn injuries. If a creature (other than the guardian herself) has suffered fire damage within the last minute, the guardian of the flame can restore hit points to that creature by absorbing the heat from its wound as though it were an injury inflicted to the guardian of the flame herself. This absorbed energy can then be discharged in a touch attack as detailed above.

The amount of fire damage that the guardian of the flame can absorb increases to 10 points at 5th level, 15 points at 8th level, and 20 points at 10th level.

ILLUMINATOR

An illuminator is a champion of the light and a foe of darkness. She is a crusading wizard who seeks out evil in the dark places where it hides and exposes that evil to luminous destruction. An illuminator is also a scholar—a seeker of knowledge for its own sake and for the power that it provides against her enemies.

Most illuminators are wizards, although sorcerers also find it easy enough to meet this prestige class's prerequisites. Bards can meet most of the illuminator's requirements but cannot master the necessary Evocation spells without at least one level as a wizard or sorcerer. Other classes, lacking arcane spellcasting abilities, seldom view the illuminator prestige class as a viable option. A character becomes an illuminator to augment his spellcasting powers with the staff of the illuminator and for the erudition that he acquires as he gains levels.

NPC illuminators often form scholarly associations in which each illuminator pursues a different major course of research. These academies offer their services to outsiders as sages and advisors. Individual NPC illuminators sometimes undertake quests to combat a specific evil or to uncover some item of lost lore. Churches devoted to deities of the sun and light are known to associate with academies, adding the illuminators' arcane might to the church's divine strength.

Hit Die: d4.

REQUIREMENTS

To qualify to become an illuminator, a character must fulfill all the following requirements.

Alignment: Any good.

Knowledge (arcana): 8 ranks.

Feats: Spell Focus (Evocation).

Spellcasting: An illuminator must have the ability to cast *radiant glow* and at least one other arcane spell of 3rd level or higher.

CLASS SKILLS

The illuminator's class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language (none), Spellcraft (Int), Spot (Wis), and Search (Int).

Skill Points at Each Level: 2 + Int modifier.



ILLUMINATOR

TABLE 4: THE ILLUMINATOR

ILLUMINATOR

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Piercing gaze (illumination)	+1 level of existing class
2	+1	+0	+0	+3	Light mastery (+1)	+1 level of existing class
3	+2	+1	+1	+3	Piercing gaze (burn for 2d6)	+1 level of existing class
4	+3	+1	+1	+4	Light mastery (+2)	+1 level of existing class
5	+3	+1	+1	+4	Piercing gaze (burn for 4d6)	+1 level of existing class
6	+4	+2	+2	+5	Light mastery (+3)	+1 level of existing class
7	+5	+2	+2	+5	Solar aura 5 ft. radius	+1 level of existing class
8	+6	+2	+2	+6	Light mastery (+4)	+1 level of existing class
9	+6	+3	+3	+6	Solar aura 10 ft. radius	+1 level of existing class
10	+7	+3	+3	+7	Light mastery (+5)	+1 level of existing class

CLASS FEATURES

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

Weapon and Armor Proficiency:

Illuminators gain no additional proficiency in any weapon or armor.

Spells per Day: When a new illuminator level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an illuminator, she must decide to which class she adds the new level for purposes of determining spells per day.

Piercing Gaze (Su): An illuminator can emit *light* from her eyes at will as per the spell, except that the area of effect is a 60-ft.-long cone starting at her eyes.

At 3rd level, the illuminator can intensify this light a number of times per day equal to 3 plus her Charisma bonus (if any). All creatures in the light must succeed at a Reflex save (DC 10 + the illuminator's class level + the illuminator's Charisma modifier) or be blinded for a number of rounds equal to the illuminator's class level. Furthermore, undead and creatures specifically harmed by sunlight suffer 2d6 points of damage as well.

At 5th level, the damage inflicted to undead and creatures specifically harmed by sunlight increases to 4d6.

Light Mastery (Ex): At 2nd level, an illuminator receives a +1 bonus to all caster level checks (1d20 + caster level) to beat a creature's spell resistance when casting spells from the light discipline. In addition, any light discipline spell cast by an illuminator gains a +1 bonus to dispel checks. These bonuses increase by an additional +1 at 4th, 6th, 8th, and 10th levels.

Solar Aura (Su): At 7th level, the illuminator can radiate an aura of light around herself at will. This aura extends for 5 ft. around the illuminator and lights up a 30-ft. radius around her. Any undead or creatures specifically harmed by sunlight within this aura are affected as though struck by the illuminator's piercing gaze ability each round they remain within it. Additionally, the illuminator receives a +2 dodge bonus to her Armor Class while this aura is active due to its blinding effects. This bonus only works against creatures that must see the illuminator to attack.

At 9th level, the solar aura extends in a 10-ft. radius around the illuminator, lights up a 60-ft. radius around her, and grants a +4 dodge bonus to her Armor Class against creatures that are looking at her in order to attack.

MAESTRO OF DISSONANCE

The maestros of dissonance are mages who evoke and manipulate the energies of sound into implements of destructive force. Nearly all maestros of dissonance have had some training in one or more forms of the musical arts. Many began their careers as bards and musicians before dedicating their lives to the pursuit of the sonic discipline. Most failed to develop an appreciation for music and performance. Instead, they abandoned the nuances of rhythm and harmony and embraced the realization that sound could be equally effective as a destructive force.

As the maestro of dissonance pursues the study of sound, his sense of hearing becomes more acute and his sense of touch becomes more attuned to the vibrations of the world around him. A skilled maestro no longer needs to rely upon visual cues to interact with the world around him, instead utilizing his other senses.

A maestro's work commonly isolates the mage from other members of society. Even those who can accept the maestro's penchant for destruction find it difficult to tolerate the harmful and deafening sounds that are an integral part of the maestro's studies. As he grows in his power and understanding of sound, the maestro of dissonance can twist and amplify these sounds, turning them from minor annoyances into destructive, perhaps even lethal, implements. To the maestro of dissonance, all sounds become weapons.

Hit Die: d4.

REQUIREMENTS

To qualify as a maestro of dissonance, a character must fulfill the following criteria.

Spellcasting: A maestro of dissonance must have the ability to cast *discordant bolt* and at least one other arcane spell of 3rd level or higher.

Listen: 4 ranks.

Perform (any form of music): 4 ranks.

Spellcraft: 8 ranks.

Feats: Blindfight.

CLASS SKILLS

The maestro of dissonance's class skills (and the key ability for each) are Concentration (Con), Craft (Int), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Scry (Int), Speak Language (None), Spellcraft (Int).

Skill Points at Each level: 2 + Int modifier.



MAESTRO OF DISSONANCE

TABLE 5: THE MAESTRO OF DISSONANCE

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Blindsight 15 ft.	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+3	Amplify Sounds (+1)	+1 level of existing class
4	+2	+1	+1	+4	Blindsight 30 ft.	+1 level of existing class
5	+2	+1	+1	+4	Bonus Feat	+1 level of existing class
6	+3	+2	+2	+5	Amplify Sounds (+2)	+1 level of existing class
7	+3	+2	+2	+5	Blindsight 45 ft.	+1 level of existing class
8	+4	+2	+2	+6	Bonus Feat	+1 level of existing class
9	+4	+3	+3	+6	Amplify Sounds (+3)	+1 level of existing class
10	+5	+3	+3	+7	Deafening Cry; Blindsight 60 ft.	+1 level of existing class

CLASS FEATURES

All the following are class features of the maestro of dissonance prestige class.

Weapon and Armor Proficiency:

Maestros of dissonance gain no additional proficiency in any weapon or armor.

Spells per Day: When a new maestro of dissonance level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a maestro of dissonance, he must decide to which class he adds the new level for purposes of determining spells per day.

Blindsight (Ex): As he pursues his training, the auditory senses of a maestro of dissonance become heightened. He can sense creatures through non-visual means such as sound and faint vibrations. Beginning at 1st level, the maestro gains the Blindsight ability (See MM, Introduction, Blindsight) with a range of 15 feet. This range increases by 15 feet at 4th, 7th, and 10th levels. Deafening a maestro of dissonance temporarily negates this ability.

Amplify Sounds (Su): Beginning at 3rd level, the maestro of dissonance begins to amplify the sounds utilized in his spells. This allows him to increase the sonic damage inflicted by any spell he casts by +1 per die of damage. Thus, a *discordant bolt* that normally deals 5d6 points of sonic damage would deal 5d6+5 points of sonic damage when cast by a maestro of dissonance with this ability.

This bonus increases to +2 and +3 per die of damage at 6th and 9th levels, respectively.

Bonus Feat: At 5th and 8th level, the maestro of dissonance receives a bonus feat. This feat must be a metamagic feat, an item creation feat, or Spell Mastery.

Deafening Cry (Su): Beginning at 10th level, the body of a maestro of dissonance can produce a deafening cry. As a standard action, the maestro of dissonance can emit a discordant shriek that deals 1d4 points of sonic damage and deafens any creature within 30 feet of him. Any creature subject to this affect may make a Fortitude save (DC 10 + the maestro's class level + the maestro's Charisma modifier) to avoid these effects. Deafened creatures regain their hearing after a number of rounds equal to the maestro's class levels.

ORDER OF AKMON

Akmon Telmar, bold adventurer and arcane innovator, sought to perfect the evoker's art by increasing both the lethality of its spells and improving the melee capabilities of the artist. Through long years of study and practice, Akmon developed techniques focusing on force spells and the use of a hammer in combat.

Akmon did not, however, transform the evoker into a fighter. Instead, his methods increased the power of the evoker's force-based spells. His hammer-fighting techniques were not concerned with striking blows in combat. Instead, Akmon perfected methods by which a spellcaster could channel arcane energies through a hammer. Using these methods, a spellcaster can alter Evocation spells to inflict force damage. Additionally, the style of spellcasting utilizes special moves that better enable a spellcaster to cast spells while on the defensive. Finally, as the spellcaster masters this school of study, his Evocation spells become harder to resist, more able to penetrate spell resistance, and can even invoke fear in his victims.

NPC akmonites are usually found operating in one of two capacities. Many akmonites are professional adventurers who travel the land in search of glory, power, gold, or even more noble aspirations such as defense of the common good. Some akmonites operate chapter houses in large cities. These chapter houses typically include a tavern, inn, and stables, and provide various amenities for travelers for a fee. They also provide training for akmonites and serve as points of contact between adventurers and prospective employers. As with the other amenities they provide, these services aren't free.

Hit Die: d4.

REQUIREMENTS

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

Concentration: 8 ranks.

Intimidate: 4 ranks.

Knowledge (arcana): 8 ranks.

Feats: Combat Casting, Spell Focus (Evocation), Still Spell.

Spellcasting: An akmonite must be able to cast *wind wall* and at least one other arcane spell of 3rd level or higher.

Special: Must be accepted into the Order of Akmon. Prospective members must pay an initiation fee of 750 gp.



ORDER OF AKMON

TABLE 6: THE ORDER OF AKMON

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Hammer of force (0-level and 1st level)	+1 level of existing class
2	+1	+0	+0	+3	Irresistible force (+1)	+1 level of existing class
3	+1	+1	+1	+3	Hammer of force (2nd level)	+1 level of existing class
4	+2	+1	+1	+4	Irresistible force (+2)	+1 level of existing class
5	+2	+1	+1	+4	Hammer of force (3rd level)	+1 level of existing class
6	+3	+2	+2	+5	Irresistible force (+3)	+1 level of existing class
7	+3	+2	+2	+5	Hammer of force (4th level)	+1 level of existing class
8	+4	+2	+2	+6	Irresistible force (+4)	+1 level of existing class
9	+4	+3	+3	+6	Hammer of force (5th level)	+1 level of existing class
10	+5	+3	+3	+7	Fearful force	+1 level of existing class

CLASS SKILLS

The akmonite's class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the order of akmon prestige class.

Weapon and Armor Proficiency: Non-gnomish akmonites gain proficiency with all simple weapons as well as light hammers and warhammers. Gnomish akmonites gain proficiency with all simple weapons as well as the gnome hooked hammer. Akmonites do not gain proficiency with any type of armor or with shields.

Spells per Day: When a new akmonite level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an akmonite, he must decide to which class he adds the new level for purposes of determining spells per day.

Hammer of Force (Su): An akmonite is capable of channeling evocation spells of 1st level or less through his hammer. This has the following effects on the spell.

First, casting the spell does not provoke attacks of opportunity. The akmonite's hammer is used as part of the somatic compo-

nents for the channeled spell and fends off opponents.

Secondly, half of the damage inflicted by the channeled spell is changed into force damage. For example, an 8d6 *lightning bolt* channeled with this ability would inflict 4d6 points of electrical damage and 4d6 points of force damage. Other characteristics of the channeled spell are not altered, nor does this ability affect spells that do not inflict damage.

Finally, when using this ability to cast a spell defensively, the akmonite gains a +2 competence bonus on his Concentration check.

At 3rd level, the akmonite is capable of channeling 2nd-level evocations. At 5th level, he can channel 3rd-level evocations. At 7th level, the akmonite learns to channel 4th-level evocations. Finally, at 9th level, the akmonite is capable of channeling 5th-level evocations.

Irresistible Force (Su): At 3rd level, an akmonite's force spells become harder to resist. He adds +1 to the DC for saves against force discipline spells that he casts. He also adds a +1 competence bonus to caster level checks to beat a creature's spell resistance when casting these spells. These bonuses stack with the Spell Focus and Spell Penetration feats and apply even when channeling spells using his hammer of force ability. These bonuses increase by an additional +1 each at 4th, 6th, and 8th levels.

Fearful Force (Su): At 9th level, the akmonite's force discipline spells are incredibly powerful. A creature that fails a save against one of the akmonite's force discipline spells must make an additional Will save (DC 10 + akmonite level + akmonite's Charisma modifier) or be shaken for 1d4 rounds. A shaken creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. This is a mind-affecting ability.

SPARK

From the first time the sentient races saw the power of lightning, there have been those who have sought to master its primal energies. Particularly among the practitioners of magic, there have emerged individuals who have devoted their energies to the control of electricity, mastering it in ways that less specialized mages cannot comprehend.

These “sparks” are not formally members of an organization. Individual sparks may come together to form small groups for the purpose of pooling knowledge or conducting experiments, but such groups are distinct from the class as a whole. The only unifying factor linking all sparks is their fascination with, and affinity for, electrical magic.

Sparks adventure for many reasons. The primary one, of course, is to increase their knowledge of their chosen specialty. The slightest rumor of a lost tome of electrical lore or a portal to the Plane of Lightning will send a spark scurrying after it, eager to find it before a competitor does. Sparks seek this knowledge for many reasons. Some simply wish to learn for the sake of learning, while others view knowledge as a step towards power.

Of the major races, humans, elves, and gnomes are the most likely to become sparks. Dwarves, dwelling deep in the mountains, rarely see the lightning and thus, never have their hearts stirred by its awesome power. Halflings find the study and focus of the sparks tedious, and those few half-orcs with arcane skills prefer quicker routes to power.

Hit Die: d4.

REQUIREMENTS

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

Spellcasting: A spark must have the ability to cast *lightning bolt* and at least two other 3rd-level arcane spells.

Spellcraft: 8 ranks.

Feats: Spell Focus (Evocation)

Special: A spark must have been struck by lightning, whether natural or magical, at least once.



TABLE 7: THE SPARK

SPARK

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+0	Hold the lightning	+1 level of existing class
2	+1	+0	+3	+0	Electrical mastery (+1)	+1 level of existing class
3	+1	+0	+3	+0	Electricity resistance 10	+1 level of existing class
4	+2	+1	+4	+1	Electrical mastery (+2)	+1 level of existing class
5	+2	+1	+4	+1	Electricity resistance 15	+1 level of existing class
6	+3	+1	+5	+1	Electrical mastery (+3)	+1 level of existing class
7	+3	+2	+5	+2	Electricity resistance 20	+1 level of existing class
8	+4	+2	+6	+2	Electrical mastery (+4)	+1 level of existing class
9	+4	+2	+6	+2	Electricity immunity	+1 level of existing class
10	+5	+3	+7	+3	Catch the lightning	+1 level of existing class

CLASS SKILLS

The spark's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int), Speak Language (None), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Sparks gain no proficiency in any weapon or armor.

Spells per Day: When a new spark level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a spark, she must decide to which class she adds the new level for purposes of determining spells per day.

Hold the Lightning (Su): A spark can cast any spell with an instantaneous duration in the electricity discipline and then delay its release up to a number of rounds equal to twice her caster level. Thus, a 5th-level spark can cast *lightning bolt* and then hold the bolt in her hand for up to 10 rounds before releasing it. If the spell is not released by the 10th round, it is lost.

While holding a spell in this manner, the electricity of the spell crackles up and down her arm. A spark that is struck by an attack while holding a spell must make a Concentration

check as though she were in the midst of casting the spell or else lose it. However, she receives a +4 competence bonus to any such Concentration checks.

Electrical Mastery (Ex): At 2nd level, a spark receives a +1 bonus to all caster level checks (1d20 + caster level) to beat a creature's spell resistance when casting spells from the electricity discipline. In addition, any electricity discipline spell cast by a spark gains a +1 bonus to dispel checks. These bonuses increase by an additional +1 at 4th, 6th, 8th, and 10th levels.

Electrical Resistance (Ex): At 3rd level, a spark gains electricity resistance 10 (See MM, Introduction, Resistance to Energy) due to her experience with electricity. At 5th level, this increases to electricity resistance 15. At 7th level, this increases to electricity resistance 20.

Electrical Immunity (Ex): Beginning at 9th level, the spark gains electricity immunity. She now understands electricity to such a degree that she cannot be harmed by it.

Catch the Lightning (Su): At 10th level, the spark gains the ability to catch and redirect lightning (both magical and natural) that passes within 20 ft. of her. She must have at least one hand free to use this ability. Once per round when a ranged electrical attack passes within 20 ft. of her, she may make a Will save (DC 24) to catch the attack in her hand and redirect it to a target of her choice as a free action. She must be aware of the attack and not flat-footed. Additionally, the target cannot be farther away than the attack's original range, and the attack still retains its normal properties, including damage, saving throw DCs, etc. None of the spark's abilities or feats may change any of the attack's properties.

UNMAKER

Unmakers are mages that have dedicated their lives to the study of the acid discipline. These individuals are driven to understand the nature of all things in creation. Such comprehension brings with it the ability to destroy—and thus master—all things. Many unmakers believe that there is an energy that permeates everything in the universe. An unmaker believes that if he can dissolve away all the other materials that compose a person or an object, that he will be able to isolate and identify this energy, or essence. To this end, unmakers conduct experiments on all manner of creatures and objects, hoping to locate their essence. They are also constantly researching and developing new arcane spells and rituals that will allow them to more quickly and efficiently strip away the layers that envelop and conceal this unobtainable essence. The unmakers themselves are not immune to their own experimentation. As they grow in power, many of them learn to turn their own bodies into caustic clouds. Eventually, unmakers learn how to produce potent solvents within their own bodies.

While a large number of unmakers confine their research and trials to laboratories and towers, there remain those who believe that adventuring out into the world provides the best means by which one can locate new substances, encounter new subjects, and test newly developed or discovered magic.

Hit Die: d4.

REQUIREMENTS

To qualify as an unmaker, a character must fulfill the following criteria:

Alignment: Any non-good. Due to their need to experiment upon living creatures, unmakers cannot be good. Likewise, their penchant for destruction makes it very difficult for an unmaker to conform to the demands of a lawful alignment.

Spellcasting: An unmaker must have the ability to cast *acid burst* and at least two other arcane spells of 3rd level or higher.

Alchemy: 8 ranks.

Spellcraft: 8 ranks.

Feats: Brew Potion, Great Fortitude.



UNMAKER

TABLE 8: THE UNMAKER

UNMAKER

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+0	Corrode life (+1d4)	+1 level of existing class
2	+1	+3	+0	+0	Increased causticity (one material)	+1 level of existing class
3	+1	+3	+1	+1	Ignore acid resistance (2)	+1 level of existing class
4	+2	+4	+1	+1	Vapor form (1/day)	+1 level of existing class
5	+2	+4	+1	+1	Corrode life (+2d4)	+1 level of existing class
6	+3	+5	+2	+2	Increased causticity (two materials)	+1 level of existing class
7	+3	+5	+2	+2	Ignore acid resistance (4)	+1 level of existing class
8	+4	+6	+2	+2	Vapor form (2/day)	+1 level of existing class
9	+4	+6	+3	+3	Corrode life (+3d4)	+1 level of existing class
10	+5	+7	+3	+3	Acid bolt	+1 level of existing class

CLASS SKILLS

The unmaker's class skills (and the key ability for each) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency:

Unmakers gain no additional proficiency in any weapon or armor.

Spells per Day: When a new unmaker level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an unmaker, he must decide to which class he adds the new level for purposes of determining spells per day.

Corrode Life (Su): The unmaker can choose to make his acid-based evocations more potent against living tissue. Any spell he casts that deals acid damage deals an additional 1d4 points of acid damage to living targets. This bonus increases to +2d4 and +3d4 at 5th and 9th levels, respectively.

Increased Causticity (Su): At 2nd level, the unmaker may choose a single non-living material, such as wood, bone, iron, or ice. His acid-based spells deal double damage to

objects that are primarily constructed of that material. At 6th level, the unmaker may select one additional material to affect with this ability.

Ignore Acid Resistance (Su): The unmaker's acids can injure even those creatures that are resistant to acid. Beginning at 3rd level, the acid resistance of all creatures is reduced by 2 versus spells cast by the unmaker. At 7th level, acid resistance is reduced by 4.

Vapor Form (Sp): Beginning at 4th level, the unmaker can assume an acid vapor form once per day. This ability works like the spell *gaseous form*, except as follows. All creatures or objects coming into contact with the unmaker while in vapor form must make a Fortitude save each round of contact (DC 10 + unmaker's class level + unmaker's relevant ability modifier) or suffer 1d6 points of damage. The unmaker may only use this ability on himself. The unmaker may maintain this form for 1 minute per class level he possesses. At 8th level, the unmaker can use this ability twice per day.

Acid Bolt (Sp): Beginning at 10th level, as a standard action, the unmaker can hurl a glob of acid a number of times per day equal to 3 plus his Constitution modifier. This is a ranged touch attack with a range increment of 10 ft., and it deals 5d6 points of acid damage and 1d6 points of splash damage.

WINTERMAGE

Striding barefoot and ungloved across frozen tundra comes the wintermage. His footing is sure on the iciest slopes. With a gesture he casts bolts of deadly frost at his foes. He can absorb fire magic to fuel his chill arcane talents. The arctic is his home.

Most wintermages are sorcerers or wizards. Other classes cannot meet the requirements for this prestige class without multiclassing as a sorcerer or wizard. A character becomes a wintermage for the power it grants. A wintermage's offensive abilities are impressive, and an experienced wintermage has nothing to fear from cold attacks and little reason to fear fire-based magic. In an arctic environment, the most powerful wintermages are terrifying foes.

NPC wintermages tend to be solitary types, dwelling in ice caverns far from civilization in order to pursue arcane research uninterrupted. Few adventure—either alone or as part of a group. Many wintermages care little for others, but this attitude is more the result of the type of people that are drawn to the study of cold magic than any inherent property of the magic itself.

Hit Die: d4.

REQUIREMENTS

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

Knowledge (arcana): 8 ranks.

Knowledge (nature): 4 ranks.

Wilderness Lore: 4 ranks.

Feats: Spell Focus (Evocation).

Spellcasting: Ability to cast *breath of the winter wolf* and at least two other arcane spells of 3rd level or higher.

Special: Must have lived at least one month in an arctic region.

CLASS SKILLS

The wintermage's class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Hide (Dex), Listen (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.



WINTERMAGE

TABLE 9: THE WINTERMAGE

WINTERMAGE

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Icewalking	+1 level of existing class
2	+1	+3	+0	+3	Cold resistance 5	+1 level of existing class
3	+1	+3	+1	+3	Bolts of frost (1d6/spell level)	+1 level of existing class
4	+2	+4	+1	+4	Cold resistance 10	+1 level of existing class
5	+2	+4	+1	+4	Aspect of winter	+1 level of existing class
6	+3	+5	+2	+5	Cold resistance 15	+1 level of existing class
7	+3	+5	+2	+5	Bolts of frost (2d6/spell level)	+1 level of existing class
8	+4	+6	+2	+6	Cold resistance 20	+1 level of existing class
9	+4	+6	+3	+6	Greater aspect of winter	+1 level of existing class
10	+5	+7	+3	+7	Cool the flames	+1 level of existing class

CLASS FEATURES

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

Weapon and Armor Proficiency: A wintermage learns no new weapon and armor proficiencies.

Spells per Day: When a new wintermage level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a wintermage, he must decide to which class he adds the new level for purposes of determining spells per day.

Icewalking (Su): The wintermage has the icewalking supernatural ability. Icewalking works like *spider climb*, but the surfaces the wintermage climbs must be icy. Icewalking is always in effect.

Cold Resistance (Ex): At 2nd level, the wintermage gains cold resistance 5 (See MM, Introduction, Resistance to Energy) due to his experiences with the cold. His cold resistance increases by 5 at 4th, 6th, and 8th levels.

Bolts of Frost (Sp): Beginning at 3rd level, a wintermage can project a destructive bolt of frost out to close range (25 ft. + 5 ft./2 caster levels). To do so, the wintermage must expend a prepared spell or a spell slot. The bolt of frost is a ranged touch attack. The bolt inflicts 1d6 points of cold damage per level of the expended prepared spell or spell slot against a single target. The target may make a Reflex save (DC 10 + the wintermage's class level + the wintermage's relevant ability

modifier) to take only half damage. At 7th level, the damage from this ability increases to 2d6 points of cold damage per level of the expended prepared spell or spell slot.

Cool the Flames (Su): At 10th level, a wintermage can absorb any spell with the fire descriptor that is cast within medium range (100 ft. + 10 ft./caster level). To steal a fire spell, the wintermage must select a foe as the target of a counterspell (see PHB, Chapter 10, Counterspells). Once a spell is identified, if it has the fire descriptor, then the wintermage may make a caster level check (1d20 + caster level) to attempt to absorb the spell. If the result is equal to 15 + the opponent's caster level, then the spell is absorbed.

An absorbed spell is automatically counterspelled. Furthermore, the wintermage absorbs the power of the spell. He can use this power to restore one prepared spell (or recast a spell he knows) from the cold discipline of the same level or lower that he has already cast that day. For example, a wintermage who absorbs a *fireball* could restore a *breath of the winter wolf* spell that he had cast earlier that day. The fire spell is counterspelled whether or not the energy is used to restore a spell.

Aspect of Winter (Ex): At 5th level, a wintermage becomes completely at home in arctic environments. He gains a +2 insight bonus to Listen, Move Silently, and Spot checks in such places. His hair and flesh lighten to the point where he enjoys a +4 circumstance bonus to Hide checks in areas of snow and ice. Finally, he gains a +4 insight bonus to Wilderness Lore checks in arctic conditions.

Greater Aspect of Winter (Ex): At 9th level, the wintermage's aspect of winter bonuses to Listen, Move Silently, and Spot are increased to +4, while his bonuses to Hide and Wilderness Lore checks increase to +8.

TABLE 10: NEW FEATS

General Feats
 Energy Familiar
 Enhanced Resistance
 Evocation Library
 Opposed Spell

Prerequisites

Caster level 12+; a familiar; the ability to cast any 3 energy construct spells.
 One or more energy resistances of at least 1.
 Ability to cast 1st-level arcane spells. Evoker or devoted evoker only.
 Ability to cast 1st-level arcane spells.

Metamagic Feats
 Concentrate Spell

Prerequisites

Ability to cast 1st-level arcane spells, including at least one evocation spell.

NEW FEATS

The following section describes several new feats for use in any d20 System game. Several of the feats have prerequisites that are also listed as class abilities for certain classes, such as a familiar. If a character has a class ability that mirrors a feat, that that will pass for the appropriate prerequisite. If the character somehow loses this ability, however, he will no longer have access to any feats that require it.

CONCENTRATE SPELL [METAMAGIC]

You can cause your spells to penetrate energy resistance by concentrating and strengthening them.

Prerequisites: You must have the ability to cast at least 1st-level arcane spells, including at least 1 evocation spell.

Benefit: You may choose how many levels you wish to increase a spell's level by when concentrating it. For every level you increase the spell, it ignores 10 points of energy resistance when dealing damage. For instance, a fireball concentrated by two levels (thereby using up a 5th-level spell slot) ignores 20 points of fire resistance when dealing damage.

ENERGY FAMILIAR [GENERAL]

Your familiar is now composed of force energy, and is immune to most forms of harm.

Prerequisites: Caster level 12+. You must have a familiar and the ability to cast any 3 spells from the energy construct discipline.

Benefit: Your familiar is now immune to most forms of harm. However, the familiar is vulnerable to the same things that can destroy a *wall of force* spell, and is considered a 9th-level spell cast by you at your current level for purposes of suppression or dispelling. If the familiar is dispelled, it dies.

ENHANCED RESISTANCE [GENERAL]

One of your energy resistances is now more powerful.

Prerequisites: You must have one or more energy resistances of at least 1.

Benefit: One energy resistance that you possess is increased by 3. For instance, if you have fire resistance 5 and apply this feat to it, the ability becomes fire resistance 8.

EVOCATION LIBRARY [GENERAL]

You have access to all spells from a certain discipline of evocation magic and can add them to your spellbook once you're high enough level.

Prerequisites: You must have the ability to cast at least 1st-level arcane spells. Evoker or devoted evoker only.

Benefit: When you select this feat, choose a discipline of evocation magic. You have access to all spells in that discipline that are equal to the highest level of arcane spells you can cast or lower. As you go up in level, you gain access to higher level spells in the discipline as soon as you are able to cast them.

OPPOSED SPELL [GENERAL]

You can cast a spell from a school of magic normally not available to you.

Prerequisites: You must have the ability to cast at least 1st-level arcane spells.

Benefit: When you select this feat, choose an arcane spell in a school of magic that is banned to you. You may learn and prepare that spell normally.

Special: You may take this feat multiple times, choosing a different arcane spell each time.

Visual Guide to Evocations

The following section serves two purposes. First, it is a level-by-level listing of all the evocation spells in this book and the PHB (PHB spells are listed in **bold** and are not reprinted in this book.) This listing is sub-divided by discipline at each level, using the following abbreviations.

Discipline	Abbrev.
Acid	Acid
Cold	Cold
Energy Construct	Enrgy
Electricity	Elec
Fire	Fire
Force	Force
Light	Light
Sound	Sound

Secondly, this serves as a handy visual reference of the effects of each spell and what type of damage it inflicts. Each icon is explained in more detail below.



Acid Damage: This spell has the acid descriptor. Acid-based spells typically inflict acid damage and often blind or inflict lasting damage to their targets.



Cold Damage: This spell has the cold descriptor. Cold-based spells usually inflict cold damage and are extremely effective against most creatures with the fire subtype.



Electricity Damage: This spell has the electricity descriptor. Any damage it inflicts will usually be electricity damage. Many electricity-based spells stun or otherwise temporarily incapacitate their target.



Fire Damage: This spell inflicts has the fire descriptor and will typically inflict fire damage. Fire-based spells are extremely effective against most creatures with the cold subtype.



Sonic Damage: This spell has the sonic descriptor and will often inflict sonic damage. Many sonic-based spells deafen their targets and are extremely effective against crystalline creatures.



Reflex Save Allowed: This spell allows a Reflex save to take half damage. Evasion may be used by those targeted by it.







SORCERER AND WIZARD EVOCATION SPELLS

0-LEVEL SORCERER AND WIZARD EVOCATION SPELLS (CANTRIPS)

- Acid **Caustic Halo.** Target's sight, taste, and hearing are negated for 1 round.
- Cold **Chill.** Chills a liquid or an object. Weakens metal.
- Elec **Zap.** Target may drop an item.
- Enrgy **Spirit Hand.** Manipulate small objects at a distance without lifting them.
- Fire **Ignite.** Causes caster's thumb to emit a 6-inch flame that catches objects on fire or deals 1d2 points of fire damage.
- Force **Push.** Pushes opponent back 5 or more ft.
- Light **Flare.** Dazzles one creature (-1 attack).
Light. Object shines like a torch.
- Sound **Boom.** Deals 1 point of sonic damage and may disrupt concentration for 1d3 rounds.

1ST-LEVEL SORCERER AND WIZARD EVOCATION SPELLS

- Acid **Lock Bane.** Fills a lock with fast-acting acid. Reduces Open Lock check DC by 1d10 plus 1d10/two caster levels (maximum 5d10). May destroy lock, disarm traps or set off traps.
- Cold **Freezing Weapon.** Briefly gives a melee weapon the *frost* special ability.
Torpor. A ray of chilling cold numbs your foe's limbs, reducing its Dexterity.
- Elec **Jolt.** Stuns target for 1d4 rounds.
Sky Bolt. 1d4 electricity damage/level (max: 5d4).
- Enrgy **Floating Disk.** 3-ft.-diameter horizontal disk that holds 100 lb./level.
- Fire **Flame Tongue.** Tongue of fire delivers 1d6+1/two caster levels fire damage. May disarm or trip opponent.
- Force **Halt.** Magical force stops your target in its tracks.
Hurl. Gain a one-time +20 bonus to your Strength when attacking with a thrown weapon.
Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max +5).
- Light **Flash.** Creates a blinding flash of light.
- Sound **Wave of Sound.** Wave deals 1d6+1/level points of sonic damage and deafens target for 2d6 rounds.







						
0-Level
1st-Level

2ND-LEVEL SORCERER AND WIZARD
EVOCATION SPELLS

- Acid **Acerbic Gasp.** Creates cone of acid that deals 1d6 +1/two caster levels acid damage.
Brittle. Acid vapors reduce the hardness of an object or its Break DC by 1d4/level points.
- Cold **Freezing Fog.** Blankets an area in obscuring fog that covers surfaces with slippery frost.
- Elec **Spark Shower.** Deals 1d4/caster level electrical damage to all within 15 ft.
- Enrgy **Blade of Will.** Creates an energy blade that acts like a *ghost touch longsword* for up to 1 min./level.
- Fire **Flaming Sphere.** Rolling ball of fire, 2d6 damage, lasts 1 round/level.
- Force **Fist of Akmon.** Hits target with a blast of force.
- Light **Darkness.** 20-ft. radius of supernatural darkness.
Daylight. 60-ft. radius of bright light.
- Sound **Shatter.** Sonic vibration damages objects or crystalline creatures.

3RD-LEVEL SORCERER AND WIZARD
EVOCATION SPELLS

- Acid **Acid Burst.** Globules of acid deal 1d6 points of acid damage/level (max 10d6) on the first round and 1 point of acid damage/level on the second round, 10-ft. radius.
- Cold **Breath of the Winter Wolf.** Exhale a cone of cold inflicting up to 10d6 points of cold damage and causing frostbite.
- Elec **Lightning Bolt.** Electricity deals 1d6 damage/level.
Ride the Lightning. Transports the caster on a bolt of lightning to any place he can see. Can't be used offensively.
- Enrgy **Tiny Hut.** Creates shelter for 10 creatures.
- Fire **Fireball.** 1d6 damage per level, 20-ft. radius.
- Force **Wind Wall.** Deflects arrows, smaller creatures, and gases.
- Light **Radiant Glow.** You are surrounded by a blinding nimbus of light.
- Sound **Discordant Bolt.** Bolt of sound deals 1d6 points/level of sonic damage and deafens target for 2d6 rounds.







					
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4TH-LEVEL SORCERER AND WIZARD EVOCATION SPELLS

- Acid **Acid Shield.** Creatures attacking the caster take acid damage; caster is protected from force-based attacks.
Corrosive Sheathe. Object suffers 1d6 points of acid damage per level, ignoring hardness. Creature wielding object suffers 2d6 points of acid damage.
- Cold **Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.
Wall of Ice. Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
- Elec **Lightning Shower.** Electricity deals 1d6 damage/level to everyone within 15 ft.
- Energ **Mystic Tools.** Creates a temporary tool or item of the caster's choice.
- Fire **Fire Shield.** Creatures attacking you take fire or cold damage; caster is protected from heat or cold.
Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6+1/level.
- Light **Wall of Light.** Creates a wall of radiant energy that provides concealment and can harm certain creatures.
- Sound **Shout.** Deafens all within cone and deals 2d6 sonic damage.

5TH-LEVEL SORCERER AND WIZARD EVOCATION SPELLS

- Acid **Piercing Bolt.** Bolt destroys armor while dealing 1d10 acid damage +1/level.
- Cold **Cone of Cold.** 1d6 cold damage/level.
- Elec **Arcing Death.** Creature suffers 1d8 points of electricity damage/level; creature is either stunned or knocked unconscious.
- Energ **Interposing Hand.** Hand provides 90% cover against one opponent.
- Fire **Dragon's Breath.** Fiery cone deals 1d6 points of damage/level.
- Force **Resilient Sphere.** Force globe protects but traps one subject.
Wall of Force. Wall is immune to damage.
- Light **Lattice of Benefic Edification.** Beams of pure light radiate from you to your allies, infusing them with beneficial energy.
- Sound **Sending.** Delivers short message anywhere, instantly.







					
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6TH-LEVEL SORCERER AND WIZARD EVOCATION SPELLS

- Acid **Acid Fount.** Deals 2d6 points of acid damage out to 10 ft. and 1d6 out to 20 ft.; Passing through fountain deals 2d8+1/level points of acid damage.
- Cold **Freezing Sphere.** Freezes water or deals cold damage.
- Elec **Chain Lightning.** 1d6 damage/level; secondary bolts.
- Enrgy **Contingency.** Sets trigger condition for another spell.
Forceful Hand. Hand pushes creatures away.
- Fire **Line of Fire.** A line of fire extending 10 ft./level and dealing 12d6 points of fire damage.
- Force **Hammer of Akmon.** Creates a hammer of force that can be thrown and returns to its wielder every round.
- Light **Shooting Stars.** Three radiant projectiles fly forth to inflict damage and then explode.
- Sound **Greater Shatter.** As shatter, but 10-ft.-radius spread, damages objects of a chosen substance or deals 2d6/level sonic damage to crystalline creatures.
Wall of Sound. Creates sonic wall. Passing through wall deals 1d6 +1/level sonic damage, deafens creature for 1d3 rounds/level, and shatters objects.







7TH-LEVEL SORCERER AND WIZARD EVOCATION SPELLS

- Acid **Acid Deluge.** Wave of acid deals 1d6/level (maximum 20d6) points of acid damage to target and bull rushes opponent.
- Cold **Flash Freeze.** You generate a wave of extreme cold that freezes water and causes cold damage.
- Elec **Ball Lightning.** Creates a caster-controlled ball of lightning that deals 1d6 damage/level to everyone it hits.
- Enrgy **Grasping Hand.** Hand provides cover, pushes, or grapples.
Sword. Floating magic blade strikes opponents.

					
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9TH-LEVEL SORCERER AND WIZARD
EVOCATION SPELLS

- Acid **Noxious Vapors.** Subjects suffer 20d4 points of acid damage, 3d4 points of temporary Constitution damage and are blinded for 2d4 minutes.
- Cold **Glacier.** You create a mobile mass of ice that crushes creatures caught in its path.
- Elec **Tempest.** A massive electrical storm deals damage to every creature and object within 1 mile.
- Enrgy **Crushing Hand.** As interposing hand, but stronger.
- Fire **Meteor Swarm.** Deals 24d6 fire damage, plus bursts.
- Force **Missile Storm.** A storm of *magic missiles* is unleashed upon your enemies.
- Light **Wizard's Dawn.** Creates a false sun. Makes it day for miles around and damages certain creatures.
- Sound **Sonic Rupture.** Creatures within 30-ft.-radius burst suffer either 2d4 points of permanent Constitution drain or 1d4 points of temporary Constitution damage.

					
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SPELLS

The spells herein are presented in alphabetical order.

ACERBIC GASP

Evocation (Acid)
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Target: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

The caster breathes a cone of acidic mist that deals 1d6 points of acid damage +1 for every two caster levels (maximum +10).

ACID BURST

Evocation (Acid)
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Target: 10-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Globules of acid fly forth from a fixed point in space. The globules fly in all directions, hitting everything within the burst area. The acid globules deal 1d6 points of acid damage per caster level to all creatures caught in the area of effect on the first round, to a maximum of 10d6 points of acid damage. On the second round, unless the acid has been washed off, affected creatures suffer 1 additional point of damage per caster level (maximum 10).

Material Component: A slice of citrus fruit.

ACID DELUGE

Evocation (Acid)
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

A large wave of acid rushes forth from the caster's hands dealing 1d6 points of acid damage per level (maximum 20d6) to the target. In addition to the acid damage, the rushing wave is treated as a bull rush with a +16 bonus on the Strength check (+10 for Strength 29, +4 for Large size, and +2 charging bonus, which the wave always gets). The wave always moves with the opponent to push it back the full distance allowed, and it has no speed limit. (See PHB, Chapter 8, Bull Rush). If the target is pushed against a wall or another solid surface, it suffers an additional 1d6+10 points of bludgeoning damage.

Material Component: An ounce of salt water.

ACID FOUNTAIN

Evocation (Acid)
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Effect: Fountain of acid 15-ft. radius; 30 ft. high
Duration: Concentration +1 round/level
Saving Throw: See text
Spell Resistance: Yes

An immobile fountain of acid erupts from the earth, splashing creatures near it. The fountain sprays acid that deals 1d6 points of acid damage to creatures within 10 feet of the fountain and 2d6 points of acid damage to those that pass between 10 and 30 feet of the fountain (no save allowed). The fountain deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the fountain deals 2d8 points of acid damage +1 per caster level (maximum +20) to any creature that passes through it. If the caster evokes the fountain so that it appears where creatures are, each creature takes damage as if passing through the fountain. A creature that makes a successful Reflex save suffers only half damage.

Material Components: A pinch of dirt and a drop of pig's blood.

ACID RAIN

Evocation (Acid)**Level:** Sor/Wiz 8**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft. +10 ft./level)**Area:** Cylinder (100-ft. radius, 20 ft. high)**Duration:** 1 round/2 levels**Saving Throw:** None (see text)**Spell Resistance:** Yes

This spell causes droplets of acid to rain down upon the target area. The acid deals 4d6 points of acid damage each round. In addition, after one round, the acid begins to form pools on the ground. Creatures passing through the target area must move at half speed or suffer an additional 2d6 points of acid damage. Creatures moving through the target area at full speed may make a Reflex save for half of this damage.

Material Component: A flask of iron filings dissolved in water.

ACID SHIELD

Evocation (Acid)**Level:** Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** Yes (see text)

This spell envelops the caster in a coating of acid that causes damage to each creature that attacks the caster in melee. The acid also protects the caster from force-based attacks. Any creature that strikes the caster with its body or a melee weapon deals normal damage, but at the same time, the attacker or the weapon (caster's choice) takes 1d6 points of acid damage +1 per caster level. If a creature has spell resistance, it applies to this damage. A weapon with exceptional reach, such as a two-handed spear, does not expose its user to acid damage, but may be damaged itself in this way.

In addition, the acid that covers the caster reduces the effects of force-based attacks. The caster takes only half damage from such attacks. If the attack allows a Reflex save for half damage, the caster takes no damage on a successful save.

Material Components: A pinch of wood ash and a piece of bone.

ARCING DEATH

Evocation [Electricity]**Level:** Sor/Wiz 5**Components:** V, S, M**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Targets:** 1 target**Duration:** Instantaneous**Saving Throw:** Fortitude half (see text)**Spell Resistance:** Yes

One of the more unpleasant spells in the lightning specialist's arsenal, this potent attack spell surrounds a target with several coruscating bands of electricity that deal 1d8 points of damage per caster level to the target, with a Fortitude save for half damage. In addition, the target is knocked unconscious for 1 round per caster level if the Fortitude save is failed, and is stunned for 1d6 rounds even if the Fortitude save is successful.

Material Component: A copper wire shaped into a ring.

AURA OF COLD

Evocation [Cold]**Level:** Sor/Wiz 8**Components:** V, S, M**Casting Time:** 1 action**Range:** 20 ft.**Effect:** Radius of cold centered on you emanating 20 ft. in all directions**Duration:** 1 min/level (D)**Saving Throw:** Fortitude half**Spell Resistance:** Yes

With this spell, you radiate intense cold in a 20-ft. radius around your person. Creatures (other than you) in the radius suffer 3d8 points of cold damage per round. Magical effects that protect against cold defend against this damage, but normal measures (such as heavy clothing) do not. Water-based creatures suffer a -2 penalty to their Fortitude saving throws against this damage. Any water within the area is frozen solid to a depth of up to 1 foot (making it possible to walk across water while aura of cold is in effect). The ice lasts for the spell's duration. Creatures swimming on the surface of the water when it freezes become trapped in the ice. Breaking free of the ice is a full-round action that requires a Strength check (DC 25) for success.

Material Component: The claw of a frost salamander.

BALL LIGHTNING

Evocation (Electricity)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

When this spell is cast, a crackling sphere of pure electrical energy appears between the caster's hands. This ball then shoots off to whichever target the caster designates within the spell's range. If the target fails a Reflex save, the ball does 1d6 points of electrical damage per caster level to the target. Each round, as a free action, the caster can direct the ball to a new target, or have it attack the original target again.

Material Component: A small amber sphere.

BLADE OF WILL

Evocation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Energy blade

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

An energy blade forms in the caster's hand. The blade is considered a *ghost touch* longsword for the purposes of size, shape, and damage. When wielding a *blade of will*, the caster is considered to be proficient and does not suffer any penalties, even if the caster is not otherwise proficient with martial weapons. If the caster is disarmed or the blade otherwise leaves the caster's hands, the spell is discharged and the blade disappears.



BOOM

Evocation (Sonic)**Level:** Brd 0, Sor/Wiz 0**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. +5 ft./2 levels)**Effect:** One creature**Duration:** Instantaneous**Saving Throw:** Fortitude partial**Spell Resistance:** Yes

This spell creates a sudden loud noise next to the ears of the target. The target instantly suffers 1 point of sonic damage. In addition, the targeted living creature must make a Fortitude save or its ears continue to ring, giving it a -2 penalty to Concentration checks for the following 1d3 rounds.

BREATH OF THE WINTER WOLF

Evocation (Cold)**Level:** Sor/Wiz 3**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

This spell empowers you with the ability to exhale a cone of damaging cold. Creatures caught within the cone suffer 1d6 points of cold damage per two caster levels (maximum 10d6). Creatures who fail their Reflex save also suffer the effects of frostbite. A frostbitten creature is treated as fatigued for one minute per caster level or until healed of the cold damage, whichever comes first. Fatigued creatures cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

BRITTLE

Evocation (Acid)**Level:** Sor/Wiz 2**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. +5 ft./2 levels)**Target:** One object**Duration:** Permanent**Saving Throw:** Fortitude negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

Upon casting this spell, a targeted object is instantly subjected to a fast-acting acid vapor that makes the object brittle. The hardness of the targeted object is reduced by 1d3 points per caster level (maximum 10d3). This spell does not affect the object's actual hit points and an object reduced to a hardness of 0 is not destroyed.

Alternately, this spell may be applied to reduce the Break check DC of an object. When used in this manner, the DC of the Break check is reduced by 1d4 per caster level (maximum 10d4). Again, the object is not destroyed even if the Break check DC is reduced to 0.

BROADCAST

Evocation (Sonic)**Level:** Sor/Wiz 7**Components:** V, S, M**Casting Time:** 1 minute**Range:** See text**Targets:** One creature/3 levels**Duration:** 1 round/3 levels (D)**Saving Throw:** None**Spell Resistance:** No

As *sending*, except as follows. Each round, any number of messages may be sent back and forth, provided the total number of words exchanged in a single round does not exceed 30 words. Any message sent by one subject is received by all of the other subjects.

Material Component: A small conch shell.

CACOPHONY

Evocation (Sonic)**Level:** Sor/Wiz 7**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft. +10 ft./level)**Area:** 10-ft./level radius burst**Duration:** Concentration (maximum 10 rounds)**Saving Throw:** Fortitude negates (see text)**Spell Resistance:** Yes

A series of earsplitting sounds are emitted from a fixed point each round provided the caster maintains concentration (maximum 10 rounds). The sounds deal 2d6 points of sonic damage. In addition, subjected creatures must make a successful Fortitude save or become deafened for 1d3 rounds. The deafening effects are not cumulative—while deafened, a creature is no longer subject to that effect of the spell.

However, if the creature's hearing is restored while the spell is still in effect, it must make an additional Fortitude save or be deafened for an additional 1d3 rounds. The sounds created by cacophony can penetrate the spell *silence*.

Material Component: A tiny metal drum.

CAUSTIC HALO

Evocation (Acid)

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a pungent, acidic cloud around the eyes and face of the target. The acid temporarily overwhelms the target's senses of sight, taste, and smell. The target of this spell is blinded for one round. In addition, the target's senses of taste and smell, including the Scent ability (if possessed), are negated for one round.

CHILL

Evocation (Cold)

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Up to 5 gallons of liquid or a single metal object weighing no more than 5 lb.

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Chill reduces the temperature of up to 5 gallons of liquid to just above the freezing point for water. It can also rapidly cool a single metal object weighing no more than 5 pounds. The metal object's hardness is reduced 2 points for one minute as a result. Liquids or metal cooled via *chill* return to normal temperature over time as appropriate for environmental factors.

CORROSIVE SHEATH

Evocation (Acid)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One object

Duration: Instantaneous

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

When casting the spell, the caster designates a type of material he wishes to target, such as bone, metal, or wood. The acid created by this spell is particularly devastating to this chosen material. Upon casting the spell, acid forms around the targeted object, enveloping it. The object suffers 1d6 points of acid damage per caster level. This damage is dealt directly to the object's hit points, ignoring any hardness provided to the object by the material chosen by the caster.

If the object is being held by a creature that makes a successful Reflex save, the spell is negated. Otherwise, the creature suffers 2d6 points of acid damage unless it drops the object immediately. If the object targeted is armor, the spell is likewise negated with a successful Reflex save. If unsuccessful, the armor bonus gained from the armor is reduced by 1d4 points, (minimum 0) in addition to the normal effects of the spell.

The acid produced by this spell does not harm magical objects. However, the magical object is nevertheless enveloped in acid. Any creature holding the object that fails its Reflex save suffers the acid damage even though the magical object does not.

DELAYED SOUND BURST

Evocation [Sonic]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Up to 5 rounds

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes (object)

This spell creates a small, swirling bead that emits a sound dealing 1d8 points of sonic damage per caster level within a 30-ft. radius when burst and deafens those within the area of effect for 4d6 rounds. A successful Fortitude save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature suffers double damage, but takes normal damage with a successful Fortitude save. Damage to such objects that are held may be reduced by half if the creature holding them makes a successful Reflex save.

The bead may burst immediately if the caster so chooses or up to 5 rounds after the spell is cast. The caster sets the time for the delay, and the time cannot be changed once set (unless someone touches the bead; see below). A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its scheduled bursting, there is a 25% chance the bead bursts while the creature is handling it.

Material Component: Five shards of glass.

DISCORDANT BOLT

Evocation (Sonic)
Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

The caster fires a bolt of sound as a ranged touch attack that is easily conducted through metal. The bolt deals 1d6 points of sonic damage per caster level (maximum 10d6) and deafens the target for 2d6 rounds. If the target succeeds at a Fortitude save, it is not deafened and suffers half damage. When casting, the caster gains a +4 circumstance bonus to the attack roll if the target is wearing metal armor (or is made out of metal, carrying a lot of metal, etc.).

DRAGON'S BREATH

Evocation (Fire)
Level: Sor/Wiz 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

The caster breathes fire that extends outward in a cone. This fiery breath deals 1d6 points of fire damage per caster level (maximum 15d6).

Material Component: A scale of a reptile.

FIST OF AKMON

Evocation (Force)
Level: Sor/Wiz 2
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: Yes

Fist of Akmon projects a vaguely hammer-like force at a single target within range. This force inflicts 1d6 points of bludgeoning damage with a successful ranged touch attack, suffering no penalties for range. *Fist of Akmon* is also treated as a bull rush with a +12 bonus on the Strength check (+6 for Strength 25, +4 for Large, and +2 charging bonus, which the wave always gets). The *fist* always moves with the opponent to push it back the full distance allowed, and it has no speed limit. (See PHB, Chapter 8, Bull Rush). If the target is shoved back against a wall or other solid surface, it suffers an additional 1d3+6 points of bludgeoning damage.

FLAMECAGE

Evocation (Fire)
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

An immobile cubicle prison composed of flame springs into existence, trapping any creatures within the area. Creatures that touch the bars or the floor of the *flamecage* immediately suffer 1d6 points of fire damage (no save). If they attempt to pass through the *flamecage*, they suffer 1d6 points of fire damage per caster level (no save). Remaining within the *flamecage* subjects the creatures within to extreme heat, dealing an additional 1d6 points of fire damage per minute (no save). (See DMG, Chapter 3, Heat Dangers). Any creature within the area are caught and contained unless they can pass through the bars. The spell does not contain creatures that are too large to be contained within the prison. Instead, the cage



fails to form and any creature in the area immediately suffers 1d6 points of fire damage per caster level. All spells and breath weapons pass through the gaps in the bars. *Teleportation* and other forms of astral travel, including through the Ethereal Plane, provide a means of escape.

The *flamecage* resists *dispel magic* and *disintegration*, but will disappear if it takes more than 150 points of cold damage or is destroyed by a *sphere of annihilation* or a *rod of cancellation*. The *flamecage* can be cast in two forms:

Barred Cage: The barred cage is a 20-foot cube with bands of fire for bars. The bars are a half-inch wide, with half-inch gaps between them.

Windowless Cell: The cell is 10-foot cube with no way in and no way out without passing through the *flamecage*. Flaming walls, similar to a *wall of fire*, forms its six sides.

Material Component: A small iron rod at the time of casting. In addition, when preparing the spell, the caster must toss 1,500 gp worth of ruby dust into the air upon completing preparations. The dust then disappears, leaving the remaining components to be provided at the time of casting.

FLAME TONGUE

Evocation (Fire)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 15 ft.

Target: One creature (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A fiery, whiplike tongue shoots forth from the caster's mouth and lashes out at the target. With a successful ranged touch attack, the caster deals 1d6 points of fire damage +1 per two caster levels (maximum +10). Because the fiery tongue can wrap around a target's leg or other limb, a caster who succeeds on the ranged touch attack may attempt to trip the target (see PHB, Chapter 8, Trip). If unsuccessful, the defender may not immediately try to trip the caster.

Instead of dealing damage and trying to trip, the caster may attempt to disarm an opponent with the flame tongue. First, the caster makes a ranged touch attack against the target. Doing so does not provoke an attack of opportunity. The caster then makes another ranged touch attack and the tar-

get makes an opposed melee attack roll. Treat the flame tongue as a Medium-size weapon. Otherwise, resolve the attack as a disarm attempt (see PHB, Chapter 8, Disarm). However, if the caster fails to disarm, the target may not immediately attempt to disarm the caster.

FLASH

Evocation (Light)**Level:** Sor/Wiz 1**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** Cone**Duration:** 1 round/level**Saving Throw:** Reflex negates**Spell Resistance:** Yes

A blinding cone of white light affects all creatures within the area of effect. Affected creatures are blinded for the duration of the spell. A blinded creature suffers a 50% miss chance in combat, as if all opponents have full concealment. Blinded creatures also lose any Dexterity bonuses to AC, move at half speed, and suffer a -4 penalty on most Strength and Dexterity-based skills. Foes enjoy a +2 bonus to attack rolls against a blinded creature.

FLASH FREEZE

Evocation (Cold)**Level:** Sor/Wiz 7**Components:** V, S, F**Casting Time:** 1 action**Range:** Long (400 ft. + 40 ft./level)**Area:** A number of contiguous 10-ft. cubes equal to caster level (S)**Duration:** 1 minute/level (see text)**Saving Throw:** Reflex half (see text)**Spell Resistance:** Yes (see text)

Flash freeze subjects one 10-ft. cube per caster level to a wave of extreme cold that has two effects:

Damage Creatures: Creatures caught in the area suffer 6d6 points of cold damage. A successful Reflex save halves this damage. This effect occurs instantaneously. Water-based creatures suffer double damage from this effect.

Freeze Water: Any water within the area is frozen solid to a depth of up to 1 foot. The ice lasts for the spell's duration. Creatures swimming on the surface of the water when it freezes become trapped in the ice. Breaking free of the ice is a full-round action that requires a Strength check (DC 25) for success.

Foci: A thin sheet of crystal about 1 inch square and a small crystal sphere.

FREEZING FOG

Evocation (Cold)**Level:** Sor/Wiz 2**Components:** V, S**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Cloud centered on target point spreads 30 ft. and is 20 ft. high**Duration:** 1 round/level**Saving Throw:** See text**Spell Resistance:** No

This spell creates a stationary cloud of chill mist in a radius around the selected target point. The mist obscures all sight, including darkvision, beyond 5 feet. Creatures within 5 feet have one-half concealment (attacks suffer a 20% miss chance). Creatures farther away than 5 feet have total concealment (50% miss chance and the attacker cannot use sight to locate target).

Freezing fog also covers surfaces within its confines with a slippery coating of frost and ice. Any creature entering the area or caught in the mist when it appears must make a Reflex save or slip and fall. Creatures that make their saves move at one-half speed. Any creature within the mist must make a Reflex save each round to avoid falling and to be able to move. The coating of frost and ice could impose penalties to the Reflex save or checks (such as Climb checks), depending on the nature of the surface in question. This aspect of *freezing fog* is similar to the *grease* spell.

A moderate wind (11 or more miles per hour) disperses *freezing fog* in 4 rounds. Strong winds (21 or more miles per hour) disperse the spell in 1 round. The effects of icy surfaces persist for the spell's entire duration even if *freezing fog* is dispersed.



FREEZING WEAPON

Evocation (Cold)

Level: Sor/Wiz 1

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Freezing weapon gives a melee weapon the *frost* magical ability if it doesn't already have it. Frost weapons deal +1d6 points of bonus cold damage on a successful hit.

Material Component: A small piece of ice.

Focus: The weapon.

GLACIER

Evocation (Cold)

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

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

Effect: 25-ft. cube of animated ice blocks

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You create a 25-foot cube of icy blocks that grind and crush against each other. You can cause the glacier to move 60 feet per round, ignoring barriers smaller than itself (the icy blocks simply move around the barrier). Directing the glacier is a move-equivalent action. The glacier can bull rush an opponent, doing so with a +18 on its Strength check. The glacier can also grapple an opponent, doing so with a +12 bonus. A grappled creature suffers 2d6+12 points of bludgeoning damage (real, not subdual) plus 1d6 points of cold damage per round. If a creature tries to move through the area occupied by the glacier, the creature automatically becomes vulnerable to a grapple check from the shifting ice. The glacier can simultaneously grapple up to 4 Medium-size creatures, 8 Small creatures, 16 Tiny creatures, 32 Diminutive creatures, or 64 Fine creatures. It can grapple only one creature of Large or greater size.

Focus: A glove made of frost salamander skin.

GREATER SHATTER

Evocation (Sonic)**Level:** Brd 6, Sor/Wiz 6**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft. +10 ft./level)**Target:** 10-ft.-radius spread; or one solid object or one crystalline creature**Duration:** Instantaneous**Saving Throw:** Will negates (object) or Fortitude half (see text)**Spell Resistance:** Yes (object)

As *shatter*, except as above and as follows. When used as an area attack, the caster chooses a non-living substance, such as wood, bone, or iron, to affect. All nonmagical items that are primarily composed of that substance within the area of effect are destroyed. Objects weighing more than 5 pounds per caster level are not affected. Alternatively, the spell may be used against a single solid object, regardless of composition, weighing up to 25 pounds per caster level. If targeted against a crystalline creature, the spell deals 2d6 points of damage per caster level.

Material Component: A pinch of quartz dust.

HAIL OF BRIMSTONE

Evocation (Fire)**Level:** Sor/Wiz 8**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft. +10 ft./level)**Area:** Cylinder (30 ft. radius, 100 ft. high)**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

Fiery chunks of brimstone rain from the sky striking any creature or object in their way. Any creature within the area of effect (other than the caster) suffers 1d6 points of fire damage per level (maximum 20d6).

Material Component: A piece of brimstone.

HALT

Evocation (Force)**Level:** Sor/Wiz 1**Components:** V, S**Casting Time:** 1 action**Range:** 10 ft.**Target:** One creature that attempts to move into an adjacent square**Duration:** 1 minute/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

Halt sets up a charge of force about your person that is activated when a foe attempts to move into a square that is adjacent to you. When a foe activates *halt*, that foe must succeed at a Fortitude save or be unable to complete its movement. The foe's movement ends in the square that it moved through just before it attempted to move into the adjacent square. *Halt* cannot be activated more than once per round.

HAMMER OF AKMON

Evocation (Force)**Level:** Sor/Wiz 6**Components:** V, S**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Magic hammer of force**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** Yes

This spell creates a shimmering hammer of force in the caster's hand that can be thrown out to the spell's maximum range, suffering no penalties for range. A successful ranged attack against a target inflicts 3d6 points of bludgeoning damage. Additionally, the attack is treated as a bull rush with a +16 bonus on the Strength check (+10 for Strength 29, +4 for Large size, and +2 charging bonus, which the wave always gets). The *hammer* always moves with the opponent to push it back the full distance allowed, and it has no speed limit. (See PHB, Chapter 8, Bull Rush). If the target is pushed against a wall or another solid surface, it suffers an additional 1d6+10 points of bludgeoning damage.

A *hammer of Akmon* returns to the caster on the round following the round it was thrown just before his turn. It is therefore ready to use again that turn.



HURL

Evocation (Force)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round

This spell infuses enormous force into the next thrown weapon you attack with, punching through armor and dealing a great deal of damage if you hit. For your next single attack with a thrown weapon, your Strength receives a +20 enhancement bonus, increasing your attack and damage rolls by +10 each.

Material Component: A piece of bent steel.

IGNITE

Evocation (Fire)

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: 6-inch flame

Duration: 1 round/3 levels (see text)

Saving Throw: None

Spell Resistance: Yes

A six-inch-long line of flame shoots forth from the caster's thumb. Any flammable object that is touched by the caster for a full round catches on fire and immediately suffers 1d6 points of fire damage. Magic items and items in a creature's possession may make a Reflex saving throw to avoid catching on fire. Once the flame has ignited an object, it immediately goes out.

Alternately, the caster may make a melee touch attack with the flame. If successful, it deals 1d2 points of fire damage to nonflammable objects or creatures and immediately goes out.

JOLT

Evocation (Electricity)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Targets: 1 target

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

When cast, this spell causes a spark of electricity to arc from your hand to the target. The target must succeed at a Fortitude save or be stunned for 1d4 rounds. If stunned, the target drops any held items.

Material Component: A small copper needle.

LATTICE OF BENEFIC EDIFICATION

Evocation (Light)**Level:** Sor/Wiz 5**Components:** V, S**Casting Time:** 1 action**Range:** 60 ft.**Area:** All allies within a 60-ft.-radius burst centered on you**Duration:** 1 minute/level**Saving Throw:** None**Spell Resistance:** Yes

A lattice of benefic edification evokes rays of positive energy that radiate from you to touch each of your allies within range (assuming that ally has less than 100% cover or concealment). Your allies are infused with positive energy for the duration of the spell. This infusion grants a +2 luck bonus on attack rolls, damage rolls, saves, and checks. Allies under the influence of hostile mind-affecting magic are treated as if subjected to a targeted dispel magic (you make a caster level check with a +1 bonus per caster level, maximum bonus +15) against the hostile magic only.

LIGHTNING SHOWER

Evocation [Electricity]**Level:** Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Area:** 15-ft. burst centered on caster**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

This is a more potent version of *spark shower*. When cast, a surge of electrical energy ripples through the caster and then outwards. Lightning flies from the caster's arms and body, forming an expanding sphere of crackling energy. All within the spell's radius take 1d6 points of damage per caster level, up to a maximum of 10d6, with a Reflex save for half damage. As with *spark shower*, this spell does not discriminate friend from foe.

LINE OF FIRE

Evocation (Fire)**Level:** Sor/Wiz 6**Components:** V, S, M**Casting Time:** 1 action**Range:** Close (25 ft. +5 ft./2 levels)**Area:** Line of fire 6-inches wide, 10 ft. long/level (S)**Duration:** Instantaneous**Saving Throw:** Reflex negates**Spell Resistance:** Yes

A line of fire ignites from a location of the caster's choosing. The burning line is 6 inches in width and stretches for 10 feet per caster level. The line travels in a straight line, but it may change direction, at the caster's choosing, once every 10 feet. Any creature that is along the line that fails to make a successful Reflex save suffers 12d6 points of fire damage.

Material Component: A pinch of charred soil.

LOCK BANE

Evocation (Acid)**Level:** Sor/Wiz 1**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. +5 ft./2 levels)**Target:** One lock**Duration:** Instantaneous**Saving Throw:** Fortitude negates (harmless, object)**Spell Resistance:** Yes (object)

This spell fills the targeted lock with fast-acting acid that deals damage to it, making the lock easier to open. The DC of any Open Lock check needed to unlock the lock is reduced by 1d10 plus an additional 1d10 for every two caster levels (maximum total reduction 5d10). If the DC for the lock is reduced to 0, the lock is completely destroyed and any traps connected to it are automatically disarmed. However, if the DC of the lock is only reduced by 50% or less, the lock permanently fuses and can no longer be opened by a key or Open Lock check. In addition, if the lock fuses, any traps connected to the lock are immediately triggered.

MISSILE STORM

Evocation (Force)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Cone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Missile storm unleashes a huge barrage of *magic missiles* within a cone originating at your hand and extending outward to the maximum range of the spell. Each creature caught within the cone is struck by 3d6 *magic missiles* as the magical energy darts streak away from you. Each *magic missile* inflicts 1d4+1 points of damage, unerringly striking any creature with less than total cover and ignoring concealment.

Missile storm cannot damage inanimate objects.

MYSTIC TOOLS

Evocation (Energy Construct)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Effect: Energy replica up to 5 lbs./level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

The caster creates an energy replica of a tool or another mundane object of the caster's choice. The replica has the same general size, shape, and mass of the object it duplicates, but emits a muted glow that belies its construction of solid, mystical energy. Creating energy replicas of items that require a high degree of craftsmanship (armor, swords, crystal, etc.) requires an appropriate Craft check. Similarly, masterwork energy replicas may be created with an appropriate Craft check. Created objects cannot be larger than the caster.



NOXIOUS VAPORS

Evocation (Acid)**Level:** Sor/Wiz 9**Components:** V, S, M**Casting Time:** 1 full round**Range:** Medium (100 ft. +10 ft./level)**Area:** Two 10 ft. cubes/level (S)**Duration:** Instantaneous**Saving Throw:** Fortitude partial**Spell Resistance:** Yes

Any creature within the area of effect is instantly exposed to a cloud of noxious vapors that burns the creature's lungs, blood vessels, and eyes. All creatures within the area suffer 20d4 points of acid damage as well as 2d4 points of temporary Constitution damage. Finally, affected creatures are blinded for 2d4 minutes. Affected creatures may make a Fortitude save for half damage, to reduce the Constitution damage to 1d4, and to have the duration of their blindness reduced by half.

Material Components: An oak leaf and a hair of a skunk.

PIERCING BOLT

Evocation (Acid)**Level:** Sor/Wiz 5**Components:** V, S, M**Casting Time:** 1 action**Range:** Long (400 ft. + 40 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

A bolt of acid shoots forth from the caster's hand that instantly burns through armor. With a successful ranged touch attack, the spell deals 1d10+1 points of acid damage per level (maximum 1d10+15). A Fortitude save must be made for each shield, cloak, or suit of armor that the target is wearing when struck. Failure indicates that the item is destroyed.

Material Component: An iron nail.

PUSH

Evocation (Force)**Level:** Sor/Wiz 0**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:** Yes

Push forces the target creature backward as if the creature had been subjected to a bull rush with a +8 bonus on the Strength check (+2 for Strength 15, +4 for Large size, and +2 charging bonus, which the wave always gets). The *push* always moves with the opponent to push it back the full distance allowed, and it has no speed limit. (See PHB, Chapter 8, Bull Rush). If the target is pushed against a wall or another solid surface, it suffers 1d6+2 points of bludgeoning damage.

RADIANT GLOW

Evocation [Light]**Level:** Sor/Wiz 3**Components:** V, M**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

Radiant glow causes you to glow so brightly that it becomes difficult for others to target attacks against you. Creatures that look directly at you when attacking must make a Fortitude save or be blinded for 2d6 rounds. Opponents can still choose to attack you with their gaze averted, but they suffer a 50% miss chance when doing so. You are immune to the effects of your own *radiant glow*. *Radiant glow* moves with you.

Material Component: A mirror.

RIDE THE LIGHTNING

Evocation (Electricity)

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Line of Sight

Targets: Caster Only

Duration: Instantaneous

This spell is one of the few evocations that grants the caster mobility. It is also rather spectacular in appearance. When cast, there is a flare of light and the caster hurls a bolt of electricity, which then arcs to the caster's selected target point, carrying him along with it.

The spell will instantly transport the caster from his current location to any point he can see. If there is no room for him to stand at his chosen point, the spell simply fails. The spell cannot be used offensively—the bolt cannot strike a target or do damage to the environment. The bolt cannot penetrate objects, but it can pass through openings if the caster can see and fit through them. Thus, this spell can be used to pass through an opening in a cavern wall or to leap across a chasm to a distant ledge, but it could not transport the caster out of a locked jail cell, for instance.

The caster must be able to see his exact destination clearly. Scrying spells cannot be used to extend the range of this spell—the caster must see the target point with his own eyes.

Material Component: A length of copper wire, shaped into a jagged lightning bolt.

SHEET LIGHTNING

Evocation (Electricity)

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Area: Half-circle centered on caster with a diameter of 10' per caster level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When this spell is cast, the caster flings wide his arms, and radiant stream of electricity crackle outward. The spell affects a half-circle centered on the caster, oriented as the caster chooses, and having a diameter of 10 ft. per caster level. All within the area of effect take 1d6 points of electricity damage per caster level (maximum 20d6). Affected creatures may attempt a Reflex save for half damage.

SHOOTING STARS

Evocation (Light)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Targets: Up to three creatures, no two of which can be more than 20 ft. apart

Duration: Instantaneous

Saving Throw: None or Reflex half (see text)

Spell Resistance: Yes

You cast three luminous projectiles at up to three creatures within range. A ranged touch attack is required for each projectile, but there is no penalty for range. A successful hit inflicts 2d6 points of piercing damage to the target. The shooting star then explodes, inflicting 3d6 points of positive energy damage in a 5-ft. radius. The target is not permitted a saving throw against this damage. Other creatures caught in the spread can attempt a Reflex save for half damage against the positive energy. Outsiders with the evil descriptor, undead, fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures suffer double damage from the positive energy.

If a projectile misses its target, it continues in a straight line from you past the creature out to the maximum range of the spell. If your initial attack roll is sufficient to strike any other creature in the flight path (whether friend or foe), the projectile hits that creature and does damage as normal. If the projectile strikes a solid surface (such as a wall), it does damage to the surface and explodes. In any event, when the projectile reaches its maximum range, it explodes as described above.

Material Component: Three pieces of quartz, each worth at least 10 gp.



SKY BOLT

Evocation (Electricity)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Targets: Up to three targets in a line

Duration: Instantaneous

Saving Throw: Reflex Negates

Spell Resistance: Yes

The caster stretches out his arm and lightning flies from it, impaling up to three targets in a straight line with a bolt of electrical energy that does 1d4 points of electricity damage per caster level (maximum 5d4).

Material Component: A small copper arrowhead.

SONIC RUPTURE

Evocation (Sonic)

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

This spell creates an ultrasonic sound that causes a living creature's blood vessels to rupture and burst. All creatures within the affected area suffer 2d4 points of permanent Constitution drain. Creatures that are reduced to 0 points of Constitution die from internal bleeding. A creature subject to this spell may make a Fortitude save to instead suffer 1d4 points of temporary Constitution damage.

Material Component: A silver tuning fork.

SPARK SHOWER

Evocation (Electricity)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Area: 15 ft. spread centered on caster

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When this spell is cast, a wave of multicolored sparks flies out from the caster, filling the area with bright bursts of light and color. The display is as dangerous as it is attractive, however, for all within the area of effect take 1d4 points of electrical damage per caster level (maximum 10d4), with a Reflex save for half damage. This spell does not distinguish friend from foe, so it is best used with caution.

Material Component: A pinch of amber dust.

SPIRIT HAND

Evocation (Energy Construct)

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Effect: Invisible force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows the caster to create a minute amount of force that can interact with the environment or manipulate a small object at a distance. The amount of force created is no greater than that of a gentle push of one's hand. For instance, the spell could be used to knock on a door, simulate a tap on the shoulder, or create a splash or small ripple on a pool of liquid. Likewise, the force may interact with objects that weigh less than one pound. However, the spell cannot move objects from one location to another. Thus, for instance, the spell could be used to turn a key that is already in a lock or knock over a goblet of water, but it could not be used to place a key into a lock or move a goblet across a table.

TEMPEST

Evocation (Electricity)

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 hour

Area: 1 mile radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This extraordinarily potent spell represents the pinnacle of the lightning specialist's art. Though casting it requires a long ritual, the final result is well worth it. Towards the end of the casting, the sky in the area will begin to darken, and flares of lightning will be visible in the black clouds. As the spell completes, the sky turns black and then explodes in a cataclysm of primal electrical power. Lightning fills the space between sky and ground, arcing from object to object madly. Stone walls are shattered, metal is melted, and trees sundered. Everything in the area takes 1d6 points of electrical damage per three caster levels. Furthermore, the caster may designate a number of special targets equal to his Intelligence bonus (for wizards) or Charisma bonus (for sorcerers) during the casting of the spell. These targets each take 1d6 points of electrical damage per caster level.

This spell can easily destroy a city or turn a fertile farming valley into a ruined wasteland. While it is not an inherently evil spell, there are few good causes which merit the unleashing of such primal power—as a consequence, this spell is primarily found in the repertoire of dark or evil mages.

Material Component: A piece of truecopper (see Mundane Items for Evokers) in the shape of a skull, worth at least 5,000 gp.

XP Cost: The experience point cost of this spell is 1,000 XP.

TORPOR

Evocation (Cold)**Level:** Sor/Wiz 1**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** Ray**Duration:** 1 minute/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

An icy blue ray emanates from your hand. You must succeed at a ranged touch attack to strike your target. The subject suffers a -1d3 penalty to Dexterity, with an additional -1 per two caster levels (maximum additional penalty of -5). The subject's Dexterity cannot drop below 1.

WALL OF LIGHT

Evocation (Light)**Level:** Sor/Wiz 4**Components:** V, S**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Sheet of light up to 20 ft. long/caster level or a ring of light with a radius of up to 5 ft./two caster levels; either form is 20 ft. high**Duration:** Concentration + 1 round/level**Saving Throw:** Fortitude half or Reflex negates (see text)**Spell Resistance:** Yes

This spell creates an immobile, brilliant sheet of white light. One side of the wall, selected by you, is transparent to sight and radiates no harmful energies. The other side is completely opaque (thus granting 100% concealment to creatures on the opposite side) and radiates harmful energies. These energies deal 1d6 points of positive energy damage per four caster levels (maximum 5d6) to evil outsiders, undead, fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures, so long as said creatures remain within 10 feet of the wall. Creatures past 10 feet but within 20 feet suffer half damage. The wall inflicts this damage when it appears and each round that a creature enters or remains within the affected area.

A creature vulnerable to the wall's energies that passes through the wall takes damage as normal, but is not allowed a Fortitude save for half damage. However, if this spell is cast so that the wall appears where creatures are already standing, they are allowed a Reflex save. If successful, the creature ends up on the side of the wall that does not radiate harmful energies.

WALL OF SOUND

Evocation (Sonic)**Level:** Brd 6, Sor/Wiz 6**Components:** V, S, M**Casting Time:** 1 action**Range:** Close (25 ft. +5 ft./2 levels)**Effect:** Wall whose area is up to one 10-ft. square/level or a sphere with a radius of up to 1 ft./level.**Duration:** 1 minute/level (D)**Saving Throw:** See text**Spell Resistance:** Yes

A *wall of sound* spell creates a nearly invisible wall of sound. The only indication of the wall's existence is a slight distortion of the light passing through the wall and a constant buzzing sound, similar to that produced by a small insect. The *wall of sound* cannot move.

Any creature that attempts to move through the wall automatically suffers 1d6 points of sonic damage +1 point per caster level. In addition, the creature must make a Fortitude save or be deafened for 1d3 rounds per caster level. Furthermore, all nonmagical objects composed primarily of crystal, glass, ceramic, or wood, such as vials, flasks, and arrows, that pass through the wall are smashed into dozens of pieces. Objects weighing more than five pounds are unaffected. If the object passes through the wall while possessed by a creature, it may make a Will save to avoid destruction. If a creature or object is within the area of the spell when it is cast, the creature or object is treated as if had passed through the wall.

Material Component: A copper bell.

WAVE OF SOUND

Evocation (Sonic)**Level:** Brd 1, Sor/Wiz 1**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. +5 ft./2 levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex negates**Spell Resistance:** Yes

An immense sound wave issues forth from the caster's hands and may knock down its target. Upon impact, the wave deals 1d6 points of sonic damage +1 per level (maximum +10). In addition to the sonic damage, the *wave of sound* deafens its target for 2d6 rounds unless the target succeeds at a Fortitude save.

WIZARD'S DAWN

Evocation (Light)

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: A 10-ft.-diameter sphere that radiates sunlight

Duration: 10 minutes/level (D)

Saving Throw: Reflex partial or Will partial (see text)

Spell Resistance: Yes (see text)

Wizard's dawn creates a brilliant sphere of pure daylight that hovers in a fixed location up to 2 miles above a horizontal surface (whether solid or liquid). In a radius around the sphere equal to 1 mile per two caster levels (maximum 10 mile radius), the sphere sheds actual daylight, illuminating the area equal to the noontime sun in a cloudless sky.

Within a radius around the sphere equal to 50 feet per caster level (maximum 1,000-foot radius), the light shed by wizard's dawn deals 1d6 points of damage to undead creatures, fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures (no save).

Outsiders with the evil descriptor caught in this same radius are not damaged, but must make a Will save or be dispelled back to their plane of origin. Any creatures within a radius around the sphere equal to 5 feet per caster level (maximum 100 foot radius) when the sphere first appears must succeed at a Reflex save or be permanently blinded. A blinded creature suffers a 50% miss chance in combat, as if all opponents have full concealment. Blinded creatures also lose any Dexterity bonuses to AC, move at half speed, and suffer a -4 penalty on most Strength and Dexterity-based skills. Foes enjoy a +2 bonus to attack rolls against a blinded creature.

Spell resistance can negate damage, dispelling, and blinding, but it does not protect creatures specifically vulnerable to sunlight (such as vampires) from the light shed by *wizard's dawn*.

Material Component: A fire opal worth at least 1,000 gp.

ZAP

Evocation (Electricity)

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

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

Targets: 1 target

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell causes a small, thin, line of electricity to arc from the caster's hand to the target. If the target fails a Reflex save, the jolt causes him to drop an object held in one hand. If the target is holding items in both hands, determine randomly which one is dropped; if the target is holding a two-handed item, he drops it.

Material Component: A small iron ring set with a copper disc.



NEW EQUIPMENT

The evoker calls energy into being from nothingness. With a whispered word and a subtle gesture, fire engulfs his foes, or a wall of ice separates them from him. Even with this power to create reality from emptiness, he is often aided in his task by mundane items that can focus his power or his concentration, or by simple tools that assist him in both his studies and his survival.

A NOTE ON SPELL FOCI

A number of items in this section are termed “spell foci.” A spell foci can be thought of as a sort of auxiliary material component, something that can be held in hand as the spell is cast to amplify it in some way. Spell foci are not magical on their own.

Because spell foci are handheld, no spell prepared or cast with the Still Spell feat may use them.

Whether or not spell foci can be used untrained is up to the DM. The advantages spell foci grant are generally minor, but even a minor edge can be exploited by a cunning player. If a DM feels spell foci should be more controlled, the following feat is recommended as a requirement.

USE SPELL FOCI

The character may use items to enhance spellcasting.

Prerequisite: Ability to cast arcane spells, Dex 13+.

Benefit: The user may use spell foci items, which are small objects of various sorts that enhance spells in specific, limited, ways.

Normal: Spell foci may not be used.

Special: Optionally, spell foci may be used without this feat, but the caster must make a Concentration check at a DC of 15 + spell level. Use Dexterity rather than Constitution as the ability modifier to the Concentration skill for this purpose.

CHEMICALS

The evoker can bring energy into being at a word. Small wonder, then, that many evokers take an interest in the fundamental nature of matter and energy and their relationship.

Understanding the precise nature of ice can help improve a *wall of ice* spell, for example.

If the nature of light and color are known, a

prismatic spray can be enhanced. Evokers have a well-earned reputation for being the mages most concerned with the simple wielding of pure, unadorned power, but they also have among their number some of the most dedicated scientists and thinkers. Even those who do not care about the essence of lightning can benefit from the work of those who do, as several useful additions to the caster’s art have come from their research. These chemicals are often useful in and of themselves as well, so even non-evokers may wish to purchase them.

Improved Flare Powder: Creating powders that burn briefly, yet brilliantly, is one of the earliest tricks that alchemists learn. Far more complex, however, is creating a powder that flares in a controllable fashion. After long study, alchemists have come up with this creation. It is usually sold as two items, a thin cloth sack containing a yellowish-green powder that glimmers oddly, and a small clay vial containing a dull grey powder. The clay vial has tick marks on the inside. Each mark represents approximately ten seconds of time. When that much of the grey powder is mixed with the yellow-green powder, it will keep the mixture from flaring for that duration after flame has been applied. When the powder does flare, all within a 15-ft. burst must make a Reflex save (DC 13) or be blinded for 1d4 rounds. Igniting the powder, once mixed, is a standard action.

Mixing the timing powder with the flare powder is normally error-free. If done during stressful conditions, such as combat, a Concentration check (DC 10) must be made, or the mix will be wrong. In that case, the DM determines exactly when the powder goes off.

Improved flare powder has another use for evokers, however. When used as a spell focus, an evoker can make a Spellcraft check (DC 15 + spell level). If successful, the evoker can cast *flare*, *light*, or *daylight* onto the powder (which must have been mixed previously). The spell will go off when the powder does, allowing the caster to create a sort of “spell bomb.”

Manufacturing the powder and enough timer to block ignition for up to five minutes requires 50 gp worth of ingredients and an Alchemy check (DC 25). Masterwork improved flare powder costs five times as much and is always precisely mixed, even in combat. In addition, the flare effect covers a 20-ft. burst and blinds those within the area for 1d4+1 rounds unless they make a successful Reflex save (DC 15). The market cost of improved flare powder is 100 gp.

Chill Crystals: These crystals are a pale, translucent blue and are bitterly cold to the touch. No crystal is larger than a quarter inch in width, and most are much smaller, causing a container of chill crystals to look as though it is full of snow mixed with tiny ice chips. The crystals melt very slowly, however, taking about ten times as long as ice to melt at room temperature, even though they are considerably colder. While early alchemists thought to use them to preserve food, they emit noxious vapors during melting, which makes any food near them—even if well wrapped—inedible. However, other uses were quickly found.

The first use is as a grenade. If kept sealed in a dark clay jar, the crystals remain cold for up to two weeks. If the jar is hurled, it will usually shatter (there is only a 10% chance of it not doing so), and all within a 5-ft. radius of the impact point will be splashed with the chemicals, doing 1d4 points of cold damage. If the crystals are flung into any water being that does not have the cold subtype, they do 2d6 points of cold damage instead.

The second use is as a spell focus for evokers. If a jar of chill crystals is used as a spell focus when casting any Evocation spell from the cold discipline, the effective caster level is increased by +1.

Lastly, if a character has a jar of chill crystals in hand when struck by a spell with the fire descriptor, the character may attempt to fling the crystals into the oncoming spell. This requires a Reflex save (DC 15). If it is successful, the character is considered to have fire resistance 10 against the oncoming spell.

Chill crystals require 75 gp worth of material and an Alchemy check (DC 24) to produce; the market cost is 150 gold pieces.

Arcane Oil: This item is very rare, both because it is complex to make and extremely dangerous to store, transport, or use. It is a hybrid of normal lamp oil and several exotic substances, including some with an elemental fire component. In form, it resembles normal oil, though somewhat more viscous, and it seems to have a deep glow coming from within it. However, few get a chance to study its appearance at any length, for it combusts almost immediately on contact with air—no spark or flame is necessary.

This has obvious advantages. As an oil grenade, it is exceptionally effective, as there is no need to light it. However, the difficulties of storing and transporting so volatile a substance keeps it out of widespread use. A few daring

spellcasters have found it to be useful as a spell focus. If a vial of arcane oil is opened just as a spell with the fire descriptor is being cast, and the oil tossed into the air at the point of casting, it is caught by the spell energy and greatly enhances the spell, causing the spell's effective caster level to increase by +1.

The transportation and storage of arcane oil is risky. If anyone holding a vial of the stuff is struck in melee, roll 1d20. On a 1, the vial is shattered or cracked enough to let air in. Any kind of rough handling—being on a storm-tossed ship, having a horse containing the oil panic and bolt, etc., will have some chance of exposing the material unless extraordinary precautions are taken (extensive packing in soft cloth, some form of magical protection, etc.). Any vial exposed to air will do 1d6 points of fire damage to anything within a 5-ft. burst, and then burns as normal oil.

Arcane oil requires 150 gp worth of material to manufacture, and requires an Alchemy check (DC 30). For each 5 points the check is failed by, the crafter takes 1d6 points of fire damage. The market cost is 300 gp.

Focusing Ring: One of the simpler spell foci to craft, this ring of brass and steel contains a number of odd protrusions that can be folded back into the surface of the ring as needed to avoid having them snag on cloth. When the protrusions are extended, they serve as a form of guidance and focus for any ray spell, granting the wearer a +1 bonus on attack rolls if he can succeed in a Spellcraft check (DC 20) and takes a full action to cast the spell. If the check fails, the user suffers a -2 penalty to attack rolls. Crafting the ring requires 100 gp worth of material and a Craft (jeweler) check (DC 20). The market cost is 200 gp.

Mithral Fan: Usually created by dwarven jewelers, the mithral fan is a large circular hand fan woven from thin threads of mithral formed into a cloth. The spokes of the fan are usually comprised of iron. Runes and sigils are carefully interlaced into the mithral weave, allowing the item to be used as a spell focus. If held and used in this manner when casting either *gust of wind* or *wind wall*, the spell is cast as if the caster level were 2 higher. In an emergency, the fan can also be used as a buckler, being strong enough to withstand a few blows; however, this quickly damages the fan. After 3 rounds of such usage, it is no longer usable as a spell foci, and, after 5 rounds, it can no longer be used as a buckler. Proficiency in shields is needed to take

advantage of this feature.

The mithral fan requires 100 gp worth of material, and a Craft (blacksmithing) (DC 20) and a Craft (weaver) (DC 20) check to manufacture. The market cost is 200 gp.

OTHER ITEMS

Amber Lens: The relationship of amber to electricity is well known. In many ways, it is the iconic material for magical electricity. The amber lens is a piece of high-quality amber, totally pure, with no imperfections or embedded particles, weighing at least 1 ounce. The focus is carved with a delicate tracery of grooves, which serve to channel and control electrical energy passing through it. If used as a spell focus, any electricity spell channeled through it has its save DC increased by 1. Each time the amber lens is used, roll a d20. On a 1, it shatters. The lens requires a Craft (gemcutting) check (DC 25) to produce, and costs 100 gp. The market cost is 200 gp.

Elemental Globe: These are rare items that straddle the line between mundane and magical. They lack powers of their own, but cannot be crafted without magical aid. Each is a globe about the size of a crystal ball that contains a Tiny elemental creature—the elemental equivalent of a mouse or frog. The elemental essence moves around in the globe, sometimes very actively, other times seeming to sleep or rest. It does not need to eat or breathe and cannot escape confinement—should the globe break, the creature trapped within quickly vanishes back to its home plane. The globes have no powers, but they are nice decorations for an arcane caster's home. (The Fire elemental globe can cast as much light as a torch, and must be covered to prevent this from occurring.)

The globes are potent—but risky—spell foci. They are larger than most spell foci, being about eight inches in diameter. They are also fragile. They have a hardness of 1 and 3 hp.

When used as a spell foci, the globes amplify any spell of the appropriate elemental type (either air or fire). Each is cast with a +2 bonus to the effective caster level. However, each time the globe is used in such a fashion, roll a d20. On a 3 or lower, the globe shatters.

It costs 150 gp worth of materials and a Craft (glassblowing) check (DC 28) to create the elemental globe, then a spellcaster must cast *summon monster I* on it to call the Tiny elemental that is to power it. The market cost is 300 gp.

Spell-Iron Gauntlet: It is rare to see a spellcaster wearing a heavy iron gauntlet, since such devices tend to interfere with the subtle gestures needed for many spells. However, spell-iron is an unusual substance. It is the product of metal refined from broken or disenchanting magical arms and armor, and, as such, contains an unusually eldritch aura. A spellcaster using a spell-iron gauntlet as a spell focus may make a Spellcraft check (DC 15 + spell level) when casting a spell with a range of Touch (but not ranged touch). If he succeeds, the gauntlet will hold the spell until the caster wishes it to be discharged, or until 1 hour has passed, whichever comes first.

A spell-iron gauntlet requires at least 500 gp of materials, which must include bits and pieces of magical weapons, and requires a Craft (armorsmithing) check (DC 28) to craft. The crafter must have at least 5 ranks in Spellcraft as well, though he does not need to be a caster. The market cost is 1,000 gp.

Amplifying Tubules: The study of sound is somewhat primitive, but some arcane casters with bardic tendencies have made a few useful discoveries. This is one of them. Two thin tubes of glass, crafted to exacting specifications, are intertwined around each other, touching at a few key points. A number of elemental residues are included in the sands used to make the glass, increasing the magical properties. When finished, the delicate device is a powerful sonic amplifier. When used as a spell focus, any spell with the sonic descriptor is considered to be cast with a +1 bonus to its effective caster level. The tubules are very fragile, and are considered to have hardness 1 and 1 hp.

The tubules require 100 gp worth of equipment to produce, and a Craft (glassblower) check (DC 23). Their market cost is 200 gp.

Infinite Prism: The study of light and its magical effects led to the creation of the infinite prism. One of the most difficult pieces of glasswork to craft, the infinite prism consists of several nested prisms, each constructed of a slightly different type of glass and each only about one-eighth of an inch thick. The slight reflectiveness of the inner surfaces causes anyone looking into the item to see an effectively numberless series of reflecting planes, akin to looking into two opposing mirrors, only multiplied by a factor of three. Its beauty aside, the infinite prism is a potent spell focus for the casting of *prismatic spray*. When used as a spell focus, if a Spellcraft check (DC 24) is made, the caster can control the spray to an unprecedented effect. He can select one color

beam to go to a single target, plus one more for each additional 3 points he made the check by. All other targets are struck randomly.

Creating an infinite prism requires 1,000 gold pieces worth of materials, and a Craft (jeweler) (DC 30) check. Its market cost is 2,000 gp.

The Ivory Hand: The first example of this item was originally discovered in a tomb ages ago and puzzled researchers for quite some time. It is only in recent years that its true nature has been discovered. Since then, the item has been analyzed and widely replicated.

Carved of pure ivory mixed with marble and mounted on a small wooden rod, the ivory hand is a life-sized replica of a human hand. The fingers are oddly positioned, and it was only when a researcher identified the position as part of an arcane casting sequence that the true use of the item was deciphered. The device can be used as a spell focus to cast *grasping hand*, *clenched fist*, *forceful hand*, *crushing hand*, and *interposing hand*. When used in this manner, the spell's effective caster level is increased by +2. The discovery of this device, and the similarity of those spells to each other, has led some theorists to believe all of these spells were crafted by the same person. However, if so, his name has been lost to history.

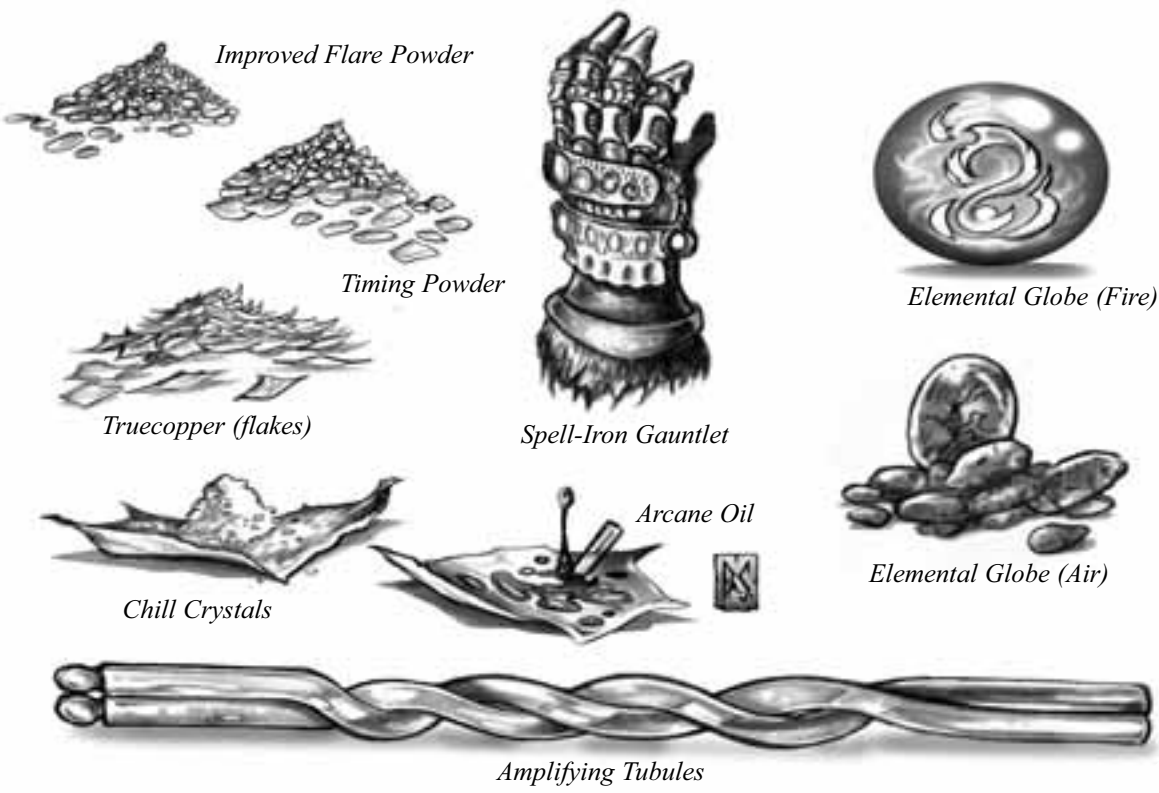
An ivory hand requires 1,000 gp worth of material and a Craft (jeweler) check (DC 25) to produce; the retail cost is 2,000 gold pieces.

Truecopper: Truecopper is a distant metallurgical cousin to truesilver, or mithral. Truecopper is a metaphysically pure form of copper, the true essence of copper in material form. This makes it extremely valuable to any arcane caster interested in electrical magics.

Truecopper is often found where veins of normal copper are exposed to powerful magical or elemental forces. A small portion of the normal copper is thus purified and becomes truecopper. Extracting that tiny percentage from the raw ore is a delicate and complex task, and the result is only a few ounces of truecopper for every ton of normal ore. The result, though, can be worth the effort.

Truecopper is used as a component in many magical items that deal with electricity. It also is used to make the truecopper rod, a spell focus. The truecopper rod is a thin wand, about a foot long, consisting of a normal copper core with a spiral of truecopper wire wrapped around it. When used a spell focus, any spell with the electricity descriptor is cast at +1 to its effective caster level.

A truecopper rod requires 1,000 gp worth of material and an Alchemy check (DC 28) to produce; the market cost is 2,000 gold pieces.



EVOKER'S ROBE

The evoker's robe bears only a passing resemblance to a typical wizard's robe. It is significantly thicker and heavier, for example, and lacks much in the way of fine needlework. Hard leather trim at the base of the robe is usually embossed with mystic symbols and arcane runes, but there is little other decoration.

Each such robe is a unique creation and is considered to be a masterwork item. The robe is precisely fitted to the wearer, resulting in no Dex penalty or risk of arcane spell failure, unless specific special features are selected—see below. The base cost of the robe is 500 gold pieces, and this includes five features from the following list. Some features may be chosen multiple times; this is noted in the feature description.

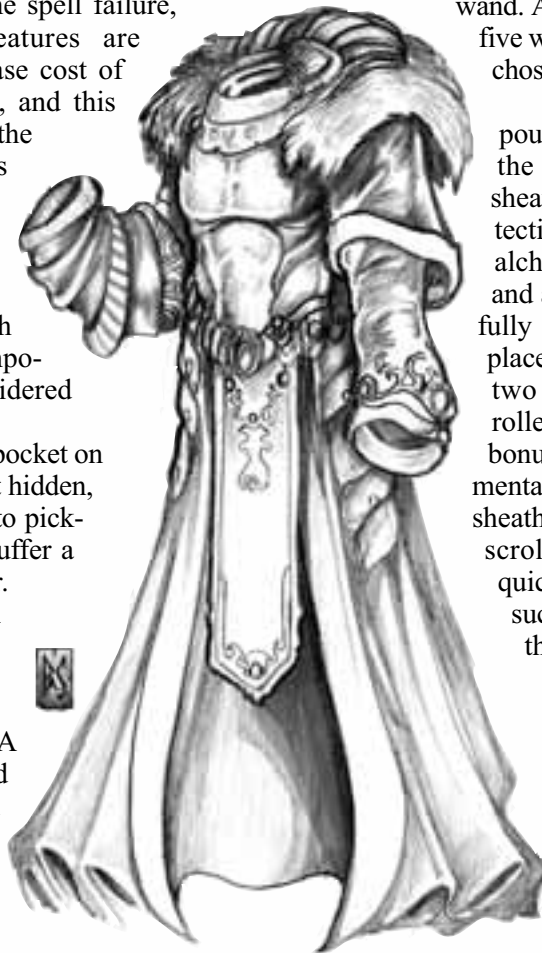
The robe includes several normal pockets, which can hold most material components. These are not considered special features.

Inner Pocket: A small pocket on the inside of the robe. It is not hidden, but it is virtually impossible to pick-pocket—any such attempts suffer a -10 circumstance modifier. The pocket can hold 1 Diminutive item or 25 coins. Up to three of these pockets may be selected.

Shielded Pocket: A shielded pocket is padded well and reinforced with thin strips of boiled leather. The pocket, which can hold a single Fine item or two Diminutive items, grants those items a +4 circumstance bonus on all saves against damage, if a save is required, or an effective +2 hardness if a save is not permitted. Two shielded pockets may be placed in the robe.

Sleeve Pocket: Located just inside the sleeve of the robe, this small pocket allows the wearer to put a Diminutive item into his hand, or hide such an item, as a free action. This can be done surreptitiously as well—the caster must make a Pick Pocket check, the result of which is the DC of any Spot checks to notice the action.

Up to two of these pockets may be selected.



Fireproof Pocket: Ideal for storing chemicals, oil, parchment, or any other item that might be subject to flame. This pocket can hold a Diminutive object and grants objects within it a +4 circumstance bonus to all saves against fire damage. Up to three of these may be selected.

Wand Loops: A set of small loops at waist level designed to hold wands. Each loop has a distinctive pattern embroidered on it, allowing the wearer to quickly identify it in the dark, thus assuring that he does not grab the wrong wand. A set of wand loops can hold five wands, and this option may be chosen twice.

Scroll Sheath: A small pouch in the upper portion of the evoker's robe, a scroll sheath is lined with the best protective cloth money can buy and alchemy can produce. Both fire and acid are repelled by its carefully woven layers. Any scroll placed in the sheath (it can hold two typical scrolls, tightly rolled) gains a +10 circumstance bonus to saves against environmental effects. Furthermore, the sheath is positioned so that the scrolls within can be drawn quickly as a free action. Two such sheaths may be added to the robe.

Smothering Cape: Both fire and lightning spells can set things ablaze and dealing with the aftereffects of such a spell without wasting another spell can be annoying. The smothering cape is a heavy cloak attached to an evoker's

robe. It is strongly fire-resistant and can be used to smother small fires. Any fire covering an area of 25 square feet or smaller can be smothered by this cloak in one round. This is a full action that provokes an attack of opportunity. However, it is unlikely that its wearer will attempt this action in combat in any event.

Protective Linings: Evokers are often no more immune to their own spells than anyone else. A *fireball* cast in close quarters may sometimes be necessary, and other spells sometimes engulf their creator. As a consequence, evoker's robes may be equipped with several safety

features designed to protect their wearer from the consequences of their own magic. Each such lining counts as a single feature of the robe.

However, there is a drawback to such linings. They are bulky and hinder the careful movements needed for spellcasting. Each such lining causes a 5% chance of arcane spell failure. This is in addition to any other factors that might cause arcane spell failure (such as wearing leather armor under the robe).

Fireproof Lining: The robe is thickened, and the space between the outer and inner layers of cloth is filled with fire-retardant chemicals. In addition, the outer cloth is treated with alchemical fireproofing. This grants fire resistance 3, and also grants a +4 circumstance bonus to any Fort saves against environmental heat effects.

Electrical Channeler: One of the more recent creations of the evoker's art, this feature lines the interior of the robe with fine wires that serve to channel electrical energy away from the wearer, providing electricity resistance 3.

Insulation: Rather than simply bulking the robe up with heavy furs, this feature uses specially woven and treated cloth layers which repel cold rather than trapping heat. The lining grants cold resistance 3, and also grants a +4 circumstance bonus to any Fort saves against environmental cold effects.

Hood: A thick hood can be attached to the robe. When up, it provides sonic resistance 3, and a +4 circumstance bonus to saves against the other effects of spells with the sonic descriptor. It accomplishes this by protecting the ears with thick layers of sound-absorbing material.

However, when the hood is up, it makes it hard for the wearer to hear even his own voice, so that spellcasting with verbal (V) components suffer an additional 10% chance of arcane spell failure. Unlike the other linings in this section, the hood is not bulky and does not cause a chance of arcane spell failure when down. Raising or lowering the hood is a free action, but it can only be done on your turn.

NEW MAGIC ITEMS

This section describes new magical items.

ARMOR

Static Shield: This item appears to be a simple copper band inset with a brass disc. It is hinged, so it can be opened easily and slipped over the wrist of any basically humanoid creature from Small to Large size, adjusting to fit perfectly. If a command word is spoken, the band emits a circle of electrical energy about the size of a Medium shield, with lines of lightning arcing back and forth between the edge of the shield and the band.

In combat, the shield performs exactly like a *large metal shield* +2. In addition, when a command word is spoken, the shield can use any of the following additional powers.

Charge Weapon: Once per day, the shield can grant an electrical charge to the wielder's weapon, if it is made of metal. The weapon gains the *shocking burst* magical ability for 1d4 rounds.

Flare: Three times per day, the shield can flash brightly. Anyone in melee with the shield's holder must make a DC 14 Reflex save or be blinded for 1d6 rounds.

Absorb Electricity: Whenever the wielder of the shield is struck by an attack that does electrical damage, he may attempt to make a Reflex save (DC 10 + the spell level of the attack or the number of dice of damage dealt, if not a spell). If successful, the shield blocks the damage. However, the shield can only hold up to 50 points of energy, shedding them at a rate of 5 per round. If the shield ever absorbs more than 50 points of energy, it burns out, doing 1d6 points of damage to the wielder and becoming useless. The shield cannot be repaired if this happens. The decision to use the absorption power of the shield must be made before damage is rolled.

Caster Level: 15th. **Prerequisites:** Craft Magic Arms and Armor, *lightning bolt*, *shield*, *flare*, *protection from elements*; **Market Price:** 25,157 gp. **Cost to Create:** 12,578 gp + 1006 XP.

WEAPONS

Arrows of Lightning Wood +1: It is said that a spark of elven descent first designed these arrows, but the formula for their creation has since been disseminated among many races. The arrows must be carved from the wood of a tree killed by a natural lightning bolt, and the arrowheads must be of pure copper. When fired, the arrows become lightning. Their wood and copper forms transmute to pure electricity, which moves towards the target with extraordinary speed—so fast that dodging isn't possible. The *arrows of lightning wood* negate all Dexterity or Dodge bonuses to Armor Class. However, this does not allow sneak attacks unless the target is also unaware of the attack. They do damage as per the bow they were fired from, plus their enhancement bonus of +1, but the damage type is electricity, not piercing.

Caster Level: 5th; *Prerequisites:* Create Magic Arms and Armor, *lightning bolt*; *Market Price:* 360 gp; *Cost to Create:* 180 gp + 15 XP.

Boom Sling: This sling magically enchants bullets fired from it, making the bullets highly disruptive to a target's concentration. These missiles are treated as +1 bullets. When they strike a target, they let off an intense sonic charge that vibrates throughout the target. Although this charge does not deal any additional damage, a target attempting to concentrate suffers a -10 penalty to any Concentration checks it makes. This is in addition to any modifiers for the damage dealt. This penalty lasts for 1d3 rounds.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *boom*, *daze*; *Market Price:* 2,300 gp; *Cost to Create:* 1,150 gp + 92 XP.

Flame Circle Bolt: This magical weapon was created to contain an advancing force or to prevent multiple targets from retreating. This +1 bolt deals 1d4+1 points of subdual damage when it strikes a target. However, immediately after striking, a 20-ft.-radius circle of flames centered on the arrow erupts on the ground. The flames last for 2d4 rounds and deal 2d6 points of fire damage to any creature that attempts to pass through them. The flaming circle is 1 foot in width and the flames rise 10 feet high.

Caster Level: 12th; *Prerequisites:* Craft Arms and Armor, *line of fire*; *Market Price:* 2,687 gp; *Cost to Create:* 1,343 gp + 107 XP.

Sonic Bolt: This +1 bolt deals 2d6 points of sonic damage to all creatures and objects within 20 feet of its flight path when fired. Creatures and objects within the area of effect may make a Fortitude save (DC 12) for half damage.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *shout*; *Market Price:* 1,170 gp; *Cost to Create:* 585 gp + 47 XP.

RINGS

Amber Ring of Forking: Amber has long been known to have powers over electricity. This ring is formed of three pieces of amber, each of a different hue. The three pieces are carved into intertwining shapes, and the ring as a whole consists of three coiled bands of different colors.

The ring is of extreme interest to anyone who specializes in the discipline of electricity. Three times per day, if a command word is spoken just prior to a spell with the electricity descriptor being cast, the ring will fork the spell, causing it to hit two targets, each for half the normal damage. All other effects such as range, saving throw, etc., are as normal. If the spell is a line spell, such as *lightning bolt*, each of the two forks will continue along their paths. If the spell's effect cannot reasonably be halved (for example, *ride the lightning*), then the ring has no effect and the charge is wasted.

A newly created ring has 50 charges. Each use drains 1 charge.

Caster Level: 12th; *Prerequisites:* Forge Ring, *chain lightning*; *Market Price:* 64,800 gp; *Cost to Create:* 32,400 gp + 2,592 XP.

Ring of Devouring: This ring was created by mages who often found themselves deep within the bowels of the earth or in other locations where food was scarce. The mouth of a creature that wears this ring produces a potent digestive acid that damages nonmagical objects and allows the creature to eat and digest any nonmagical object that the creature can fit in its mouth. The wearer deals an additional 1d4 points of acid damage with a successful bite attack. In addition, the creature can gain sustenance from any nonmagical material that he eats. This ring allows the user's body to break down wood, metals, stone, bone, and other substances and draw nutrients from them. The ring does not, however, neutralize poisons. A variation of this item, often in the form of a collar, is sometimes placed upon animals or other creatures that have been charged with guarding subterranean dungeons or fortresses.

Caster Level: 5th; *Prerequisites:* Craft Ring, *acid burst*, *endure elements*; *Market Price:* 4,750 gp; *Cost to Create:* 2,375 gp + 190 XP.

Ring of Stunning: This is a fairly simple item to make and is often given as a gift to servants of a skilled ringcrafter who have done some useful, but minor, deed. It is a plain iron band with a thin ring of copper set in it and is sometimes decorated with a small piece of amber as well. If the wearer can succeed with a touch attack against an opponent, that opponent must make a Fort save (DC 11) or be stunned for 1d4 rounds.

Caster Level: 1st; *Prerequisites:* Forge Ring; *shocking grasp*; *Market Price:* 2,000 gp; *Cost to Create:* 1,000 gp + 80 XP.

Ring of Thieves: Adorning this silver ring is a crimson ruby that is held in place with ten tiny prongs. Upon close inspection, these prongs resemble the fingers of two nimble hands. Upon command, two magical, disembodied hands, resembling those of the wearer in every detail, appear at any spot of the wearer's choosing up to 50 feet away. These magical hands mimic those of the wearer and allow the wearer to manipulate objects from afar. While this ring is activated, the wearer may utilize his Disable Device, Open Lock, or Pick Pocket skills from any distance within 50 feet. If the wearer is unable to retain line of sight to the device or object that the hands are interacting with, he suffers a -10 penalty to his checks. A second command causes the hands to disappear. Any object held by the hands at that time falls to the ground. This ring functions for up to 1 minute a day.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *spirit hand*, *mystic tools*; *Market Price:* 27,000 gp; *Cost to Create:* 13,500 gp + 1,080 XP.

RODS

Rod of the Shocking Cage: The *rod of the shocking cage* is formed of several bands of iron wrapped around a central staff of wood inlaid with amber. When the rod is used, a crackling whip of blue electric energy shoots towards the target. If the user succeeds with a ranged touch attack, the bolt strikes, but the target is not damaged. Rather, a cylinder of electricity appears around him. The cylinder is large enough to give the target room to take about one step in any direction, or about six feet in diameter for a Medium-size humanoid. Any attempt to touch the bars results in 3d6 points of electrical damage and a Fort save (DC of 17) must be made or the victim is stunned for 2d4 rounds. The cage cannot be easily passed through—the bars are solid and resist

egress. An Escape Artist check (DC 30) is needed to pass through the bars; failure results in damage, as above. The wielder of the rod can dismiss the cage at will, and can touch it safely, allowing him to pass food and water to the prisoner. The rod may be used up to three times a day, but only one cage can exist at any one time—the wielder of the rod must dispel an existing cage before creating a new one.

Cages cannot be formed around flying creatures or creatures who are underwater.

Caster Level: 7th; *Prerequisites:* Craft Rod, *lightning bolt*, *hold monster*; *Market Price:* 31,500 gp; *Cost to Create:* 15,750 gp + 1,260 XP.

Silent Rod: A copper orb sits atop this iron rod. The base of the rod comes to a blunt point. When held, the rod serves as a +1 mace and prevents any sound from exiting a radius of 30 feet. Creatures within this area can hear normally, but creatures beyond the area cannot hear sounds that pass through or emanate from the area. When inserted into the ground, the rod creates a spherical barrier of ultrasonic sound with a 60-foot radius, centered on the rod. The barrier generally prevents living creatures that come into contact with it from passing through it. Any living creature attempting to pass through the barrier suffers 2d6 points of sonic damage. In addition, the creature must make a Will save (DC 16) or find that it is unable to enter the warded area.

Caster Level: 9th; *Prerequisites:* Craft Rod, *shout*, *sending*; *Market Price:* 65,000 gp; *Cost to Create:* 32,500 gp + 2,600 XP.

STAFFS

Staff of Acid: The *staff of acid* is constructed of blackened ash wood. Each tip of the staff appears to have been liquefied and then hardened. Streams of wood, resembling cooled candle wax, meander down the side of the staff giving the item an almost fluid look. This staff allows the use of the following spells:

- *Acid burst* (1 charge, DC 15)
- *Acid shield* (1 charge, DC 16)
- *Corrosive sheath* (1 charge, DC 16)
- *Acid fount* (1 charge, DC 18)
- *Acid rain* (2 charges, DC 20)

Caster Level: 15th; *Prerequisites:* Craft Staff, *acid burst*, *acid fount*, *acid rain*, *acid shield*, and *corrosive sheath*; *Market Price:* 78,750 gp; *Cost to Create:* 39,375 gp + 3,150 XP.

The Staff of the Evoker: The *staff of the evoker* is one of the most powerful magical items available to evokers, with a broad array of offensive capabilities. This curved rowan staff is topped by a dragon's claw clutching a globe of force energy.

The staff of the evoker has the following powers:

- *Magic missile* (5 missiles) (1 charge)
- *Sky bolt* (heightened to 5th level, 5d4, DC 17) (1 charge)
- *Fist of Akmon* (DC 12) (1 charge)
- *Flaming sphere* (DC 12) (1 charge)
- *Lightning bolt* (heightened to 5th level, 10d6, DC 17) (1 charge)
- *Fireball* (heightened to 5th level, 10d6, DC 17) (1 charge)
- *Cone of cold* (15d6, DC 15) (2 charges)
- *Wall of force* (in a 10-foot-diameter hemisphere around the caster only) (2 charges)
- *Shooting stars* (DC 16) (2 charges)
- *Line of fire* (DC 16) (2 charges)

The staff is also a +4 *quarterstaff* with a x3 critical multiplier.

A *staff of the evoker* can be broken for a retributive strike. The breaking of the staff must be purposeful and declared by the wielder. All charges currently in the staff are instantly released in a 60-ft.-radius globe. All within 20 feet of the broken staff take hit points of damage equal to twenty times the number of charges in the staff, those between 21 feet and 40 feet away take ten times the number of charges in damage, and those 41 feet to 60 feet distant take five times the number of charges in damage. Successful Reflex saving throws (DC 19) reduce the damage sustained by half.

The character breaking the staff is utterly destroyed in both body and spirit. Not only is the character dead, but he is beyond the power of any magic (divine or otherwise) to bring back to life.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be broken in a retributive strike.)

Caster Level: 15th; **Prerequisites:** Craft Staff, Craft Magic Arms and Armor, *magic missile*, *heightened sky bolt*, *fist of akmon*, *flaming sphere*, *heightened fireball*, *heightened lightning bolt*, *cone of cold*, *shooting stars*, *wall of force*, *line of fire*; **Market Price:** 200,000 gp.

Staff of Hands: Two brass hands with fingers intertwined adorn one end of this ornately carved maple wood staff. When the staff is in use, the hands open and gesture. The *staff of hands* allows the use of the following spells:

- *Interposing Hand* (1 charge, DC 18)
- *Forceful Hand* (1 charge, DC 19)
- *Grasping Hand* (1 charge, DC 20)
- *Clenched Fist* (2 charges, DC 21)
- *Crushing Hand* (2 charges, DC 22)

Caster Level: 17th; **Prerequisites:** Craft Staff, *interposing hand*, *forceful hand*, *grasping hand*, *clenched fist*, and *crushing hand*; **Market Price:** 105,200 gp; **Cost to Create:** 52,600 gp + 4,208 XP.

Staff of Sound: This staff of elegantly carved mahogany is topped with a small, circular brass horn. This staff allows the use of the following spells:

- *Shout* (1 charge, DC 17)
- *Greater shatter* (1 charge, DC 19)
- *Wall of sound* (1 charge, DC 19)
- *Sonic rupture* (2 charges, DC 22)

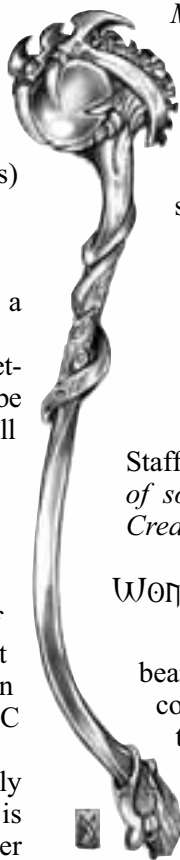
Caster Level: 17th; **Prerequisites:** Craft Staff, *greater shatter*, *shout*, *sonic rupture*, *wall of sound*; **Market Price:** 80,800 gp; **Cost to Create:** 40,406 gp + 3,232 XP.

WONDROUS ITEMS

Amulet of Burning Tears: This amulet bears the image of a sobbing face forged in copper. Three times per day, upon command, the amulet produces a tear of acid. A single tear fills one flask and does 1d6 points of acid damage and 1 point of splash damage. The acid produced by this amulet lasts for 1d3 days and then transforms into ordinary water.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *acid burst*; **Market Price:** 16,200 gp; **Cost to Create:** 8,100 gp + 648 XP.

Boots of Steadfastness: Upon command, any solid surface that comes into contact with the boots instantly liquefies and then re-solidifies, burying the boot a few inches within the surface. When the wearer of these boots chooses to remain stationary, he is quite difficult to move. The wearer receives a +12 stability bonus to all bull rush and trip attempts made against him. The *boots of steadfastness* also





allow the wearer to climb solid surfaces at one quarter of his speed. As the wearer is partially imbedded in the climbing surface, pulling the wearer off of the surface requires a Strength check versus the Break DC of the surface the wearer is climbing. For instance, pulling a wearer off of a wall of hewn stone requires a Strength check DC 50 (See DMG, Chapter 4, Walls). The use of these boots leave noticeable impressions in a surface, allowing the wearer to be easily tracked while in use (no check required). When activated, a kick by a creature wearing these boots deals an additional 1d4 points of acid damage. There is no splash damage.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *corrosive sheath*; *Market Price:* 19,116 gp; *Cost to Create:* 9,558 gp + 764 XP.

Cloak of Bolts: When found, this cloak appears to be a simple garment of faded yellow cloth, though it does radiate magic if *detect magic* is cast. It does not become usable until it is worn by an arcane caster who has prepared, or can cast, a spell with the electricity descriptor. When this occurs, the cloak transforms. It becomes a garment woven seemingly of pure lightning, with the weave being crackling bolts of energy. The cloak is harmless to touch—a slight tingling is all that occurs along with some

odd static effects such as hair standing on end.

As a standard action, the wearer of the cloak can pull one of the lightning-threads from the cloak and hurl it. This is resolved as a ray attack, and any bonuses the user has to making such attacks apply. If the bolt hits its target, it does 8d6 points of electrical damage.

The cloak is created with 50 such bolts. When all have been used, the cloak dissolves into a small pile of yellow thread. The cloak cannot be recharged in any way. Most cloaks found will have less than their full complement of charges; however, it is not possible to determine how many are left. (The exact number left should be set by the DM.)

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *lightning bolt*; *Market Price:* 36,000 gp; *Cost to Create:* 18,000 gp + 1,440 XP.

Corrosive Globe: This magic item appears as a smooth, brass orb that is approximately two inches in diameter. Once placed upon a surface and a command word is uttered, the orb grows to five feet in diameter and is instantly covered in a thin, acid film that begins to dissolve any surface with which the orb makes contact. This acid burns through all known solid substances and if left alone for a sufficient amount of time, it will burn a hole that is five feet in diameter through

any surface. The *corrosive globe* deals 4d6 points of acid damage each round that it is activated. While activated the globe weighs 200 pounds. If sufficient force is exerted upon the globe, it can be rolled; however, any creature coming into contact with the globe suffers 4d6 points of damage. Thus, mages often employ magic, such as the spell *telekinesis*, to move a corrosive globe. An activated *corrosive globe* returns to its smaller, inert state upon command or once it has dealt a total of 900 points of acid damage. A *corrosive globe* that has dealt its maximum amount of damage becomes a two-inch, mundane brass orb.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, *acid deluge*, *enlarge*, *reduce*; *Market Price:* 202,500 gp; *Cost to Create:* 101,250 gp + 8,100 XP.

Dissolving Book: This book appears as a large, brown, leather-bound book that instantly dissolves into a pool of acid if opened without first uttering the proper command word. These books are quite popular among jealous researchers who do not wish their newly discovered spells to be usurped by rival mages. Likewise, these books find favor among the students of the forbidden arts who seek to hide their sinister work from suspecting eyes. However, the widest use of these books tends to be by masters who fear the carelessness of apprentices who misplace or otherwise lose their spellbooks and the secrets within them. The acid produced by a dissolving book deals 1d6 points of acid damage to any creature that is holding it (no save).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *corrosive sheath*; *Market Price:* 765 gp; *Cost to Create:* 382 gp + 30 XP.

Fusing Key: This iron key is rather ordinary in appearance. However, once placed inside a nonmagical lock, the key partially dissolves the lock, making the lock impossible to unlock or pick. Once fused, the lock appears normal. Detecting a fused lock requires a successful Search check (DC 22). Characters with 5 or more ranks of Open Lock receive a +2 synergy bonus to this check.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *lock bane*; *Market Price:* 2,000 gp; *Cost to Create:* 1,000 gp + 80 XP.

Gauntlets of Helping Hands: When these gauntlets are knocked together, two Large, 10-foot-long magic hands appear within 30 feet of the wearer. These floating, disembodied hands may move anywhere within 30 feet of the wearer, but always mimic the

actions of the wearer's hands. The hands remain in existence for up to one minute per day or until the gauntlets are once again knocked together. If the hands have appeared for less than a minute, they may appear again for the remainder of the duration.

When placed between an opponent and the wearer, a hand provides nine-tenths cover (+10 AC). Both hands may be used together to provide total cover. Each hand has an AC of 20 (-1 size, +11 natural) and 40 hp. Each hand may attack once per round with a +29 attack bonus (+19 base attack bonus, +11 for the hand's Strength score (33), -1 for being Large). Each hand deals 1d8+12 points of damage. If both hands successfully attack a single opponent, the wearer may use the hands to then rend the opponent, automatically dealing an additional 2d8+18 points of damage.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *clenched fist*; *Market Price:* 240,000 gp; *Cost to Create:* 120,000 gp + 9,600 XP.

Lightning Rope: This rope appears to be of normal manufacture, except that close inspection reveals thin filaments of copper interwoven in the rope. The rope can be used in all ways as a masterwork rope of 50 feet in length, but, in addition, it has several powers which are revealed when the appropriate command word is spoken.

Whenever the rope is used, if the right command word is spoken, a shocking knot is created. Anyone attempting to undo the knot without speaking its command word takes 3d6 points of electrical damage, Reflex save (DC 16) for half.

Three times a day, the rope can be commanded to unleash a stunning jolt. Anyone touching (or bound) by the rope must make a Fort save (DC 16) or be stunned for 1d4 rounds. If someone bound by the rope is being interrogated, this feature grants a +4 circumstance bonus to any Intimidate checks.

Once per day, the rope can be commanded to become pure energy. This energy does no damage to anyone touching it, but it can be used to bind incorporeal beings. The rope remains in its energy form until another command is spoken to return it to normal form. In energy form, it cannot affect anything except for incorporeal beings. It can be held and manipulated normally, but any strong tension will cause solid matter to pass through it with no effect.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *shocking grasp*, *plane shift*; *Market Price:* 112,000 gp; *Cost to Create:* 56,000 gp + 4,480 XP.

Pascali's Peevish Pipe: A creation of the mischievous evoker Gregor Pascali, this item appears as a smoking pipe carved of darkwood. Blowing into one end of the pipe produces a bubble of force one foot in diameter from the other end. If the bubble strikes a target, it may expand to encapsulate the target. The user of the pipe may target any creature or object within 40 feet with a bubble of force as a ranged touch attack. If the bubble strikes a target that is less than 10 square feet in volume, it immediately expands to 20 feet in diameter and encapsulates the target within it. If the target weighs less than 350 pounds, the bubble of force rises 3d6 feet into the air where it remains for 2d4+3 hours. After such time, the bubble bursts and its contents immediately fall to the ground. If the bubble encapsulates an object that is 350 pounds or more, the bubble of force bursts. Likewise, if the bubble strikes an object that is greater than 10 square feet in volume or if the bubble fails to strike a target before traveling 40 feet, it then harmlessly bursts. The pipe can produce up to 50 bubbles of force before becoming an ordinary smoking pipe.

The bubble of force resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *floating disk*, *forcecage*; *Market Price:* 126,000 gp; *Cost to Create:* 63,000 gp + 5,040 XP.

Pouch of Powerlessness: The *pouches of powerlessness* are spell component pouches designed by untrusting mages who feared that their own spells and magical components may someday be used against them. During the creation process, a *pouch of powerlessness* is keyed to the life force of a specific individual. If the individual ever dies, or the pouch is moved more than 30 feet away from the keyed individual, an acidic vapor instantly fills the small pouch, rendering any materials inside brittle and useless. Any spell that is then cast while using any affected component from the pouch automatically fails. The affected items in the pouch retain their coloration and structure after exposure to the acid. Determining that the items have been altered requires a Spot check (DC 20). The magical acid security measure of the pouch works only once. After such time, the item becomes a mundane spell component pouch.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *brittle*; *Market Price:* 375 gp; *Cost to Create:* 187 gp + 15 XP.

Traveler's Hearth: This item appears to be an ordinary circular cooking stone. Once per day, upon command, an unmoving, opaque sphere of force centered on the stone appears. The sphere remains in existence for up to 12 hours per day or until the stone is picked up. The user of the traveler's hearth, and nine other Medium-sized creatures of his choosing, may enter or exit the sphere as they please. Otherwise, the sphere acts as one created by the spell *tiny hut*. A second command causes the traveler's hearth to heat up. In this state, water placed on the stone instantly boils. The heated stone deals 1d4 points of fire damage to creatures that are foolish enough to touch it.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *flaming sphere*, *tiny hut*; *Market Price:* 40,500 gp; *Cost to Create:* 20,250 gp + 1,620 XP.

Turbren's Tool Belt: This item was first created by the brilliant mage, Mott Turbren, who designed this magical tool belt to accommodate for flashes of his notorious absent-mindedness. *Turbren's tool belt* appears as an ordinary leather belt with a brass buckle. Three times per day, the wearer of this belt can create an energy replica of a item that he names as he touches the belt's brass buckle. The belt cannot create replicas of items that weigh more than 50 pounds. The energy replicas created by the belt last for up to 10 hours unless they come into contact with the belt's brass buckle, in which case they instantly disappear. Items created by the belt are of masterwork quality. Otherwise, the items are identical in composition and quality to those created by the spell *mystic tools*.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, Craft (any 3) 10 ranks each, *mystic tools*; *Market Price:* 80,000 gp; *Cost to Create:* 40,000 gp + 1,600 XP.

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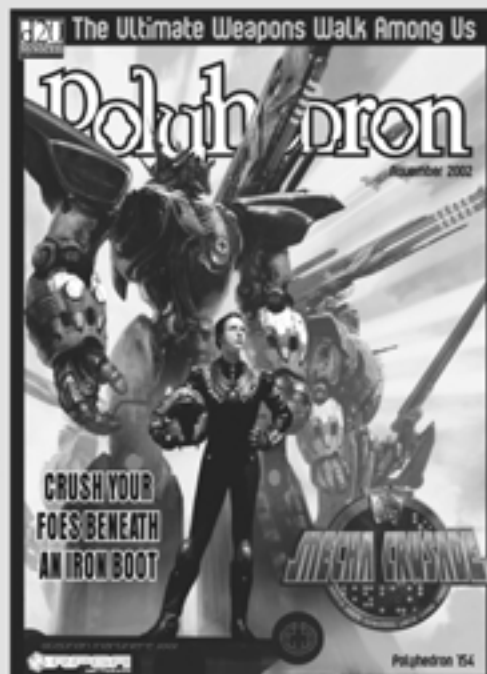
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