

FORBIDDEN ARCANA

A Collection of Arcane Options



S. H. Lee

Forbidden Arcana

by Michael Hammes and Philip Reed



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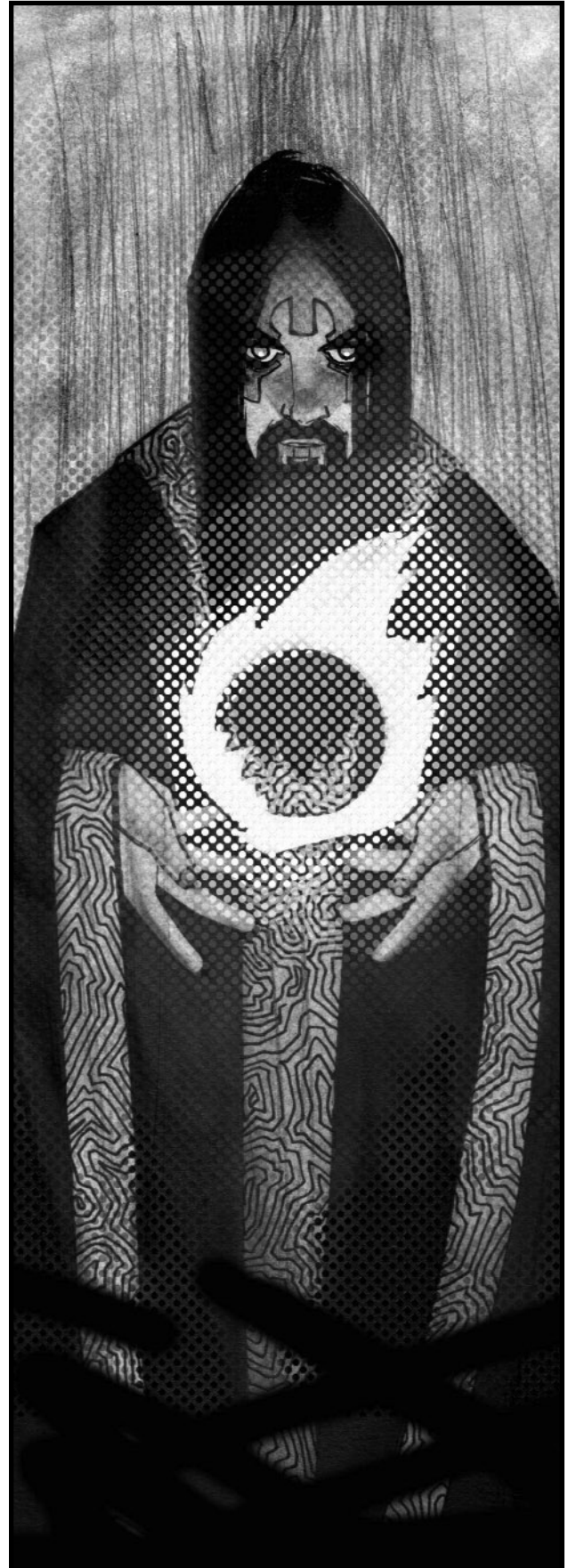
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Introduction

Welcome to *Forbidden Arcana*, a collection of arcane rules and options for use with the *D20 System*. In the pages of this book you'll find several variant rules, spells, feats, and ideas that can be easily incorporated into your campaign. Everything in this book has been designed to use in your next game session – if your DM allows it.

The material in this book was originally published as separate PDFs and short articles on various websites. We have collected that material – and expanded on it in places – in order to provide you with a host of special rules all in one place. As is common with Ronin Arts collections, those players who purchased all of the individual PDFs before this collection was released were provided this book – in PDF – free!

Open Game Content

All of the text of this book is presented as open game content. While this means absolutely nothing to your campaign it does give other publishers permission to use this material as long as they follow the open game license (see the end of this book).

About the Authors

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Chapter One

Magical Diseases



The hospital at the Jerauthien Academy was not large, nor was it frequently used, but still Lucius Blinebry's nostrils caught the scent of sickness and decay. It was hidden away in the crevices between the great, grey stones of the hospital's structure, and even in the carefully washed linens with which the ward matrons made the beds. Reflexively, Lucius flexed his fingers to reassure himself that they were still protected by light leather gloves. He invariably wore these when confronted with infection.

One of the ward mothers, a broad-beamed woman whose name he had not bothered to remember, led Lucius past twin rows of unoccupied beds to the rear of the hospital's long, high-ceilinged space. Translucent curtains of soft white had been erected there, and the material caught the light slanting through windows near the ceiling's arch.

"How long has it been?" Lucius asked of the ward mother. "Since they first complained of the sickness?"

"Three days for one, and five for the other," the ward mother replied without looking back. She spoke with a voice hushed from long habit. They reached the curtains and the ward mother gently parted them to allow Lucius through. Beyond the cloth barrier, two more beds were visible, along with the two ill students that occupied them. "It hasn't been easy for them."

"I should think not," Lucius replied. "Leave me with them. I'll call you when my examination has finished."

"Of course, sir." The ward mother allowed Lucius to enter, and then dropped the curtain back in place between them. Lucius was alone with the ailing figures. Their breathing was raspy, choked, but even; they were asleep.

Forbidden Arcana: Magical Diseases

Lucius wore the distinctive robes of the divine Sarras the Healer. His gathered collar could be raised to cover his mouth and nose, secured at the back of his skull by two cleverly contrived ties. These Lucius knotted into place while his eyes passed from one sick youth to the other. One was male, the other female. Even from the distance of several paces, he could easily discern the necrotic blackening that had formed on the lips and nostrils of both.

When his collar had been set to protect him, Lucius ventured to the bedside of the young male. The sheets were sodden with perspiration, and the light cotton nightshirt the sick lad wore was pasted to his fallow flesh by the moisture. A distinct aroma of stagnation rose from him. Lucius peeled back the sheet to expose the young man's chest. The visible rib cage rose and fell shuddering.

Up close the discoloration of lips and nostrils was even more apparent. Lucius saw how black tendrils were visible beneath the skin, a sign of the spreading corruption in the subcutaneous blood vessels. Lucius peered closer.

Suddenly the lad began to cough in his sleep. His entire body spasmed and a rotten, phlegmy grinding noise sounded within his chest cavity. Lucius jerked back, instinctively protecting his eyes from any spray that might erupt from the young man's mouth. When the coughing stopped, Lucius relaxed, but he did not come close again. He passed to the girl in the opposite bed.

The signs here were the same. Her complexion was even more ashen than her fellow ward mate's, and the blackening was pronounced by comparison, as well. Clearly she had been the first to be affected. Lucius did not draw back her sheets, nor did he venture any nearer than an arm's length from her mouth, open in sleep and reeking of decay. He had seen enough.

Lucius drew back the curtains and passed into the open air of the hospital. The ward mother waited for him. "It is *book blight*," he declared. "Exceedingly rare and, thankfully, something treatable. I will write down the ingredients you'll need to treat the affliction. Though the infection has progressed to an uncomfortable degree, these students *should* see a full recovery."

"Thank the Maker," the ward mother said. Her wizened face split into a grin.

Lucius did not return the smile. "Before I do anything else, however, I wish to see the areas in which these students did research. If we don't move quickly, others may become ill."

...

The Library of Sadriendir at the Jerauthien Academy was a thing of legend. Its many buildings dominated the campus, and its archival space had been built into multi-story structures and into vaults beneath the earth. The number of volumes, both mundane and esoteric, numbered in the uncountable millions.

Lucius was led through a mazelike tomb built two levels beneath the surface of the earth. His guide was Jeredric of Grat, the librarian himself, who lit their passage with a series of dancing magical lights that needed no fuel and floated along with the two men of their own accord. "It's what comes of having too little staff," Jeredric told Lucius. "Not enough *restoration work*."

The ceiling grew lower and both men were forced to walk with backs bent. There were no shelves here, but stacks upon stacks of leather-bound tomes close on each side, forming a narrow passage barely wide enough for a grown body to pass between. They proceeded in this fashion another ten yards before the space amid the books widened. Jeredric and Lucius emerged into a semicircular space enclosed by still more books.

"Here's where they did their work," Jeredric said. "And *there're* the culprits."

The old librarian pointed, and Lucius looked. Illumination from the floating lights caught a reflection on the black carapace of a half-dozen scuttling insects. The bugs were small, no larger than a thumbnail, and as Lucius watched, some emerged from between the pages of one volume, only to dive into another. "Blight beetles," Lucius said.

"The very same. My librarians should have *recognized* the little bastards," Jeredric said disgustedly. "Laying their wastes in my books and poisoning the pages. Look at them. And now—."

"And now these volumes will have to be burned," Lucius said gravely.

"A damned waste of knowledge," Jeredric lamented. "A damned waste."

Forbidden Arcana: Magical Diseases

Diseases, as described in the *DMG*, are a rarely occurring incident in most campaigns. The idea of magical diseases is most certainly not new but it is hoped that the magical diseases in this chapter, as well as the rules for their use, will inspire DMs to inflict them upon their PCs with a bit more regularity than diseases are currently used. As always, these rules are completely optional and require the DM's approval before they may be used in a campaign.

When a character meets the requirements for infection of a particular disease (see p. 2) he must make an immediate Fortitude saving throw. If he succeeds the disease has no effect – his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

READING THE MAGICAL DISEASE DESCRIPTIONS

Magical diseases have various symptoms and are spread through a number of vectors. The characteris-

tics of several typical diseases are detailed in each disease's description and defined below.

Name (Disease Rarity Value)

Common Knowledge: A brief one or two sentence description of what any character – PC or NPC – knows of the disease if a Heal or appropriate Knowledge check (DC 10 + disease rarity value) is made.

Uncommon Knowledge: A slightly more in-depth look at the disease. This information is discovered through a successful Heal or Knowledge check. (DC 20 + disease rarity value).

Infection: The disease's method of delivery – ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as an insect bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability – or other – damage the character takes after incubation and each day afterward.

Magical Disease Descriptions

What follows are the descriptions of the magical diseases presented in this chapter. DMs can use these as presented, modify them, or even use them as inspiration for completely new diseases. The diseases are presented in alphabetical order.

Aleindra's Whispering Doom (9)

Common Knowledge: Aleindra was a sorceress who lived hundreds of years ago. The disease in which the victim hears faint voices is named after her.

Uncommon Knowledge: Aleindra was slain by assassins while she lay in her bed. She drew enough personal strength as she died to cast a rare curse upon one of the assassins. That curse has been passed down through the ages.

Infection: Contact. Coming into contact with one suffering from this disease – either through a simple handshake or other flesh to flesh contact – forces the subject to make a Fortitude check.

DC: 16.

Incubation Period: 2d6 months.

Damage: The victim hears faint voices that he cannot understand. These distracting voices for a Concentration check (DC 16) each time the victim tries anything more complicated than walking. If the check fails the victim suffers a –4 circumstance penalty on that action.

Forbidden Arcana: Magical Diseases

Arcane Pestilence (5)

Common Knowledge: A magical sickness that, once contracted, is easily spread to others.

Uncommon Knowledge: Someone who dies of this sickness releases a toxic cloud that engulfs everything within 20' of the corpse. Every item in that area now carries the disease.

Infection: Contact. Anyone touching an individual carrying this disease, any item that individual has touched while diseased, or any item within the cloud released from one who has died from this disease, has a chance of contracting Arcane Pestilence.

DC: 20.

Incubation Period: 1d4 hours.

Damage: 1d4 Int, 1d6 Con. Spellcasters lose access to all spells as long as they are infected.

Bleeding Wounds (5)

Common Knowledge: Some foul beasts, known as bleeding horrors, can spread their vile sickness to a wounded victim.

Uncommon Knowledge: Bleeding horrors are very rare, only created by an ancient artifact known as The Axe of Blood. These undead creatures can inflict those they wound with bite or claws with the disease known as Bleeding Wounds.

Infection: Injury. There is a 10% chance that anyone that suffers damage from the claw or bite attack of a bleeding horror has a chance of catching this disease equal to the disease's DC plus one-half the damage caused. Example: A character wounded by a bleeding horror for 8 points of must succeed a DC 18 Fortitude check.

DC: 14.

Incubation Period: 1d3 days.

Damage: 1 Con. The victim's eyes bleed, forcing a -2 circumstance penalty on all attack and save rolls. Each day the victim suffers damage there is a 1% chance that the Con lose is permanent.

Book Blight (9)

Common Knowledge: Book Blight is a terrible sickness that weakens the mind and body of those who have come into contact with ancient spellbooks.

Uncommon Knowledge: This disease is caught through the handling of some spellbooks – and mundane books – that have sat undisturbed for hundreds of years. Small insects that make their home within the pages of books carry this disease. Over time this

insect instills its own poison into the pages of the book.

Infection: Contact. Any book that has sat undisturbed for a decade or more has a 1% chance per year undisturbed of being a carrier for this disease. If a diseased book is touched by someone there is a chance that person will catch Book Blight.

DC: 18.

Incubation Period: 1d6 days.

Damage: 1d4 Int and 2 Con. Each day the victim suffers damage there is a 5% chance that one point of lost Int is permanent.

KNOWLEDGE (DISEASE)

Some characters find it useful to be able to identify diseases in humanoids. This skill covers the identification of diseases and history and origin of different diseases. Heal and Knowledge (Disease) are synergy skills.

DC 10: Identify a common, curable disease.

DC 15: Spotting the subtle symptoms of a disease that acts like the common cold but is much more deadly.

DC 30: Identifying and remembering the treatment for a rare disease thought long extinct.

Brexaria's Wounding (7)

Common Knowledge: The wizard Brexaria the Malevolent is known to have been the first to identify this magical disease. It's a rare disease that inflicts those who are wounded by magical swords.

Uncommon Knowledge: The disease commonly known as Brexaria's Wounding is only caught by those who have been wounded by a magical sword with the special ability Wounding (see DMG).

Infection: Injury. There is a 6% chance that anyone that suffers damage from a Wounding weapon has a chance of catching this disease equal to the disease's DC plus the damage caused.

Example: A character wounded by a Wounding for 12 points of must succeed a DC 28 Fortitude check.

Forbidden Arcana: Magical Diseases

DC: 16.

Incubation Period: 1d4 hours.

Damage: 1 Con. Each day the victim suffers damage there is a 1% chance that the Con loss is permanent.

Cursed Fire (6)

Common Knowledge: Those who suffer from the flames of a magical fire may find themselves beset by a disease that eats at them from within.

Uncommon Knowledge: Cursed Fire is a twisted sickness in which a magical flame continues burning within the victim's body long after the incident that caused the disease has expired.

Infection: Injury. Anyone that suffers damage from [Fire] spells or weapons with a magical flame may contract this disease. There is a 10% – plus 1% per point of damage suffered – chance that the victim could contract this disease. If the result is positive a Fortitude check must be made.

DC: 16.

Incubation Period: 1 minute.

Damage: 1d6 points of magical fire damage, 2 Con.

Debilitating Shock (9)

Common Knowledge: The cut of a magic sword, or the blast of an evocation spell, can leave the victim wracked with terrible pain for weeks to come.

Uncommon Knowledge: Only weapons and spells that are electrical in nature can cause this magical disease. The pain, while enough to kill common folk, can be easily withstood by most heroes.

Infection: Injury. Anyone that suffers and damage from [Electricity] spells or weapons with an electrical attack (such as shocking weapons) may contract this disease. There is a 10% – plus 1% per point of damage suffered – chance that the victim could contract this disease. If the result is positive a Fortitude check must be made.

DC: 15.

Incubation Period: 2d10 hours.

Damage: 2d4 points of electricity damage.

Demonic Plague (4)

Common Knowledge: This vile sickness is



spread through contact with demons. It can kill a man in just a few days.

Uncommon Knowledge: Burning the body of one suffering from Demonic Plague will halt the spread of the disease.

Infection: Contact. The touch of a demonic entity, or any creature native to the lower planes, can sometimes cause Demonic Plague. Coming into contact with a carrier of the disease can also result in the spreading of the sickness. There is a 25% chance that a Fortitude check will be required when touched by a demon and a 10% chance that a Fortitude check will be required when touched by a carrier of the sickness

DC: 16.

Incubation Period: 1d4 days.

Damage: 1d4 Con, 2d6 points of damage.

Enchanter's Recoil (11)

Common Knowledge: This mild sickness only affects enchanters and those who cast spells of the enchantment school. The disease causes nausea and slight weakness.

Uncommon Knowledge: There is a slim chance that this sickness could become permanent, forever weakening the caster.

Infection: Contact. The casting of any enchantment spell has a percentage chance equal to the

Forbidden Arcana: Magical Diseases

spell's level of infecting the caster with this disease. If the result is positive a Fortitude check must be made.

DC: 12.

Incubation Period: 1d3 days.

Damage: 1 point.

God's Fury (12)

Common Knowledge: Paladins who stray from their faith sometimes cause this disease when they heal others with their touch.

Uncommon Knowledge: A paladin who has been even the slightest bit unfaithful to his deity can inflict this sickness upon one who receives the paladin's healing touch.

Infection: Contact. Anyone healed by a paladin's lay on hands ability, if that paladin has acted in a manner against his alignment, has a 25% chance of possibly being infected by this magical disease. If the result is positive a Fortitude check must be made.

DC: 15.

Incubation Period: 2d4 hours.

Damage: 2 Con.

Imbiber's Malady (8)

Common Knowledge: Magical potions can sour, infecting the individual consuming the potion with an uncommon magical disease.

Uncommon Knowledge: Imbiber's Malady is an uncommon disease that affects those who drink potions. The potion takes effect normally but the victim suffers minor, uncomfortable pains for a short time.

Infection: Ingestion. Each time a potion is swallowed there is a 2% chance that the imbiber may contract this mild sickness. If the result is positive a Fortitude check must be made.

DC: 16.

Incubation Period: 2d6 days.

Damage: 1 point of damage, 10% chance of 1 Con. Each day the victim suffers damage there is a 1% chance that the Con lose is permanent.

Inner Rot (5)

Common Knowledge: A disease contracted when caught within the effects of a gas-like spell or similar magic. The victim's innards slowly rot, causing intense vomiting.

Uncommon Knowledge: Inner Rot is particularly gruesome and has been known to kill some victims. One week of solid bed rest can greatly improve the victim's chance of surviving the sickness (+10 to Fortitude save if the victim does nothing but remain in bed – eating and sleeping – for an entire week).

Infection: Contact. For every round someone is within the influence of a gas-like spell there is a 1% chance of possibly contracting this disease. The chance climbs by 1% for each round spent within the area of effect. Example: A character has a 1% chance of possibly contracting the disease on the first round, a 2% chance on the second, a 3% chance on the third, and so on. Once a positive result is rolled a Fortitude check must be made. If the character leaves the affected area before possibly contracting the disease stop making checks for contraction.

DC: 17.

Incubation Period: 1d6 hours.

Damage: 2d6 points of damage, 1d4 Con. Each day the victim suffers damage there is a 6% chance that the one point of lost Con is permanent.

Mana Rot (10)

Common Knowledge: The handling of magic items can sometimes transmit a minor disease.

Uncommon Knowledge: The disease known as Mana Rot is contracted through the use – or creation of – magical weapons, armors, and similar items. Scrolls, rings, and potions cannot transmit this disease.

Infection: Contact. There is a 1% chance that the first time a magic item is handled the individual will catch this disease. There is a 4% chance that during the creation of an item the creator will contract this disease. If a positive result is rolled a Fortitude check must be made.

DC: 14.

Incubation Period: 2d4 weeks.

Damage: 1 Con.

Mongrelism (11)

Common Knowledge: Being touched by a mongrelman can turn you into one of these ugly creatures.

Uncommon Knowledge: Mongrelism is a hideous disease that is caught through contact with a mongrelman. The victim's skin is covered in rashes and boils and his eyes turn a pale white.

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Infection: Contact. There is a 1% chance of contracting this disease when touching, or being touched by, a mongrelman. If a positive result is rolled a Fortitude check must be made.

DC: 12.

Incubation Period: 1d10 hours.

Damage: Each day the victim fails the Fortitude check, he gains new scars and rashes that turn his body into an ugly, misshapen form. The victim suffers a -1 circumstance penalty on all Charisma checks for each day he fails the Fortitude check. This penalty is cumulative.

Necromancia (10)

Common Knowledge: The magic of necromancy can leave lasting, debilitating effects on those who are subjected to such evil spells.

Uncommon Knowledge: Necromancia is a sickness that affects both those who cast necromantic magics and those who are the target of necromantic spells.

Infection: Contact. A spellcaster who casts a necromantic spell has a percentage chance equal to the spell's level of possibly catching this disease. The target of a necromantic spell has a percentage chance of possibly catching this disease equal to the character level of the spellcaster plus the spell's level. If the result is positive a Fortitude check must be made.

DC: 16.

Incubation Period: 1d4 days.

Damage: 2d6 points of damage.

Nilbogism (15)

Common Knowledge: Nilbogism is a disease that only affects goblins. Those goblins, called nilbogs, can only be killed with healing magic.

Uncommon Knowledge: Though it is extremely rare, Nilbogism can be spread to non-goblins. It's a terrible sickness that's difficult to overcome.

Infection: Injury. Anyone who is bitten or scratched by a nilbog – a twisted goblin infected by Nilbogism – has a 1% chance of catching this disease. If the result is positive a Fortitude check must be made. Those who have contracted Nilbogism who are not goblins cannot spread the disease.

DC: 20.

Incubation Period: 2d4 days.

Damage: 1 Con and on the day Con damage is suffered the victim suffers the Damage Reversal (Ex)

trait of nilbogs. When struck by any attack that would deal it damage, the victim actual gains hit points equal to the damage dealt. The victim can gain more than his maximum hit points but never more than twice his normal hit points. The victim can only be damaged through the use of curative magic. Curative damage deals damage equal to the amount it would normally heal.

Pardoseth's Rash (6)

Common Knowledge: The long-missing wizard Pardoseth was the first person known to have contracted this disease. What begins as a mild rash slowly eats away the flesh of the victim, killing him.

Uncommon Knowledge: While the disease isn't very likely to kill a victim, it does in fact, eat away the layers of flesh. It can be instantly cured through the use of any minor healing spells.

Infection: Contact. Being the target of minor magics (first level or lower spells) can sometimes spark a reaction in the flesh of a victim, slowly stripping the skin away. The disease doesn't inflict enough damage to actually eat through the victim's body but it does cause a nasty-looking rash and uncontrollable itching.

DC: 12.

Incubation Period: 1d8 days.

Damage: 1 point of damage, itching forces a -1 circumstance penalty on all attack, skill, and save rolls.

Saubwyn's Myth (5)

Common Knowledge: The ancient king Saubwyn one day awoke and found himself covered in black spots. The spots were a punishment for his greed.

Uncommon Knowledge: While there was a king Saubwyn, he was never infected with any disease such as this. The telling of tales through the ages has made the name Saubwyn's Myth stick but the disease is, in fact, completely unrelated to the dead king.

Infection: Injury. Being injured by any minor magical weapon (+2 or lower bonus) sometimes infects the victim with the disease commonly known as Saubwyn's Myth. The victim is covered in black spots that radiate a bright, blue magical aura.

DC: 18.

Incubation Period: 1d4 days.

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Damage: The victim radiates magic and suffers +2 points of damage from any magical damage (weapon or spell) sustained.

Shadow Sickness (10)

Common Knowledge: The gloomwing, a hideous shadow beast, can spread this disease with its bite. Those who suffer from Shadow Sickness slowly turn to shadows and eventually lose their life.

Uncommon Knowledge: The bite of a gloomwing doesn't turn a victim into a creature of shadow but it does eat away at the life of the victim. The victim of Shadow Sickness may slowly wither away to nothing.

Infection: Injury. Anyone who is bitten by a gloomwing, a rare creature that is often summoned by spellcasters to act as guardians, has a 15% chance of possibly contracting this disease. If the result is positive a Fortitude check must be made.

DC: 14.

Incubation Period: Instantaneous.

Damage: The victim suffers the effects of one negative level each day. On days that he succeeds his fortitude save the victim recovers one lost level. If the victim loses all of his levels to Shadow Sickness then he becomes a creature of shadow and is forever lost in the Plane of Shadows.

Undesired Wish (12)

Common Knowledge: While spells such as wish and limited wish can be beneficial, there are rare instances in which the magic inflicts a terrible disease upon the caster of the spell.

Uncommon Knowledge: The recipient of these spells can also contract this disease. While it is possible that both individuals will come down with Undesired Wish, it is extremely rare.

Infection: Special. When casting a wish or limited wish spell there is a 1% chance that the caster will contract Undesired Wish. The target of the spell, if not the spellcaster, also has a 1% chance of catching this disease. If the result is positive a Fortitude check must be made.

DC: 15.

Incubation Period: 1d8 days.

Damage: 1 Con or, if the subject is able to cast spells, the highest-level spell slot is temporarily lost. Each day the victim suffers damage there is a 1% chance that the Con lose is permanent.

Unholy Scar (5)

Common Knowledge: Magical weapons that are evil in nature slowly covers the victim's body in small cuts that heal immediately, covering the victim's body in hundreds of disfiguring scars.

Uncommon Knowledge: Only weapons with the Unholy special ability can inflict this disease upon a target, and even then, it is a rare occasion.

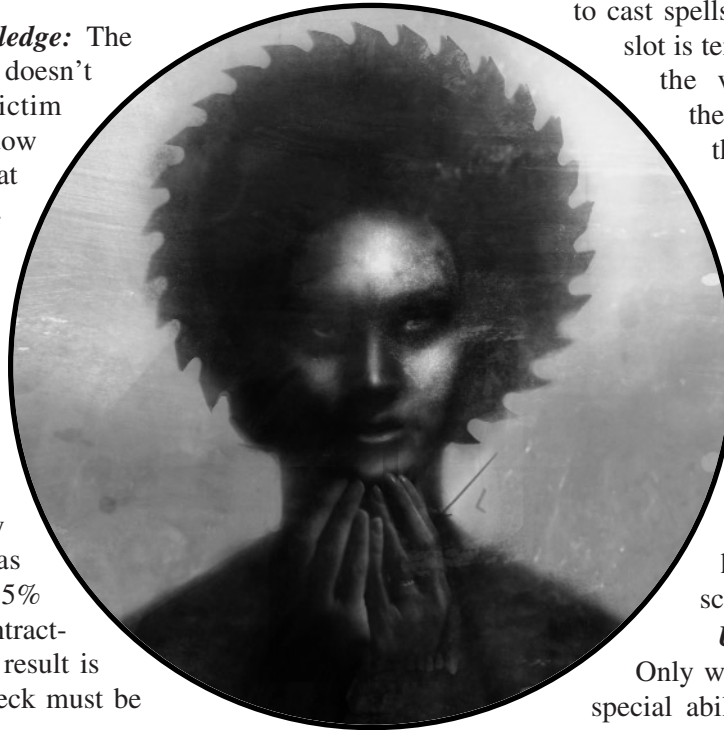
Infection: Injury. There is a 5% chance that anyone that suffers damage from an Unholy weapon has a chance of catching this disease equal to the disease's DC plus the damage caused. Example: A character wounded by an Unholy for 15 points of damage must succeed a DC 27 Fortitude check.

DC: 12.

Incubation Period: 1d3 days.

Damage: 1 Con, 1 Str, and for each day the subject suffers a -1 circumstance penalty to all Charisma checks as his body is covered in more and more scars.

Once the disease is fought off there is a 1% chance per day of infection that these scars will be permanent. Each day the victim suffers damage there is a 1% chance that the Con and Str lose is permanent.



Prestige Class: Disease Mage

Disease magic is the practice of instilling disease in others through the conversion of arcane energy. Practiced by those known as disease mages, disease magic is a terrible, dangerous art form that is used only by those of an evil alignment. Many disease mages find themselves suffering from the very diseases that they inflict upon others.

The disease mage makes an excellent villain NPC for any campaign. DMs should surround an NPC disease mage with such twisted minions as nilbogs and other diseased creatures. A disease mage, secreted away in the sewers of a city, could threaten all life within the walls of any great city. The elimination of a disease mage is the perfect task for any band of heroes.

Requirements

To qualify to become a disease mage a character must meet the following.

Spellcasting Ability: Ability to cast 4th level arcane spells.

Spellcraft: 8 ranks.

Alignment: Any evil.

Special: Must have suffered and been permanently harmed by any magical or supernatural disease.

Class Skills

The disease mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Heal (Wis), Knowledge (Anatomy) (Int),

Knowledge (Arcana) (Int), Knowledge (Disease) (Int), and Spellcraft (Int).

Skill Points at Each Level: 2+ Int modifier.

DISEASE DESCRIPTOR

Spells with the descriptor disease that inflict damage force the target to make a Fortitude save (DC 15 + caster's level). If the check fails the target must immediately check for the contraction of one random disease (use the table at right) as if he had met the infection requirements of that disease.

This is in addition to the normal effects of the spell.

Class Features

All of the following are class features of the disease mage prestige class.

Weapon and Armor Proficiency: Disease mages gain no proficiency in any weapons or armor. 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.

Spells per Day: Disease mages continue increasing in spellcasting ability as per their original class. When a new disease mage level is gained the character gains new spells per day as if he had also gained a level in an

THE DISEASE MAGE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Disease Magic 1	+1 level of existing class
2	+1	+3	+0	+3	Bonus Feat	+1 level of existing class
3	+1	+3	+1	+3	Disease Magic 2	+1 level of existing class
4	+2	+4	+1	+4	Bonus Feat	+1 level of existing class
5	+2	+4	+1	+4	Diseased Touch	+1 level of existing class
6	+3	+5	+2	+5	Aura of Pestilence	+1 level of existing class
7	+3	+5	+2	+5	Bonus Feat	+1 level of existing class
8	+4	+6	+2	+6	Disease Magic 3	+1 level of existing class
9	+4	+6	+3	+6	Immunity to Disease	+1 level of existing class
10	+5	+7	+3	+7	Disease Magic 4	+1 level of existing class

Forbidden Arcana: Magical Diseases

arcane spellcasting class he belonged to before becoming a disease mage. The disease mage does not gain any other benefit a character of that class would have gained, such as class abilities, saving throws, or attack bonus.

Disease Magic: At 1st level, 3rd level, 8th level, and 10th level the disease mage grows stronger in the art of disease magic. Disease mages may cast any of the new spells presented in this chapter. See below for the new spells.

Disease Magic 1: All spells of 1st level or lower in power that are cast gain the descriptor [Disease.]

Disease Magic 2: All spells of 3rd level or lower in power that are cast gain the descriptor [Disease.]

Disease Magic 3: All spells of 5th level or lower in power that are cast gain the descriptor [Disease.]

Disease Magic 4: All spells of 7th level or lower in power that are cast gain the descriptor [Disease.]

Bonus Feats: At 2nd, 4th, and 7th levels the disease mage gains a bonus feat of his choice.

Diseased Touch: At 5th level a disease mage gains the power to inflict disease with a touch. Once per day the disease mage may make a ranged touch attack against an opponent. If the attack is successful the target must make a Fortitude check against a random disease rolled on p. 16.

Aura of Pestilence: Everyone within 10 ft. of the caster is more susceptible to disease as long as they're within his area. The DC of any disease within the disease mage's immediate area is increased by one-half the disease mage's level.

Immunity to Disease: The disease mage is more resistant to diseases, magical and mundane, and gains a +4 bonus to all checks against disease.

Spells

The following spells are known to be used by disease mages. While these spells are available to other spellcasters, they are primarily the domain of those who revel in the evil act of spreading magical diseases.

Bleeding Wound

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

This powerful necromantic spell accelerates injuries to living tissue, making wounds more serious. With this spell even a small cut can cause a subject to bleed to death, as the wound resists all attempts to stop the flow of blood.

A ranged touch attack must be made against the subject. If successful, the subject will lose one extra hit point every time it takes damage from any source, each round, for the duration of the spell. This effect does not apply to subdual damage. Stopping this bleeding requires magical healing or a Heal check (DC 15). This spell has no affect on undead, con-

structs, or outsiders.

Material Component: Bladed weapon buried with a corpse for at least one year.

Charnel Fever

Necromancy [Evil]

Level: Sor/Wiz 1,Clr 2

Components: V

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: One hour per level of the caster

Saving Throw: Will half

Spell Resistance: Yes

A target affected by this spell takes on a powerful, evil fever that affects his actions as long as the fever holds. During this time the subject suffers a -1 circumstance penalty on all attack rolls, save rolls, skill checks, and ability checks.

Delay Disease

Conjuration (Healing)

Level: Clr 2, Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Forbidden Arcana: Magical Diseases

DISEASE MAGE DISEASED TOUCH

2d20 Roll Disease

2	Aleindra's Whispering Doom
3	Arcane Pestilence
4	Bleeding Wounds
5	Blinding Sickness ¹
6	Book Blight
7	Brexaria's Wounding
8	Cackle Fever ¹
9	Cursed Fire
10	Debilitating Shock
11	Demon Fever ¹
12	Demonic Plague
13	Devil Chills ¹
14	Enchanter's Recoil
15	Filth Fever ¹
16	God's Fury
17	Imbiber's Malady
18	Inner Rot
19	Mana Rot
20	Mindfire ¹
21	Mongrelism
22	Mummy Rot ¹
23	Necromancia
24	Nilbogism
25	Pardoseth's Rash
26	Red Ache ¹
27	Saubwyn's Myth
28	Shadow Sickness
29	Shakes ¹
30	Slimy Doom ¹
31	Undesired Wish
32	Unholy Scar
33–38	Two diseases, roll twice.
39	Caster suffers from one random disease; roll again.
40	Caster loses 1d4 Con permanently.

¹ Described in the DMG.

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to disease. Any disease in its system or any disease to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay disease* does not cure any damage that disease may have already done.

Diseased Wound

Necromancy [Evil]

Level: Sor/Wiz 1, Clr 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: Ten minutes per level of caster

Saving Throw: Fortitude negates

Spell Resistance: Yes

A vicious, black knife fires from the caster's open hand, slamming into a single target . . . but causing no visible damage. The subject becomes susceptible to any disease that depends upon injury for infection. For the duration of the spell the target suffers a –4 penalty on all Fortitude checks against diseases that are spread through injury.

Eternal Sickness

Necromancy [Evil]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Black, ghostly tendrils shoot forth from the caster's hands, encircling a single target selected by the caster.

The target of this spell must succeed a Fortitude save or be forever wracked with a terrible, vile sickness. The subject suffers a –4 circumstance penalty on all attack rolls, save rolls, skill checks, and ability checks and a permanent loss of 2d6 Con and 1d6 Str.

Forbidden Arcana: Magical Diseases

The effects of this spell can be cured/reversed only through a wish or miracle or the powers of a demigod.

Material Component: The still-beating heart of a diseased man.

Infected Touch

Necromancy [Evil]

Level: Sor/Wiz 4, Clr 5

Components: V, S, M

Casting Time: 1 action

Range: Touch.

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A bolt of gray energy fires from the caster's hand. The caster must make a touch attack against a target and if the attack succeeds the target must instantly make a Fortitude check (DC 10 + caster level) or contract an evil disease known as Wizard's Touch. This disease has a incubation period of 1d4 hours and inflicts 1d6 Con damage.

Material Component: The eye of a humanoid individual who died from the effects of any disease.

Rotting Curse

Necromancy [Evil]

Level: Clr 4, Destruction 4, Drd 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts a horrible curse: a supernatural wasting disease that begins to literally eat the flesh from the creature's bones (no incubation period). The disease inflicts 1d6 Con and 1d6 Cha and continues until cured or until the victim's Constitution reaches 0 and he or she dies. The initial and all subsequent saving throws are the same as for a standard spell (DC 14 + the caster's Wisdom bonus).

The only cure for *rotting curse* is to cast a *remove curse* spell upon the victim and succeed at a caster level check (DC 20 + Wisdom bonus of the caster

that cast the *rotting curse*). Until the supernatural curse is removed, any attempt to cast any conjuration (healing) spell upon the victim has no effect.

Sickened Flesh

Necromancy

Level: Sor/Wiz 2, Clr 3

Components: V, S, M

Casting Time: 1 round

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

Area: 20 ft. cloud.

Duration: 1 round per level of the caster

Saving Throw: Fortitude negates

Spell Resistance: Yes

A black, noxious vapor pours forth from the caster's opened mouth, spreading quickly and blackening the skin of all in the area who fail their Fortitude save. The affected victims suffer 2d4 points of damage (+1 point per level of the caster, maximum +10) and are knocked prone due to the agonizing pain.

For the duration of the spell those affected must continue to make Fortitude checks, suffering the effects of the spell each time the check fails. Additionally, the cloud lingers for the duration of the spell and any who enter the area of effect must succeed a Fortitude save or be affected by the vile cloud.

Material Component: A scrap of diseased flesh.

Swarming Sickness

Conjuration [Evil]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Area: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The caster summons a swarm of disease-ridden insects that surround a target, biting, stinging, and infecting the victim with a brutal disease commonly known as Black Corpse. The disease's DC (18) must be surpassed by a Fortitude check or the target contracts this terrible disease that inflicts 3d6 points of damage.

Material Component: The wings of a dead insect.

Chapter Two

Burning Spellbooks



Forbidden Arcana: Burning Spellbooks

At first Kadaicha thought the smell of fire was part of a dream. In his sleep he was transported to the wizard purges of Aderrahan, when the Duke's men put the members of the Great Assembly to the sword and the stake. Through child's eyes, Kadaicha saw the twisted faces of men and women perishing in smoke and flame. Then Kadaicha awoke and realized the odor was present here, now. It was not the sickening reek of cooking flesh, but of old trees afire.

Kadaicha threw back the blanket that covered him and rose as quickly as he could from his simple pallet. The wizard was not old yet, but his joints were stiff when first he awoke. He got to his feet and grabbed his tatty robes from their hook. With as much quickness as he could muster, Kadaicha operated the pulley that lowered the stairs from his austere sleeping chamber at the peak of the mansion's highest turret.

"Stay here, Eufemia," Kadaicha commanded. The old white owl, Kadaicha's staunch familiar, merely ruffled her wings in reply.

There were no cries from elsewhere in the great house. Kadaicha wondered how Nelia, his first apprentice, could not have awakened to such a pungent smell. Nor had any of the others raised an alarm. Kadaicha descended the steps into darkness. "Lucis mobilis!" he decreed. Instantly four lamp-like globules of light sprang into life around him to chase back the shadows.

Kadaicha moved at a dash through the tangled hallways of the mansion, closer and closer to the source of the smell. He could see smoke gathering in the air around him. He shouted for the apprentices to wake: "Loegan! Céndir! Roan! Fire!"

At last Kadaicha rounded a final corner and faced the double-doors that led to the heart of the mansion, a place they called the "Auditorium." It was a great round room lined with bookshelves from floor to ceiling and clogged with tables and arcane potion-making equipment of bewildering variety. Smoke, queerly colored and faintly iridescent, streamed through the cracks. Kadaicha felt a forceful heat emanating from the doors.

"Lorica magus," Kadaicha said. He felt magical energy close over him in a tight shell. For just a moment his vision was tinged green by the forming cocoon, and then it was clear once more. The heat lessened, but as Kadaicha ventured forward, he felt the temperatures mount against his protection. When

he put his hands against the carved wood of the auditorium's double doors, they were hot enough to blister, even through the invisible armor.

Kadaicha threw open the doors. Smoke flushed into the hallway, pressed outward by an invisible wall of heat that made the old wizard flinch instinctively. Shapes took form in the rapidly clearing miasma: a bonfire in the center of the room, green and yellow flames reaching for the ceiling, broken tables and the black hollows of bookshelves that had been emptied.

"No! No!" Kadaicha entered the auditorium, heedless of the scorching heat from the fire. The shapes in the center of the flame were recognizable now: books lying open, or with their thick leather covers closed. They danced with tongues of multi-colored fire, spewing the uncanny smoke that choked the vast room.

As he watched, another trio of books sailed through the air and into the flame. Kadaicha followed their arc back and spotted a robed form against the partially emptied bookcase. Even obscured by the rising fire and the distorted waves of heat in the air, the profile was recognizable. "Céndir, what are you doing? Stop this madness!"

The elf turned away from the bookcase, his hands clutching a pair of thick magical volumes. His thin face was streaked with blood, as were his light-colored robes. His eyes were wide, reflecting the multitude of colors in the bonfire. "It's magic you never shared with us, old man!" he shouted. "Magic in the pages!"

A book in the fire exploded in a shower of glittering, colorful sparks. A wave of nauseating magical energy passed over Kadaicha. He saw Céndir staggered by its force as well. Page by page, the auditorium's great library set off another surge of arcane force. Kadaicha saw where the smoke had, in places, begun to dissolve the metal fixtures of his potion-making equipment, working at the old material like acid.

"Céndir, this is madness!" Kadaicha called. A wall of fire separated them, but a spell could reach the young elf. The old wizard searched his memory for a spell that could strike Céndir down without slaying him.

Céndir flung the handful of books. "Then I am mad! Let it burn! *Let it all burn!*"

Forbidden Arcana: Burning Spellbooks

It is not common knowledge that spellbooks, when destroyed by fire, often give off arcane side-effects. Depending on the type of magics recorded on the pages, burning spellbooks can empower spells being cast within range of the fire or decrease the spell resistance of all characters and creatures within hundreds of feet of the burning book. What follows is a set of guidelines for adjudicating the effects of burning spellbooks.

First, determine if anything special happens when the book is burned. There is a 10% chance that a burning spellbook will release one of the effects described below. If a d% check results in a number of 11 or higher no special effect takes place and the following can be ignored.

Special: If the spellbook was set on fire by magical flames the chance of a special effect increases to 20%.

Assuming the d% roll was 10 or less (or 20% or less if magical fire was used to set the book ablaze), the first step is to determine the dominant school of spells contained within the spellbook. If 50% or more of the spells (by spell levels) in the book are of one school of magic, that school is considered to be dominant one. If no one school constitutes 50% or more of the spells in the book the spellbook is considered mixed. Once you've determined whether there is a dominant school or not you may move to the next step.

Next find the appropriate school in the listing below. If it was determined that there is no single dominant school represented in the spellbook use the "Universal" entry.

SEQUENCE AND TIMING OF BURNING SPELLBOOKS

Setting a book on fire requires a full-round action. At this time the DM checks for a special effect and, if necessary, rolls 1d4 to determine how many rounds it will be before the effect takes place. Players should never roll to determine whether or not a book emits a special effect, when that effect will occur, or what the effect is.

If multiple books are set ablaze at once the DM will need to determine the effects, if any, of each one separately.

WHY RULES FOR BURNING SPELLBOOKS?

Because they add some fantasy back into the game. I once read a book on Nostradamus where I learned that – at one time – a massive collection of his books on the occult were set ablaze in a fire. From then on he claimed that his prophetic abilities were due to the burning books.

"How cool," I thought to myself, "would it be if spellbooks also released special powers and effects when they're burned?"

After some false starts (including a system that embedded all of the spells in the spellbook permanently into the mind of any character near the blaze) I settled on the rules you find in this chapter. They're simple, quick to implement, and – best of all – they can be easily expanded by any DM.

The rules for selecting a specific effect (see p. 21) are perhaps too lenient. DMs who run a low-magic campaign should increase both the Spellcraft check and XP cost if they're going to allow PCs – and NPCs! – to select specific effects from burning books.

ABJURATION

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject to another plane of existence.

Find the highest level of abjuration spell in the spellbook. If the spell is levels 1-3 the book is considered a low-level spellbook. If the spell is levels 4-6 the book is considered a mid-level spellbook. If the spell is level 7-9 the book is considered to be a high-level spellbook. Follow the below effects for the appropriate level of the spellbook.

Low Level Spells (1-3)

Roll 1d6 and consult the following list.

1 – The burning spellbook emits an effect identical to dispel magic as if cast by a 20 th level spellcaster. This effect is centered on the burning book and targets a 40 ft. burst.

2 – All characters and creatures within 10 ft. of the burning book gain a +1 resistance bonus to all saving throws for one minute.

Forbidden Arcana: Burning Spellbooks

3 – All characters and creatures within 10 ft. of the burning book gain the benefit of resist energy, as if cast by a 4th level spellcaster, against all energy types.

4 – A 40 ft. area surrounding the burning book makes all characters and creatures in that area difficult to detect using divination magics. For 24 hours anyone in the area when the book is burned is treated as if under the effects of nondetection cast by a 10th level spellcaster.

5 – The burning spellbook covers a 100-ft. radius circle with a magical aura that interferes with all spellcasting attempts. For the next hour, anyone attempting to cast a spell in this area must make a concentration check (DC 12).

6 – One character or creature within 10 ft. of the burning book, randomly chosen, is immediately encased in a visible manifestation of magical energy. This grants the target a +2 enchantment bonus to AC. There is a 1% chance that this is a permanent effect that cannot be removed by any means of lesser power than wish. If the effect is not permanent it disappears after 2d10 rounds.

Mid Level Spells (4-6)

Roll 1d6 and consult the following list.

1 – The book explodes, inflicting all within 20 ft. with 2d6 points of fire damage.

2 – The smoke from the burning book acts as an antimagic field, centered on the book, as if cast by a 20th level spellcaster.

3 – The burning book covers all characters and creatures within 10 ft. in a magical aura that grants a +4 enhancement bonus to all attacks, damage rolls, and saves for three hours.

4 – Any summoned creatures within 50 ft. of the book are immediately dismissed. The book burns for a complete hour and this effect remains active for that time.

5 – One random target within 10 ft. of the burning spellbook is permanently shrouded in a magical aura that reduces the target's Intelligence by 2. Magic of lesser power than a wish cannot remove this effect.

6 – The book explodes, inflicting all within 100 ft. with 4d6 points of fire damage. There is a 10% chance that the explosion permanently covers the affected area in a magical fire that cannot be removed by any power less than a minor deity.

High Level Spells (7-9)

Roll 1d6 and consult the following list.

1 – All characters and creatures within 40 ft. are affected by mind blank as if cast by a 20th level spellcaster.

2 – All spellcasters within 10 ft. immediately – and permanently – lose one character level.

3 – All spellcasters within 10 ft. immediately – and permanently – lose one character level.

4 – One random character or creature within 10 ft. is immediately granted +2 to INT. This is a permanent addition.

5 – The book explodes, instantly transporting all characters and creatures within 20 ft. to a random plane as chosen by the DM.

6 – Roll one low-level effect and one mid-level effect.

SELECTING A SPECIFIC EFFECT

While some of the effects of burning a spellbook are extremely beneficial, the randomness of the system makes it unlikely that someone burning a book will witness the exact effect they desire. DMs may, at their choosing, allow anyone burning a book to attempt to generate a specific effect.

The individual setting the book ablaze must make a Spellcraft Check (DC 15 + average level of spell in the book). On a successful check the book emits the desired effect (as long as it comes from the appropriate list).

For DMs who wish to use this rule, but want it to cost more than a successful Spellcraft check, requiring an XP cost is a perfectly suitable option. 1,500 XP x average level of spell in the book is a suitable XP cost.

CONJURATION

Conjurations bring manifestations of objects, creatures, or some form of energy to the character (summoning), actually transport creatures from another plane of existence to the character's plane (calling), heal (healing), or create such objects or effects on the spot (creation).

Forbidden Arcana: Burning Spellbooks

Find the highest level of conjuration spell in the spellbook. If the spell is levels one through three the book is considered a low level spellbook. If the spell is levels four through six the book is considered a mid level spellbook. If the spell is level seven through nine the book is considered to be a high level spellbook. Follow the below effects for the appropriate level of the spellbook.

FEAT: CONJURE MASTER [GENERAL]

Your summoning spells produce more powerful beasts to aid you.

Prerequisites: Cha 17+, Spell Focus (Conjuration), spellcaster level 7+.

Benefit: When casting Conjuration (Summoning) spells, creatures summoned by you gain a +2 bonus to Strength, Constitution, and Dexterity.

Low Level Spells (1-3)

Roll 1d6 and consult the following list.

1 – The smoke from the burning book acts as obscuring mist as if cast by a 20th level spellcaster, centered on the book.

2 – Summon monster III is cast, the summoned creature under the control of whomever set the book on fire. Treat as if cast by a 5th level spellcaster.

3 – The smoke from the burning book acts as fog cloud as if cast by a 10th level spellcaster, centered on the book.

4 – One random target within 10 ft. of the burning book gains a permanent +1 enhancement bonus when resisting the effect of any conjuration spell.

5 – One random spellbook within 20 ft. of the burning book, if it has enough empty pages, is instantly scribed with all of the spells that were contained in the destroyed book. If the random spellbook does not have enough empty pages both books are destroyed.

6 – Roll twice on this table, re-rolling any 6s.

Mid Level Spells (4-6)

Roll 1d6 and consult the following list.

1 – The smoke from the burning book acts as cloudkill as if cast by a 20th level spellcaster, centered on the book.

2 – The area 40 ft. around the burning book is consumed in a magical aura that forces all within the area to make a Will save (DC 20). Those who fail the save are instantly stunned for 2d6 rounds.

3 – Summon monster VI is cast, the summoned creature under the control of whomever set the book on fire. Treat as if cast by a 20th level spellcaster.

4 – The book is not destroyed by the fire but, instead, is magically expanded to include 2d4 random new conjuration spells (selected by the DM). If the book did not originally have enough blank pages to hold the new spells it does now.

5 – Summon monster V is cast, the summoned creature under the control of whomever set the book on fire. Treat as if cast by a 20th level spellcaster.

6 – One random spellcaster within 10 ft. of the burning book now conjures more powerful creatures when casting summoning spells. That spellcaster immediately gains the feat Conjure Master free if he meets the prerequisites. If not, the book's destruction has no effect.

High Level Spells (7-9)

Roll 1d6 and consult the following list.

1 – Eight random targets within 10 ft. of the burning book are immediately transported to a random plane.

2 – Roll twice on the high level universal table (see p. 29).

3 – Summon monster VIII is cast, the summoned creature under the control of whomever set the book on fire. Treat as if cast by a 10th level spellcaster.

4 – Any spellbook within 10 ft. of the burning book is instantly erased of all conjuration spells . . . those pages are now completely blank.

5 – The smoke from the burning book acts as incendiary cloud as if cast by a 20th level spellcaster, centered on the book.

6 – All magic items within 10 ft. of the burning book are instantly destroyed, turning to fine dust.

Forbidden Arcana: Burning Spellbooks

DIVINATION

Divination spells enable the character to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Find the highest level of divination spell in the spellbook. If the spell is levels one through three the book is considered a low level spellbook. If the spell is levels four through six the book is considered a mid level spellbook. If the spell is level seven through nine the book is considered to be a high level spellbook. Follow the below effects for the appropriate level of the spellbook.

Low Level Spells (1-3)

Roll 1d6 and consult the following list.

1 – All magical items within 100 ft. of the burning book glow a bright green for 2d6 hours. This glow remains even if they leave the range of the burnt book.

2 – All characters and creatures within 10 ft. of the book are granted a +20 on their next attack, as per the spell true strike.

3 – All invisible characters and creatures within five miles of the burning book are wreathed in blue magical flames that cause no damage but do make the affected target visible.

4 – All characters and creatures within 10 ft. of the book must make a Will save (DC 15). If the check fails the subject suffers a temporary loss of 2 Intelligence points for 1d6 hours.

5 – One random target within 10 ft. of the burning book gains a permanent +1 enhancement bonus when resisting the effect of any divination spell.

6 – One random target within 50 ft. of the burning book gains the ability to case detect magic – as a free action – as a 10th level spellcaster once per day.

Mid Level Spells (4-6)

Roll 1d6 and consult the following list.

1 – All divination spells cast within – or targeting within – 50 ft. of the burning book instantly fail, having no effect.

2 – All characters and creatures within 20 ft. of the book are treated as if the spell telepathic bond has been cast on them by a 20th level spellcaster.

3 – For the next 1d10 days, each character or creature within 20 ft. of the burning book gains the ability to cast legend lore – as a 20th level spellcaster – once per day as a free action.

4 – One random target within 10 ft. of the burning book gains the ability to cast see invisibility once per day, as a full-round action, as if he were a 20th level spellcaster.

5 – All characters and creatures within 20 ft. of the book lose 1 point of Wisdom, permanently.

6 – Roll twice on the mid level universal table (see p. 29).

FEAT: UNSCRY [GENERAL]

Grants you protection against magical scrying.

Prerequisites: Wis 13+, divine spellcaster level 9+.

Benefit: Any attempt to scry your location has its DC increased by 10. In addition, should a scry attempt against you fail by 10 or more, the person attempting to scry you is given false information. Only the most extremely powerful magic (such as a wish spell) can pierce the veil of unscry.

High Level Spells (7-9)

Roll 1d6 and consult the following list.

1 – The skies darken as a violent storm embraces the area within three miles of the burning book.

2 – The next child born anywhere within ten miles of the burning book is instantly granted a permanent +2 enhancement bonus to all Spellcraft checks he may make throughout his lifetime. There is a 15% chance that the child will also receive a +2 to Intelligence, Wisdom, or Charisma (but only one of those three).

3 – One random target within 10 ft. of the burning book gains a permanent +3 enhancement bonus when resisting the effect of any divination spell.

4 – All small items within one mile of the book instantly close shut (if they can) and lock (again, if they can). Anything up to the size of a kitchen cupboard is affected.

5 – Roll two random low level effects.

6 – One random spellcaster within 50 ft. of the burning book is instantly granted the ability to disrupt scrying attempts. That spellcaster gains the feat Unscry, even if he does not meet the prerequisites.



ENCHANTMENT

Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells.

Find the highest level of enchantment spell in the spellbook. If the spell is levels one through three the book is considered a low level spellbook. If the spell is levels four through six the book is considered a mid level spellbook. If the spell is level seven through nine the book is considered to be a high level spellbook. Follow the below effects for the appropriate level of the spellbook.

Low Level Spells (1-3)

Roll 1d6 and consult the following list.

1 – One random target within 10 ft. of the burning book gains a permanent +1 enhancement bonus when resisting the effect of any enchantment spell.

2 – All characters and creatures within 10 ft. of the book are affected by sleep as if cast by a 10th level spellcaster.

3 – All 4 HD (or lesser) characters and creatures within 40 ft. of the book lose their next action (as per daze).

4 – One random target within 100 ft. of the book gains immunity to one low level enchantment spell (DMs choice). This is a permanent immunity that cannot be removed.

5 – Heroism, as if cast by a 10th level character, is cast on all characters and creatures within 30 ft. of the burning book.

6 – Roll one random mid-level universal effect (see p. 29).

Mid Level Spells (4-6)

Roll 1d6 and consult the following list.

1 – All characters and creatures within 20 ft. of the burning book suffer the effects of crushing despair as if cast by a 20th level spellcaster.

2 – Greater heroism, as if cast by a 20th level spellcaster, is cast on all characters and creatures within 30 ft. of the burning book.

3 – All characters and creatures within 100 ft. of the book suffer a –10 to Wisdom for 2d6 rounds.

4 – One random target within 20 ft. of the book gains a permanent +1 to Wisdom.

5 – All good-aligned characters and creatures within 10 ft. of the burning book permanently lose one point of Wisdom or Charisma (whichever is greater).

6 – All magical rings within 200 ft. of the book are permanently drained of power and are now plain rings.

High Level Spells (7-9)

Roll 1d6 and consult the following list.

1 – Roll three times on the low-level table for enchantment.

2 – One random target within 100 ft. of the book permanently loses one character level and gains 1d4 permanent points of Wisdom.

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3 – All spellcasters within 50 ft. of the book lose the ability to cast enchantment spells for 1d6 days. Any enchantment spells already prepared are immediately lost.

4 – One random target within 100 ft. of the book gains a permanent +2 to Charisma.

5 – All spellcasters within 100 ft. of the book immediately lose their highest level prepared spell. The spell is not cast but may no longer be cast until again prepared. Spellcasters who do not prepare spells lose their highest level spell slot for a period of 24 hours.

6 – All magical weapons that are of +4 or lesser in power receive a permanent +1 enhancement bonus that stacks with any already-existing enhancement bonus.

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.

Find the highest level of evocation spell in the spellbook. If the spell is levels one through three the book is considered a low level spellbook. If the spell is levels four through six the book is considered a mid level spellbook. If the spell is level seven through nine the book is considered to be a high level spellbook. Follow the below effects for the appropriate level of the spellbook.

Low Level Spells (1-3)

Roll 1d6 and consult the following list.

1 – One random target within 20 ft. of the book loses the ability to cast evocation spells for 2d6 weeks. Any evocation spells already prepared are immediately lost.

2 – All metal objects (excluding magic items) within 10 ft. of the book are instantly glowing, treated as if light had been cast on them. This effect remains for 1d4 months.

3 – All characters and creatures within 5 ft. of the burning book are charged with an ability identical to burning hands as if cast by a 1st level spellcaster. This ability may be used once per hour for 1d4 days.

4 – The book does not burn. From here on the book, and five random items within 10 ft. of the book, are immune to mundane and magical flame.

5 – One random target within 50 ft. of the burning book immediately gains a permanent +1 to Intelligence.

6 – Roll twice on the low level universal table (see p. 29).

Mid Level Spells (4-6)

Roll 1d6 and consult the following list.

1 – All characters and creatures within 50 ft. of the burning book immediately lose 4 points of Strength. This loss is temporary and lasts for 1d10 rounds.

2 – A dozen random items within 20 ft. of the burning book are transformed into unique evocation spell focus items. Each item, when used in the casting of evocation spells, increases the spell's effects as if the caster's level was three levels higher.

3 – The book explodes, inflicting all within 100 ft. with 10d6 points of fire damage.

4 – All characters and creatures within 20 ft. of the burning book are targeted by separate fireball spells as if cast by a 5th level spellcaster.

5 – One random target within 10 ft. of the burning book gains a permanent +1 enhancement bonus when making Spellcraft checks involving evocation.

6 – One random target within 10 ft. of the burning book gains a permanent +1 enhancement bonus when resisting the effect of any evocation spell.

High Level Spells (7-9)

Roll 1d6 and consult the following list.

1 – Meteor swarm, as if cast by a 20th level spellcaster, is immediately targeted on the burning book.

2 – The book explodes, duplicating the effect of sunburst as if cast by a 20th level spellcaster.

3 – Roll three times on the low level table.

4 – All characters and creatures within 50 ft. of the burning book are subjected to the effects of delayed blast fireball as if cast by a 20th level spellcaster.

5 – One random target within 10 ft. of the burning book gains a permanent +3 enhancement bonus when resisting the effect of any evocation spell.

6 – One random character within 5 ft. of the burning spellbook suffers 6d6 points of [Fire} damage. If the character withstands the attack he permanently gains the ability to cast fireball, as a free action once per day, as a 5th level spellcaster.

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ILLUSION

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Find the highest level of illusion spell in the spellbook. If the spell is levels one through three the book is considered a low level spellbook. If the spell is levels four through six the book is considered a mid level spellbook. If the spell is level seven through nine the book is considered to be a high level spellbook. Follow the below effects for the appropriate level of the spellbook.

Low Level Spells (1-3)

Roll 1d6 and consult the following list.

1 – One random spellcaster within 50 ft. of the burning book is now capable of casting more effective illusion spells. The DC of all illusion spells cast by this spellcaster is increased by +2. This permanent bonus stacks with other abilities that affect the DC of the character's spells (such as Spell Focus).

2 – One random target within 10 ft. of the burning book gains a permanent +1 enhancement bonus when resisting the effect of any illusion spell.

3 – The book burning takes forever in this location, as a permanent illusion takes effect. This illusion may not be dispelled by power lesser than a minor diety.

4 – All characters and creatures within 20 ft. of the burning book are immediately stunned.

5 – All characters and creatures within 20 ft. of the burning book lose 4 points of Intelligence for 3d6 hours.

6 – Roll twice on the high level table.

Mid Level Spells (4-6)

Roll 1d6 and consult the following list.

1 – All material spell components within 30 ft. of the book are immediately consumed.

2 – One random target within 50 ft. of the book permanently loses 1 point of Intelligence and 1 point of Wisdom.

3 – One random spellcaster within 50 ft. of the burning book is instantly granted the ability to cast more powerful illusions. That spellcaster gains the feat Improved Illusion, even if he does not meet the prerequisites.

4 – One random target within 10 ft. of the burning book gains a permanent +1 enhancement bonus when resisting the effect of any illusion spell.

5 – Roll twice on the high level universal table (see p. 29).

6 – One random target within 50 ft. of the burning book gains the ability to cast ghost sound, as a 10th level spellcaster, once per day as a free action.

High Level Spells (7-9)

Roll 1d6 and consult the following list.

1 – The effects of mass invisibility, as if cast by a 20th level spellcaster, take place immediately, centered on the burning book.

2 – One random target within 50 ft. of the burning book gains the ability to cast disguise self, as a 20th level spellcaster, once per day as a free action.

3 – One random target within 20 ft. of the book gains immunity to one low level illusion spell (DMs choice). This is a permanent immunity that cannot be removed.

4 – All spellcasters within 50 ft. of the book immediately lose their highest level prepared spell. The spell is not cast but may no longer be cast until again prepared. Spellcasters who do not prepare spells lose their highest level spell slot for a period of 24 hours.

5 – Roll three times on the high level universal table (see p. 29).

6 – One random target within 10 ft. of the burning book gains a permanent +2 enhancement bonus when resisting the effect of any illusion spell.

FEAT: IMPROVED ILLUSION [GENERAL]

Your illusions appear solid and perfect, distracting even the hardest opponents.

Prerequisites: Spell Focus (Illusion), arcane spellcaster level 7+.

Benefit: Your illusions are so real that when positioned on the opposite side of a target, the target is considered flanked, losing his Dexterity bonus to AC and gaining you or an ally a +2 bonus to attack rolls. If the target succeeds a Will save against the illusion, this feat has no effect.

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NECROMANCY

Necromancy spells manipulate the power of death. Spells involving undead creatures make up a large part of this school.

Find the highest level of necromantic spell in the spellbook. If the spell is levels one through three the book is considered a low level spellbook. If the spell is levels four through six the book is considered a mid level spellbook. If the spell is level seven through nine the book is considered to be a high level spellbook. Follow the below effects for the appropriate level of the spellbook.

Low Level Spells (1-3)

Roll 1d6 and consult the following list.

1 – All characters and creatures within 10 ft. of the book are hit by a negative energy ray. The ray inflicts 1d4 points of damage.

2 – The burning book sinks into the ground, forming an empty grave. Anyone who climbs into the grave is instantly killed (power word: kill).

3 – One random target within 10 ft. of the burning book is forever unable to touch water with his bare skin without that water turning black and poisonous (ingested poison, 2d6 damage/1 Con).

4 – One random target within 10 ft. of the book becomes a magnet for undead activity. All undead within 5 miles of his position, for the next week, are instantly drawn toward him (and attack him). If the character continues moving, new undead enter this affected area.

5 – One random target within 30 ft. of the book gains a hunger for flesh of his own race. For every day that he does not consume such flesh his Constitution is temporarily reduced by 3 points. This hunger for flesh remains for 2d6 days.

6 – A 20 ft. area surrounding the book is permanently charged with negative energy. The effects of any necromancy spells cast in this area are treated as if the caster were two levels higher than he actually is.

Mid Level Spells (4-6)

Roll 1d6 and consult the following list.

1 – Any undead creatures within 20 ft. of the book are immediately destroyed.

2 – The book explodes, inflicting all within 20 ft. of it with 3d6 points of damage. A Reflex save (DC 15) negates the damage completely.

3 – All characters and creatures within 50 ft. suffer the effects of enervation as if cast by a 20th level spellcaster.

4 – One random target within 10 ft. of the book is inflicted with eyebite as if cast by a 20th level spellcaster.

5 – Roll twice on the high level universal table (see p. 29).

6 – One random target within 10 ft. of the burning book gains the ability to cast touch of fatigue once per day, as a full-round action, as if he were a 10th level spellcaster.

FEAT: NECROMANTIC MASTERY [GENERAL]

Your necromantic powers are more powerful than most other spellcasters.

Prerequisites: Spell Focus (Necromancy), ability to cast divine or arcane spells.

Benefit: Necromantic spells you cast are treated as if your caster level were two higher than it actually is.

High Level Spells (7-9)

Roll 1d6 and consult the following list.

1 – One random target within 10 ft. of the burning book gains the ability to cast animate dead once per day, as a full-round action, as if he were a 20th level spellcaster.

2 – Roll twice on the low level necromancy table.

3 – For the next six hours, all spells cast within 30 ft. of the burned book are charged with negative energy, inflicting 1d4 points of negative energy damage to any targets affected by the cast spells.

4 – One random target within 10 ft. of the burning book gains a permanent +2 enhancement bonus when resisting the effect of any necromancy spell.

5 – All dead bodies within 200 ft. of the book are immediately animated as if affected by the animate dead spell. They are uncontrolled and will attack the nearest living character or creature.

6 – One random target within 50 ft. of the burning book gains the ability to cast finger of death, as a 20th level spellcaster, once per day as a free action.

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TRANSMUTATION

Transmutation spells change the properties of some creature, thing, or condition. A transmutation usually changes only one property at a time, but it can be any property. Find the highest level of transmutation spell in the spellbook. If the spell is levels one through three the book is considered a low level spellbook. If the spell is levels four through six the book is considered a mid level spellbook. If the spell is level seven through nine the book is considered to be a high level spellbook. Follow the below effects for the appropriate level of the spellbook.



Low Level Spells (1-3)

Roll 1d6 and consult the following list.

1 – One random target within 10 ft. of the burning book gains a permanent +1 enhancement bonus when resisting the effect of any transmutation spell.

2 – All humanoid characters and creatures within 20 ft. of the book are under the effects of enlarge person as if cast by a 10th level spellcaster.

3 – All mundane weapons within 10 ft. of the burning book are instantly granted a +1 enhancement bonus, making them all magical weapons.

4 – One random target within 10 ft. of the burning book gains the ability to cast magic weapon once per day as a full-round action. This is as a 10th level spellcaster.

5 – All characters and creatures within 20 ft. of the burning book immediately lose 2 points of Strength. This loss is temporary and lasts for 2d6 rounds.

6 – One random target within 10 ft. of the book is affected by the spells bear's endurance, bull's strength, and cat's grace as if cast by a 10th level spellcaster.

Mid Level Spells (4-6)

Roll 1d6 and consult the following list.

1 – All animals within three miles of the burning book are doubled in size as per the spell animal growth. This effect lasts for 1d6 days.

2 – All characters and creatures within 20 ft. of the burning book are immediately granted a permanent +2 to Strength.

3 – The book is not destroyed but is instead transmuted into one minor artifact (DM selects an artifact appropriate to his campaign).

4 – All stone within 20 ft. of the burning book instantly turns to mud. This is a permanent change.

5 – One random target within 10 ft. of the burning book gains a permanent +1 enhancement bonus when resisting the effect of any transmutation spell.

6 – All characters and creatures within 20 ft. of the book instantly lose all prepared spells. Those without prepared spells suffer 2d6 points of damage.

High Level Spells (7-9)

Roll 1d6 and consult the following list.

1 – A mass effect similar to time stop affects all characters and creatures within 10 ft. of the book. Each remains affected by this effect for 2d6 rounds (roll separately for each affected character or creature).

2 – All characters and creatures within 20 ft. of the burning book are affected by flesh to stone as if cast by a 20th level character.

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3 – All metal objects within 10 ft. of the book are instantly turned to stone and crumble to dust, completely destroyed.

4 – Roll twice on the high level universal table (see below).

5 – All characters and creatures within 20 ft. of the book are affected by reverse gravity as if cast by a 20th level spellcaster.

6 – One random target within 10 ft. of the burning book gains a permanent +2 enhancement bonus when resisting the effect of any transmutation spell.

UNIVERSAL

Those books that have no one dominant school are considered to be universal. Most spellbooks of wizards will fall under this classification. Find the highest level spell in the spellbook. If the spell is levels one through three the book is considered a low level spellbook. If the spell is levels four through six the book is considered a mid level spellbook. If the spell is level seven through nine the book is considered to be a high level spellbook. Follow the below effects for the appropriate level of the spellbook.

Low Level Spells (1-3)

Roll 1d6 and consult the following list.

1 – The book casts magic missile at every character and creature within 20 ft. The spell is treated as if cast by a 1st level spellcaster.

2 – The book is not destroyed by the fire. From now on it is permanently immune to all fire damage, magical or mundane.

3 – All characters and creatures within 10 ft. of the burning book are scared by magical flame that deals 1d6 points of damage. For the remainder of their lives the symbol of the god of fire is burned upon their foreheads. This symbol may never be removed.

4 – All potions within 20 ft. of the fire turn to a black liquid and lose all of the magical effects. Instead, drinking one of these potions permanently reduces the hit points of subject by 2d4.

5 – One random target within 5 ft. of the burning book instantly gains one bonus feat. The feat must have no prerequisites.

6 – All characters and creatures within 10 ft. of the book instantly gain a permanent +2 enhancement bonus to all Spellcraft checks.

Mid Level Spells (4-6)

Roll 1d6 and consult the following list.

1 – All characters and creatures within 20 ft. gain the effects of stonewall as if cast by a 20th level spellcaster.

2 – The book explodes, duplicating the effects of delayed blast fireball as if cast by a 20th level spellcaster.

3 – All characters and creatures within 100 ft. of the book temporarily lose one character level. This level loss remains in effect for 1d4 days.

4 – The smoke from the burning book acts as acid fog as if cast by a 20th level spellcaster. The fog's dimensions are doubled.

5 – All material spell components within 30 ft. of the book are immediately consumed.

6 – One random target within 10 ft. of the burning book immediately gains 1 point of Intelligence (maximum 10) from every other character within 50 ft. of the book. Those characters each lose 2 points of Intelligence. This effect is temporary, lasting for 2d10 rounds.

High Level Spells (7-9)

Roll 1d6 and consult the following list.

1 – All of the spells in the spellbook are cast immediately, targeting all characters and creatures within 10 ft. of the book. Spells that do not target an individual are not cast.

2 – One random target within 50 ft. of the book suffers the effects of power word: kill as if cast by a 20th level spellcaster.

3 – All spellcasters within 20 ft. of the book immediately lose their highest level prepared spell. The spell is not cast but may no longer be cast until again prepared. Spellcasters who do not prepare spells lose their highest level spell slot for a period of 24 hours.

4 – One random target within 10 ft. of the book is granted the ability to cast analyze dweomer, as a free action, once per day as a 20th level spellcaster.

5 – All characters and creatures within 10 ft. temporarily lose 8 points of intelligence.

6 – The book is not destroyed by the fire but, instead, remains in perfect condition. All other spellbooks within 100 ft. immediately burst into flame (with each having a chance of emitting a special effect).

Chapter Three

Potion Mixology



“As with everything in the realm of magic, true power takes time,” the wizard Bettamin said. His students gathered around, their faces illuminated in the orange and red glow of the fire that burned beneath a fat-bellied black kettle. They were young faces, light and dark, human and demihuman. Bettamin smiled inwardly at the rapt attention they paid.

Within the kettle was a substance that verged from green to yellow to white and back again as Bettamin stirred it. Slow bubbles rose from the hot depths and broke with almost impossible sluggishness. Despite the revolting appearance of the mixture, it gave off a smell like caramel, an odor that only grew stronger as the process continued.

“Some say what good is a potion when an enchanted item lasts forever?” Bettamin told the assembled students. “To which I say bollocks! Items are the brute force of the magical world, just tools to be used. This is not to denigrate my colleagues who choose to spend their days enchanting rings and swords and whatnot. But consider the potion: look at what we’ve made today.”

The brewing chamber was close and warm with barely enough room for Bettamin and his students, who numbered nearly a dozen. Only two windows, iron-barred and high on the walls, allowed in the day’s light. This was the way Bettamin preferred to work; let the focus stay on the task at hand, and not on the distractions of the outside world. Here the

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weight of tons, the entire structure of the building above them, weighed heavily.

As an illustration, Bettamin lifted the ladle with which he had stirred the potion for more than an hour. “See how its qualities are mercurial, almost as if they defy the senses to force them into a given configuration?” he asked. “This is the subtle art of potion mixology. Let the enchanters have their fun creating magical horns and chariots that drive themselves; here is an art that becomes one with the user. One ingests a potion, absorbs it fully, and feels the extension of its magic in the blood, in every limb, in the soul itself.”

Bettamin let the still-forming potion drizzle back into the kettle. He knew what some students thought of him outside of his classes: a crazy, old fool gone hunchbacked from hours spent in the preparation of potions, ranting about the delicate beauty of a finely made concoction. But these students knew better; they were engrossed in the process and were quickly coming to understand that potion-making was the refined wizard’s discipline.

One of the students raised her hand. “Sir?”

“Yes, Audra?”

“Isn’t there a limit to how much power any wizard can bind to a potion?”

The hunchbacked wizard nodded slowly. Again he stirred the brewing potion. “What good is raw power without control? And control is the key to the art of potion mixology. There are no absolutes, no

strictures; a potion does exactly what it is created to do, without waste or want. Again, don’t allow yourself to be seduced by the ostentation of advanced wizardry. The basics are the basics because they are so versatile, so undeniably useful.”

A large bubble burst in slow motion on the surface of the potion, belching a fresh wave of caramel odor into the air. Bettamin smiled. The texture of the potion was thickening to the consistency of a heavy stew, and the color had stabilized at a bland, viscous green.

“Do not forget, young ladies and lads,” Bettamin admonished the students, “that the kernel of every magic is as simple as a single ingredient in a complex potion. The wizard powerful enough to lift a castle or shatter a mountain range first learned how to levitate a feather, and how to crack a brick. When we lose sight of the fundamentals, we no longer have control over the mystic arts. Rather, the arts now have control over us.

“And now it’s done,” Bettamin said. He removed the ladle from the kettle with a practiced flick that wasted not a droplet of the freshly brewed potion. With a hand protected by a thick, folded cloth, the old wizard took the kettle from the fire and set it aside to cool on a neighboring block of stone. “One moment it is unfinished and next it is complete. Tarry too long and it’s ruined. Hurry and it is likewise spoiled. Let there be no mistake: of all the wizardly arts, the art of potion-mixology is just that.”

INTRODUCTION

For most players, potions are a throwaway item. They are something to be kept on hand to deal with emergencies while waiting to discover permanently functioning and more powerful magic items. As PCs become more powerful, and their collection of magic items and personal power increases, potions are often relegated to the background and soon entirely forgotten. After all, the relatively low power (no spell greater than 3rd level) and temporary nature of potions make them a poor choice next to a permanent item. Who wants to carry around a *potion of invisibility* when a *ring of invisibility* is available? This almost inevitable result is attributable to the standard rules and the general nature of most campaigns and is actually quite sad when one considers some aspects about potions.

A CLOSER LOOK AT POTIONS

Looking at the standard rules, potions are the most readily accessible of magical aids available to PCs and their enemies. With the exception of scribing scrolls, the ability to brew potions is one of the earliest item creation feats available to a spellcaster. Furthermore, potions are among the most inexpensive of all items to create, barring scrolls. This makes them very accessible to spellcasters of even modest funding.

But what makes them more effective than scrolls is the fact that any creature that is able to swallow a potion is able to make use of it. Unlike a scroll, which requires either that the creature be able to complete the spell, or fake the ability to do so, a

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potion works for almost everyone. From the most dull-witted barbarian to the wisest sage, a potion is accessible to all. There are no class restrictions, no special abilities required; just pop the cork, swallow, and presto, instant magic.

Of course, potions do have some drawbacks under the standard rules. Like scrolls, potions are spell storage devices, but they can only hold certain types of spells. Since a single creature imbibes a potion, its magic can only affect the imbibing creature and thus the spells that can be used in the creation of a potion are limited to those that target one or more creatures. This is perfectly reasonable and is a nice counter-balance to the fact that a potion is accessible to anyone.

Where potions lose their luster, and eventually their role in a campaign, is that they cannot be based on any spell higher than 3rd level. In my opinion, if this is a trade-off for the fact that any creature can use a potion and only certain classes can make use of scrolls, then it is going a bit too far. After all, scrolls are written by spellcasters exclusively but may be activated by any creature with the Use Magic Device skill, whether that creature is actually capable of scribing a scroll or not.

POTIONS AND THE CAMPAIGN

As stated earlier, in campaigns that follow the standard rules, potions soon lose their luster because of the availability of more permanent magic items and greater PC powers. This is the inevitable result of the way the standard rules are written and the limitations placed on potions; it is natural for PCs to want permanent items that function with but a word or even automatically rather than an item that must be imbibed and then only functions for a limited time.

Is there anything wrong with this? Absolutely not. And there's a good chance that if you're carefully studying this chapter you are obviously looking for a way to make potions more interesting within the campaign or an adventure.

One way for DMs to give potions a greater role without any rules changes or, in fact, using anything in this book, is to play with a low level of available magic items. If permanent magical items are hard to come by, potions become that much more valuable; it is simply a question of supply and demand. If there are no *rings of invisibility* to be had, or at least very few, then a

potion of invisibility becomes the next best thing.

Going this route actually does not change the basic nature of the game. In fact, you may find that it actually enhances the game. Characters forced to rely on impermanent potions rather than permanent magic items need to be on their toes a lot more. Take two identical PCs, one having a *cloak of resistance* and the other having only access to potions. The PC with the *cloak of resistance* knows that the item is continuously at work protecting him or her for all saving throws. Whether an enchantment spell, a *fireball*, or poison, the cloak is continuously at work.

Now take that same PC with access to only potions. To even attempt to replicate the usefulness of the cloak would require a number of different potions. Then comes the question of which one to use, and when to do so. Is that enemy wizard going to cast a *charm* spell? Then the PC had better have a *potion of owl's wisdom* handy. But what about a *fireball*? A *potion of cat's grace* would fit the bill nicely. But even if the PC has the potions, they will only work for a limited time, so he or she had better get on the ball and deal with that enemy wizard before the potions wear off. And what about when they deal with the wizard, what if some other even greater danger is lurking right around the corner? To top it off, all this assumes that the PC, and for that matter any creature, can imbibe any number of potions at a time and have them all functioning at once. If not, then things get even more complicated.

In addition to forcing the PCs to be more creative in their tactics and more judicious in their use of the limited magic items they do possess, doing this actually also helps the DM in preparing for a session. If the PCs have a number of permanent magic items, the DM must take all those into account when staging encounters; the wizard must be that much more powerful to affect the PCs, the poison that much more deadly. And if the DM forgets that a PC has an item then he or she can quickly find that the carefully designed final encounter is now much too easy for the PCs to win thanks to the forgotten item. Inevitably, this usually happens right at the dramatic moment as the dragon is about to use its breath weapon or the sorcerer unleashes his most powerful spell. By placing heavier emphasis on potions, even if the DM forgets a PC has a certain potion, it is only a matter of time before that potion wears off and the PCs are as vulnerable as before.

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A SIMPLE CHANGE TO THE STANDARD POTION RULES

As stated in the previous section, potions can be made more important simply by lowering the level of magical alternatives available to them within the game or campaign. But if you are not prepared to do this, perhaps you are already in a campaign or you prefer not to lower the level of magic, there are a number of other ways to increase the relevance of potions. The goal here is to make potions as desirable and powerful and useful as scrolls while still retaining the basic separation between the two magic item types.

For DMs interested in simplicity, this can be accomplished by changing the Brew Potion feat to where it reads the following:

BREW POTION [ITEM CREATION]

Prerequisite: Caster level 1st.

Benefit: You can create a potion of any spell that you know and that targets one or more creatures. Brewing a potion takes one day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

By making these minor changes, essentially a fusion of the Brew Potion feat with the Scribe Scroll feat, a beginning spellcaster can now brew potions even at 1st level and have them available for his fellow adventurers. In addition, as the caster gets more powerful, he can brew ever more powerful potions and thus ensure that potions remain a viable option

even for high-level use. There are really no other changes that need to be made. A DM could even allow a 1st level Wizard to choose whether he or she wants Brew Potion or Scribe Scroll as the first level bonus feat.

THE ART OF BREWING POTIONS

For DMs who wish to stick more to the standard rules on potions but still desire to have a way for potions to retain their relevance I offer the following system. It is fundamentally a way for a spellcaster who enjoys the brewing of potions to advance further in the art beyond that which is presented in the standard rules. This system keeps the balance between potions, scrolls, and other magic items essentially the same while at the same time allowing those spellcasters who wish to become more proficient in the creation of potions to do so.

In this system the Brew Potion feat stands as it is in the standard rules (a suggested change is to reduce the prerequisite caster level to 1st as in the example above. This makes the brew potion feat available to a 1st level spellcaster without actually changing the balance between the various magic items):

BREW POTION [ITEM CREATION]

Prerequisite: Caster level 1st.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

POTION AWARENESS

Much like with spells that affect a creature, whenever a creature imbibes a potion it should be aware of the fact. A potion should create some sort of sensation emanating from within. Whether it is the brief glow of a *cure* potion as wounds are healed and hit points restored, or the feeling of power that comes from a *potion of bull's strength*, a potion should make its imbiber aware that it is working and also when it stops working. DMs with a flair for staging encounters may want to take just a brief moment to describe the effect of the potion as it is imbibed.

While potions do make their activity felt, this is not to say that a creature cannot accidentally drink a potion while another is in effect. As with most things, in the heat of battle things become a blur as creatures focus on the immediate dangers. Much like a fighter might not feel the pain of a blow until after the battle is over, so too can she forget that a *potion of bull's strength* is active as she reaches for that *potion of cure moderate wounds*.

Even in normal situations it is easy for a creature to forget that a potion is at work, especially if the potion has a duration period of 1 minute/level or more; the creature simply becomes used to the way it feels under the potion's effect and may not realize it is at work anymore until suddenly it stops. A good analogy for this is a blanket on a cold day. A person feels chilly, pulls the blanket over, and begins to get warm. As long as they are under the warm blanket they give the warmth no further thought. It isn't until the blanket is pulled away that they suddenly become aware again of what the blanket was doing for them.

The upshot of all this is that DMs should not allow players who forget that their characters have potions working claim that the second potion would not have been imbibed as the character would have been aware of the first potion working. Accidents will happen, after all.

Through the use of the Brew Potion feat a spellcaster can create all of the standard potions. If he or she chooses to get better at the art, add the following feat:

IMPROVED BREW POTION [ITEM CREATION]

Prerequisite: Brew Potion, Caster Level 5th, 5 ranks in Craft (alchemy).

Benefit: As Brew Potion except that all costs are halved. When you create a potion using this feat the base price of the potion you create is its spell level x its caster level x 25 gp.

Note that in order to gain this feat the spellcaster has to have invested heavily in the Craft (alchemy) skill. Although you could do away with this requirement, I suggest leaving it in there as a way to somewhat control access to the feat and put it on par with the advanced fighting feats, which require characters to have a certain attack bonus in order to be eligible for the feat. The Craft (alchemy) requirement also ensures that the spellcaster must sacrifice some skill points for improvement in the art.

For spellcasters that truly wish to become masters of their art, the DM can make the following feat available:

GREATER BREW POTION [ITEM CREATION]

Prerequisite: Brew Potion, Improved Brew Potion, Caster Level 9th, 7 ranks in Craft (alchemy).

Benefit: As Brew Potion except that spells of up to 5th level or lower that you know and that target one or more creatures can be used. The cost for using spells of up to 3rd level is determined as with the Improved Brew Potion feat (spell level x caster level x 25 gp.), but spells of 4th or 5th level cost the same as with the Brew Potion feat (spell level x caster level x 50 gp.).

This feat has to by no means be the final one. A further feat could open up spells of even higher level, or this feat could be altered to include spells up to 9th level. As it is written, however, it opens up a number of useful spells such as *raise dead* and *stoneskin* without getting into the more complicated and involved spells. Not to mention that the costs for brewing such potions start to become rather prohibitive beyond this point.

And there you have it, a number of handy ways to make potions more relevant in your campaign. Now on to the second portion of this edition of Forbidden Arcana, what happens when potions are intermixed?

WHY RULES FOR MIXING POTIONS?

Back in the old days, in the old rules, there was a little table in a book that was entitled “Potion Miscibility Table.” This table allowed one to roll percentile dice to determine a random effect whenever two or more potions were mixed together, or when a creature imbibed a potion while already having one active within its person. While the odds were pretty good that nothing too awful would happen, there was always the chance that engaging in such activity would result in death or severe injury. The practical effect of all this was that a player would think twice before mixing potions.

This is something that the current standard rules are lacking. In the current rules a character could imbibe any number of potions and have them all operating at the same time with no ill effects. There is certainly nothing wrong with this. Since a creature could have any number of spells operating on it (with some restrictions regarding the stacking of bonuses, etc.), and potions are really just spells in liquid form, this seems perfectly logical.

And yet, there is a practical limit to how many magic items a creature may have in operation at any one time. For instance, a creature cannot wear more than two magical rings even if their bonuses were to be of a different sort, and only one outer garment or suit of armor. And potions are magical items, after all.

The fact is that a DM can decide either way. While it is perfectly fine to have a creature be able to imbibe multiple potions without a problem, it is much more interesting and magical to have something unexpected occur should potions be mixed.

ROLE-PLAY ALERT!

Like burning spellbooks (see p. 18), mixing potions is not an every day occurrence. And yet, it does occur more frequently than one might think. Even though creatures are aware that they have a potion working within them, as pointed out in the Potion Awareness section, they can easily forget. Furthermore, there are a number of times when a creature voluntarily chooses to mix potions. The fighter trying to stave off the deadly blow while under the influence of a *potion of bull's strength* might feel like she has no choice but to take that *potion of cure moderate wounds*. If she doesn't take the potion then the next successful attack kills her, so some chance is better than no chance. Given the random effects that occur when potions are mixed, particularly adventuresome PCs may enjoy experimenting on themselves. Arcane spellcasters might be especially prone to this. After all, one of the effects could become permanent.

Of course, most PCs won't mix potions unless in dire straits, but what about the PCs' enemies? Creatures that are hard-pressed by the party would probably resort to much the same philosophy as “some chance is better than no chance.” Here are a few other situations in which the villain might want to mix potions:

1. Particularly desperate enemies might pull out a couple of potions and threaten to mix them right there if they are not allowed to escape.
2. The enemy might toss potions like grenades at the party, hoping that enough of their fluids would mix and an effect beneficial to the enemy might occur.
3. A particularly sadistic villain could force a captured creature to drink a potion that is useless in the creature's confined state, perhaps even one of the creature's own potions, and then threaten to force it to drink another if the creature does not divulge the secret location of the refugee hideout or if its allies do not allow him to escape.
4. A laboratory is a perfect place for such things to occur. Perhaps the PCs have interrupted the evil sorcerer in his lab while he was experimenting and, having been caught off-guard, he mixes the potions he was working on and hopes for the best. This could also happen if the PCs or the villain let loose with destructive spells, such as *fireball* or *lightning bolt* in the laboratory; spells of this nature tend to break a lot of things and it would be quite easy for fluids to be mixed as their containers are destroyed.

Naturally, DMs must be careful not to overuse this sort of thing; if every villain is equipped with a couple of potions just so that they can make the PCs' life difficult then this grows old very quickly.

THROWING POTIONS

Taking two potions and throwing them to the ground is a standard action that provokes an attack of opportunity; it is exactly like drinking a potion except that instead of being imbibed, the potion is thrown. Throwing a potion against an object or into a particular space, but not at a creature, is a ranged touch attack against AC 5. Thrown potion containers have a range increment of 10 feet and break whenever they strike a hard surface such as rock, hard earth, metal, etc. Potions can be thrown at creatures, but this requires a ranged touch attack against the creature's AC.

Because of their small size, and the fact that they do not cause any physical damage, a creature of small size or larger may throw two potion vials at once by grasping them in one hand. A single attack roll is made and, if it is successful, the two vials break and the liquids mix causing one of the effects listed in the table. If the attack roll fails, then one or both of the vials fails to break and the containers roll off in a random direction. Roll 1d8 for each unbroken vial with 1 being straight back at you and 2 through 8 counting clockwise around the target. The potion vials roll 10 feet in that direction and come to a stop.

UNDERSTANDING THE TABLE

The following table is designed to provide DMs with a way of resolving the mixing of potions (it can also be used in reference to Chapter Six (see p. 64) by resolving instances where one magical food is eaten while another is still in effect). DMs can roll randomly every time a mixture occurs, or, they can make note of which particular mixture of potions produced which effect. If the latter is done then that same effect occurs every time those particular potions are mixed. DMs should expect such knowledge to be used by both PCs and other creatures. If a combination of a *potion of jumping* and a *potion of cure moderate wounds* produces an ice burst, expect some enterprising PC, or creature, to make use of that knowledge to create ice burst grenades (perhaps by having two potion vials tied together so that when they break their fluids automatically mix, or an even more elaborate set-up).

For each entry in the table there is both an internal effect, meaning that a creature imbibes a second potion while a previous one is still active, and an external effect, meaning that two or more potions are mixed external to a creature, such as in a beaker or through broken vials. Unless otherwise stated, the following applies to all the listed effects:

1. The listed effect takes the place of any effects that the potions would have provided. Any active potion effects cease immediately and all effects of

the added potions never manifest; the potions' spell energies power the new effect and are nullified in the process.

2. Any internal effect occurs within, and solely affects, the creature that has imbibed the potions.

3. Any external effect spreads in a 20-foot spherical radius centered on where the mixture occurred. This option is presented for ease of use and standardization, although if the DM wishes, he or she can change that value to a 5-foot radius per total spell levels of the potions involved (a potion based on a 2nd level spell mixed with one based on a 1st level spell would have a radius of 15 feet).

4. All saving throw DCs against an effect, whether internal or external, are calculated in the following manner: 10 + total spell levels of the potions mixed (thus the saving throw DC against an effect from a 2nd level potion mixed with a 1st level potion is 13).

5. A number of entries have no external effect listed. If an external mixing of potions results in the selection of one of these effects the DM may either allow the potions to have no effect (they simply lie in puddles or drip off the wall, etc.) or re-roll until an external effect is rolled.

6. In addition to the listed effects, any cloud effect obscures vision within the area of effect as a *fog cloud* spell (all sight including darkvision obscured beyond 5 feet; creatures within 5 feet have concealment, creatures beyond five feet have total concealment).

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7. Any cloud effect is dispersed by a moderate wind (11+mph) within 4 rounds. A strong wind (21+mpg) disperses the cloud in 1 round.

8. Cloud effects require a saving throw for every round that a creature is within the area of effect.

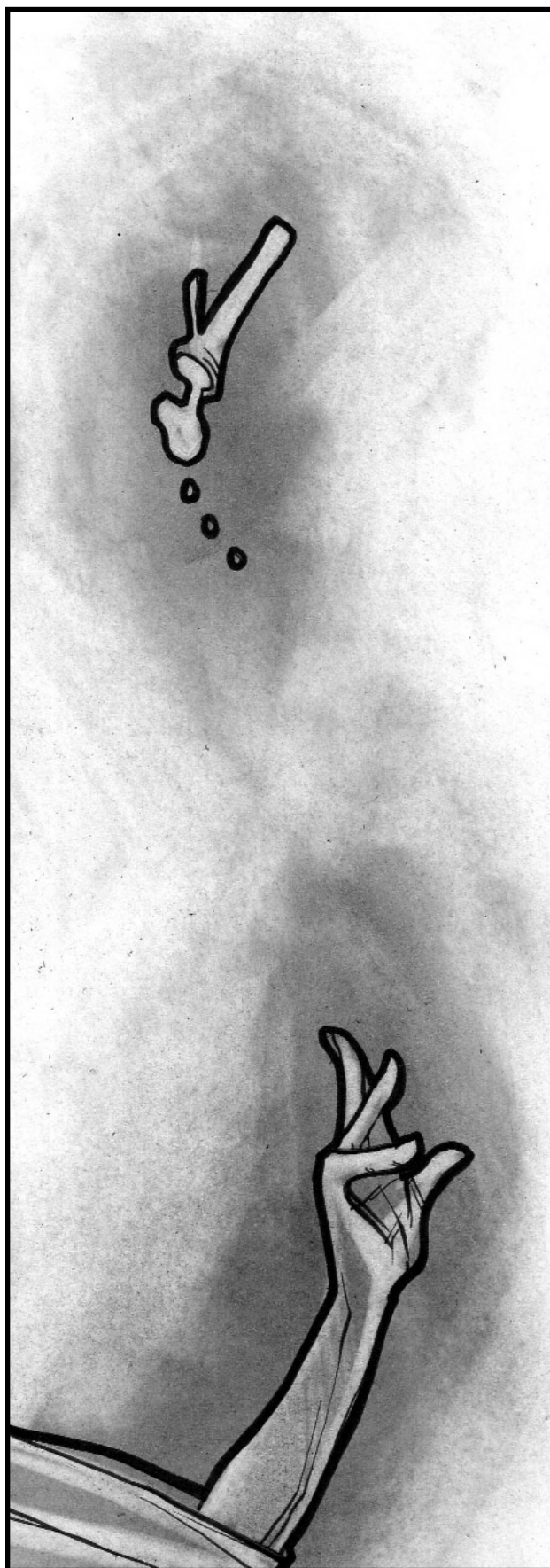
9. Spell resistance applies to all of these effects, with the effective caster level of the potions being 1d20 + total spell levels of the potions involved in creating the effect. Note that a creature that is voluntarily or accidentally mixing two potions internally is considered to have voluntarily lowered its spell resistance, so spell resistance does not apply (if it did, the creature couldn't be sure the other potion would work).

To use this table, roll 1d100 any time two potions are mixed and consult the appropriate entry.

01	Permanent effect
02-21	One potion has primacy
22-31	Both potions work
32-41	Neither potion works
42-51	Duration doubled
52-57	Acid/Cold/Electric/Fire/ Force/Sonic burst
58-60	Poison
61-63	Paralysis
64-66	Stench
67-69	Fatigue
70-72	Skin color
73-75	Glowing skin
76-78	Confusion
77-79	Eye lights
80-82	Petrification
83-85	Hemorrhage
86-88	Healing
89-91	Fear
92-94	Mute
95-97	Greasy skin
98-00	Maniacal laughter

Acid/Cold/Electric/Fire/Force/Sonic Burst

Internal: The creature suffers 1d8 points of internal damage of the appropriate type (determined randomly) for each spell level of potion both active and imbibed. A successful Fortitude save reduces this damage to one-half.



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External: All creatures within the effect radius take 1d4 points of damage of the appropriate type (determined randomly) for each spell level of potion involved in the mixture. Creatures can succeed at a Reflex save to take one-half damage.

Both Potions Work

Internal: Both potions function normally without problems.

External: No effect/roll again.

Confusion

Internal: The creature is affected as if by a *confusion* spell (substitute “attack nearest creature” for the 01-10 result) for 1 round per spell level of potion both active and imbibed. A successful Will save still leaves the creature shaken for the duration of the effect.

External: An unseen but felt wave of confusion washes over the area of effect and then is gone. Creatures within the area must succeed at a Will save or be affected as above. Those who succeed are otherwise unaffected.

Duration Doubled

Internal: One of the potions involved has its duration doubled while the other is cancelled. Either the active potion has its duration doubled while the second potion has no effect and is wasted, or the second potion takes immediate effect and has its duration doubled while the active potion is immediately canceled. If the second potion has a duration time of instantaneous, such as with a *cure* potion, its variable component is maximized as per the Maximize Spell feat.

External: No effect/roll again.

Eye Lights

Internal: The creature’s eyes are filled with light effectively rendering it blind for 1 round per spell level of potion both active and imbibed. There is no save against this effect. If the creature’s eyes are closed, the light merely glows behind the eyelids and imposes a -2 circumstance penalty to all Hide checks in areas of shadow or darkness. If the creature’s eyes are open, the light beams act like a bull’s eye lantern making it virtually impossible to hide in areas of shadow or darkness (-20 circumstance penalty on all Hide checks).

External: No effect/roll again/or as per glowing skin effect.

Fatigue

Internal: The creature must succeed at a Fortitude save or become exhausted. Succeeding at the save merely makes the creature fatigued. Note that if the creature was already fatigued and is fatigued again, it is now exhausted. If the creature was already exhausted prior to either effect, its Strength and Dexterity scores immediately drop to 0, effectively rendering the creature helpless. The effect lasts for 1 minute per spell level of potion both active and imbibed.

External: A brownish cloud pours sluggishly forth. All creatures that are within or enter the cloud must succeed at a Fortitude save or become fatigued. Creatures that are already fatigued become exhausted and exhausted creatures have their Strength and Dexterity scores reduced to 0 and are effectively helpless. The cloud remains for 1 minute per spell level of potions mixed.

Fear

Internal: The subject suffers abject fear. If the subject fails a Will saving throw it is panicked for 1 round per spell level of potion both active and imbibed. If the subject succeeds at the Will save it is still frightened for the effect’s duration.

External: A wild howling flows through the area and is gone. All creatures within the area of effect become frightened for 1 round per spell level of potions mixed unless they succeed at a Will save, in which case they are considered shaken for the duration of the effect.

Glowing Skin

Internal: The affected creature glows from within. Soft light emanates from every inch of the creature, peeking out through every chink of armor and thin cloth. Unless completely able to be covered from head to toe, the creature suffers a -5 circumstance penalty to any Hide checks, -10 in areas of shadow or darkness. The light remains for 1 minute per spell level of potion both active and imbibed. The glow is not enough to read accurately or see by.

External: Beams of brilliant light shoot through the area and then disappear. All creatures that fail a Reflex save are touched by one of the beams of light and are affected as above until the expiration of the effect after 1 minute per spell level of potions mixed.



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Greasy Skin

Internal: The creature's pores begin to ooze *grease*, covering the body and any worn or held items in a thin gray coating. Any items held by the creature at the time of the effect are immediately dropped. Subsequent attempts to grasp or use items require a successful Reflex saving throw. The affected creature does gain a +10 circumstance bonus to all Escape Artist checks and on grapple checks made to resist or escape a grapple or pin. The effect lasts 1 round per spell level of potion active and imbibed.

External: The *grease* spreads out from the mixing area to the maximum radius and is identical in its effects to the spell of the same name. It lasts for 1 round per spell level of potions mixed.

Healing

Internal: Positive energy courses through the creature curing up to 1d8 points of previously suffered damage per spell level of potion both active and imbibed. If the subject wishes, it may succeed at a Fortitude save to reduce this curing to one-half.

External: A blast of pure light shoots through the area curing up to 1d4 points of previously suffered damage per spell level of potions mixed. Subjects may resist the influx of positive energy with a successful Fortitude save which reduces the curing by one-half.

Hemorrhage

Internal: Blood begins to pour from the affected creature's mouth, nose, ears and even eyes. The creature takes 1d8 points of negative energy damage per spell level of potion both active and imbibed as with an *inflict* spell. Succeeding at a Fortitude save reduces this damage by one-half.

External: A blast of pure darkness shoots through the effect area. All creatures within the



effect radius suffer 1d4 points of negative energy damage (as if receiving an *inflict* spell) per spell level of potions mixed, although they may attempt a Fortitude saving throw to take only half damage.

Maniacal Laughter

Internal: The affected creature begins to laugh uncontrollably unless it succeeds at a Will save. While laughing, the creature cannot take any actions although it is not helpless (it is effectively dazed for the duration). If the save is successful, the creature only snickers or giggles for the duration of the effect and suffers the same adverse effects as if it were sickened. The duration of the effect is 1 round per spell level of potion.

External: A gas cloud shoots into the area and dissipates almost instantly. All those within the area of effect must succeed at a Will save or start to giggle uncontrollably, becoming sickened for 1 round per spell level of potions mixed. Those who succeed at the Will save are unaffected.

Mute

Internal: The creature is rendered mute for 1 minute per spell level of potion both active and imbibed. The creature's vocal capabilities are rendered completely non-functional; it cannot make any sound, not even a grunt. There is no

save against this effect.

External: The area is under a *silence* effect that lasts for one minute per spell level of potions mixed.

Neither Potion Works

Internal: The active potion is immediately cancelled and the newly imbibed potion has no effect; it is wasted.

External: No effect/roll again.

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One Potion Has Primacy

Internal: One of the two potions overrides the other. Either the potion already active continues to work normally while the second potion has no effect and is wasted, or the second potion works normally with the potion that was already active immediately ceasing to have an effect.

External: No effect/roll again.

Paralysis

Internal: The creature must succeed at a Fortitude save or be paralyzed for 1 minute per spell level involved.

External: A noxious gas cloud pervades the area, remaining for 1 minute per spell level of potions mixed. Any creature within or entering the cloud must succeed at a Fortitude save or be paralyzed for 1d4+1 rounds. Once the paralysis ends the creature is no longer affected by the cloud and can move about within it normally.

Permanent Effect

Internal: One of the potions becomes a permanent part of the creature's makeup. The potion is selected randomly. The selected potion performs normally, canceling out the other potion imbibed. Starting 24 hours later, the creature may mentally invoke the effect once per day. The effect acts as if it the creature had drunk the potion in terms of caster level and all other aspects, but however it is not a potion but rather a permanent spell-like effect (not subject to the rules of potion mixology).

External: No effect/roll again.

Petrification

Internal: The creature is turned to stone unless it succeeds at a Fortitude saving throw. If the save is successful, the creature is affected as if by a *slow* spell for 1d4 rounds per spell level of potion both active and imbibed.

External: A gray cloud hangs about the area. Anyone entering the cloud must succeed at a Fortitude save or be affected as if by a *slow* spell while they are within the cloud. The cloud remains for 1d4 rounds per spell level of potions mixed. Exiting the cloud removes the *slow* effect within 1d4 rounds.

Poison

Internal: The potions combine to make a potent poison. Initial damage is 3d6 Con and secondary damage is 3d6 Con.

External: A poison gas cloud pervades the area, remaining for 1 minute per spell level of potions mixed. Any creature within or entering the cloud must succeed at a Fortitude save or take 1d2 points of Constitution damage each round it is within the cloud.

Skin Color

Internal: The creature's skin color changes to a different color, usually a bright neon or cool pastel. There is no saving throw. The creature's skin remains the color for 1 minute per spell level of potion both active and imbibed. DMs may wish to assign a circumstance penalty of no more than -4 to all Hide checks if the color clashes with the surroundings.

External: A colorful burst fills the effect area and then is no more. All creatures within the area of effect have their skin color changed to some other color unless they succeed at a Reflex save in which case they are unaffected. The skin color remains changed for 1 minute per spell level of potions mixed.

Stench

Internal: Evil fumes emanate from the body of the imbiber. While the imbiber is merely very unpleasant for others to stand next to, the imbiber must succeed at a Fortitude save or be considered nauseated. Even if the save is made, the creature is still considered to be sickened for the duration of the effect. The effect lasts for 1 minute per spell level of potion both active and imbibed.

External: Evil fumes pervade the area forcing all those within, or entering, to succeed at a Fortitude save or become sickened. The cloud remains for 1 minute per spell level of potions mixed. Creatures who are sickened and leave the area of effect remain so for 1d4+1 rounds thereafter.

ONE LAST NOTE

Although the above table is ready to use as is, it is by no means meant to be exhaustive of all the possibilities when two potions are mixed. DMs are encouraged to create their own table, or modify this one, using the above entries as a template, putting the emphasis where they wish.

Chapter Four

Performance Magic



Several long tables were arranged in the large outdoor dining area of the Baron's estate. The space was floored with broad slabs of marble and defined by fluted pillars crawling with lush green vines. A constellation of paper lanterns was suspended on cords above the diners and cast a warm illumination over the overstuffed guests, and provided a counterpoint to the real stars that glittered in the cloudless night sky.

Much food had been eaten and even more wine had been poured. The guests of Baron Geoghan, sated by a bewildering variety of dishes brought out in course after course over the span of three hours, lolled indolently in their chairs. Some were barely able to stay upright, and several had retired to the pissoir to relieve the pressure on their insides.

From his place on a raised platform where the most exclusive guests dined in close proximity to their host, Baron Geoghan raised his wine glass. He rapped on the crystal with a fork and the clear ringing tone brought even the most far gone of the diners to attention. "The feasting is done!" Geoghan announced. There were groans of appreciation. "And now, to aid the digestion..."

A thunderous roll of drums swept through the dining area, though there were no musicians visible. From the far end of the open dining hall a sudden rush of fog burst from between a pair of pillars. It was a thick fog, its amorphous skin a writhing mass of tendrils that seemed to urge its greater mass across the marble slabs of the hall's floor and gave the cloud a sensation of an enormous blind colony of gray tentacles feeling for a meal at the bottom of the ocean.

Guests recoiled from the touch of the expanding fog bank as it grew to fill the available walking space between banquet tables. And from the same nowhere the roll of drums began to build once more, rising into a crescendo that punctuated a sudden, blinding flash of brilliant fire. The fog was instantly dissipated, swatted away in every

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direction by a rush of warm air scented with cinnamon. The diners made a sound of surprise all at once. At his place at the head table, Baron Geoghan beamed widely.

When eyes were able to see past the dazzle left by the fireburst, they saw a slender woman's figure where once that had just been the creeping mass of fog. She had the naturally tanned skin of a Southlander, and her long black hair was tied into an intricate braid fixed with a sparkling golden wire. Her athletic form was clad only minimally, the deep purples and vibrant greens of her Southland outfit cut generously to reveal flat muscle and tantalizing curves.

The woman stood still for only a moment, and then, as if she were aware of the exact instant at which all eyes had recovered from the glare of her entrance, she burst into motion. The invisible drums resounded now as if they surrounded the dining hall. Brilliant nodes of light burst from the woman's fingertips, trailing individual strands of liquid gold as she danced.

She was quick and as lithe as a sneak thief. An effortless-seeming spring lifted her onto a nearby table where, in time with the drumbeats, she whirled and leaped. She had a supple spine and powerful legs that carried her high and fast, but always in control. Having crossed the length of one table, close enough for the diners there to touch her if she were still enough to be touched, she bounded down to the marble flooring once more.

The spheres of light detached from her hands and whirled into orbit around the woman's sinuous form. They split into orbs half their original size and sped in an interlocking orbit that never once intersected with an arm or a leg in motion, but never swerved, either.

The performance continued, centered now among the banquet tables. A glow suffused the dancer, outlining muscles full with strain and reflecting in the aqueous sheen of perspiration on her skin. The diners surrounding her were transfixed by the interplay of flesh, bone and light. Faster went the drums and faster came the dance. The rhythm was as quick and demanding as a lover's heartbeat.

The unseen could go no faster. The human body could achieve no greater speed. At that moment a column of pure white electricity arched down from the clear night sky, and for a split second the dancer was frozen in the same colorless hue before she vanished entirely.

Silence. The drums, like dancer, were suddenly gone. The marble where once the dancer had been was unmarked, and the sky was as undisturbed as it had been before the performance began.

INTRODUCTION

Magic is often viewed as a means to an end, chiefly a violent end. Sorcerers and wizards constantly strive to wield greater and greater power, usually of the destructive variety. Many skulk in their towers, searching to further their own esoteric ends and having scarce contact with the outside world. Is it any wonder then that wizards are little understood by the general population, even feared? And those are the good ones. Evil sorcerers and wizards are reviled to the ends of the world and mere mention of the name of some of the truly powerful ones is enough to empty entire villages.

That is not to say that there are not those who use their magic for good. More than one village has been saved from a grave threat by some kindly wizard or sorcerer, and everyone knows that the only way to defeat an evil spellcaster is with a good spellcaster.

But even the best of intentions do little to make the common folk feel comfortable with magic. Enter the performance mages. These individuals are the most accessible of all the spellcasters that roam the wide world, bringing magic to the common people and filling their lives with happiness, wonder, and laughter. As talented as any spellcaster, performance mages focus on spells that entertain and delight rather than dominate or destroy.

WHO ARE THE PERFORMANCE MAGES?

Performance mages are not a class per se. In game terms, this means that no character can take a level of "Performance Mage," nor is it a prestige class. Rather, a performance mage is an arcane spellcaster who really enjoys performing for people and making the wonder of magic accessible to all.

Naturally, many if not most, performance mages are bards. Adding magic to an act or performance comes naturally to this class; the performance mages among the bards simply take it one step further by making magic an active part of each of their performances.

While most performance mages are bards, there are a significant number of wizards and sorcerers who also take a shine to performing. And even though they focus almost exclusively on the magic itself, largely because they lack the artistic abilities of their bard counterparts, they are no less effective as showmen because of it.

ROLE-PLAY ALERT!

Since there are no hard and fast rules for playing a performance mage it is up to the DM and any players who wish to explore the role of the performance mage to set their own standards. A good baseline is that at least half of the spells known (in the case of bards or sorcerers) or written in the spellbook (for wizards) must have a significant, if not constant, use in the character's act.

In fact, it would be a good idea for the player to write a quick note how each spell fits into the act or otherwise enhances the performance (the section on spells gives a number of hints for this). As before, there are no hard and fast guidelines for doing this; it is entirely possible for a performance mage to make use of a *fireball* during a performance (perhaps as part of some dramatic moment) or other dangerous magic (although such acts are best performed in the great outdoors rather than in the cozy confines of a crowded inn).

Again, the point of choosing to be a performance mage is to enhance role-playing, not roll-playing, and DMs should try to support characters who make such a choice by giving them a chance to show their skills and by making some appropriate adjustments in adventures. For their part, players must realize that being a performance mage somewhat limits their ability to perform the accepted role of their character's class. They must be up to the challenge of finding more creative solutions to dealing with a party's adversaries and adventure obstacles than simply blowing them up.

One last thought. While the concept of a performance mage can be very interesting and should be a life-choice for the character, after all, all true entertainers want to be nothing else, it should not become a shackle for either the DM or the player. Just because a spellcaster begins as an entertainer does not mean he or she needs to remain an entertainer; plenty of artists have given up their vocation for one reason or another and if the player finds it too difficult to play as a performance mage, or the DM has trouble working the character into adventures, they can always change their focus. In that same vein, someone could choose to become a performance mage later on in their career, changing their focus from adventuring to one of entertaining.

Performance Differences

The basic differences between performance mages that are bards and those that are sorcerers or wizards have already been alluded to.

Bards are the more talented, or at least more versatile, performers but the lesser spellcasters while sorcerers and wizards are much more powerful spellcasters but less well-rounded performers. Thus bards use magic to enhance and emphasize their already considerable performance skills whereas sorcerers and wizards rely on magic almost exclusively for their performance. In short, bards use magic to support their act while for sorcerers and wizards magic is the act.

To use a modern analogy, a bard would be a musical or theatrical performer with a great stage show, such as a Wayne Newton, while a sorcerer or wizard would be a magician in the vein of a Copperfield.

Being a Performance Mage

No matter the source of their arcane talents or their other artistic skills, all performance mages are entertainers. While this is natural for a bard, it is not for a sorcerer or wizard, and even a bard will have to change his or her focus somewhat in order to be a true magical entertainer.

PHILOSOPHY

It is important to remember that being a performance mage is a matter of outlook on the world. No matter what the class, be it bard, sorcerer, or wizard, the spellcaster is an entertainer first and foremost. They long for the approval of the crowd even more than they lust for treasure or power. Thus he or she will choose spells to enhance the performance, be it musical or magical, over spells that cause destruction, or divine answers of the cosmos, or ones that protect him or her or party members.

This is not to say that a performance mage will not have *cause fear* or *fireball* in his or her repertoire; the world can be a dangerous place after all. Rather, he or she is less likely to have a broad variety of

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spells than a standard member of the class and will prefer entertainment-focused spells to the other kinds. This affects each of the three standard arcane spellcasting classes in different ways.

BARDS

Bards are limited in the number of spells they can know at any given time. Thus they must be careful in choosing their spells. However, because the standard bard spells tend to focus on enchantments and illusions as well as spells with more general and subtle adventuring uses, they are the least of the three classes affected by a focus on spells that enhance their acts.

Many of the standard bard spells are easily worked into an act, either because they heighten audience reactions or because they can create visual

images, and yet these spells can also be used in adventures. Furthermore, the very nature of the standard bard spells forces a bard to rely on creative uses of such spells or on other aspects, such as skill with the sword or in running away, to live through adventures. In sum, choosing to be a performance mage merely enhances the natural performance focus of the class without significantly taking away from their usefulness in adventures.

SORCERERS

Sorcerers are the most affected by choosing to be performance mages and DMs, as well as players must give serious consideration as to whether they are up to the challenge of having a PC sorcerer take on the role of performance mage.

Like bards, sorcerers are limited in the number of spells they can know. But the spells available to a sorcerer far exceed those available to a bard both in scope and power. Thus a sorcerer who would be a performance mage must be able to be even more creative in the use of the limited spells available to him or her than a bard and must carefully weigh each spell choice against its use both in entertainment and for adventuring.

Of course, because they tend to have high Charisma scores, sorcerers do make better natural performers than wizards.

WIZARDS

Although it may not be realized, wizards are arguably the best choice for becoming a performance mage. Since they are able to carry any number of spells in their spellbooks, wizards are actually not limited in their choice of spells. In fact, while a wizard performance mage may have to do a bit more research than his standard counterpart or carry a heavier, or another, spellbook, wizards lose none of their usefulness as adventurers by becoming performance mages.

As long as they have time to study their spellbooks, wizards can change their spell selection from one that is entertainment-focused to one that is adventure-focused and back again as many times as necessary. In short, they can have their cake and eat it too.

It is even possible, although difficult for most, for a wizard to be a specialist in a particular school and still be a performance mage.

PERFORMANCE MAGES AND THE PERFORM SKILL

Just because someone gets up on stage and casts a few spells does not make them a performer any more than someone who gets up in front of people and recites a poem. It takes skill and craftsmanship to be able to use magic as the focus for an act, as much as it does to recite an epic story.

The easiest way to reflect this is to create a new category for the Perform skill called magic. Advancement in the magic category is like advancement in any of the other Perform skill categories. The magic category covers any acts that have magic as their chief focus; that is, magic is the chief method of entertaining the audience although there may be spoken word, song, instrument playing, or even dance as a support for the magical act itself. The following example illustrates the concept a little better.

A bard who is reciting a great epic using only his voice and mannerisms is using the Perform (oratory) skill. Even if he uses a spell or two to enhance the presentation, such as having a dragon roar at the time of its appearance in the story, the focus is still on the bard's words.

ROLE-PLAY ALERT!

One interesting aspect of all this is that the entire party can get into the act. What better way to have the party travel the world, getting into all sorts of adventures, than when they are actually a traveling troupe of performers? The barbarian or fighter is the strongman, a knife thrower, or a marksman. The bard plays the songs and enhances the other acts through magic. The sorcerer or wizard casts the spells both as an act in itself and to enhance the other acts. The rogue or monk is an acrobat, tumbler, and daredevil. The cleric is there to see that no one gets hurt, and if they do, to fix them, and to occasionally lend a bit of magic support. Of course, if this is done, the DM should allow all of the classes that do not have access to the Perform skill as a class skill to substitute it for either the Craft or Profession skill; after all, performing is their craft and profession.

Compare this to the same bard telling a story with many magical effects, from the dragon's roar to the sound of people marching, with some illusions thrown in. The focus here is on the magic being used; the story simply strings the spells together and the audience is waiting for the next trick and not focusing so much on the words. This is use of the Perform (magic) skill.

As with all the Perform skill categories, there is no clear separation. Perform (act) may make use of accompanying music to set the mood and Perform (sing) usually involves at least a modicum of movement and emotion to enhance the experience.

Finally, DMs should allow sorcerers and wizards who wish to become performance mages to substitute the Perform skill for either the Craft or Profession skill as part of the class skill set.

PERFORMANCE MAGES AND THE CAMPAIGN

Low Magic Vs. High Magic

No matter what kind of campaign you play, if it has magic in it, then performance mages have their place. In a low magic campaign where few people have access to magic and to where spellcasters are seen as strange and mighty they can be true entertainment superstars.

Even the least-skilled performance mage will be able to make a good living bringing his performance to eager audiences, even if he or she has to travel along the frontier. As for those who are really good, the world is their oyster. Appearances by a low-level performance mage would be the highlight of a village's month, if not season or even year, while only the mightiest of rulers and wealthiest of patrons would vie for the attention of the few top performers.

In high magic campaigns this still holds true, but now the competition is much fiercer. Few people will be impressed by a low-level performance mage because there will be those who are so much better readily available. The flipside of this is that there will probably be organized schools where one can learn performance magic. Large troupes will exist, both traveling and fixed in larger cities. There may even be competitions at the various levels to determine who the best are, with winners receiving patronage from powerful figures. There could even be permanent court positions available.

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When you get right down to it, the only real difference is that the level of magic determines the level of competition. Organized troupes can always exist, and competitions can always be held, although in low magic settings there might be fewer troupes and competitions would probably feature all manner of performers, not just performance mages.

PERFORMANCE MAGES AND THE PARTY

Performance mages would fulfill the standard roles that their class does within a party no matter what the situation, although their spell selection might be a bit more limited. Again, how this works is largely up to the DM. Is the bard a performer, or an adventurer? Whether he is a performance mage or not does not alter this question one bit. The same goes for a sorcerer or wizard. It can be simply assumed that the performance mage performs when given the chance, resolved by a simple roll of the dice, and is otherwise an adventurer, or the performance can be role-played.

Spells

This section deals with spells both standard and new that are useful for performance mages. The list of standard spells is not exhaustive since almost any spell can be used in an act if the imagination is there.

In the case of standard spells I have tried to give an example or two of how they might be used in an act, and in the case of the new spells I have included that in the description of the spell itself and tried to create some possible adventuring uses.

Note that I have included spells of 0 to 2nd level only. This is enough to give anyone using these rules a solid start without beating the subject to death.

0 LEVEL

Dancing Lights (Brd, Sor/Wiz)

Gives a ghostly or mystical air to everyday objects and can be used as pantomime in its own right, or just to light up the stage for a critical moment.

CONCENTRATION

Spells that have a duration of concentration can be maintained while walking, talking, singing, and playing a simple melody. More involved performance elements such as dancing, playing a complex melody, or trying to hit a high C require a concentration check or the spell fails (DC 10 or 15 + the level of the spell you're casting depending on the difficulty).

Daze (Brd, Sor/Wiz)

To visibly stun or disorient a volunteer and make it seem as though he or she has fallen under an enchantment.

Flare (Brd, Sor/Wiz)

This is a slightly modified version that produces a rainbow-colored burst of light by adding a glass bead as the material component.

Fog

Conjuration (Creation)

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Effect: Cloud spreads in 10-ft. radius from you, 10 ft. high

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

A misty vapor arises at a spot within range you designate. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

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This spell is usually used to create a dramatic entrance or exit. In case of the entrance, the caster usually hides while casting the spell and then steps into the fog, canceling it when he or she is ready to begin the act. Although some might try to use *obscuring mist* for the same kind of effect, the larger area that spell covers, and the fact that it cannot be dispelled, make it a poor choice.

Ghost Sound (Brd, Sor/Wiz)

Laughter, applause, gasping (ooh's and aah's), and shouts of encouragement are the most common forms and are used to get a better reaction from the audience. At the DM's option, adding these particular sounds during a performance grants a +1 bonus to any Perform checks for every four human voices (per caster level, up to a maximum of +5 at 5th level).

Hot Foot

Evocation [Fire]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Effect: One foot or piece of footwear of a single creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Flames flare on the targeted creature's footwear or foot (if it is not wearing any footwear) causing 1d3 points of damage (no save). The sudden shock and pain also cause the creature to drop any items it was holding and grab its foot unless it succeeds at a Fortitude saving throw.

Light (Brd, Sor/Wiz)

A specific color, such as blue or red or green, can be chosen by adding a piece of colored glass to the phosphorescent moss as a material component. This can also be cast within a special container, such as a box with stars cut out of it, to create a desired atmosphere.

Mage Hand (Brd, Sor/Wiz)

The object can be propelled into a creature within range. This is a ranged attack that deals 1 point of bludgeoning damage (for a book, small table, etc.), or 1 point of piercing damage (for a knife, letter opener, stake, etc.) to the creature if it hits. Note that

the caster can attack in this manner until his or her concentration is broken. Using the object in this manner is an attack action, not a move action.

In addition, the caster may make trip attacks with appropriate objects, such as small chairs, rakes, stout branches, etc. by moving the object in between a creature's legs. This requires a successful ranged touch attack to hit the target and is also considered to be an attack action rather than a move action. For purposes of resolving this action within the stated guidelines for a Trip action, the object is considered to be of Medium size with an effective Strength of 10. Any object manipulated in this manner is too small to trip creatures of Large size or greater. The trip attempt does not provoke an attack of opportunity, although concentrating on the action very well might.

Attempting to pull objects out of a creature's hand is virtually impossible as long as the creature has an effective grip on the object in question; the spell's power is simply too weak; it has an effective Strength of 1 for such a purpose. Items that are in hand but not being gripped, such as a gem resting on a creature's palm as it is looking at it, may be manipulated normally.

Obviously, this spell has an almost unlimited number of uses in a magic act, from lifting an audience member's hat to having objects fly about the room.

Mending (Brd, Sor/Wiz)

Often used to fix up an audience member's favorite jacket after it has been cut up with scissors.

Message (Brd, Sor/Wiz)

A subtle means of communicating with stagehands and other performers without the audience being aware of it.

Open/Close (Brd, Sor/Wiz)

Another simple spell that can be very effective when used properly as part of a visual gag.

Prestidigitation (Brd, Sor/Wiz)

This is used for everything from enhancing sleight-of-hand tricks to changing the color of balls as they are being juggled; only imagination limits the possibilities.

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Streamers

Conjuration (Creation)

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: 10 foot

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You fire a burst of colorful streamers from your outstretched hand. Any creatures of 3 or fewer Hit Dice within the area of effect must succeed at a Will save or be considered dazed (can take no actions, but has no penalty to AC) for 1 round. Sightless creatures are unaffected by this spell. Many beginning performers like to end their performance in this way.

Material Component: A small piece of tinder.

Water Splash

Conjuration (Creation) [Water]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Effect: One 1-foot diameter globule of water

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

You fire a small sphere of water at the target. You must succeed on a ranged touch attack to hit your target. The water is enough to soak any creature of up to Medium size causing clothing to cling, hair to be ruined, make-up to run, etc. The globule of water is enough to put out small fires (i.e. any fire source that does no more than 1d6 points of damage is extinguished) such as campfires, torches, and even creatures' clothing. The globule can be fired at a creature's face (-4 penalty to attack roll) and, if it hits, the creature is dazzled (-1 penalty on attack rolls, Search checks, and Spot checks) for 1 minute unless it succeeds at a Reflex save (averted or closed its eyes and the water did not get into them). Sightless creatures or those already dazzled are unaffected by the dazzle effect of this spell.

1ST LEVEL

Amplify

Transmutation

Level: Brd 1

Components: V, S

Range: Personal or close (25 ft. + 5 ft./2 levels)

Targets: You or one willing creature or one musical instrument

Duration: 10 min./level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Amplify doubles the effective range of a creature's voice or musical instrument. The added volume is handy for making oneself heard in large crowds or for calling out over greater distances and, as a result, is often employed by heralds and other public speakers in addition to bards. Note that *amplify* does not affect the properties of any sonic-based spells such as *shout* or bardic music.

Animate Rope (Brd, Sor/Wiz)

The amazing self-tying rope!

Disguise Self (Brd, Sor/Wiz)

Used to make the performer appear better, or more appropriate, looking than he or she really is. Also used by seasoned performers who want to try out new or experimental material without anyone knowing who they are, or those who bombed the previous show and want to try again under a different look. Finally, it is a handy tool for the truly famous to escape from hordes of fans.

Enlarge Person (Sor/Wiz)

It is best to have a willing volunteer for the use of this spell.

Erase (Brd, Sor/Wiz)

A simple trick for those who are less sophisticated.

Feather Fall (Brd, Sor/Wiz)

Used as part of stunts or tricks involving either a (hopefully knowing) volunteer or a large object.

Floating Disk (Sor/Wiz)

Often cast underneath a tablecloth or other covering to give the illusion of levitation, although the fact that it's height is fixed means its use is somewhat limited compared to a true *levitate* spell. Nevertheless when covered with objects, such as a dinner service, it makes for an interesting trick.

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Hypnotism (Brd, Sor/Wiz)

Better than a swinging watch at getting people to believe they are chickens.

Jump (Sor/Wiz)

Used as either a dramatic entrance or part of a death-defying stunt.

Levitate (Sor/Wiz)

A great trick in its own right, especially when used on an associate or willing audience member and a hoop is passed around them.

Magic Mouth (Brd, Sor/Wiz 2)

Can be used as a portable announcer, “Ladies and gentlemen, children of all ages, . . . “ or, for someone really clever who is not an actual ventriloquist, an entire ventriloquism routine can be created if the performer’s timing is good.

Reduce Person (Sor/Wiz)

As with *enlarge person*, it is better to have a willing volunteer.

Silent Image (Brd, Sor/Wiz)

Usually used during the telling of a story or singing of a song to illustrate some key point. Common images are hearts for romantic ballads, a moving ship for a sea chantey, or a dragon for a great epic.

Summon Monster I (Brd, Sor/Wiz)

There’s nothing like a fierce creature on stage to grab the audience’s attention. Just be sure you can communicate with it.

Tune

Transmutation

Level: Brd 1

Components: V, S

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Targets: You or one willing creature or musical instrument

Duration: 10 min./level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell magically enhances a voice or musical instrument by smoothing out inconsistencies, adjusting timbre, etc. The spell grants a +1 competence

bonus to Perform checks involving the voice or the instrument in question for every four caster levels (maximum +3). The spell’s bonus only applies to normal performances; it does not aid in the performance of bardic music nor does it aid anyone with 15 or more ranks in the appropriate Perform skill.

Unseen Servant (Brd, Sor/Wiz)

The perfect mysterious assistant, able to move objects, fetch props, and a million other uses. No magic act should be without one!

Ventriloquism (Brd, Sor/Wiz)

Usually used with oration or song, especially to impress that lovely lass or lad in the balcony by having your voice come from right beside them.

2ND LEVEL

Alter Self (Brd, Sor/Wiz)

A more advanced way of altering one’s appearance than *disguise self*. It offers no significant benefits over the lower level spell unless the performer wants to look like a different race.

Bang Bombs

Conjuration (Creation) [Sonic]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One bead per two caster levels

Duration: 10 min./level or until used

Saving Throw: Fortitude negates

Spell Resistance: No

You turn ordinary ceramic beads or marbles into bombs that you can detonate on command. You can turn one bead for every two levels into a *bang bomb*. If you are within 50 feet and speak a word of command, each bead instantly creates a deafening bang as it explodes. The bang can be heard clearly up to 100 feet away, although any creature occupying the same space (5’ square) as a *bang bomb* must succeed at a Fortitude save or be deafened for 1 hour.

For tactical uses please see the *flash bomb* entry.

Material Component: Ceramic beads or marbles.

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Bear's Endurance (Sor/Wiz)

This is a great pick-me-up for a tired performer or a way of keeping up one's energy during a very long performance.

Bull's Strength (Sor/Wiz)

Use this to make a strongman act just that much more impressive.

Cat's Grace (Brd, Sor/Wiz)

A preparatory spell cast just before the performance of tricks requiring great physical deftness. It is usually used as a safety cushion for performers with high dexterity to begin with to smooth out their routines or ensure the success of a particularly difficult piece. Knife throwers and jugglers are two of the more common types of performers to use this particular spell.

Continual Flame (Sor/Wiz)

Not usually used in an act but rather as a permanent part of the set-up; there are few performers who travel without at least one *continual flame* stage light.

Darkness (Brd, Sor/Wiz)

A great mood setter and a proper way to enter and/or exit the stage, although it is advised that the caster be thoroughly familiar with the stage upon which he or she is performing in order to avoid any potential gaffes.

Detect Thoughts (Brd, Sor/Wiz)

Used to perform the familiar mind-reader routine. The key is to get the subject to relax, usually through humor or some other form of distraction, so he or she does not really notice the probing and attempt to resist (use a Will save). At a minimum the subject or subjects should be made aware that they may feel a strange sensation so panic does not ensue. In addition, the performer must get the subject to think of something specific, such as a favorite pet, what is in his or her pocket, the name of their favorite friend, etc. Performers are advised to stay away from controversial topics, such as the name of one's true love, and to make sure that the subject is focusing on a specific topic lest some secret be inadvertently revealed. Remember, the subject knows what they were thinking and also knows that the performer now knows, so caveat emptor.

This spell is especially effective after the use of a *hypnotism* or *enthrall* spell.

Eagle's Splendor (Brd, Sor/Wiz)

The most frequently employed preparatory spell since it aids tremendously in the overall success of any Perform skill checks.

Enthrall (Brd)

Nothing like a captive, I mean, captivated audience.

Flash Bombs

Conjuration (Creation) [Fire]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One bead per two caster levels

Duration: 10 min./level or until used

Saving Throw: Reflex half; see text

Spell Resistance: No

You turn ordinary glass beads or marbles into bombs that you can detonate on command. You can turn one bead for every two levels into a *flash bomb*. If you are within 50 feet and speak a word of command, each bead instantly bursts into flame. The flames shoot out in a two-foot radius (effectively one 5' square is covered by the flames) and cause 1d4 points of fire damage to anyone caught in the area, as well as igniting any easily combustible materials (such as clothing or paper, but not wood) in the area. A creature caught in the blast may attempt a Reflex save for half damage.

Flash bombs are usually placed by hand in fire-resistant surfaces, either dirt or small metal saucers, in areas where there are no audience members. They are often used as part of a fireworks display or during a performer's entrance or exit.

Flash bombs can be thrown, having a range increment of 5 feet. However, they only detonate upon use of the command word, not on impact, so timing is of the essence if they are going to be used as weapons in this manner. Furthermore, they cause no actual damage when thrown.

A better tactic is to roll them under the feet of enemies. This can be done individually, but they are usually all rolled into the same area (same 5' square) so that their combined effect is more devastating (they do more damage, but still only light easily combustible materials on flame).

Material Component: Glass beads or marbles.

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Fog Cloud (Sor/Wiz)

Used outdoors or in larger venues with either a breeze or some means of generating wind, as the spell cannot be dismissed prior to running its duration. For ease of use the 0 level *fog* spell is superior and also much more appropriate for intimate settings.

Fox's Cunning (Brd, Sor/Wiz)

Used to strengthen spells and to perform Intelligence-based skills better.

Gust of Wind (Brd, Sor/Wiz)

Performers must be careful when using this spell; outdoors is best. Properly used it helps clear a *fog cloud* spell or helps make an entrance or exit more dramatic.

Glitterdust (Brd, Sor/Wiz)

This is another fine visual effect that is often used to close out the show. It is a little known fact that the type of mica affects the coloration of the particles (the DM can determine any combinations required from the various members of the mica family). Many performers alter the colors to suit the seasons, the overall presentation theme, or as a signature of sorts. If it can be done, making the *glitterdust* fall in the local noble's colors is always a crowd pleaser.



Hypnotic Pattern (Brd, Sor/Wiz)

Used mainly as a distraction during a key moment in the performance.

Knock (Sor/Wiz)

This spell is of limited use in death-defying stunts.

Invisibility (Brd, Sor/Wiz)

A hundred-and-one uses and more! Make people and objects disappear or appear out of thin air or have an *invisible* assistant as part of the act (preferably versed in the methods of moving quietly).

Locate Object (Brd, Sor/Wiz)

An interesting use of this spell is to have audience members hide an item somewhere that the performer then has to find.

Minor Image (Brd, Sor/Wiz)

A more advanced version of *silent image* that is used the same way.

Mirror Image (Sor/Wiz)

A great trick in its own right.

Owl's Wisdom (Sor/Wiz)

Used to bolster Wisdom-based skill execution.

Protection from Arrows (Sor/Wiz)

A safety net for knife throwing acts as well as other such dangerous pastimes.

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Pyrotechnics (Brd, Sor/Wiz)

Fireworks! What else do you need to know? Great when used in conjunction with *glitterdust* as a finale.

Rope Trick (Sor/Wiz)

This is a fine trick in its own right, whether the performer uses the extra-dimensional space or not.

Silence (Brd)

A handy way to cover up any unwelcome noises, especially if an *invisible* assistant is moving up on stage. Obviously, placement is the key with this spell.

Spider Climb (Sor/Wiz)

Human fly, anyone?

Summon Monster II (Brd, Sor/Wiz)

As *summon monster I*.

Tongues (Brd, Sor/Wiz 3)

This is undoubtedly the traveling performer's greatest friend.

Web (Sor/Wiz)

A portable safety net for those highwire acts.

Magic Items

Here are a few magic items that are useful for almost any performance mage.

Amplificator: This handy device is a small cone of wood, or more exotic material, that is carved in the shape of cupped hands that does a great job doubling the range of any voice that speaks into it. An *amplificator* is small enough to be concealed in a human hand.

Faint Transmutation; CL 1; Craft Wondrous Item, *amplify*; Price 500 gp.

Fireworks: There are an almost infinite variety of these items, which are designed to be launched into the atmosphere and to explode, in existence. Although they usually launch with a bright tail and explode in massive showers of sparks, fireworks are actually quite safe and can do no harm to anyone as they are purely based on illusions.

Because they are based on illusions they can create almost any image, from the traditional colorful

explosion to silver ships sailing across the sky or a golden harp playing wonderful music.

Faint Illusion; CL 1; Craft Wondrous Item, *silent image* (image lasts a single round), *ghost sound* or *sound burst*; Price 100 gp or 200 gp.

Faint Illusion; CL 3; Craft Wondrous Item, *minor image* (image lasts two rounds); Price 300 gp.

Faint Illusion; CL 5; Craft Wondrous Item, *major image* (image lasts three rounds); Price 750 gp.

Hand Fireworks: These little cylinders, meant to be held in one hand and set off with a command word, are just the thing for closing out a performance or even for passing out to the audience; the rainbow-colored version is especially popular. The flare usually detonates shortly after leaving the end of the cylinder, but it can detonate up to 30 feet or more distant depending on caster skill and inclination at the time of creation.

Although designed as stage props, they can be ignited in a creature's face and, if the creature fails a Fortitude save (DC 11), it is dazzled for 1 minute.

Faint Evocation; CL 1; Craft Wondrous Item, *flare (modified)*; Price 25 gp.

Ventriliquator: Much like the *amplificator*, the *ventriliquator* is made of wood carved in the shape of a hand cupping an ear and allows the user to throw his or her voice up to 30 feet in any direction. It is also small enough to be concealed in a human hand.

Faint Illusion; CL 1; Craft Wondrous Item, *ventriloquism*; Price 500 gp.

ONE LAST NOTE

The rules in this chapter are meant to provide DMs and players alike with the basic concepts, ideas, and spell selection to get them started on the road to playing the role of a performance mage. There are obviously many more possibilities for spells and magic items, especially with the higher-level illusions that can literally put the audience in the story; DMs and players alike should make the performance mage their own.

More important, however, is the fact that this concept offers many role-playing opportunities, both for the individual playing a performance mage as well as for the party. From crooked promoters who abscond with the gate, to competing in competitions, to having nobles fight over a talented artist's services, with a little imagination a whole new world can open up. Have fun.

Chapter Five

Necromantic Feats



Necromancers, already powerful wizards, often delve deeper into the forbidden mysteries of their art. Hidden deep within the necromantic secrets lie the keys to necromantic mastery. A necromancer who discovers any one of these keys is no longer restricted to mere spellcasting – an accomplished necromancer will slowly learn to draw negative energy to himself at will, without the need of spells. This is where the real power of the necromantic school of magic lies. Through the direct manipulation of negative energy, practitioners of necromancy are able to shrug off the effects hostile undead may cause, animate corpses by mere touch, and duplicate almost any divine ability of those clerics who worship death in all its forms.

The keys to such power, however, are neither easily found nor without a price. An inexperienced necromancer is unlikely to even be aware of such abilities.

Necromancers of significant experience may find themselves courting great danger in their obsession to control the necromantic energies. Drawing upon negative energy in this way ravages both body and mind, the flow of power flooding the practitioner's very being to destroy the essence of his life. Prolonged exposure is extremely hazardous and effects are often visible to the naked eye. Limbs may be twisted or contorted into dreadful aberrations, flesh may decay and hang from the bone, and eyesight and wicked claws may sprout from the necromancer's fingers. Furthermore, negative energy may linger, surrounding the necromancer in an aura of death that causes further unwanted effects – animals and small children may flee in terror from the necromancer, sensing the dark

power within him, plant life may wither at his passing, or he may develop a need and desire to consume the flesh of the dead. Ultimately, the necromancer will move toward a state of undeath, becoming little different from the dread monsters associated with the practice of necromancy. The secrets of the art are open and ready to all willing to devote their lives to the magic, but none should doubt the inherent risks that will be run in their application.

USING NECROMANTIC FEATS

Necromantic feats are gained and used in the same way as those in the *Player's Handbook*. They differ only in that their power comes from the character's control of negative energy rather than from some innate ability of the character himself, and that there are possible (even probable) side effects to contend with.

Only wizards specializing in necromancy (or one of a necromancer core or prestige class) may choose to take a necromantic feat rather than one listed in the *Player's Handbook* and then only if they meet the listed prerequisites of each feat.

Unless stated otherwise, all necromantic feats are performed as standard actions. In addition, a Negative Energy check (DC 15) must be made each time a necromantic feat is used. The caster's level and Intelligence affect this check. A roll of 1 is always deemed a failure.

Upon failure, the player must roll on the Negative Energy Side Effects table below and apply the result to his character. Success will mean the character has safely resisted the effects of the negative energy flowing through his system – this time. Regardless of whether the Negative Energy check is passed or not, the necromantic feat will still function as normal.

A player may choose to modify the dice roll on the Negative Energy Side Effects table by using half his caster level, rounded down, as either a bonus or penalty. In this way, he may intentionally try to decrease the effects of the negative energy or embrace the necromantic powers. The choice to modify the roll on the table must be made before the dice are actually rolled.

NECROMANTIC SKILLS

In dealing with matters of life, death, and negative energy, the practitioner is exposed to new areas of knowledge. The following Knowledge skills represent areas of knowledge that a necromancer should be familiar with.

Knowledge (Anatomy)

Though usually the province of accomplished healers, knowledge of anatomy is a passion of all necromancers, especially those who harvest bone and organs from humanoid bodies. A character with 5 or more ranks in Knowledge (Anatomy) gains a +2 synergy bonus on Heal checks.

DC 10: Knowing where major organs lie in a corpse of the same race.

DC 15: Recognizing the effects of disease or poison upon healthy bodies (though not necessarily the exact nature of such).

DC 30: Remembering how minor organs function in creatures of a completely different race than your own.

Knowledge (Necrology)

This skill represents a character's entire knowledge of the realms of undeath and the utilization of negative energy. It may be used to identify specific undead or manifestations of negative energy and predict their possible threat or abilities, as well as in more regular studies.

DC 10: Telling the difference between a zombie and a ghoul.

DC 15: Recognizing a vampire as it manifests its powers.

DC 30: Recalling the history and lore of a famous lich.

Knowledge (Spirit Lore)

The realm of the spirits, those who have literally gone beyond the grave, is a unique and convoluted area of knowledge, full of misconceptions and falsehoods. A sage wellversed in spirit lore is able to separate fact from fable and cut to the truth of any spirit-related dilemma that he is confronted with.

DC 10: Telling the difference between good and evil spirits after conversing with them.

DC 15: Recognizing the manifestation of a spirit in the material world.

DC 30: Recognizing a spirit is lying.

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Negative Energy Side Effects

D20 Side Effect

- 1 Aura of Unease
- 2 Animal Terror
- 3 Light Sensitivity
- 4 Stench of Death
- 5 Eater of the Dead
- 6 Plague Carrier
- 7 Holy Aversion
- 8 Glowing Eyes
- 9 Life Corruption
- 10 Talons
- 11 Negative Level
- 12 Disfigurement
- 13 Reduced Healing
- 14 Frail Body
- 15 Insanity
- 16 Cadaverous Figure
- 17 Charisma Loss
- 18 Strength Loss
- 19 Constitution Loss
- 20 Undeath

NEGATIVE ENERGY SIDE EFFECT DESCRIPTIONS

The following information gives the players and DM detailed information on each of the negative energy side effects that could befall a character using necromantic feats.

Aura of Unease

A common affliction of many who practice the necromantic arts, any who come into prolonged contact with you will feel distinctly uneasy. It may be your overly dark but piercing eyes, an air of intimidating power, or merely a general sense that something is “wrong” that puts people on their guard. They are unlikely to deduce the nature of your necromantic art from this feeling unless they have come across this particular side effect in the past. You gain a +2 circumstance bonus to any Intimidate checks. This side effect may be applied multiple times to a character with each additional application after the first increasing the Intimidate bonus by +1.

Animal Terror

Very young children and mundane, non-magical animals will seek to avoid you at all costs and will attempt to remove themselves from your presence in the quickest way possible. If restrained in any way, their distress will be obvious, with horses shying away and dogs barking, for example. It will be quite impossible to ride any such animal as a mount. The first time this side effect is gained, animals will only attempt to avoid you if you move within five feet of them. This range increases by ten feet every time this side effect is rolled. There is no maximum radius for this effect.

Light Sensitivity

Your eyesight becomes unusually sensitive to bright sources of light, to the point where bright light can actually cause physical pain. From this point on, you will suffer a –1 penalty to attack rolls when in bright sunlight or within the radius of a daylight spell. However, you will also gain low light vision extending to a range of 60 feet if you did not already possess it. Existing low light vision will be extended by 60 feet. This side effect may only be applied once to a character. If it is already in place, re-roll on the Negative Energy Side Effects table.

Stench of Death

A perpetual stench of corpses and disturbed graves constantly surrounds you, resisting all attempts to alleviate it. This may be masked by the use of ever more potent perfumes and musks though their application will, of course, be painfully obvious to any you meet. Such fragrances will cost 10 gp per day. The stench modifies all Hide checks by a –1 circumstance penalty. This side effect may be rolled multiple times, the effect stacking each time as the stench of death gets progressively worse.

Eater of the Dead

The corrupting effects of negative energy flow through your body, driving you to debased acts that defy all normal conventions of society. You develop a highly unnatural desire to feast on the flesh of the dead, an abhorrent act to all but the most primitive of creatures. The first time this side effect is rolled you must consume a small amount of flesh from a humanoid corpse at least once a day or suffer the cumulative but temporary loss of one Strength point each day you abstain. The second time this side effect

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is rolled you may only eat flesh from humanoid corpses, normal food causing you to retch uncontrollably. Failure to do so will result in the Strength loss described above, as well as the normal effects of starvation as described in the *DMG*. Strength points will be regained at the rate of one per day after consumption of corpse flesh has been resumed. Subsequent rolls will have no further effect and must be re-rolled on the Negative Energy Side Effects table.

Plague Carrier

Continued proximity to the forces of death and undeath have eroded your body's natural defenses against disease and infection. However, as you continue to transform through the constant flow of negative energy flooding through your system, such diseases and plagues cease to have any real effect upon you. The DM will randomly select a disease from the *DMG* or one of his own creation. You are now a carrier of this disease. You are immune to its effects (even from outside sources) but anyone coming into contact with you runs the very real risk of contracting it, as described in the *DMG*. The use of a *cure disease* spell will vanquish this disease as normal, but it will automatically return within 1d6 days. Subsequent rolls of this side effect will add another disease to your slowly decaying body.

Holy Aversion

The power of faith from those who serve deities of good has always had a powerful effect upon the darker purposes of negative energy. As the negative energy flows through your system an aversion to holy powers becomes evident. You will no longer be able to tolerate the presence of holy symbols and icons of good deities and will not willingly approach or stay within five feet of them unless you make a Will save (DC 20). Good clerics will also be able to turn you, using your character level in place of undead Hit Dice, though no cleric will be capable of destroying or commanding you no matter their deity or strength. In addition, contact with holy water will cause your skin to burn and sizzle, causing 1d6 points of damage. This side effect may only be applied once and subsequent rolls must be re-rolled on the Negative Energy Side Effects table.

Glowing Eyes

Your eyes begin to glow with their own inner light, easily noticeable except when you're under strong, direct sunlight. You gain darkvision with a range of 60 feet from this side effect. If you already

possessed darkvision, its range increases by 60 feet. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Life Corruption

With small amounts of negative energy now flowing as easily through your system as blood, you have become, in a sense, the very antithesis of life itself. The natural world will recoil from your passing, with plant life withering and small animals snuffed out by your mere presence. From this point on your touch will cause all natural plants and tiny creatures of less than one Hit Die to die immediately and food to rot or turn sour. Subsequent rolls of this side effect will extend its radius by five feet each time. This side effect has no effect on larger forms of life or those of the undead, construct or outsider types.

Talons

One of your hands twists and warps as you mishandle a small amount of negative energy in the use of a necromantic feat. It withers and reforms into the likeness of a talon or bony claw. From this point your unarmed attacks cause d4 points of damage. This has no further game effects and you will still be able to manipulate objects and cast spells normally. A second roll of this side effect will cause your other hand to form into a talon but subsequent rolls after this must be re-rolled on the Negative Energy Side Effects table.

Negative Level

Pure, unrefined negative energy can have a crippling effect upon those who misuse it. During the use of a necromantic feat, its power ravages your body and mind, temporarily crippling you. You gain one negative level immediately. This is temporary, however, and the negative level will be regained one day later. If your character level drops to 0, you are slain, destroyed by the very power you sought to control.

Disfigurement

A slip in concentration whilst controlling the negative energy of your art causes a momentary flashback of dark power, painfully ravaging your body and leaving it all but broken. A disfigurement of the DM's choosing is applied immediately, be it a twisted limb, a pronounced limp (possibly reducing speed), a hunch or anything else he decides as suitable. Subsequent rolls of this side effect will cause additional disfigurements.

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Reduced Healing

Negative and positive energies are direct opposites, the antithesis of one another, their combination only resulting in the annihilation of both. As your body becomes increasingly charged with negative energy, the positive energies used to heal wounds cease to have such potent effect. Every time this side effect is applied, you will gain 2 hit points less than normal from any type of healing magic. Note that this cumulative penalty can result in a loss of hit points if it is higher than the amount gained through a healing spell.

Frail Body

Your body, ravaged by the powers you continually seek to channel, becomes weaker and less resilient to the damage it may suffer. Wounds bleed far longer than they used to, broken bones do not mend as quickly, and even light blows may cause greatly increased bruising. Every time this side effect is applied you will suffer an additional hit point of damage whenever you are wounded, whatever the cause. This also applies to subdual damage.

Insanity

A close call with the ravaging forces of negative energy allows a glimpse, just for an instant, into the spirit realms of the dead, dark realms into which mortals were never meant to gaze. All too aware of your own mortality, something snaps in your mind as terrifying pressures beyond all mental endurance press in from all sides. From this point on, you are considered to have gained a type of insanity of the DM's choosing.

Cadaverous Figure

The forces you are attempting to control begin to permeate your body, annihilating it by degrees and draining the very essence of your life. Your whole body will wither and decay upon your bones to ultimately leave a cold, dry husk barely able to sustain life and will. It will not be long before you resemble nothing so much as a walking corpse. This side effect may be applied any number of times, becoming more pronounced each time, as determined by the DM. As a guide, the first time it is rolled, only a sinking in of

UNDEAD TEMPLATE

This template is applied to any necromancer who succumbs to the ravages of negative energy through the use of necromantic feats. The creature type of the character immediately changes to undead. All of the character's original abilities and stats remain except as noted below.

Hit Dice: Increase to d12.

AC: The original character's natural armor improves by +2.

Special Qualities: The character gains:

Darkvision (Ex): Range 60 ft.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Necromantic Feats: The character no longer needs to make negative energy checks when using necromantic feats.

Abilities: The character gains +2 Strength, -2 Dexterity, and -2 Charisma, but as an undead has no Constitution score.

the eyes and a deathly pallor of the skin may become apparent. By the fourth or fifth time you will look more like a zombie than one of the living and further results will result in the semblance of a lich or one of the other greater undead.

Charisma Loss

The continued use of negative energy begins to have a destructive effect upon your body and mind, with dangerous and everlasting results. You lose one point of Charisma permanently.

Strength Loss

The continued use of negative energy begins to have a destructive effect upon your body, with dangerous and everlasting results. You lose one point of Strength permanently.

Constitution Loss

The continued use of negative energy begins to have a destructive effect upon your body, with dangerous and everlasting results. You lose one point of Constitution permanently.

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Undeath

There comes a time when the manipulation of negative energy demands too high a price for any living creature to sustain for long before they must pass beyond the grave and reach for unlife. Your flesh will begin to decay and you will be sustained almost purely by the negative energy that now runs freely through your system. Every time this side effect is rolled for, the DM will apply one of the following to your character:

- Immune to critical hits
- Immune to subdual and ability damage
- Immune to energy drain
- Immune to death from massive damage

Once all of these have been gained, apply the undead template in the boxed text on the previous page (page 57) immediately. You are no longer a natural creature of the living world but have become a dark monster of the night – one of the dreaded undead.

NECROMANTIC FEAT DESCRIPTIONS

These truly wicked feats are the domain of necromancers. These feats are powerful, and each should be carefully considered before being allowed in a campaign.

Animation by Touch [Necromantic]

You may now animate corpses into skeletons or zombies merely by touching them, such is the power you hold in the manipulation of negative energy.

Prerequisite: *Animate dead*, death touch

Benefit: This necromantic feat works in all respects as the *animate dead* spell, except that you only need touch a corpse and no material component is needed. Only one undead creature may be animated every time this feat is used, though you may still control multiple undead. The maximum number of undead you may control is equal to 2 HD per caster level.

Augment Undead [Necromantic]

You are able to gather and focus greater amounts of negative energy into the undead you animate and create, vastly increasing their resilience to damage.

Prerequisite: 4 ranks in Knowledge (necrology)

Benefit: Whenever this feat is used in conjunc-

tion with the animation or creation of undead (whether through a spell or another necromantic feat), it will grant the undead creatures maximum hit points + 1 hit point per Hit Dice for every 3 caster levels.

Bone Armor [Necromantic]

When in the area of inanimate dead, your grasp of negative energy tears the bones from the ground (and from within corpses) and covers you in a strong, horrific suit of armor.

Prerequisite: Specialist wizard (necromancy)

Benefit: This feat may be used once per day. For a number of rounds equal to your character level you are encased in a suit of armor made from the bones around you. This armor gives you a +2 armor bonus and does not have a chance of arcane spell failure or armor check penalty. Maximum Dex bonus is +2 while this armor surrounds you.

Special: You must be within 30 ft. of bones or corpses when you attempt to use this feat. Any attempt when dead bodies are not in the area is wasted and you may not attempt this feat again that day.

Challenge Life [Necromantic]

Your mastery of negative energy lets you challenge the soul of a living creature just with your touch. Weaker creatures will drop before you, their souls fleeing in terror until you have left the area.

Prerequisite: Able to cast 5th level wizard spells, Knowledge (necrology) 6+.

Benefit: By making a successful melee touch attack against a living creature you may attempt to force the soul from the body by charging it with negative energy. The target must make a Will save against a DC equal to your character level plus your Intelligence modifier or fall into a deep coma for 1d6 minutes.

Channel the Dead [Necromantic]

You are in tune with the dead and are able to channel their souls, using the increased power to improve your own abilities.

Prerequisite: Knowledge (necrology) 4+, Knowledge (spirit lore) 8+.

Benefit: Using this feat grants you a +1 bonus (for every two character levels) to any die roll for the next minute of game time. The Negative Energy Check for this feat is made at DC 15 and the check always fails on a roll of 1 or 2.

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Command Undead [Necromantic]

This feat is often considered the mark of a true necromancer, for with it a practitioner may cower and command undead creatures of all types, even those he has not created or animated himself.

Prerequisite: 8 ranks in Knowledge (necrology)

Benefit: You may rebuke and command undead as a cleric of half your character level, rounded down. No holy symbol or icon is required, as the direct power of negative energy is harnessed instead to force the undead into submission.

Consume Mind [Necromantic]

Grabbing an opponent's head in both hands, you create a mental link with them by channeling negative energy through their skull. The affected target loses some of their mental abilities; you gain those abilities for a limited time.

Prerequisite: Able to cast 5th level wizard spells, Spell Focus (Necromancy), 8 ranks in Knowledge (necrology), Challenge Life.

Benefit: By making a successful melee touch attack against an opponent, you force them to make a Will check against DC 10 plus your character level. On a failed roll you drain 1d6 Intelligence and 1d6 Wisdom and add the amount drained to your own ability scores. This effect lasts ten minutes. You may attempt this feat only once a day.

Special: This only works if you grab the opponent's bare head. If they are wearing any type of helmet this feat will not work.

Death Touch [Necromantic]

Calling upon the negative energy that is present all around you, you gain the ability to drain the very life from any creature by the merest touch. Flesh itself will shrivel and rot as you rob your victim's of the very essence of their life.

Prerequisite: 8 ranks in Knowledge (necrology), Decay.

Benefit: By making a successful melee touch attack against a living creature, you may attempt to slay them outright by channelling a bolt of powerful negative energy through them. When you touch, roll 1d6 for every caster level. If the total is equal to or greater than the creature's current hit points, it dies immediately. If the total is less than the creature's current hit points, the death touch has no effect. Both the use of this spell and the touch attack are consid-

ered to be a single standard action.

Decay [Necromantic]

You are able to channel negative energy through your body and blast opponents with it, rapidly aging them and forcing their bodies to suffer the effects of decay normally reserved for bodies long dead.

Prerequisite: 8 ranks in Knowledge (necrology), Must be able to cast arcane spells of 6th level or higher.

Benefit: Once per day you may fire a blast of negative energy at any target within 20'. The target must succeed a Fortitude save of DC 10 plus your caster level to resist. On a failed save the target's body begins to decompose, rotting swiftly and horribly (this is not permanent). The stench of death emits from the withering body. The target loses 1d6 hit points. The target's body heals slowly, and only after a number of days equal to the hit points lost do the effects of this feat disappear.

Special: When using this feat the character may declare that he is specifically targeting a limb. The target must succeed a Fortitude save of DC 10 plus one half your caster level to resist. On a failed save the target limb is worthless and may not be used for 1d4 days. Weapons held will be dropped if the arm is targeted while targeting legs will force the opponent to fall prone.

Drain Life Energy [Necromantic]

You have the ability to drain the life from a target individual. Draining life energy heals you and can, for a temporary time, increase your hit points beyond their maximum total.

Prerequisite: Death Touch, 8 ranks in Knowledge (necrology), Must be able to cast arcane spells of 5th level or higher.

Benefit: Once per day, you may automatically attempt to drain the life energy from any target within 10'. The target must succeed a Fortitude save of DC 20 to resist your power. If the save fails you automatically drain 1d4 +1 point per level of hit points from the target. These drained hit points are immediately added to your own hit point total. Your hit points may increase beyond their maximum but all hit points over your maximum fade away at the rate of 1 per hour.

Empower Undead [Necromantic]

The undead you create and animate are truly

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awesome creatures, able to ignore the powers of many clerics that would have lesser undead fleeing or cowering at their feet.

Prerequisite: Augment Undead, *Animate dead* spell.

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (whether through a spell or another necromantic feat), it will grant the undead creatures a Turn Resistance equal to half the caster level. This stacks with any one existing turn resistance bonus.

Greater Negative Energy Blast [Necromantic]

Your negative energy advance in power as you become more closely linked with undeath.

Prerequisite: Negative Energy Blast, Ability to cast 6th level arcane spells.

Benefit: This acts as any other ranged attack and requires a roll to hit. On a successful hit the attack causes 1d6 damage plus 2 points for every two caster levels (round down). The target takes half damage if it succeeds on a Will save at DC 15 plus the character level of the attacker.

Special: Since undead are made of negative energy, the damage inflicted by this feat heals them instead of harms them.

Improved Bone Armor [Necromantic]

As your powers strengthen your ability to manipulate negative energy in new, strange ways, grows.

Prerequisite: Bone Armor.

Benefit: The Armor Bonus of your Bone Armor feat is improved by +2 (for a total of +4). All other effects and restrictions of the Bone Armor feat still apply.

Magnify Damage [Necromantic]

Your powers are immense. You may surround a single opponent in a negative energy field that amplifies the effects of all damage suffered by the target as long as the field remains in place.

Prerequisite: Spellcaster level 5+, Negative Energy Blast.

Benefit: The target must make a Will save against DC 15 plus your character level. If this roll fails your powers envelope the target, surrounding it in a field of negative energy. All damage against the target is increased by 1 point. This field remains in place for a number of rounds equal to your highest caster level.

Special: This feat can be ended prematurely with the use of dispel evil or dispel magic.

Negative Energy Blast [Necromantic]

By channeling negative energy through your body you can fire blasts of such energy from your hand, attacking enemies at an extended range.

Prerequisite: Any other necromantic feat.

Benefit: This acts as any other ranged attack and requires a roll to hit. On a successful hit the attack causes 1d4 damage plus 1 point for every two caster levels (round down). The target takes half damage if it succeeds on a Will save at DC 10 plus the character level of the attacker.

Special: Since undead are made of negative energy, the damage inflicted by this feat heals them instead of harms them.

Replicate the Divine [Necromantic]

The accomplished necromancer has such potent control over negative energies that he may replicate many of the powers worshippers of death call upon from their deities. Through the careful manipulation of negative energy, you may now cast spells normally reserved for clerics of the Death domain.

Prerequisite: Any other necromantic feat

Benefit: When this feat is taken, immediately choose one spell from the Death domain of a level you may ordinarily cast. From this point on, you may prepare and use this spell as you would any arcane spell and as if you were a cleric of the appropriate level. However, whenever you actually cast this spell, a Negative Energy check must be taken, with the appropriate penalties applied if it is failed.

Special: This necromantic feat may be taken more than once, with another spell from the Death domain being chosen each time.

Recover from Negative Energy [Necromantic]

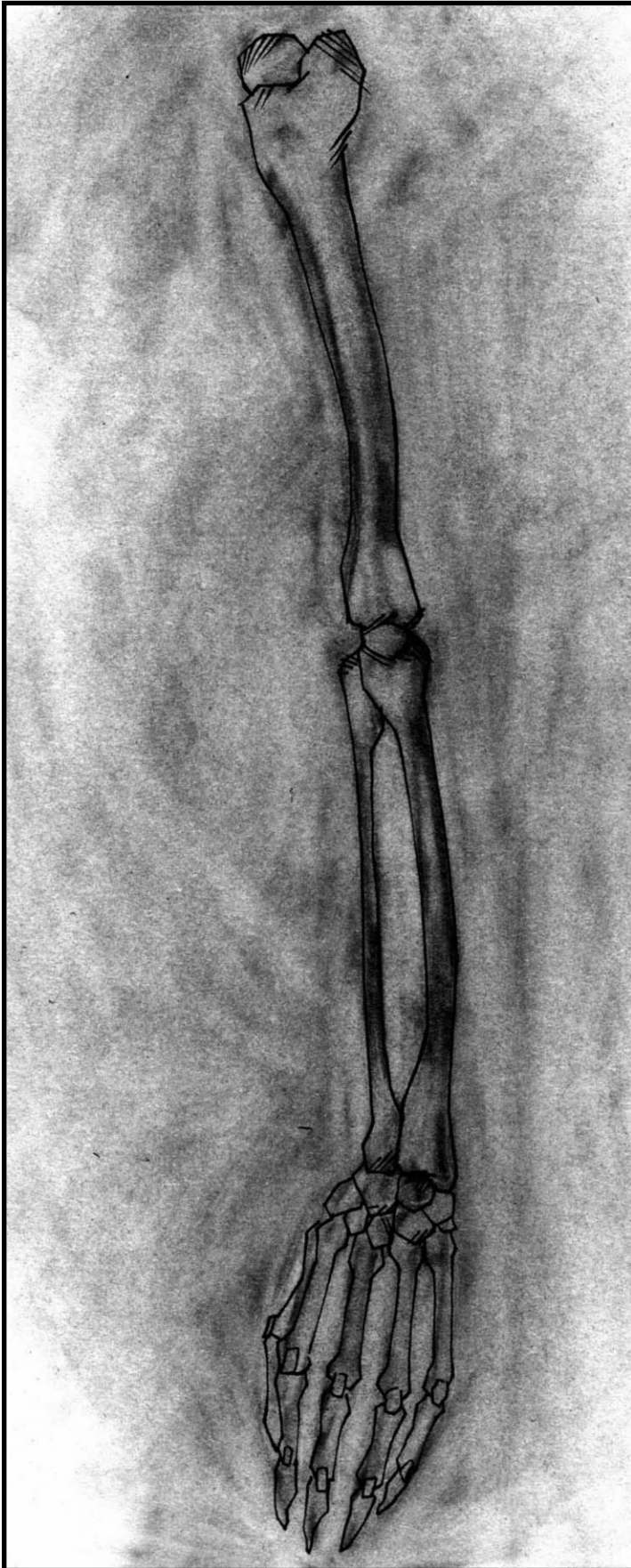
You fight back the negative energy, erasing a side effect completely from your body.

Prerequisite: Must be suffering from at least one negative energy side effect.

Benefit: One negative energy side effect is completely removed as if it had never happened. Your willpower and personal strength erases the effect from your body. Additionally, the DC to check for new negative energy side effects is reduced by 1.

Special: This feat may be taken multiple times.

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The modifier to checking for new negative energy side effects is reduced by 1 for each time this feat is taken.

Resist Magic [Necromantic]

Enveloping yourself with barriers and wards made of pure negative energy, you are able to ward off many spells and magical effects that might otherwise consume you. Whilst this feat is in use, you are cloaked in a wavering, shadowy field that twists in disturbing convolutions as it drives away attacks of a magical nature.

Prerequisite: Necrology 11+

Benefit: The use of this feat grants you Spell Resistance 12 for 1d6 rounds. This is effective against all forms of magical attacks, not just those that rely on necromancy and negative energy. However, this Spell Resistance cannot be stacked.

Skeletal Limb [Necromantic]

Through the powers of negative energy and your unnatural control over them, you can twist and distort any of your limbs, forcing the skin to peel back and absorb into your body to reveal the skeletal structure beneath.

Prerequisite: Knowledge (Necrology) 8+.

Benefit: With this feat you can expose the bones of any one limb on your body for up to 10 minutes, once a day per caster level. This gives a +2 to Intimidate checks.

Special: There are many uses players and DMs will discover for this feat. For example, a character using this feat could reach through narrow bars that would be too tight for an arm covered in meat or they may conceal the rest of their body and attempt to pass themselves off as undead.

This feat may be taken multiple times, with each time adding one more limb that may be affected at a time. The torso and head of a character may never be affected by this feat so there are effective limits to how many times this feat can be taken.

Spirit Dissertation [Necromantic]

Now truly knowledgeable of the necromantic art, you can change your sphere of consciousness almost at will to pry into the realms of the

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dead. Though running the risk of gaining the reputation of conversing with spirits of those long since dead, you are now able to gain ages old wisdom from people and creatures that have passed from this world and journeyed into the next.

Prerequisite: Augment Undead, Replicate the Divine, Necrology 6+

Benefit: Through the use of this necromantic feat, you may now speak directly with the spirits of the dead. This is a supernatural ability that works in an identical fashion to speak with dead. You may use this feat a maximum of once per day.

Spirit Form [Necromantic]

As your powers grow you master the ability of changing yourself and your gear to an insubstantial, spirit form.

Prerequisite: Knowledge (Necrology) 8+, Spirit Dissertation, Spell Focus: Necromancy, able to cast 5th level sorcerer/wizard spells.

Benefit: Once per day you may assume the form of a ghost for a number of minutes equal to your highest caster level. Apply the Ghost template to your character to determine your abilities while in Spirit Form.

Unholy Gift [Necromantic]

Your communications and contact with the dead have given you a dark, unholy advantage over other mortals.

Prerequisites: Any other two necromantic feats.

Benefit: You gain a +4 profane bonus to attack and save rolls for a number of rounds equal to your character level. There is no limit to the number of times per day that you may draw upon this unholy power though each time there is a chance you will suffer a negative side effect (as detailed on p. 55).

GENERAL AND METAMAGIC FEAT DESCRIPTIONS

The following feats, while not necromantic in nature, are designed to capture the feel and power of the dark arts. These feats require a character to possess a necromantic feat before they may be taken. These feats do not require a check on the negative energy side effects table unless stated otherwise.

Dark Fortitude [General]

Your mastery of necromancy enables you to channel necromantic power into your body, temporarily boosting your constitution.

Prerequisite: Any necromantic feat.

Benefit: Once per day, your Constitution score is increased by 2d4 points for a number of rounds equal to your character level.

Empowered Death [Metamagic]

Your [Death] spells are more powerful than those cast by most other spellcasters.

Prerequisite: Any necromantic feat.

Benefit: When you prepare a [Death] spell select one numerical variable. That variable is doubled when the spell is cast. This can be any numerical variable, from duration to damage.

Special: The effect of this feat stacks with any other feat or spell-enhancing ability.

Improved Dark Fortitude [General]

As your powers grow so do your abilities in resisting death and destruction.

Prerequisite: Dark Fortitude.

Benefit: You gain a +2 profane bonus to all Fortitude saves.

Improved Spirit Form [General]

You may remain in spirit form for longer periods of time.

Prerequisite: Spirit Form, any one other necromantic feat.

Benefit: The duration of your spirit form ability is doubled.

Special: You must check for a negative energy side effect when using this feat.

Unnatural Toughness [General]

Your mastery of negative energy has strengthened your flesh and health, making you a more formidable opponent and more resistant to death from damaging attacks.

Prerequisite: Any necromantic feat, Toughness.

Benefit: You gain +4 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

Chapter Six
Magical Foods



The winds of a terrible mountain storm lashed the ancient stone structures of the monastery at Hangi Lei. The buildings' heavy shutters were secured against winter's fury, but the cold still managed to leak inside. Where Kadaicha and Larin sat, just a few paces from an open fireplace stained black by decades of smoke, their breath was clearly visible in the air.

Kadaicha, the old wizard, hunched over, leaning against his cane as if only it could keep him from toppling onto his face. The long, arduous path he had followed into the Imalaan Mountains had taken its toll on his weakened body. Where there were no scars on his burned flesh there were the bright pink beginnings of frostbite.

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His apprentice, Larin, fared little better. She had the look and disposition of a young woman of the Southlands. The bitter cold and thin atmosphere of the high Imalaan range were as far removed from her native climate as possible. She did not seek refuge at the base of the fireplace, though, staying within an arm's length of her master at all times. And Kadaicha did not go near the fire despite his obvious discomfort. He never ventured close to flame, no matter how well contained.

The chamber was long and rounded, like a tunnel, and served as the cooking hall and dining area for the monks. Rough-hewn wooden tables and benches marked the length of the space. Nooks spaced evenly along both walls opened into the mazelike hallways of the monastery proper. A group of monks, from six to ten depending on the hour, worked ceaselessly near the great fireplace, preparing food for their brethren. There was no conversation among them.

Larin broke the long silence that had reigned between her master and herself: "Do you still plan to brave the Hyrene Pass? This storm...it would be foolish to tempt fate."

Kadaicha did not move. His eyes were hidden within deep sockets in his flame-scarred flesh, so there was no way of telling if he had heard Larin's words at all until he replied. "Céndir does not fear the storm, so neither shall we."

"Céndir is mad, Master," Larin protested. "It's been days since he's taken the magical energy of any enchanted item; the hunger would be worse for him than any cold."

"All the more reason for us to follow," Kadaicha said. He turned his head just slightly, and Larin saw the flash of his gaze. "We are too close now to risk losing him, no matter how terrible the weather. The Hyrene Pass is a test to any mortal who risks the winter path. Perhaps Céndir will die there. If that is the case, then we will pry his frozen corpse from the snowdrift where it lies."

A sudden burst of conversation by the fireplace drew Larin's attention. A handful of monks now clustered around the enormous pot in the fire. The men each took turns stirring the pot's contents with a long wooden spoon. They tasted the concoction and jabbered back and forth in the unknowable tongue of Imalaan people. Another monk produced a heavy iron hook, and used it to retrieve the pot from the heart of the fire. Heavy billows of steam rose from

the pot, accompanied by the strong odor of stewed vegetables and roots.

Larin looked away from the scene, and regarded her master. "If we are not more careful," Larin told Kadaicha, "it will be your body we take from the snow. Even with proper clothing, your body cannot take such abuse."

By way of reply, Kadaicha released one hand's grip on his cane and pointed toward the monks near the fireplace. They had placed the boiling pot on a three-pronged caster, and now gathered around as one of their number ladled the contents into a pair of wide-lipped ceramic bowls. Larin watched, puzzled.

Armed with the bowls and a pair of thick spoons made of bone. The monks approached. They offered one bowl to Kadaicha, and bowed when he accepted with both hands. The remaining bowl was thrust in front of Larin. She took it. The vessel was filled nearly to the brim with a thick soup in which floated chunks of vegetables and, clearly visible, a fish head.

"Eat," Kadaicha instructed Larin. He took one of the monk's spoons and proceeded to do just that. The monks gathered round, their almond-shaped eyes focused on the old wizard's reaction to the meal. After three hefty spoonfuls, Kadaicha nodded to the monks, and his lipless mouth approximated a smile. The monks smiled back, and congratulated each other in their language.

Attention now turned to Larin. She had not yet eaten, though she had a spoon in hand. The smell of the soup was tempting, and had promising hints of spice and warmth hidden in its aroma. Following Kadaicha's lead, Larin took her first taste.

The soup was as delicious as it smelled. Its taste penetrated the tongue and was carried along nerve endings and blood vessels like a rush, a hot impulse that came to rest in the stomach and radiated outward toward the limbs. With each spoonful the sensation of bodily warmth increased until Larin felt as comfortable in the chilly confines of the monastic dining hall as on the beaches near Aliu, her hometown.

"Winter soup," Kadaicha said, once he had finished his bowl. The monks had dispersed, satisfied that they had done justice to the meal. "It is a secret only the monks of Imalaan know. Its effects will protect us against the elements for a time, and perhaps give us the advantage we need to close the distance between ourselves and Céndir. Our pursuit is close to an end."

VIAL VS. FOOD

While food has a better survivability than vials, there are some drawbacks to its use. The chief drawback is that it takes longer to consume a food item than it does to quaff a liquid. Whereas imbibing a potion is a standard action, at a minimum eating a potion-infused food should be a full round action and, at the DMs option, eating such a food item may take longer still. The easiest way to avoid this is to eat such food prior to engaging in active combat, but here are some general guidelines in case the inevitable happens as well as for the whole infusion process:

1. Only potions, not oils, can be used to infuse foods.
2. The food item must be consumed in its entirety for the effect to occur.
3. Eating a potion-infused food is a full round action (at a minimum).
4. The food's effect does not begin until after the food is consumed.
5. Eating a potion-infused food item provokes attacks of opportunity.
6. A successful attack (including grappling attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, she cannot eat the food.
7. An enemy may direct an attack of opportunity against the potion-infused food item rather than against the character. A successful attack of this sort generally does not destroy the item although it may break off pieces of it preventing the entirety of it being consumed.
8. DMs must employ common sense to determine if the food item is damaged or destroyed; while a hammer would crush a vial, it would only flatten a hard roll.
9. Any corporeal creature can eat a food item; incorporeal creatures cannot.
10. Unlike a potion, food cannot be administered to an unconscious or otherwise incapacitated creature; the creature must be able to chew and swallow in order to be able to eat.

WHY MAGICAL FOODS?

Food is the most essential component of life, right after air and water. Yet most campaigns take it for granted. Beyond the field rations that characters purchase at the beginning of their adventuring career and the occasional meal at the inn, food plays a very small role in most fantasy campaigns. And, oftentimes, when a DM puts an emphasis on food the PCs immediately start casting *detect poison* and hunting for antitoxin. This is a shame really because food plays such an important part in our own everyday lives, being everything from basic sustenance to emotional experience.

The guidelines presented herein are a way for DMs, and players, to bring food out from the background and make it a greater part of a game or campaign, especially through the use of magic. As is my usual style, I present several options for doing so, from the simple to the somewhat more complex

POTION-INFUSED FOODS

One of the simplest ways of adding a little flavor, pun intended, to the game or campaign is to infuse foods with potions and thus employ them as a substitute for a potion vial. Let me explain this a little further. A potion is really two parts. The first part is the potion itself, a magical liquid that produces its effect when imbibed. The second portion is the container that holds the potion, which is commonly a 1 ounce vial of ceramic or glass fitted with a tight stopper.

If this container is compromised in any way the potion itself is lost and, as anyone who has ever broken a glass knows, this is surprisingly easy to do. In fact, given the highly active lifestyle of the average adventurer, it is a surprise that they would choose to transport such a valuable item in such a fragile vessel. From physical and magical attacks to clumsiness and falls from great heights, potion vials are subject to a great amount of abuse for such a fragile item. Ever wonder why they don't issue glass canteens to soldiers and outdoorsmen? You know the answer. This is where food comes in.

Instead of storing the potion in a vial, the brewer of the potion infuses a food item with the potion's magical qualities. Thus the food item now holds the

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potions' power rather than a vial. This infusion can be accomplished by marinating, stewing, steaming, basting, cooking, or otherwise combining the food item with the brewed potion as part of the potion brewing process. If the potion's brewer is not a cook also then he can purchase the food ready made or use raw food; much like the quality of the vial does not add to the potion's efficacy, the quality of the food does not add to it either.

This is obviously the simplest means of adding magical food to a game or campaign. The process of brewing a potion is still the same with the only alteration being that the potion infuses a food item rather than being poured into a vial; there is no real additional cost or complexity.

While any potion could go with any food, DMs may want to associate certain potions with certain foods much like potions can be associated with certain tastes and smells. Some common foods infused with potions include: Any vegetables, any fruits, nuts, hard tack, hard rolls, dried meat (jerky) of all kinds, hard and soft candies (such as taffy or bon-bons) and hard cheese. In short, any food item that is designed to travel long distances and does not spoil too quickly.

EXPANDING THE CONCEPT

While the idea of having food be simply another means of holding a potion is certainly adequate, some DMs may wish to create more of a definite division by having the cooking of magical food be its own art on par with brewing potions. That is, it requires a different set of skills and knowledge to cook magical food than to brew a potion; competency in one does not translate into competency in the

FOOD SPOILAGE

It is up to the DM to decide whether potion-infused food, or any magic food for that matter, spoils and what, if any, effects there are. There are really three possibilities. The first is that such food does not spoil; it is as fresh as the day it was infused with the potion and will remain so until consumed.

The second is that while the food may spoil, the potion that has been infused is not affected by this. Thus while the *heroism*-infused hard tack may be infested with weevils, or the *darkvision*-infused carrot turned green and mushy, if they are eaten their effects still occur. DMs may wish to require a Fortitude save (DC 12) of anyone who wants to eat such rotten food. Failure means that the food was spit out rather than consumed.

The third option is to have the food's spoilage affect the potion. This can be an all-or-nothing affair or a more gradual process. For instance, in the case of the *darkvision*-infused carrot, a partly spoiled carrot could reduce the duration by one-half or some other fraction; the entire carrot must still be eaten for the effect to occur, but now it only lasts half the time it would have.

It is up to the DM how *purify food and drink* affects the third option. Note that in the description of the spell that *purify food and drink* only restores the quality of the food and has no effect on potions. Thus it would have no effect on any magical loss due to spoilage; it can make the spoiled food appetizing again but will not restore any lost potency. Of course, the DM can simply decide that if the food is restored then so is the potency of the potion within thereby giving spellcasters a reason to keep the spell handy.

other. If this is the case then consider the following feats:

COOK MAGICAL FOOD [ITEM CREATION]

Prerequisite: Caster Level 3rd.

Benefit: You can create a magical food item of any 3rd level or lower spell that you know and that targets one or more creatures. Cooking a magical food takes one day. When you create the food, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a magical food is its spell level x its caster level x 50 gp. To cook a magical food you must spend 1/25 of this base price in XP and use up raw materials costing one-half this base price.

When you create a magical food you make any choices that you would normally make when casting

THE COOKING SKILL

I toyed with the idea of making cooking a separate skill, but decided to keep it under the Profession skill umbrella. This makes it easier to fit in with the standard d20 skill system and also allows all spellcasters to have it as a class skill right from the beginning. However, instead of using the standard write-up for Profession skills, I decided to use key elements from the Perform skill instead as I felt it more accurately reflected what goes on with cooking and being a cook while also providing enhanced role-playing opportunities as a cook's fame spreads.

It is up to the DM to decide whether the Profession (Cook) skill is required to produce magic food, keeping in mind that most spellcasters have a very limited amount of skill points to spend. My compromise is that the basic metamagic feat Cook Magical Food does not require the Profession (Cook) skill while the Cook Improved Magical Food and Greater Cook Magical Food feats do. The logic behind this was that I wanted to keep the Cook Magical Food feat as a direct substitute for the Brew Potion feat; the Brew Potion feat does not require any ranks in Profession (Brewer) or Craft (Alchemy) so I did not think it balanced to have the Cook Magical Food feat require ranks in Profession (Cook).

Thus DMs who only want to use the Cook Magical Food feat don't have to deal with cooking as a skill at all while those who want a few more options in that direction can use the following version of the Profession (Cook) skill:

DC	Result
10	Basic meal. You can cook basic recipes with instructions and won't burn food much of the time. You can earn 1d10 cp/day with your skills or more.
15	Good meal. You are a solid cook who can work in most eating establishments. If you are in a small hamlet or village, you are one of the top cooks around. You can earn 1d10 sp/day or more.
20	Great meal. You have high skills and are able to cook in all eating establishments. You are one of the top cooks in the city and are developing a regional reputation. You can earn 3d10 sp/day or more.
25	Excellent meal. You are highly skilled, inventive, and much sought after. You are one of the top cooks in the nation and are much sought after by nobility and those who can pay for your services. You earn 1d6 gp/day or more.
30	Spectacular meal. You are among the greatest chefs in the world, if not of all time. Your reputation has reached beyond your nation's borders and perhaps beyond your home plane as well. You earn 3d6 gp/day or more.

the spell. Whoever consumes the magical food is the target of the spell. Any magical food that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the magical food.

IMPROVED COOK MAGICAL FOOD

[ITEM CREATION]

Prerequisite: Cook Magical Food, Caster Level 5th, 5 ranks in Profession (Cook).

Benefit: As Cook Magical Food except that all costs are halved. When you create the food using this feat the base price of the magical food you create is its spell level x its caster level x 25 gp. All other aspects remain the same.

GREATER COOK MAGICAL FOOD

[ITEM CREATION]

Prerequisite: Cook Magical Food, Improved Magical Food, Caster Level 9th, 7 ranks in Profession (Cook).

Benefit: As Cook Magical Food except that spells of up to 5th level or lower that you know and that target one or more creatures can be used. The cost for using spells of up to 3rd level is determined as with the Improved Cook Magical Food feat (spell level x caster level x 25 gp.), but spells of 4th or 5th level cost the same as with the Cook Magical Food feat (spell level x caster level x 50 gp.).

PROFESSION (COOK) (WIS; TRAINED ONLY)

Check: You can impress diners with your talent and skill. See table at left.

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Action: Varies. Earning money by cooking can be the result of an evening's work at a noble banquet or a full day grilling sausages. Meals can be anything from cooking for a single patron to hundreds of laborers.

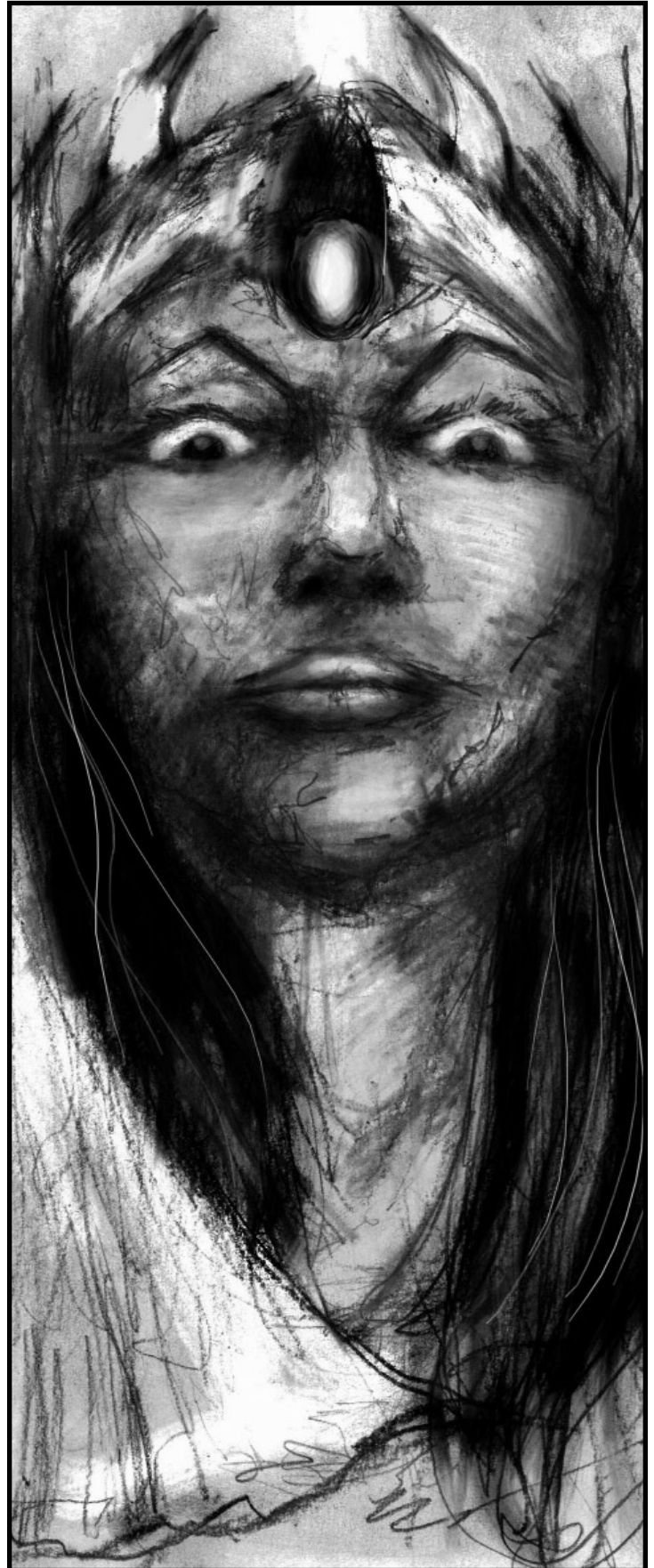
Try Again: Yes. Retries are allowed, but don't negate previous failures, and previous diners that have been unimpressed in the past are likely to be prejudiced against future cooking attempts (Increase the DC by 2 for each previous failure).

Special (Optional): Spellcasters wishing to use the Improved Cook Magical Food feat must have at least 3 ranks in Profession (Cook). Those spellcasters wishing to use the Greater Cook Magical Food feat must have at least 7 ranks in Profession (Cook).

COOKING MAGICAL FOOD

The creator needs the proper cookware and utensils as well as a source of heat to act as a cooking fire. In addition, the creator must have the proper ingredients, both magical and mundane. The cost for materials, including any food items, is subsumed in the cost of cooking the magical food; 25 gp per level of the spell times the level of the caster. All ingredients and materials used in the cooking process must be fresh and of the highest quality. The creator must pay the full cost for cooking the magical food. The cost reflects the creation of an amount enough to be eaten, and affect, one creature and there is no discount for making a larger batch.

The creator must have prepared the spells to be combined with the food (or must know the spell in the case of a bard or sorcerer) and must provide any material components as well as foci the spell requires. If casting the spell would reduce the creator's XP total, he pays the XP cost upon beginning the cooking process; this is in addition to the XP cost for making the magical food itself. Material components, except for the food item(s), are consumed when he begins working but focuses are not and can be reused in further cooking. The act of cooking the magical food triggers the spell and makes it unavailable until the character has rested and regained spells. Cooking a magical food requires one day.



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MUNDANE ITEMS

If cooking is to be a major part of the game or campaign then cooking-related items need to be available for the PCs to take along with them. The following list adds a few items to the common ones found in the basic d20 rules. Note that it is up to the DM to decide how much cookware is needed to actually cook magic food; at a minimum it is suggested that the basic field kitchen be required.

Mundane and Special Items

Item	Cost	Weight
Cook's outfit	1 gp	4 lb.
Cookware ¹	5 sp	2 lb. to 6 lb.
Cookware, masterwork ¹	10 gp	2 lb. to 6 lb.
Dining kit, portable ¹	30 gp	10 lb.
Everburning logs (per day)	1 gp	2 lb.
Field kitchen, basic ¹	3 gp	10 lb.
Field kitchen, individual ¹	6 sp	2 lb.
Field kitchen, full ¹	10 gp	30 lb.
Field kitchen, masterwork ¹	200 gp	30 lb.
Mess kit, basic ¹	2 cp	1/2 lb.
Mess kit, standard ¹	4 sp	1 lb.
Smokeless logs (per day)	3 gp	2 lb.
Spice rack, portable ¹	5 gp	2 lb.

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Cook's Outfit: This outfit includes a shirt with buttons, a skirt or pants with drawstring, a cloth apron, shoes, and a cap or hat.

Cookware: A pot, pan, Dutch oven, or what have you; a single item used for cooking.

Cookware, Masterwork: As normal cookware except of superior quality and durability. Using masterwork cookware adds a +2 circumstance bonus to any Profession (Cook) skill checks that relies solely on that particular piece, or pieces, of cookware.

Dining Kit, Portable: This is a full service set for four including plates (salad, soup, and main course), proper utensils, napkins, blanket, and anything else required to have a civilized dining experience on the road all contained in a sturdy wicker basket or wooden box.

ROLE-PLAY ALERT!

While imbibing a potion is a very quick action, eating requires a bit more time and thus allows for more drama. DMs who are so inclined can use food to enhance the atmosphere of a situation. Some examples:

Prior to entering into battle the troops of the High Priest hold a mass wherein the high priest hands each of the kneeling warriors a blessed wafer which they consume, each one rising and turning to face the enemy as the high priest moves to the next one.

The atmosphere in the courtroom is tense. Accusations and counter-accusations fly between the PCs and their enemy. Finally, having heard all the evidence and listened to everything, the judge calls for the bread of judgment to be brought forth. A bailiff, arrayed in the robes of the court and taking slow, measured steps brings the bread forth on a silver platter. After saying a small prayer to the god of justice, the judge begins to solemnly eat the bread.

Everburning Logs: Once lit, these alchemically treated logs burn ten times as long as ordinary logs which reduces the need to stockpile large quantities of firewood or to continuously search for new wood. Everburning logs can be created with a successful Alchemy craft check (DC 20).

Field Kitchen, Individual: A single small pot with lid along with a bowl and spoon that fit inside the pot; enough for one individual to cook for themselves.

Field Kitchen, Basic: This kit is enough to cook for up to four people and includes a larger cast-iron pot, a cast-iron pan, and all the proper utensils. As with the individual field kitchen, all the other items fit within the larger pot for easy portability. Although it can be strapped to a backpack, it is usually loaded onto a transport animal.

Field Kitchen, Full: A more complete set than the basic kitchen including a kettle, several pots, pans, an oven, and all the proper utensils all made of cast iron to cook for large groups of people. Unlike the individual or basic field kitchens most of the items included in the full kitchen are stored separately, usually in a wagon although they could be distributed across a number of pack animals or even individuals if need be, because they are too numerous and too large to fit within any one piece of cookware.

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Field Kitchen, Masterwork: Only the best of the best of utensils and cookware. This kit grants a +2 circumstance bonus to any Profession (Cook) skill checks. Includes a kettle, multiple pans, pots, utensils, and baking trays. This is a full field kitchen with the best quality stuff.

Mess Kit, Basic: A wooden bowl and spoon.

Mess Kit, Standard: A tin plate, cup, bowl, spoon, knife, and fork all of which fit together in a handy portable package.

Smokeless Logs: These alchemically treated logs burn extremely clean and give off no smoke, a benefit for those traveling in enemy terrain. The process that makes them smokeless relies partially on the same substances that are used in the creation of everburning logs meaning that in addition to being smokeless they also burn ten times as long as ordinary wood.

Spice Rack, Portable: A small wooden box that holds a selection of spice bottles. Use of a portable spice rack grants a +2 circumstance bonus to any Profession (Cook) skill checks. The spices in the rack are exhausted after ten uses.



MAGICAL FOODS

Effect	Base Price
<i>bless</i>	50 gp
<i>cure light wounds</i>	50 gp
<i>divine favor</i>	50 gp
<i>protection from (alignment)</i>	50 gp
<i>sanctuary</i>	50 gp
<i>shield of faith</i>	50 gp
<i>aid</i>	300 gp
<i>augury</i>	300 gp
<i>bear's endurance</i>	300 gp
<i>bull's strength</i>	300 gp
<i>cure moderate wounds</i>	300 gp
<i>delay poison</i>	300 gp
<i>eagle's splendor</i>	300 gp
<i>owl's wisdom</i>	300 gp
<i>resist energy</i>	300 gp
<i>restoration, lesser</i>	300 gp
<i>shield other</i>	300 gp
<i>cure serious wounds</i>	750 gp
<i>magic circle against (alignment)</i>	750 gp
<i>protection from energy</i>	750 gp
<i>remove blindness/deafness</i>	750 gp
<i>remove curse</i>	750 gp
<i>remove disease</i>	750 gp
<i>water breathing</i>	750 gp
<i>water walk</i>	750 gp
<i>air walk</i>	1,400 gp
<i>cure critical wounds</i>	1,400 gp
<i>death ward</i>	1,400 gp
<i>discern lies</i>	1,400 gp
<i>freedom of movement</i>	1,400 gp
<i>neutralize poison</i>	1,400 gp
<i>tongues</i>	1,400 gp
<i>atonement</i>	2,750 gp
<i>commune</i>	2,750 gp
<i>spell resistance</i>	2,750 gp
<i>true seeing</i>	2,750 gp

Since magical foods are largely potions using foods, I am not going to spend too much space rehashing the potion tables. This section is meant to introduce a couple of magical food items and to provide DMs with a set of ideas and principles to create their own.

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Blessed Wafer: Almost always made from unleavened wheat bread and stamped with the symbol of the deity in whose name it is offered, *blessed wafers* are a common sight in the churches and temples of the world. Such *wafers* perform many functions, but are largely symbolic of accepting the aid of the god or goddess by taking a portion of them into one's body. *Blessed wafers* are usually curative in nature, although they can have any one of the listed effects. Base Price based on minimum level without benefit of Improved Cook Magical Food Feat. Wafers of 1,400 gp or more require use of Greater Magical Food feat. Eating a *blessed wafer* is a full round action.

BLESSED WAFERS AND OPPOSING FAITHS

If the DM wishes, instead of making blessed wafers as generically usable as potions, since they are a reflection of the faith of the creator their usefulness to those not of the faith may be restricted. The strictest interpretation is to allow only worshippers of the deity imprinted on the wafer to make use of them. A broader interpretation would allow anyone of the same alignment, or alignment sphere (i.e. Chaotic Good, Lawful Good, Neutral Good for a Lawful Good deity), to use the wafer.

Several things can happen when the wafer is consumed by someone not of the faith. The simplest is to have those who are restricted find that the wafer does not work at all; consuming it fails to impart the magic. Depending on the role of religion in the campaign, however, the DM may want the effect to be more powerful. Perhaps the wafer works the opposite of the way it was intended (i.e. instead of *curing* damage it *inflicts* the damage), or it imparts a temporary negative level upon the transgressing party (means of removal up to the DM), or it simply causes 1d8 points of (un)holy damage per caster or spell level of the wafer.

Bread of Judgment: This hand-sized loaf of unleavened bread is consumed by priests, judges, nobles, and others tasked with making important decisions; the bread of judgment is only used during the most important circumstances. The bread of judgment grants a +4 enhancement bonus to Wisdom for 10 minutes to the consumer as well as allowing the consumer to *discern lies* as a 10th level caster. The *discern lies* ability may be invoked any time within the 10 minutes

that the bread's power is active. Once invoked, the *discern lies* effect runs its course; the consumer cannot choose to have the effect active for 4 rounds, end the effect, and then use the remaining 6 rounds later. If the *discern lies* effect is not invoked prior to the ending of the bread's effect, or there is still time remaining on the *discern lies* effect at the time the bread's magic ends, then the remainder of the *discern lies* effect is lost. The bread of judgment takes one minute to consume.

Faint Divination; CL 10th; Cook Magical Food, *discern lies*, *owl's wisdom*; Price 1,625 gp.

Darkvision Carrot: Eating a carrot of darkvision provides the consumer with darkvision out to a range of 60 feet for 3 hours. Eating a carrot takes 4 rounds.

Faint Transmutation; CL 3; Cook Magical Food, *darkvision*; Price 300 gp.

Jumping Bean: This green, brown, or black bean (depending on region and season) grants its consumer a +10 enhancement bonus to Jump checks for 1 minute. Eating a *jumping bean* is a full round action.

Faint Transmutation; CL 1; Cook Magical Food, *jump*; Price 50 gp.

Spinach of Power: Consuming a handful of *spinach of power* grants the consumer a +4 enhancement bonus to Strength for 5 minutes. At the DM's option, whenever someone eats a handful of *spinach of power* a jaunty tune plays in the air. Eating a handful of *spinach* is a full round action.

Faint Transmutation; CL 5; Cook Magical Food, *bull's strength*; Price 500 gp.

Winter Soup: Created in the coldest of climates, *winter soup* is often a life-saver. Creatures that consume a bowl of *winter soup* receive the benefits of an

endure elements spell for 24 hours. Eating a bowl of *winter soup* requires 5 rounds.

Faint Abjuration; CL 1; Cook Magical Food, *endure elements*; Price 50 gp.

MAGIC ITEMS

These cooking related magical items are handy whether you use magical food in your campaign or not.

Forbidden Arcana: Magical Foods

Fire Tray, Full: This thin tin tray measures 12 inches across with sides that are two inches high. Upon command the tray fills with flames equivalent to a full-size cooking fire. A second command extinguishes the flames. Because the flames do not rely on wood they give off no smoke and there is no danger of sparks setting the vicinity ablaze. In addition, the actual metal tray itself stays cool, although creatures that make significant contact with the fire, such as falling or being pushed into the tray, suffer 1d6 points of fire damage. The fire is enough to work with either the basic or full field kitchens and heats things just as quickly as a normal cooking fire.

Faint Evocation; CL 3; Craft Wondrous Item, *burning hands* or any other Evocation [Fire] spell that produces a minimum of 3d4 points of damage; Price 1,800 gp; Weight 2 lb.

Fire Tray, Individual: A smaller version of the full fire tray, the pan is only 4 inches across with 1 inch high edges and anyone that makes significant contact with it suffers only 1 point of fire damage; it is used with the individual field kitchen.

Faint Evocation; CL 1; Craft Wondrous Item, *burning hands* or any other Evocation [Fire] spell that produces a minimum of 1d4 points of fire damage; Price 600 gp; Weight 1/2 lb.

Flavor-All: This small pouch of multi-colored granules is able to mask the flavor of the food it is sprinkled on by changing the taste to one pleasant to the creature that is eating the food. It is often used to change the taste of food that a creature would otherwise find offensive. Note that the flavor the creature tastes has nothing to do with the actual type of food being consumed. Thus an elf could be eating burnt hyena and taste warm ginger bread instead. Any creature that so desires can make a Will saving throw (DC 11) to get the actual taste of what it is consuming. A pouch of flavor-all can alter the taste of ten meals for a medium-sized creature.

Faint illusion; CL 1; Craft Wondrous Item, *alter taste* (see Spells); Price 25 gp; Weight 1 lb.

Kitchen-In-A-Box: A kitchen-in-a-box is a small wooden box, about 12 inches long, 6 inches wide, and 6 inches deep that is divided into a number of velvet-lined compartments. The compartments hold a number of doll-sized pots, pans, ovens, utensils, and cutlery as well as a complete dinner service for eight. Anytime one of the items is taken out of the box and the proper command word is spoken the item grows to full size (appropriate for use by a medium creature). A second

command word returns the item to its small size. If an item is not returned to the box within 12 hours of its removal, requiring it to be commanded to shrink first, the item remains permanently its full size. The items contained in the box are the equivalent of a masterwork field kitchen plus the dinner service for eight.

Faint Transmutation; CL 5; Craft Wondrous Item, *shrink item*; Price 4,500 gp; Weight 4 lb.

Self-Heating Oven: Upon command the interior of this cast-iron Dutch magically heats to the desired temperature within 1 round. The oven can be commanded in two ways. The first command, usually “boil,” brings the interior temperature of the oven to 220 degrees, hot enough to boil water and cook soups and stews. The second command, usually “bake,” brings the interior temperature of the oven to 400 degrees to allow for the baking of bread and such. A third command shuts the oven off. The oven can be used to prepare a meal for up to 10 medium-sized creatures. Except for the fact that it heats almost instantly and without an external heat source, the oven otherwise acts as a normal oven which means that its internal and external surfaces become as hot as the liquid and the oven requires the appropriate amount of time to cool before it is ready for transport. Creatures making significant contact with the oven while it is hot suffer 1d4 points of fire damage.

Faint Evocation; CL 3; Craft Wondrous Item, *burning hands* or any Evocation [Fire] spell that produces a minimum of 3d4 points of fire damage; Price 1,800 gp; Weight 6 lb.

Stew Cooker: Upon command the interior of this cast-iron pot self-heats to the maximum temperature within 1 round; a second command shuts the cooker off. The interior of the pot heats up to a maximum of 220 degrees, enough to boil water and cook stews or soup. The cooker can produce enough soup to feed a meal to 10 medium-sized creatures. Except for the fact that it heats almost instantly and without an external heat source, the stew cooker otherwise acts as a normal pot which means that its internal and external surfaces become as hot as the liquid and the oven requires the appropriate amount of time to cool before it is ready for transport. Creatures making significant contact with the oven while it is hot suffer 1d2 points of fire damage.

Faint Evocation; CL 2; Craft Wondrous Item, *burning hands* or any Evocation [Fire] spell that produces a minimum of 2d4 points of fire damage; Price 1,200 gp; Weight 4 lb.

Forbidden Arcana: Magical Foods

Stirring Spoon: This sturdy wooden spoon stirs any liquid no thicker than porridge on its own. The spoon does not activate until its owner has made one complete stir of the contents using the spoon and utters the command word. At that point the spoon continues to stir in the same manner and at the same speed until its owner deactivates it by grabbing hold of it and repeating the command word. The spoon performs no other function and is otherwise identical to a normal, well-made spoon.

Faint Transmutation; CL 1; Craft Wondrous Item, *mage hand*; Price 50 gp; Weight 1/2 lb.

Trencher Of Feasting: Upon command this sturdy wooden trencher that is three feet long and one foot wide duplicates any food placed upon it, filling itself with exact copies of the original food. The trencher duplicates only food and the food to be duplicated must be on the trencher prior to the use of the command; items placed on after the command has been uttered are not duplicated.

The food to be replicated must be adequate for one human for one meal in which case the trencher will replicate it five times, which is enough to feed six humans one meal including the original portion. If a greater portion is used then the amount replicated will only be enough to feed six humans for one meal; placing an ogre's (large-sized) portion on the trencher does not produce enough food to feed six ogres. Note that the maximum number of replicated portions is five, so if a halfling's portion (small-sized) is placed on the trencher than five additional small portions will be created, or enough to feed three humans for one meal. The trencher can be used once every 24 hours.

Faint Conjunction; CL 5; Craft Wondrous Item, *extra portion* (see Spells); Price 1,800 gp; Weight 5 lb.

SPELLS

Alter Taste

Illusion (Glamer)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Target: One meal of 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell changes the taste of one meal to a taste

that is pleasant for the creature consuming it. Note that this spell only disguises the taste of the meal and does not alter any other quality of the meal. While it will alter the taste of rotten meat, for instance, the meat will still be rotten. Furthermore, all parts of the meal taste the same no matter what is eaten. Thus soup, salad, main course, dinner roll, etc. will all taste exactly alike since the spell masks any and all flavors with the taste.

Each creature that tastes the meal will experience a different taste sensation depending on what his or her preference is. Thus one creature might taste warm bread while another tastes raw meat.

This spell changes the taste of anything that is part of the meal at the time the spell is cast; if something is added later, such as gravy or poison, then the spell cannot alter that and the creature receives the proper taste of the added item. Creatures are instantly aware of this spell's effect upon the first bite and can choose to disbelieve the spell's effects at any time.

Material Component: A pinch of salt or other spice that is tossed in the air at the time of the casting.

Contaminate Food and Drink

Transmutation

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of food and water

Duration: Instantaneous; see text

Saving Throw: Fortitude negates and Will negates (object); see text

Spell Resistance: Yes and Yes (object); see text

This spell spoils and contaminates food and water. The spoilage is evident, with food taking on a rancid smell and moldy appearance and liquids giving off an unwholesome odor. Anyone who insists on eating the spoiled food or drinking the contaminated water is afflicted by food poisoning. The food poisoning deals 1 point of temporary Constitution damage immediately and another 1d6 points of temporary Constitution damage 1 minute later; each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Holy water and similar food and drink of significance is spoiled by *contaminate food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.

Forbidden Arcana: Magical Foods

Contaminate food and drink counters and dispels *purify food and drink*.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Extra Portion

Conjuration (Creation)

Level: Clr 1

Components: V, S

Casting Time: 10 minutes

Range: Touch

Effect: 1 duplicate of a human-sized portion of existing food/level.

Duration: 8 hours; see text

Saving Throw: None

Spell Resistance: No

This spell can be cast on an existing portion of food, anything from a single piece of bread to a complete one-course meal, to create exact duplicates of that portion of food. The duplicate food is the same as the original in all respects including flavor, amount, warmth, cooked or raw, etc. The spell will not duplicate any special effects that the food might have, such as food created by the *heroes' feast* spell, although it will duplicate anything that has been added to enhance the flavor of the food including spices and seasonings, but not poison. The duplicate portions appear in the immediate vicinity of the original portion. Note that only the food is created, not anything to hold the food with.

The food so created decays and becomes inedible within 8 hours, although it can be kept fresh for another 8 hours through the casting of a *purify food and drink* spell on it.

It is up to the DM whether this spell will also work on liquids such as water or wine; each casting will only duplicate either food or liquid, never both.

Poison Food and Drink

Transmutation

Level: Clr 4, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: 1 cu. ft./level of food and water

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You poison food and drink with your touch, making them deadly to ingest. The qualities of the food and drink poisoned by this spell do not change; i.e. the food still tastes, smells, and looks the same. Anyone that ingests the poisoned food or drink is infected by a strong poison. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Purify food and drink does not negate the poisoned food and drink created by this spell, but *neutralize poison* does.



Warm Food

Transmutation

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of food

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell instantly warms the food to a comfortable eating temperature (somewhere around 90 - 120 degrees). Once warmed, the food cools naturally. Note that this spell cannot be used to cook food.

Chapter Seven

Eater of the Arcane

“It’s this way, Constable,” the night watchman called. “Over here, by the riverbank.”

The rickety tenements of the city’s riverside district leaned heavily over the narrow, cobblestone lane that traced the path of the Hestarii River. A fog bank had descended in the predawn hours and lay thick across shingled peaks, venturing down into the cramped spaces between in curling tendrils.

Warris, the night watchman, was visible by the pale yellow light of his lantern as he led the way. He stood with a permanent hunch, like the nearby buildings, as if constantly leaning forward to inspect something. Constable Reinard, by contrast, was a tall man who walked straight backed and stooped only to pass through the threshold of low doors. Warris was a dirty man, his clothes unwashed, workingman’s trash. Reinard was well dressed, even for the hour. An expensive cloak of purple-dyed wool held back the cold morning air.

They came to the edge of the river itself, where stone gave way to muddy bank. Warris’s lantern cast a sallow illumination over the dead body sprawled there. It was a man dressed as if for travel. He lay chest-down with his boots soaking in the slow-moving water, but his head had been twisted so that it faced upward. Both the man’s eyes had been yanked from their sockets, leaving only deep crimson holes behind.

The dead man’s belongings were strewn around his body. A backpack lay open, its contents scattered. He was a traveler, well educated by the look of his things. Reinard stopped just short of the corpse and knelt there. “When was he found?”

“Less than a hour ago, sir,” Warris said. “I spotted him on my rounds and immediately blew my whistle.”

Reinard’s eyes wandered the tableau. The dead man’s fingers knuckles were raw where rings had been rent from them. They hadn’t been taken, but were visible in the mud. His dagger had also been unsheathed, but it was also still nearby. Finally Reinard’s gaze fell on a thick, leatherbound book laying open and face-down in the shallow water closest to the riverbank. “Fish that out for me, would you?”

Warris retrieved the book. Its pages were sodden, but it hardly mattered: they were blank. Reinard pried a few apart and saw that they, too, were empty. He dropped the book and lifted the corpse’s cloak. “His money purse is still on his belt,” Reinard said. “And it seems that all the man’s personal effects remain here. Yet the killer searched as if for something.”

“He searched for magic.”

The new voice brought Reinard about sharply. The constable heard Warris gasp audibly. The night watchman’s lamplight revealed a pair of figures, one tall and the other short. The taller of the two was pallid, radiating age and frailty, while the other was a young woman with short-cut hair and the olive skin of the Southlands. Reinard stood immediately. “Identify yourself!”

The tall figure stepped closer. He wore dark robes and walked with the assistance of a gnarled cane of black wood. Now better lit by Warris’s lamp, the keloid scars that twisted over the man’s face and hands were starkly visible. Only wisps of hair clung to a badly disfigured skull. He seemed to have no lips; the edges of his mouth were drawn back to reveal long, yellow teeth. Had he been asleep, Reinard might have thought the man was a corpse. His speaking voice was clear, and bespoke strength: “I am Kadaicha. I travel with my apprentice, Larin.”



Forbidden Arcana: Eater of the Arcane

“This is the scene of a murder,” Reinard returned. He watched as Kadaicha’s eyes, still sharp despite the decrepit nature of his body, searched past him and settled on the body. “What business do you have here?”

“I seek your murderer,” Kadaicha said flatly. He pointed, and now Reinard saw that the burn scars covered not just Kadaicha’s face and head, but his hands, as well. “May I see that dagger? Just there, in the mud.”

Reinard’s mind ticked over possibilities. The girl called Larin moved to provide a steadying hand to Kadaicha. The old man was clearly frail, barely strong enough to stand on his own. He could not have wrenched a healthy man’s head into so unnatural a posture. Reinard motioned to Warris. “Give it to him.”

The night watchman retrieved the dead man’s dagger from the mud. He passed it to Kadaicha hesitantly, as if he did not wish to touch flesh to burned flesh. Kadaicha, for his part, seemed inured to Warris’s reaction; he was far more interested in the

weapon. He held it close to his face for examination, and then showed it to Larin. The two traded a look, and Kadaicha nodded.

“This was once an enchanted blade,” Kadaicha told Reinard. “Its magic has been taken. Those rings where they have been discarded, likely they too were magical, or the killer thought they were. I see what looks to be a spellbook among the dead man’s belongings; is it blank inside?”

Reinard frowned. “Yes.”

“And no objects of value seem to have been taken.”

“Yes. How do you know this?”

Kadaicha’s expression changed to something unreadable. Without the normal features of a man, he was as enigmatic as a mummified body. “Because the one I seek is not interested in gold or jewels, but only in magic. It drives him and feeds him. It is all he can think about: the consumption of power.

“His name is Cémdir, and once long ago, he was my student.”



Forbidden Arcana: Eater of the Arcane

The ability to consume the power of magic items and convert that energy into special powers is the domain of those known as eaters of the arcane. Eaters of the arcane are a rare breed and few of them survive once they descend down the path of magic dependence.

While not evil, eaters of the arcane are most definitely not good. These spellcasters, surviving off of power drained from magic items, are substance abusers of the worst possible kind. Few eaters of the arcane manage to shake their addiction and those who do carry the scars of their former addiction for life.

Hit Dice: d4.

Requirements

The requirements to become an eater of the arcane are many and difficult to fulfill. The rewards — a dependency on magic items and being shunned by most of society — are not worth the effort for many. Those few who do choose to become eaters of the arcane are blessed and cursed with a powerful ability.

Alignment: Any non-good.

Concentration: 3 ranks.

Knowledge (Arcana): 8 ranks.

Spellcraft: 6 ranks.

Feats: Four metamagic feats.

Spellcasting: Ability to cast 6th level or higher arcane spells.

Special: A character must have been the victim of a transfer addiction attack by another eater of the arcane.

Class Skills

The eater of the arcane's class skills (and the key attribute for each skill) are: Concentration (Con), Craft (Int), Knowledge (Arcana) (Int), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the eater of the arcane prestige class.

Weapon and Armor Proficiency: Eaters of the arcane gain no proficiency in any weapons or armors.

Spellcasting: Eaters of the arcane do not advance in spellcasting ability. They cast spells using their highest spellcaster level.

Consume Arcane Power (Su): At first level eaters of the arcane gain the ability to consume the arcane powers of up to two magic items per day. To consume power the character must hold the item in his hands for a number of combat rounds equal to the required caster level to create the item (as detailed in the item's description). This is treated as casting a spell and can be interrupted (high Concentration is important to eaters of the arcane). At the end of this time the eater of the arcane has consumed the power and can use that power in any one of the following ways (must be determined and written down at the time the item is consumed):

- For a period of 24 hours the eater of the arcane has the powers of the item consumed. These are considered to be SU abilities. At anytime during this 24-hour period the character may use one of these abilities as a free action but, once used, that exact same ability cannot be used again.

- The character's highest spellcaster level is temporarily increased by a number of levels equal to one-third (rounded up) of the caster levels required to create the item consumed. This increase is for a number of hours equal to the character's Int bonus.

- The power of the consumed item can be released as an arcane blast. This arcane blast function likes the spell burning hands using the eater of the arcane's class level as the spellcasting level of the

Eater of the Arcane

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Consume Arcane Power, Immune to Dispel Magic
2	+1	+0	+0	+3	Absorb Spell Energy
3	+1	+1	+1	+3	Consume Arcane Power
4	+2	+1	+1	+4	Transfer Addiction
5	+2	+1	+1	+4	Consume Arcane Power

Forbidden Arcana: Eater of the Arcane



spell. The damage of the spell is increased by 1 point per caster level of the item consumed. This arcane blast must be released within one hour of the item being consumed or the power is lost.

At third level the character may consume up to four magic items a day. At fifth level he may consume up to six magic items a day.

Immune to Dispel Magic (Su): The effects of *dispel magic*, or items that duplicate the effects of this spell, do not affect an eater of the arcane. Antimagic effects still function normally against an eater of the arcane.

Absorb Spell Energy (Su): At second level, an eater of the arcane can absorb any arcane spell cast within 20 ft. +5 ft./level of him. Absorbing this spell energy counts as a full-round action. The eater of the arcane selects a spellcaster within range and, as soon as the spellcaster completes the spell, the two make a Spellcraft check. If the eater of the arcane's result is equal to or higher than the targeted spellcaster he has absorbed the energy released by the spell and the spell has no effect. This energy can be used in one of the following ways (which must be determined as soon as the spell is absorbed):

- **Heal damage.** A number of points equal to 2x the level of the spell absorbed are instantly added to the eater of the arcane's hit points. These points can take the character's hit point total over the character's maximum hit points. Any points over the character's maximum are lost at a rate of 1 point per round.

- **Memorize spell.** The eater of the arcane now has the absorbed spell committed to memory (as long as he has an open slot of the appropriate level and can cast spells of that level). This spell may be cast at anytime within the next 24 hours as if it were cast by the original caster.

- **Charge mundane item.** On the round immediately after the spell is absorbed the eater of the arcane may transfer the power to any mundane weapon or armor. For a number of rounds equal to the eater of the arcane's character level this weapon or armor is a magic item with an enhancement bonus equal to the level of the absorbed spell (limit of 5). Anyone may use this item. This will not work with a magic item.

Transfer Addiction (Su): At fourth level, once per day, the eater of the arcane is capable of

Forbidden Arcana: Eater of the Arcane

Addiction Level Effect

Equal to Wisdom	-1 to all Will saves.
Wisdom +1	50% chance any prepared spell is lost when the character attempts to cast it.
Wisdom +2	-1 to Wis.
Wisdom +3	-1 to Int.
Wisdom +4	-1 to Wis.
Wisdom +5	-1 to Int.
Wisdom +6	-1 to Wis and ability to cast prepared spells is lost.
Wisdom +7	-1 to Int and -1 to all Will saves.
Wisdom +8	Character loses 100 XP every hour that he does not consume a magic item or absorb a spell
Wisdom +9	Character loses 200 XP every hour that he does not consume a magic item or absorb a spell
Wisdom +10	Character loses 400 XP every hour that he does not consume a magic item or absorb a spell.

converting his Arcane Addiction Level into a magical attack. The character must make a successful touch attack against an opponent who must then make a Will save (DC is the eater of the arcane's level + his Wisdom modifier). If the save fails the eater of the arcane's Addiction Level is reduced by 1 and the target gains an Arcane Addiction Level equal to the eater of the arcane's level at the time of the touch attack. Characters without an Arcane Addiction Level now have one and must follow the rules above if their Arcane Addiction Level is equal to or greater than their Wisdom.

This newly-inflicted Arcane Addiction Level decreases automatically by 1 at the end of each 24-hour period after the attack.

If the character meets the requirements to become an eater of the arcane he does when he next gains a level. Until that time the character's Arcane Addiction Level is increased by 1 each time he casts a spell or is the recipient of a spell effect.

If the character does not meet the requirements to become an eater of the arcane he suffers no ill effects beyond those inflicted by his temporary Arcane Addiction Level.

NEGATIVE EFFECTS OF CONSUMED MAGIC ITEMS

An eater of the arcane, each time he consumes a magic item or absorbs a spell, just reinforces his addiction to magic. Eaters of the arcane have an Arcane Addiction Level. As long as this addiction level remains below the Wisdom score of the character he has nothing to fear. As soon as this level is equal to or greater than his Wisdom score he begins suffering the effects of magic addiction.

All eaters of the arcane begin with a score of one in Arcane Addiction Level. This increases by 1 for every one caster level of an item absorbed or spell level of a spell absorbed. This decreases by 1 for each full day that the character does not use his consume arcane power ability or

absorb spell ability.

Also, at the beginning of each day, the eater of the arcane makes an Arcane Addiction Level check by rolling 1d20. If this roll is equal to or greater than his Arcane Addiction Level reduce the Arcane Addiction Level by 1.

Once the eater of the arcane's Arcane Addiction Level is equal to or greater than his Wisdom score a variety of negative effects are inflicted on the character (see box).

XP loss is permanent. All attribute losses are recovered as soon as the character's Arcane Addiction Level drops below the specified level on the table.

Example: A character with an Arcane Addiction Level at Wisdom +7 who manages to drop to Wisdom +6 will recover one point of Intelligence.

All effects are cumulative so a character with an Arcane Addiction Level 4 higher than his Wisdom would suffer all effects listed from Wisdom +4 and lower.

Chapter Eight

Wizards' Spellbooks



Introduction

How many times have you, or the players in your campaign, defeated the evil wizard and obtained his spellbook? Once the inevitable *fire trap* is disarmed, the rest is usually anti-climatic. Sure, there might be a new spell or two in there, but other than that? Nothing.

Of course, given the way the standard rules are written, that's exactly what is supposed to happen. Each spellbook is an exact copy of every other spellbook. How could they not be? They all have the same number of pages.

Ultimately, of course, there is nothing inherently wrong with this. And yet, this spellbook represents someone's life work. Its style, its contents, its appearance, all of these and more are the result of the personality, life experiences, opinions, preferences, etc. of the owner; it deserves something more than a rules convenient generic treatment. And that something more is what you will find in this chapter.

As with the rest of this book, the rules contained in this chapter are completely optional and will hopefully inspire you to use both the stated material and the concepts in your campaign. By providing you not only with ready-made spellbooks but also with the concepts behind them, it is hoped that the next time you or the players in your campaign find a spellbook, it is a memorable moment beyond the "boom" caused by the rogue's tripping of the *fire trap*.

The Standard Rules

Before looking at the spellbooks in this chapter, it is helpful to review the standard rules on deciphering arcane magical writings, preparing spells from a foreign spellbook, and copying spells from one spellbook to another.

ARCANE MAGICAL WRITINGS

1. A complex notation system that describes the magical forces involved in a spell is used to record an arcane spell in written form.
2. A wizard uses the same system no matter what the wizard's native language or culture.
3. Each particular wizard uses the system a unique way.
4. Another wizard's magical writing remains incomprehensible to any other wizard until the other wizard takes the time to study and decipher it.
5. To decipher an arcane magical writing (a spell in written form in another wizard's spellbook or on a scroll), a wizard must make a Spellcraft check (DC 20 + the spell's level).
6. If the Spellcraft check fails, the wizard cannot attempt to decipher that particular spell again until the next day.
7. If the wizard who wrote the magical writing helps the wizard, success is automatic.
8. A *read magic* spell automatically deciphers magical writing without the need for a skill check.
9. Once a wizard deciphers a particular magical writing, the wizard does not need to decipher it again.
10. Deciphering a magical writing allows the wizard to identify the spell and gain some idea of its effects (the spell description).
11. If the magical writing was an arcane spell scroll, the wizard can attempt to use the scroll.

OTHER WIZARD'S SPELLBOOKS

1. A wizard can use another wizard's spellbook to prepare a spell already known by the wizard (one that is recorded in the wizard's own spellbook). In order to do so:
 - A. First, the spell must be deciphered (see Arcane Magical Writings, above).
 - B. Second, a successful Spellcraft check (DC 15 + spell's level) is needed in order to be able to prepare the spell.
 - C. A failed check means the wizard cannot try to prepare that spell from that spellbook again until the next day.
 - D. The wizard must repeat the check any time the spell is prepared, no matter how many times the wizard has successfully prepared the spell from that spellbook before.

ADDING SPELLS TO A SPELLBOOK

1. Two spells of the wizard's choice per wizard level are gained to the spellbook for free; if the wizard is a specialist, one of the spells must be from the wizard's specialty school.
2. A spell can be copied from another spellbook (or a magic scroll). To do this:
 - A. The spell must first be deciphered (see Arcane Magical Writings above).
 - B. One day must be spent studying the deciphered spell; at the end of the day a Spellcraft check (DC 15 + spell's level) determines whether the spell has been understood.
 - C. If the check succeeds, the spell can be copied (see Writing a New Spell into a Spellbook below).
 - D. A failed check means the wizard cannot understand or copy the spell. The wizard cannot attempt to learn or copy that spell again until another rank in Spellcraft is gained.
3. A specialist gains a +2 bonus on the Spellcraft check if the spell to be understood is from the specialty school; a specialist cannot learn spells from prohibited schools.

ROLE-PLAY ALERT!

While the mechanics of the rules concerning reading, copying, etc. are fine I prefer an old-school approach to spellbooks. While it may be convenient to have each spellbook be exactly 100 pages and each spell take up precisely one page per spell level, this level of standardization is just plain boring to me.

Just as each wizard uses the system of arcane magical writing in his or her own way, so each spellbook should reflect the uniqueness of its owner. Not to mention the fact that discovering a new spellbook should be one of the greatest treasures a wizard could hope for; the new spellbook should definitely not look like the one that the wizard already has and deserves a description of its own.

Even if you stick with the 100 pages/one page per spell level rule you can make spellbooks unique just by using a sentence or two to describe the look of the book (actually, it doesn't even have to be a book per se). Leather covers can be of a wide variety of colors and have any number of designs, from family crests to graffiti, on them.

Or you can go beyond leather and have things like:

1. A dwarven wizard's book with the spells etched onto pages of beaten silver and bound by a platinum spiral within gold covers (yep, it would be rather heavy).
2. The spellbook of a reclusive forest wizard who writes his spells on tree bark pages that he leaves sitting in the corner of his hut.
3. A desert wizard who, for lack of paper, writes his spells on clay tablets, which require a box to carry (hey, where did he get the wood for the box?).
4. A wizard who has his spellbook tattooed on his body (requiring some interesting contortions to read the spells).
5. The evil necromancer whose spellbook's ghoulish covers are bound with bone and the pages of which are made of flayed humanoid skin.

Obviously, some of these wouldn't be very feasible with the 100 pages/one page per spell level rule (that dwarven wizard's book would get very heavy very quickly). Maybe you decide that you can have one spell per page, or throw in a random element to account for each individual's handwriting so that a spell takes up one page per spell level +1d4 additional pages, or that the more precious the material, the less space a spell takes up. Hey, it's magic after all.

Also, nothing says that a spellbook has to be used exclusively for spells. Research notes, songs, poetry, journal entries, drawings, doodles, maps, instructions and what have you could all be found within the pages of a spellbook (although inscribing these mundane items would cost no more than the ink for the page).

Of course, don't invest more time in creating a spellbook than your players will get out of it; a descriptive sentence or two will suffice for a spellbook that will not otherwise be used to further some element of the campaign. If you do decide to include something other than spells in the book or to create a more elaborate description, don't do so for form's sake. Try to have some sort of game- or campaign-oriented purpose behind it; an included map is a treasure map, the instructions are instructions for the creation of a new magic item, etc.



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4. The spellbook that was copied from is unchanged; a spell successfully copied from a scroll disappears from the scroll.
5. A spell, both an existing spell or an entirely new spell, can be researched independently and placed into the spellbook.

WRITING A NEW SPELL INTO A SPELLBOOK

1. A spellbook has 100 pages.
2. A spell takes up one page per spell level (a 5th level spell takes up 5 pages).
3. It takes 24 hours to record a new spell into a spellbook, regardless of level.
4. It costs 100 gp per page to write in the spellbook (for ink, paper, etc.; these costs in time or gold are not paid for the spells a wizard gains for free at each level).

REPLACING AND COPYING SPELLBOOKS

1. If a particular spell is already prepared, it can be written directly into the new book at the standard time and gold piece costs (this process wipes the prepared spell from her mind; if the spell is not prepared it can be prepared from a borrowed spellbook).
2. Duplicating an existing spellbook reduces the time and gold costs to one-half.

SELLING A SPELLBOOK

1. A spellbook can be sold for a gold piece amount equal to one-half the cost of inscribing the spells (50 gp per page); a spellbook with all 100 pages filled is worth 5,000 gp.

The Spellbooks

The spellbooks that follow are listed alphabetically by their owner's name. The write-ups of the spellbooks conform to the following template:

Background: A brief sentence or two about the background of the owner of the spellbook.

Personality: A paragraph or two describing the individual's quirks, habits, ideas, etc. that also serves as the basis for why the spellbook is the way it is.

ROLE-PLAY ALERT

How the PCs come into possession of these spellbooks is up to the DM. Although the text for each individual spellbook is written as if the owners are alive and in possession of their books, this does not limit the DM as to how and when these books are found. A few suggestions are listed below:

1. The spellbook is part of a treasure hoard.
2. The spellbook was stolen by some thieves, the same thieves that stole from the PCs; when the PCs recover their goods, they recover the spellbook as well.
3. The PCs actually meet the individual in question and somehow, by trading with them, defeating them, or even through stealing from them, the PCs come into possession of, or get access to, the spellbook.
4. The individual hires the PCs to recover his or her spellbook.
5. The spellbook is part of an auction after its previous owner died, disappeared, was run out of town, had it seized due to debts, etc.
6. A PC stumbles across it while browsing or researching in a library; it is there because the librarian mistook it for an ordinary sort of book.

Relevant Stats: Since each campaign is different, no full stats are provided (you'd probably have to tweak them anyway); instead, if the DM wishes to create the individual as an NPC, those aspects that should be included based on the spellbook, background, and personality of the owner of this book are listed here. Any new magic items will also be included as equipment and will have (new) written next to them; their description is in the *New Magic* section at the end of this chapter (see p. 90).

Appearance: A physical description of the spellbook.

Protection: Most spellbooks have some level of protection; it is listed here.

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Contents: What spells and other information are in the spellbook. It is assumed that, as per the standard rules, all spellbooks contain all 0 level spells; if 0 level spells are listed, then they are new spells. New spells, as new magic items, have (new) written next to them and are listed at the end of this chapter in the *New Magic* section (see p. 90).

Value: The gold piece value of the spellbook on the open market.

Weight: Self-explanatory.

FAISA AL-AKBAR

Background: A necromancer of some skill, Faisa Al-Akbar is fascinated with duplicating the powers of various kinds of undead, a result of her human uncle becoming an allip when she was younger. To further her research, she journeys the land looking for unique kinds of undead to control and study.

Personality: Although a necromancer, Faisa Al-Akbar is not evil but neutral. Her sole purpose in pursuing the undead is to duplicate their powers with magic. To this end she scours the world for information on unique kinds of undead and attempts to capture them for study. Often she recruits others to aid her in these endeavors.

To Faisa, undead are interesting subjects for study. She views them with an analytical eye rather than as a means for gaining personal power through their domination, as most of her fellow necromancers do, or as creatures to be reviled and destroyed, as most of the rest of the world does. When she is done with her research she usually destroys the undead to keep them from running amok, using what parts she can for spell components.

Relevant Stats: Faisa Al-Akbar is a half-elf Necromancer 7 (or other mid level appropriate for whatever campaign she appears in). The following should be included when creating her as an NPC:

1. She is of Neutral alignment.
2. Her opposition schools are Enchantment and Illusion.
3. Her class skills include Gather Information, Knowledge (Arcana), and Knowledge (Religion). She has maximum ranks (level +3) in Knowledge (Arcana).
4. She has the feats Iron Will and Spell Focus (Necromancy).

5. She always carries a *glove of the damned* (new) with a DM-determined spell.

Appearance: Faisa's spellbook is a brassbound tome whose individual pages are made of papyrus and covered in her meticulous handwriting. A brass latch is connected to the back cover and fits over a brass eyelet on the front cover, which in turn is secured by a lock. The brass front cover features the Prayer of Seken-Re, an invocation to her people's God of the Dead to protect one from the undead.

Protection: A *sepia snake sigil* placed there by a friend is hidden in the text of the Prayer of Seken-Re on the front cover. In addition the book has a *fire trap* placed on it that detonates the moment anyone other than Faisa opens the book. A lock of good quality (DC 30 to Open Lock attempts) secures the brass latch; its purpose is to keep the innocently curious from getting killed by the *fire trap*.

Contents: Faisa's spellbook contains only spells. She keeps a separate series of spellbooks, one book for each type of undead she has studied, that contain her observations, notes, experiments, and the originals of the spells and wondrous items she has derived from them.

Faisa's spellbook contains the following spells:

- 0 level:** *skeleton claw* (new)
- 1st level:** *burning hands, chill touch, detect undead, expeditious retreat, floating disk, hold portal, magic weapon, protection from evil, ray of enfeeblement, skeletal form* (new), *unseen servant*
- 2nd level:** *allip touch* (new), *command undead, continual flame, fox's cunning, false life, locate object, resist energy, rope trick, scorching ray, see invisibility*
- 3rd level:** *arcane sight, daylight, dispel magic, fireball, fly, halt undead, lightning bolt, protection from energy, vampiric touch, wight touch* (new)
- 4th level:** *enervation, fire trap, locate creature, wraith touch* (new)

Faisa's spellbook is a good place for the DM to include campaign-related material such as:

1. More new necromantic spells.

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2. Introduce information on a new type of undead (through notes stuck into the spellbook that Faisa has not yet had time to file).
3. The map or information about an ancient temple, crypt, etc. which houses undead (Faisa plans to go seeking new research subjects there).

Value: 4,500 gp.

Weight: 10 lbs.

PARTLY BURNED SPELLBOOK

Background: Unknown.

Personality: Unknown.

Stats: Unknown

Appearance: The brown leather covers of this spellbook are blackened and curled. The book was kept closed with two leather straps ending in a brass clasp. The brass clasp has melted together and any attempt to open the book requires either that the leather straps are cut or a Strength check (DC 17) to rip the straps apart. Once torn open, the straps and clasp are useless.

Most of the interior pages are singed, with large amounts of damage having been done to the latter two-thirds of the spellbook. Opening the book causes several pages to fall out; the entire thing smells heavily of acrid smoke.

Protection: Despite the fact that the book is largely destroyed, it is still intact enough to allow its *fire trap* (cast at the 9th caster level) to function. Note that since the trap detonates when the book is opened, it is detonated whether the straps are cut or torn apart (although someone tearing the straps apart is very likely to also rip open the book at the same time and cause the pages to scatter all over).

Contents: Since all of the pages are damaged to some extent, only bits and pieces of individual spells will be able to be deciphered (at the DM's option, perhaps one or two spells may be complete, but they are located in the front of the book and should be of low level).

Intrepid wizards may be able to reconstruct some of the spells in the spellbook (the exact spells are determined by the DM). A character reading the pages would need to succeed at a modified Spellcraft check (DC 10 + twice the spell's level) in order to be

able to decipher enough information to reconstruct the spell. Reconstructing a spell in this manner incurs one-half the standard costs in both time and money of what it would cost to research the spell as a new spell (the standard cost for spell research is 1,000 gp per week/one week per level of spell). Thus a wizard attempting to reconstruct a third-level spell from the book would spend 1,500 gp and one-and-a-half weeks rather than 3,000 gp and three weeks.

A burned spellbook may be found:

1. As part of the treasure horde of a creature with the fire subtype.
2. From the estate of a wizard who died in an unfortunate research (or summoning) accident.
3. At a junk dealer's, a fence's, pawn brokers, etc.

Value: 100 gp.

Weight: 2 lbs.

PROFESSOR GORLIKT

Background: A noted authority on evocations, Professor Gorlikt is a human professor at the Magic Academy where he serves as chairman of the Evocation department.

Personality: Professor Gorlikt is a true genius in his field and an accomplished evoker. Unfortunately, he is getting on in years and this, combined with the constant stream of ideas going through his head, tends to make him forgetful of minor details. In addition, having lived within the halls of academia for several decades, the good professor is out of touch with what is going on in the world and his people skills are, at best, marginal. Pedantic and self-involved, Professor Gorlikt prefers the company of his research lab to anything else and only rarely shows up for classes; most of the time he has an assistant professor teach in his place.

Relevant Stats: Professor Gorlikt is a male human Evoker 12 (or other high level appropriate for whatever campaign he appears in). The following should be included when creating him as an NPC:

1. He is of Lawful Neutral alignment.
2. His opposition schools are Necromancy and Illusion.
3. He has maximum ranks (level +3) in Knowledge (Arcana) and Spellcraft.
4. He has the feats Spell Focus (Evocation) and Greater Spell Focus (Evocation).

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Appearance: Strictly utilitarian in appearance, although of fine quality, with a black leather cover, high quality paper pages, and a silk bookmark attached to the spine. All the pages contain magical writing written in the professor's meticulous script.

Protection: None.

Contents: This particular spellbook is one of the many research spellbooks that the good professor has written over the years. It contains some of his minor magics and is just the kind of item that he would misplace.

Unfortunately, because it is a research spellbook, it contains copious notes, references and annotations, both to other tomes as well as to other parts of this book. Therefore, any attempt to decipher a particular spell in this book suffers a -4 circumstance penalty to the relevant Spellcraft check. Using *read magic* in this case does not obviate the need for this Spellcraft check, although it does grant a +10 competence bonus (for a total bonus of +6) to the check. Once deciphered, a spell in this spellbook can be memorized or copied as any other spell.

Professor Gorlikt's research spellbook contains the following spells:

- 1st level:** *icy breath* (new)
- 2nd level:** *force wave* (new)
- 3rd level:** *acid rain* (new)

In addition to the spells, there are a number of notations made about each spell by the good professor. For instance, for *acid rain* the notes state:

"Slow acting spell with decent damage potential. Not good against creatures, who can move out of the area too easily (would continue to use *fireball*). Excellent against soft targets such as cloth and leather and will even wear down wood if given time."

Note that the spells in Professor Gorlikt's spellbook do not have to be complete. The DM can use them as a way to introduce spell research into his or her campaign. In this case, a character reading the spellbook and deciphering the notes (as above) can complete the professor's research. The cost to complete the professor's research is one half of what it would cost to research a complete spell (the standard is 1,000 gp per week/one week per level of the spell). Thus *force wave* could be completed in one week at a cost of 1,000 gp rather than taking two weeks and 2,000 gp. The researcher would still have to succeed at a Spellcraft check (DC 10 + spell level) to suc-

cessfully complete the professor's research.

Finally, Professor Gorlikt's research spellbook is a good place for the DM to include campaign-related material such as:

1. More new spells (either complete or partially complete; none of the Illusion or Necromancy schools) or magic items.
2. Introduce other magical tomes or resources (from the professor's annotations and references).

Value: 350 gp (if all four spells are completed).

Weight: 3 lbs.

TYDE OF LANDHILL

Background: Tyde of Landhill is a traveling halfling merchant and spellcaster of some ability. His business dealings have taken him over most of the region and he counts many a friend, or at least business associate, in virtually every major city in those lands he has visited.

Personality: Cheerful even for a halfling, Tyde is the kind of person who makes friends easily almost anywhere. He has made, and lost, a couple of small fortunes over his brief career and these experiences have only sharpened his sense of humor and philosophy of making the best of any situation while living life one day at a time. Despite this easy-going attitude, the halfling is a creature of comfort who, although he enjoys traveling on the open road, prefers to do sleep in a warm bed at night.

Tyde is a bit of a renaissance man, having dabbled in everything from weaponsmithing to the culinary arts, a fact that makes him an interesting conversationalist. The halfling is also a keen observer of the cultures and peoples that live in the lands he has visited; he takes delight in meeting new people and seeing new places. Finally, Tyde is also a competent spellcaster who has done a modicum of research on his own both in the areas of spell development and wondrous item creation.

Stats: Tyde is a male halfling Expert 6/Wizard 3 (or any other mid level combination of Expert and Wizard appropriate for whatever campaign he appears in). The following should be included when creating him as an NPC:

1. He is of Chaotic Neutral alignment.
2. His Expert class skills include Bluff, Craft (Weaponsmithing), Gather Information, Profession (Cook), and

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Profession (Merchant). He has maximum ranks in (Expert level +3) in Bluff, Gather Information, and Profession (Merchant).

3. He has the feats Craft Wondrous Item and Persuasive.
4. He always carries an *infallible compass* (new) and *traveler's cloak* (new).

Appearance: This halfling-sized spellbook is relatively thick and bound in maroon leather that has seen much wear. A leather clasp secures the cover by allowing a hole in the leather to be slipped across a brass button driven into the back cover. The pages within are of good quality paper even though their edges are yellowed with age and use and a small section has obvious water damage. The quality of the writing varies from neat to rough, although it is clearly always the same hand.

Protection: A *magic mouth* (8th caster level) that triggers anytime someone other than Tyde touches the book (visual trigger). The *magic mouth* yells "Thief! Put me down! You don't know who you're messing with! Put me down right now! You'll be sorry!;" it was placed there by a friend of Tyde's.

Contents: Tyde's spellbook serves not only as a spellbook, but also as a logbook and notebook; he keeps a separate series of business ledgers. Thus you can find journal entries, recipes, songs, and other interesting bits of trivia collected by the halfling among its pages, all written in the halfling tongue. Sandwiched among this miscellanea are Tyde's spells

and even the instructions for the crafting of several magic items. While it would take a stranger some time to sift through this book, and it could easily be mistaken for a normal logbook all the while, Tyde knows just where to turn to memorize his spells.

The spellbook contains the following spells sandwiched in between the various log entries:

0 level: *protection from insects* (new), *rain ward* (new)

1st level: *alarm, charm person, comprehend languages, disguise self, expeditious retreat, endure elements, mage armor, sleep, unseen servant*

2nd level: *detect thoughts, invisibility, mirror image*

In addition, it contains instructions for crafting the following wondrous items: *infallible compass, rain cloak, and traveler's cloak*.

Finally, Tyde's spellbook is a good place for the DM to include campaign-related material such as:

1. A description of a monster unknown to the PCs (and where Tyde spotted it).
2. A local legend hinting at a lost treasure (and what Tyde thinks of it).
3. A rumor or information about an item or NPC the PCs are seeking (and where Tyde heard it).

Value: 1,750 gp

Weight: 2 lbs.

New Magic

SPELLS

Acid Rain

Conjuration (Creation) [Acid]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Rain falls in a 20-ft. radius, 20 ft. high

Duration: 1 round + 1 round per three levels

Saving Throw: None

Spell Resistance: No

Acid rain causes a steady rainfall within the area of effect. The rain reduces visibility by half, resulting in a -4 penalty on Spot and Search checks, and automatically extinguishes any unprotected flames. Ranged weapon attacks and Listen checks are at a -4 penalty.

The rainfall is highly acidic. Each round on your turn, starting when you cast the spell, the rain deals 2d4 points of acid damage to each creature and object within it. For every three caster levels the *acid rain* falls for another round (to a maximum of 7 rounds at 18th).

Material Component: A pinch of sulfur.

Allip Touch

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A touch from your hand, which glows with cursed dark energy, disrupts the mind of living creatures. Each touch channels negative energy that deals 1d4 points of temporary Wisdom damage to the target unless it makes a successful Will saving throw. You can use this melee touch attack up to one time per level.

Force Wave

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A wave of pure force rolls from your fingertips. Any creature in the area of effect takes 2d6 + 2 per caster level points of force damage (maximum +20).

Icy Breath

Evocation [Cold]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Effect: Cone-shaped burst

Duration: 1 minute

Saving Throw: Reflex half

Spell Resistance: Yes

Once cast, you may exhale a cone of frost from your mouth any time before the spell's duration expires. Any creature in the area of the frost takes 1d4 points of cold damage. You may choose to exhale an *icy breath* in the same action you cast the spell (the exhalation is considered a free action that is part of the spell's casting). For each level above 1st you may exhale an additional cone of frost (up to a total of 5 *icy breaths* at 5th level) as a standard action once per round. Exhaling an *icy breath* does not provoke an attack of opportunity (although casting the initial spell does). Any *icy breaths* not exhaled prior to the spell's expiration are lost.

Material Component: A piece of mint leaf that is chewed on for the duration of the spell.

Protection from Insects

Abjuration

Level: Drd 0, Rgr 1, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

An invisible barrier holds back insects and other

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pests of Fine size (such as flies, mosquitoes, ants, ordinary spiders, etc.) from your body and prevents them from stinging or landing on the creature. This spell does not have any effect on creatures larger than Fine size, monstrous versions of ordinary insects, pests, or vermin (such as giant insects or monstrous spiders). Insects that push up against the barrier feel pain and are forced to remain away from the barrier.

Material Component: A dead biting insect or pest.

Rain Ward

Conjuration (Creation) [Force]

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible and barely tangible field of force surrounds the subject of a *rain ward* spell. The field of force is strong enough to keep the subject dry by repelling any manner of rain from a light sprinkle to a heavy downpour. It will also keep the subject dry during full immersion, such as when swimming. *Rain ward* does not protect against any other environmental hazards, such as fire, smoke, lack of air, hailstones, etc.

Because it is a field of force, a *rain ward* entails no armor check penalty, arcane spell failure chance, or speed reduction. Because it is a rather weak field of force any action that causes even one point of damage, actual or subdual, immediately causes the *rain ward* to collapse and the spell to end, letting the attack through. Unlike other force effects, *rain ward* does not protect against attacks by incorporeal creatures, shattering at their first touch.

Material Component: A drop of water.

Skeleton Claw

Transmutation

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Skeleton claw strips the flesh from one of your hands and turns the hand into a bony weapon that does

lethal damage instead of subdual damage. Your hand still causes its normal unarmed damage, i.e. 1d3 points of damage for a human, but the attack is considered to be an "armed" unarmed attack that causes lethal damage and you do not suffer attacks of opportunity for attacking with it. A *skeleton claw* is considered to be both a manufactured weapon and natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as *magic weapon*). A *skeleton claw* works exactly like your normal hand and does not interfere with spellcasting or normal functions in any way.

Material Component: A piece of a finger bone.

Skeletal Form

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Skeletal form pulls the creature's flesh and organs into its bones in a dramatic transformation that makes the creature appear much like a skeleton. The effect grants a variable enhancement bonus (see the following table) to the creature's existing natural armor bonus as well as damage reduction 5/Bludgeoning for all creatures:

Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Thus a medium-sized creature gains a +2 natural armor bonus in addition to the listed damage reduction.

Skeletal form entails no armor check penalty, arcane spell failure chance, or speed reduction. The enhancement bonus provided by the *skeletal form* takes the place of the target's natural armor bonus (a rhino turned into *skeletal form* has its tough hide disappear into its bones).

Focus: A piece of bone taken from a skeleton.

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Wight Touch

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to drain the life force of a single living humanoid with a successful melee touch attack. If the attack succeeds, the subject gains 1 negative level. You can use this melee touch attack up to one time per level.

Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 10 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *wight touch* don't last long enough to do so.

An undead creature struck by the *wight touch* gains 1d4x2 temporary hit points for 1 hour.

Material Component: A small piece of wight flesh.

Wraith Touch

Necromancy

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to drain the health of a single living humanoid with a successful melee touch attack. If the attack succeeds, the subject suffers 1d6 points of temporary Constitution damage. You can use this melee touch attack up to one time per level.

An undead creature struck by the *wraith touch* gains 1d4x5 temporary hit points for 1 hour.

Material Component: A small piece of wraith flesh.

WONDROUS ITEMS

Infallible Compass: A wondrous item of this sort can take any number of shapes, from a divining rod that pulls the hands in the direction of north, to an arrow balanced on a finger, to a stone that softly vibrates the closer it gets to north. Note that although such items are called infallible, and they are as long as there is a "north" to be found, they may not work in an extraplanar setting.

Faint divination; CL 1st; Craft Wondrous Item; *know direction*; Price 1,000 gp; Weight 1 lb.

Glove of the Damned: There are a number of these gloves in existence. Most gloves of this sort are usually finely made items of black silk or leather, devoid of all markings. However, some creators choose to place skulls or symbols of deities of the dead on the gloves to act as both a warning and promise; the truly creative make their gloves appear like rotting or skeletal hands. But whatever the look, material, or markings, all *gloves of the damned* have the same basic function: to store and deliver necromantic touch spells of 4th level or lower.

On command you can charge the *glove of the damned* up with the spell that was placed into it at the time of its creation. The spell acts exactly as described in the spell's description. No focus, divine focus, or material component is required to activate the spell stored in the *glove of the damned*.

If you are using the *glove of the damned* on an opponent, you must succeed at a melee touch attack. If you don't discharge the *glove* in the round when you cast the spell, you can hold the charge indefinitely. However, if you touch anything or anyone while holding the charge, even unintentionally, the spell discharges. You cannot make normal unarmed attacks with the hand that is wearing a charged *glove of the damned*.

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You may wear only one *glove of the damned* at a time. A newly created glove of the damned has 50 charges. Each time you activate the spell stored within the glove it costs a single charge. Once the last charge is expended, a *glove of the damned* crumples into dust.

Eligible Spells: *allip touch* (new), *animate dead*, *bestow curse*, *blight* (druids only), *blindness/deafness*, *chill touch*, *contagion*, *curse water*, *death knell*, *death ward* (cleric, Death domain, and paladin only), *gentle repose*, *ghoul touch*, *inflict critical wounds*, *inflict light wounds*, *inflict minor wounds*, *inflict moderate wounds*, *inflict serious wounds*, *mark of justice* (paladin only), *poison*, *skeletal form* (new), *touch of fatigue*, *vampiric touch*, *wight tough* (new), *wraith touch* (new)

Example:

Glove of the Damned (vampiric touch): Upon command the wearer of the *glove* can expend one of the *glove's* charges to charge up the *glove's* *vampiric touch* power. Once charged, the *glove* acts exactly as the spell of the same name. When first created, the *glove* has 50 charges.

Faint Necromancy; CL 5; Craft Wondrous Item; *vampiric touch*; creator must be a Necromancer or Cleric; Price 11,250 gp; Weight < 1 lb.

Rain Cloak: This ordinary appearing light wool cloak provides its wearer and his or her equipment with complete protection from rain and other forms of precipitation, keeping its wearer dry in all types of weather including monsoons and hurricanes.

Faint abjuration; CL 3rd; Craft Wondrous Item; *rain ward*, Price 500 gp; Weight 1 lb.

Traveler's Cloak: This ordinary appearing fine wool cloak provides superior protection to all forms of weather by keeping its wearer and any equipment he or she carries completely dry and comfortable in any kind of weather by combining a *rain ward* effect with an *endure elements* effect. It also adds a *protection from insects* effect for completeness; as long as the cloak is donned the creature will never get wet or be too cold or too hot or suffer the biting sting of insects.

Faint abjuration; CL 3rd; Craft Wondrous Item; *endure elements*, *rain ward*, *protection from insects*; Price 2,000 gp; Weight 2 lbs.



Chapter Nine

Thaumamortis

There was a final burst of thunder and it was done. The thin, almost emaciated form of Cémdir crumpled to the blackened earth. His skeletal rib cage did not stir with breath, and his limbs were still. A hundred yards away, Kadaicha also fell.

The skies roiled with heavy storm clouds that had gathered during the clash of mages, and the dark volcanic stones that made up the landscape were slick with rain. Like Cémdir, Kadaicha was a brittle figure of pale white, stark against the colors of this blighted countryside. Far over the mountains they'd come, so far that even the monastery of Hangi Lei, so distant from densely populated lands, was little more than a faded memory.

Larin struggled over the sharp rocks to reach her master's side. During the duel of magics, Larin had kept her distance as wave after wave of arcane energy crashed and exploded around the foes. Even now the air smelled of ozone. Kadaicha's traveling clothes smoldered.

"Master!" Larin cried. She knelt by the ancient wizard. His cane was close at hand, but it had exploded from within like a tree struck by lightning. "I'm here, Master!"

Kadaicha seemed dead. His skin, woven with scars upon scars, was always pallid, but now there was a stillness that suggested a corpse. Larin touched Kadaicha's wrist, and the wizard stirred. His eyes did not open.

"Master," Larin whispered, leaning close, "what can I do?"

For a long moment there was no reply, and then Kadaicha's lips moved just slightly: "Live."

A long, rattling breath passed from Kadaicha, and his chest seemed to settle upon itself. As withered as the mage had seemed just moments before, the transition from life to death was stark. Still kneeling, Larin straightened her back and ran a hand over her face. She wiped away tears mingled with unnatural rain.

She felt it then: a subtle tremor in the magical fabric that bound all wizards together. It centered on the corpse of Larin's master and radiated silently and swiftly outward, only to have another follow, and then another and another. Larin clambered to her feet as surge as strong as a coastal breaker threatened to knock her flat.

Travel over the rough terrain of this nameless land was not easy; sharp rocks and treacherous pitfalls abounded.

Larin moved as quickly as she was able, picking up speed as the impulses of magical energy grew ever greater, but she was less than a stone's throw away from Kadaicha's body when the rainswept gloom was suddenly, violently thrust away from where the wizard lay dead.

The pillar of energy leaped upward from the fallen body of Kadaicha, expanding outward with incredible force. Blue and white, brilliant as noonday, the rising column pierced the storm clouds and boiled them away to expose a ring of radiant blue sky beyond. The earth shuddered and cracked as if assaulted by a blow from the heavens.



Forbidden Arcana: Thaumamortis

First one, then another, and then dozens of separate beams of magical force lanced outward from the epicenter of the eruption, rotating like the hands of a clock. Larin fled, but could not escape as one of these beams, a ray as thick through as a man's wrist, speared into her. Instantly she felt as though she were alight from the inside, and the world ceased to move as the twinkling of an eye was suspended in limbo.

This is all that I am. Take it now.

The voice of Kadaicha resonated in that endless moment, unspoken but heard, and came accompanied by a flood of images, emotions and memories that the old wizard had accumulated over a lifetime. Larin was frozen, face twisted in an unvoiced scream. Knowledge. Power. Secrets.

Then it was done. Time resumed its flow. Larin collapsed onto the stones, cutting her hands. The clouds closed in overhead and a new storm freed its deluge. Every nerve in Larin's body was alive with power, as if the whole of Kadaicha's might had passed over her, through her. And hadn't it.

Heavy raindrops soaked Larin's clothes to her skin. She remained on hands and knees, short of breath, as the sensation slowly faded. Only then did she look back, and see that the place where Kadaicha had lain was empty, and only a glowing ring of molten rock remained.

On rare occasions, the death of an arcane spellcaster results in a brilliant and amazing release of arcane energy. This event is known as *thaumamortis*.

There is a 1% chance per level of the slain caster that *thaumamortis* will take place. If the check for *thaumamortis* is successful the event will occur within 1d6 rounds of the spellcaster's death. The exact nature of the event is always random; roll 2d4 and consult the following:

2. The spellcaster's arcane energy is released in a fireball-like burst that inflicts 1d4 points of damage per level of the deceased spellcaster. This burst affects all within 20 ft. of the slain spellcaster. A Reflex save (DC 18) reduces the damage suffered to 1d2 points per level of the spellcaster.
3. One random character within 100 ft. of the slain spellcaster absorbs a small portion of the caster's energy and abilities. 200 XP per level of the

slain caster are immediately added to the randomly selected character's XP total and if that added XP grants the character a new level (or levels) that level must be the same spellcasting class as the character the XP was absorbed from. No training is necessary; the character automatically knows everything he needs to in order to function as a caster of the new class. If the XP granted is not enough to increase the selected character's level no other effects take place.

4. All characters and creatures within 10 ft. of the slain spellcaster gain a permanent one-point ability increase to their Intelligence.
5. The ground immediately beneath the deceased spellcaster and that within 2d10 ft. of the caster becomes an arcane focal point. All spells cast within this place are cast as if the spellcaster were 2d4 levels higher than he actually is.
6. Everything touching the spellcaster when he died (including items worn or carried in pockets, backpacks, etc.) takes on a faint magical glow. There is a 1% chance per item affected that the item will also gain some type of magical ability. For weapons, clothing, or armor this is a +1 enhancement bonus as appropriate. For other items the DM must use his best judgment.
7. The arcane energy released immediately revives the slain spellcaster, bringing him back to life but with only 1 hit point. All of the spellcaster's spell slots are immediately lost and will not be available again for 1d6+1 days. There is a 30% chance that the caster's Constitution is permanently decreased by 2d4 points.
8. The caster's body is completely destroyed, making it impossible to bring him back to life through any means of power lesser than a minor deity. All items held by the caster when he died, including worn items, are also destroyed, everything immediately turning into a fine dust. Items that were removed from the caster's body after he died are also affected.

Chapter Ten

Locations

This chapter presents an assortment of odd, magical locations that a DM may drop anywhere within his campaign. These locations lend an air of fantasy and wondrous magic to a campaign and should be used sparingly. Creative DMs can use these locations as a guide to the creation of their own magical locations. If you create a particularly strange and exciting location please consider submitting it to philip@philipjreed.com so that it can be made available for other DMs to use.

Demon's Vents

A demon's vent is a naturally occurring gate to an infernal plane. These vents are quite common, relative to other sites of mystic power, and can sometimes consume entire lands making them uninhabitable by mortals. These gates only operate in one direction, releasing infernal creatures into the mortal worlds. Luckily for the races of man, dwarves, elves, and others, a demon's vent will only allow a single creature to pass through once each century.

A demon's vent is a rocky slab that juts up out of the earth, ragged and torn along the top edge. Noxious vapors and a hellish steam constantly emanate from the demonic fissure and those who breathe in the fumes are severely damaged by its strength.

While most demon's vents are usually single structures there have been many recorded instances of two, three, four, or even more vents in close proximity to each other. The most astounding recorded account speaks of a field of such vents, hundreds upon hundreds of them, and all of them linked to open at the same time once each century. If such a place truly exists then it is nothing less than hell on earth.

A wish spell cannot destroy a demon's vent though it can delay its opening for 1d100 years. Vents that are clogged or plugged instantly reopen, the infernal blast of air tearing apart whatever blocks the opening.

GAME EFFECTS

Demon's vents have few effects. For almost all of the time they are an annoying obstruction to growth and development. That one instant each century, when a demonic invader is released, a demon's vent is much more than an obstruction.

Gate: Once every hundred years a demonic entity will escape from any number of different infernal planes of existence. Absolutely nothing can use the vent to travel in the opposite direction.

Hellish Steam: Clouds of black, burning steam surround a vent. Anyone within one of these clouds suffers 1d10 points of damage each round. Once per day a greater blast of steam will erupt from a vent, burning everything within 50 ft. with 4d6 points of damage.

Noxious Fumes: The odor of a demon's vent affects anyone within 20 ft. of a vent. A Fortitude save (DC 12) must be made or the victim is stunned for 2d6 rounds.

God Shadows

On some worlds, wars have been fought between the gods. These wars, often long-forgotten events, sometimes result in the death of a god or lesser deity, the powerful being ripped of his essence and power and hurled to be lost among the stars. On extremely rare occasions the body of one of these beings will collide with a world, generating a massive cataclysm that often wipes out all civilization on the world. Thousands, sometimes hundreds of thousands of years after the collision, the faint impression of the slain god can still be seen. These impressions are known as god shadows.

God shadows can occur anywhere on the land and, if the seas have risen since the event, under the oceans. Most inhabited worlds do not have a single god shadow and no land has ever been discovered that had more than two. While it is a distinct possibility that some land may have been the site of an ancient battle amongst the gods, no such place has ever been recorded by modern sages or historians.



Forbidden Arcana: Locations

The typical god shadow is a massive crater that, when first seen, is not even immediately obvious (Spot check DC 15 to see the impression). A god shadow is always in perfect harmony with the surroundings and will look more like a natural depression than anything else. Divine and arcane spellcaster who enter the shallow crater of a god shadow will feel a mild disturbance.

GAME EFFECTS

God shadows vary greatly in power, depending completely upon the slain god who formed the impression and the amount of time that has past since the event occurred. All of the following effects have been attributed to previously cataloged god shadows. DMs must customize each god shadow to fit their specific needs.

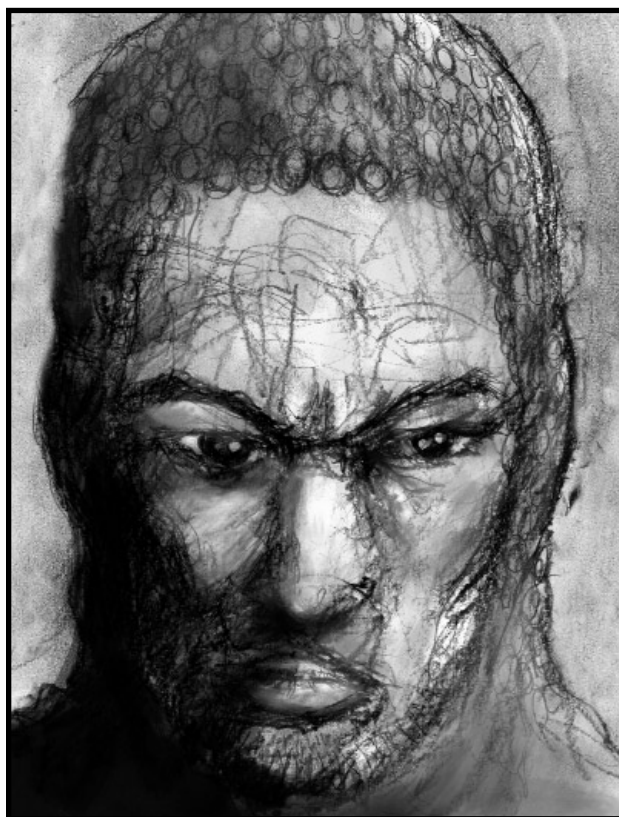
Divine Powers Enhanced: A cleric of the same alignment as the fallen god will find that all of his spells are treated as if the cleric were 2d4 levels higher while within the area of a god shadow.

Terrible Pain: Those of an alignment opposite of the fallen god must make a Will save (DC 18) or suffer 1d6 points of damage for each round they are within the god shadow. The site of a particularly powerful god could cause more damage or require a save each round.

Catastrophic Suffering: Any who enter the god shadow are instantly diseased (select a disease from the DMG or *Forbidden Arcana: Magical Diseases*). The strength of this disease has been amplified by the god shadow and its DC is increased by 2d6.

Animals Avoid the Area: All unintelligent animals refuse to enter the area. Familiars and animal companions must succeed a Will save (DC 15+1d6) or they will refuse to enter the god shadow. An animal brought into the god shadow against its will goes insane, attacking anyone or thing in its path and fighting to flee the area.

Overpowering Energy: The area of the god shadow negatively affects any character with spellcasting abilities. For every open spell slot the character has when he enters the area he suffers 1d4 points of damage as divine powers attempt to force their way into his body. This divine energy remains with the character, slowly dissipating at the rate of one spell slot per day. Until a spell slot is freed of the energy it may not be used to prepare or cast spells.



Pits of Despair

All across the lands are festering pits that emanate magical power and an almost tangible aura of fear. Commonly known as pits of despair, these naturally occurring sites are a disaster in waiting for unwary adventurers.

Pits of despair can be found in any terrain upon the land and, it is rumored, along the floor of even the deepest oceans. The exact number of pits in the world has never been recorded though study of the pits has shown that no two pits are ever closer together than one hundred miles. Pits have been discovered in caverns deep beneath the surface world and these, it is told, are even more dangerous than those upon the surface.

A pit of despair covers an area 2d6+20 ft. in size and can be any shape imaginable (though always natural and irregular in appearance). A pit of despair is 3d6+5 ft. deep.

Pits of despair never move and cannot be erased by any means of power less than a wish. Even then, a wish spell will only reduce the size of a pit by 25%. Four wishes will completely eradicate a known pit of despair.

Forbidden Arcana: Locations

DMs are encouraged to use these foul pits sparingly. Stumbling across one of these pits can be a hazardous experience for even the most powerful of adventurers but if the occurrence of such pits become commonplace the magic is lost.

GAME EFFECTS

Simply being near a pit of despair has powerful effects upon characters and creatures. These vile pits have the following game effects.

Cause Fear: For an area 100 ft. around the pit – and within the pit itself – all characters and creatures are assaulted by an ability best represented by cause fear as if cast by a 10th level character. This is a permanent effect and a save must be made for each round a character is within the affected area.

Weakened: All characters and creatures within 50 ft. of the pit must make a Will save (DC 15) or lose 1d4 Str while close to the pit. Those within the pit must make a Will save (DC 20) or lose 1d8 Str while inside the pit. The check must only be made when the character enters the area (or into) the pit. If the save is successful the character ignores this effect of the pit . . . this time.

Magic Items Drained: Items with charges that come within 25 ft. of the pit lose 1 charge per round. Those inside the pit lose 2 charges per round. All other magic items are rendered inert when inside or within 20 ft. of a pit. Once the items are taken away from the pit's influence they are likely to regain their power. There is a 10% chance that any item will be completely drained of magic if taken within the pit's area of effect.

Negative Level: Any character or creature that enters the pit must make a Will save (DC 25) or suffer the effects of a negative level. This check must be made for every 10 minutes spent within the pit. These negative levels are temporary and are restored as per the rules found in the DMG.

Soul Wells

These deep, unnatural wells are scattered across the world, appearing quite infrequently and, even then, in places far from civilized society. Sometimes created when a powerful spellcaster is slain, a soul well shrouds the area in a dark, oppressive sense of despair and destruction and the well itself is filled

with an inky black, oily substance that is a physical manifestation of negative energy.

There is a chance of a soul well being created when any spellcaster – arcane or divine – of 15th level or greater is slain. There is a percentage chance of the creation of a soul well equal to the Intelligence or Wisdom modifier of the slain spellcaster (whichever is higher). This chance is increased if the spellcaster dies due to damage from an evocation or necromancy spell: for every three points of damage the evocation or necromancy spell inflicted upon the slain spellcaster the chance of a soul well being created is increased by one percent.

A soul well is typically three feet in diameter and a number of feet deep equal to the character level of the slain caster. The size and depth of an individual soul well may be much greater than that, depending on the exact circumstances of the slain spellcaster. The deepest known soul well is over one hundred feet deep with a diameter of twelve feet.

GAME EFFECTS

Soul wells are known as such because of their terrible ability to steal the very soul of any character or creature unfortunate enough to fall within one. The specific effects of a soul well are:

Negative Level: Any character or creature that enters the pit must make a Will save (DC 10 + the level of the slain spellcaster) or suffer the effects of a negative level. This check must be made for every minute spent within the pit. These negative levels are temporary and are restored as per the rules found in the DMG.

Hit Point Damage: Each minute a character or creature is within a soul well it suffers 1d6 points of damage. This damage may possibly be greater: for every level above 18th of the slain spellcaster the damage is increased by 1d6.

Smother: Anyone inside a soul well must succeed a Fortitude save (DC 10 + level of the slain spellcaster) or find himself entrapped by the sticky, black substance that – like some dark creature – begins to pull him deeper into the well. The victim is considered “grappled” by the well and to break free must make a successful Escape Artist check or a successful grapple roll against the well (which has a grapple bonus of +15). This substance cannot be destroyed by anything less than a *wish* spell.



Chapter Eleven

Spelltouched Feats

Introduction

A character (or creature) that has been the target of a spell may find that some of the magic becomes a permanent part of him, her, or it. In essence, some aspect of the spell that caused the spelltouched feat becomes a permanent part of the character or creature.

This permanence can take two primary forms: 1) the effect bestows upon the creature a permanent advantage somehow related to the original spell (most common with beneficial spells such as *bless*) or 2) the creature gains some measure of resistance to the spell (usually a hostile spell such as a *fireball*).

There is no set way to gain a spelltouched feat; each individual reacts in a unique manner to magic and thus what causes a spelltouched feat in one individual is not guaranteed to cause the same in another individual. For that matter, two individuals might develop different spelltouched feats when exposed to the same spell.

As far as game rules go, a spelltouched feat may be substituted for a regular feat (not a bonus feat such as a fighter gains) as long as the character or creature has met the prerequisites for that feat (it might not be a bad idea to limit any given PC to a single spelltouched feat lest the whole idea becomes too common and you have PCs lining up left and right to cast spells on each other to gain feats).

The prerequisite for any spelltouched feat is that the creature or character has been exposed at least once to one of the spells associated with the feat (i.e. either directly targeted by the spell or otherwise affected). If the spell allows a save, the saving throw must have been failed at least once (although usually unintentional, this can also be achieved by intention-

ally failing the save; however, a character who intentionally takes the full blast of an opponent's *fireball* in the hope of gaining a spelltouched feat is probably not following the spirit of the whole idea).

Although it is up to the individual DM, I consider all spelltouched feats to be supernatural abilities.

Varying And Expanding The Concept

Essentially, the idea of a spelltouched feat is an off-shoot of a long line of thinking that goes all the way back to the dawn of d20 fantasy and includes gaining a permanent effect from what is essentially temporary magic, such as the result of mixing potions or burning spellbooks. Spelltouched feats are a way for a character or creature to gain a feat unique to them as the result of some happening within the greater game or campaign.

While the rules suggest that a spelltouched feat is gained by either repeated exposure, again usually with beneficial spells such as *bless* or through unintentionally failing the saving throw from a hostile spell such as the ubiquitous *fireball*, there are a couple of other ways that these feats could be gained.

One of the most obvious would be to expand the idea to not only include spells directly, but also to include spells cast by a device such as a wand or staff, read from a scroll, or perhaps even as a result of imbibing the same sort of potion over a long period of time.

ROLE-PLAY ALERT!

To me, spell-touched feats are a mild d20 fantasy equivalent of an ordinary human turning into a superhero as a result of the bite of a radioactive spider or exposure to gamma rays and such. While not nearly as impressive as either one of those examples, spell-touched feats should be something that is reserved for unique situations and high drama and, again, be limited to no more than one per PC.

Look at it this way. Gaining a spell-touched feat as a result of a *burning hands* spell cast by the local adept after a misunderstanding does not have the same impact as gaining it as a result of a *burning hands* cast during the final showdown with an NPC sorcerer that the PCs have chased through a number of adventures.

The drama of such a moment is further enhanced if the feat is gained as a result of the rogue foiling the evil sorcerer's *burning hands* spell just before he completes it and kills the weakened fighter (this also establishes the idea that a spell-touched feat can only be gained as the result of a spell's energies being unfettered from a caster's control).

In line with the course of thinking that limits any character to only one spell-touched feat, it is a good idea to not allow every character in a party to gain a spell-touched feat. If everyone can get one, spell-touched feats lose a lot of their exclusivity and that sense of being "special."

One additional purpose of a spell-touched feat is to act as a game-balancing reward. Since campaigns often take unexpected turns, a carefully selected spell-touched feat can be used to help a character play a larger role within the party. For instance, the ranger who finds herself constantly on dungeon crawls might be a good choice for a spell-touched feat that provides her with greater physical protection or otherwise increases her usefulness in a dungeon setting.

Or it can be used to reward a player who has taken some disadvantage for her character as a result of good role-playing (read not min/maxing every weapon or otherwise being a "munchkin") to get back on a more equal footing with the hyper-armed and armored fighter whose player doesn't even wait for the final corpse to drop before rifling through everything in the room.

When it comes to introducing feats, keep in mind that because the spell-touched feat takes the place of a regular feat, it does take some planning to implement spell-touched feats once a character has been created.

An obvious method for doing this would be to have a player decide that his or her character will gain a spell-touched feat prior to the character becoming eligible for his or her next feat. The player, or DM, could then keep track of all the spells that the character is subjected to prior to becoming eligible for his or her

next feat and then allow the player to choose an appropriate feat based on those spells.

My preferred alternative is to have the DM secretly decide which actions during the course of an adventure or campaign are worthy of resulting in spell-touched feats and then presenting the player with the option of gaining a spell-touched feat (and letting them know which one(s) his or her character is eligible for) as a surprise when the player's character next qualifies for a feat. This is especially effective if the players do not realize that spell-touched feats are actually in play in the campaign.

Finally, following the logic of the radioactive spider/gamma ray idea from comic books, perhaps a character can choose to start off with a spell-touched feat, but not gain one later on. The spell-touched feat can be part of the character's background, a reason for why he or she is the way he or she is, or even for why he or she became an adventurer.



Forbidden Arcana: Spelltouched Feats

If you want to take this a step further, spelltouched feats might also (or even only) be gained as a result of a more unusual happening, such as the burning of a spellbook or the interruption of a spellcaster's spell attempt resulting in the loss of the spell. In such a case it is the released and/or misdirected spell energies that make a spelltouched feat possible rather than simple exposure to a successful spell; only when the spell energies are released from the control of the caster can they cause such a feat to come into existence (this accidental approach also precludes characters attempting to willfully gain feats through repeated castings of spells or purposefully failing saving throws).

A last option is to have such a feat be gained by a spellcaster who makes frequent use of the spell in question. For instance, a wizard who often resorts to *detect magic* could, over time, develop within herself the Magical Divining Rod feat as a result of having the same sort of energies coursing through her time after time.

In this edition, I use all three concepts to create the feats.

Balancing Spelltouched Feats

Ultimately, it is up to each and every DM to decide how to make spelltouched feats fit into their campaign; nothing says that a character cannot gain complete immunity to fire damage of all kinds as a result of having been exposed to a *burning hands* spell. Of course, that would make such a feat much more powerful than any other sort of ordinary feat, but perhaps it works with the campaign (maybe we do want that radioactive spider/gamma ray effect).

As far as the feats in this edition go, however, I attempt to keep the benefits in line with the general guidelines that can be gleaned from the common feats as well as those set forth in the existing rules. For instance:

Feats such as Animal Affinity grant a +2 bonus on a couple of skill checks while Improved Initiative grants a +4 bonus on the initiative check (other feats grant a +4 bonus to a single skill check).

A feat such as Blind Fight reduces the penalties associated with being blind or fighting in complete darkness effectively in half.

Feats such as Great Fortitude grant a +2 bonus to a specific saving throw.

Feats such as Improved Disarm remove the penalties associated with an ordinary disarm attempt (chiefly the attack of opportunity).

There are other relevant examples, but nothing that would suggest that a character would gain complete immunity to fire as the result of a spelltouched feat and thus you will not find such feats here.

Caveat Emptor

If you have any of my other works you know that I prefer to create rules that encourage "role-playing." As a result, you will find that many of the feats have their positive aspects balanced with a negative aspect to not only better balance the feat out but also to remove it somewhat from the idea that a Spelltouched Feat is nothing more than a spell-like ability. For instance, the Stranger In Your Own Home feat grants you the ability to speak any language, but at the price of no longer being able to speak your native tongue. I find that such mechanics make the feat more interesting and add a further dimension to a character. As a DM, you are certainly free to delete any negatives to the feats if you feel it is warranted, however I would encourage you to offer them as they are and see if your players run with them.

Spelltouched Feats

Acid Reflux [Spelltouched]

You can internalize acid effects and regurgitate them.

Prerequisite: Exposure to *acid arrow*, *acid fog*, or *acid splash* spell.

Benefit: Whenever you take damage from an acid effect (a spell, spell-like effect, or supernatural ability carrying the [Acid] descriptor), you may spit a gob of acid at any single target within 15 feet. You must succeed at a ranged touch attack to hit your target (no range modifier). On a successful hit your target takes one-half of the damage you suffered from the spell.

Forbidden Arcana: Spelltouched Feats

Aura of Unease [Spelltouched]

Most creatures within your immediate presence feel nervous.

Prerequisite: Exposure to *bane*, *cause fear*, *doom*, *fear*, *scare*, or *symbol of fear* spell.

Benefit: Any creature subject to fear effects that moves adjacent to you must make a Will save (DC 12 + Cha modifier) or suffer a feeling of unease. If the save is failed, this feeling of unease causes the creature's attitude to shift one step to the negative (i.e. from Helpful to Friendly or Indifferent to Unfriendly) as long as they remain adjacent to you. Any living creature that fails its save and attempts to attack you suffers a -1 penalty on attack rolls against you and on saving throws against *fear* effects cast by you as long as it remains adjacent to you. Note that these penalties apply only to attacks against your person or against *fear* effects originated by you.

The effect remains only as long as the creature remains adjacent to you; if it moves away the penalties fade away immediately. Note that this does not mean that the creature's attitude improves back to its original level; the creature clearly realizes that something is wrong with you and its reaction depends on how well it knows you, how your interaction with it has been, etc. You cannot voluntarily suppress the aura.

Capricious Fortune [Spelltouched]

You win some and you lose some.

Prerequisite: Exposure to *divine favor* or *prayer* spell.

Benefit: Once per day you may call upon the powers of fortune. You roll percentile dice and consult the following chart to determine the level of your luck bonus or penalty:

- 01-05 Gain a +4 luck bonus
- 06-15 Gain a +3 luck bonus
- 16-30 Gain a +2 luck bonus
- 31-50 Gain a +1 luck bonus
- 51-70 Suffer a -1 luck penalty
- 71-86 Suffer a -2 penalty
- 87-95 Suffer a -3 penalty
- 96-00 Suffer a -4 penalty

Then you roll percentile dice a second time to determine what the luck bonus/penalty affects: 01-25 the bonus/penalty applies to attack rolls, weapon damage rolls, saving throws, and skill checks, 26-00 the bonus/penalty applies to attack rolls and weapon damage rolls only.

The bonus/penalty lasts for one minute

Clear Strike [Spelltouched]

By studying a concealed opponent's moves, you can remove impediments to your aim.

Prerequisite: Exposure to *true strike* spell.

Benefit: When facing a concealed opponent you can observe the opponent for a minimum of 3 rounds and then, if you succeed at either an Intelligence or Wisdom check prior to your next attack, you may ignore the miss chance that applies to attackers trying to attack a concealed target.

Observing your opponent means focusing your attention solely on him or her. This is most easily done by quiet observation but you can take other actions, including engaging your chosen opponent in combat, as long as your actions and attentions stay focused on your chosen opponent. Once you have completed your observations, or any time after the 3rd round of observing your chosen opponent, you may launch a single attack against that opponent which has the potential to ignore the concealment miss chance.

The attack is subject to the aforementioned Intelligence or Wisdom check, whichever is better for you. The Intelligence or Wisdom check has a DC of 12 if your opponent is under concealment and a DC of 15 if your opponent is under total concealment. Success means that you ignore the concealment miss chance and can attack your opponent as if he were not concealed. Failure means that you failed to pick up enough clues to precisely pinpoint your opponent's location and your opponent is still considered to be concealed. However, you do have enough information to reduce the concealment penalties to one-half of normal (10% for concealment, 25% for total concealment).

Note that this feat does not grant you any special or additional bonuses to hit a concealed opponent; it merely negates the miss chance due to concealment. Hit or miss, the process starts all over again after the attempted attack; you may use this feat as many times as you wish against any concealed opponent but you must spend 3 rounds observing your chosen opponent prior to attempting each Clear Strike.

Cling to Life [Spelltouched]

Your desire to live is strong.

Prerequisite: Exposure to *circle of death*, *destruction*, *finger of death*, *slay living* or *symbol of death* spell.

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Benefit: Whenever a spell with the Death descriptor (such as *finger of death*) would slay you, usually due to having failed the appropriate saving throw but also due to excessive damage, you do not die. Instead you permanently lose 1 point of Constitution and are reduced to 1 hit point (even if all you had was 1 hit point to begin with). Lost points of Constitution can be regained through the usual means, such as with a *heal* or *restoration*.

Deflect Ray [Spelltouched]

You have the ability to change the direction of ray-based spells.

Prerequisite: Exposure to any spell whose effect is a ray such as *polar ray* or *disintegrate* spell.

Benefit: You must have at least one hand free (holding nothing) to use this feat. You must be aware of the spell attack and not flat-footed. Once per round when you would normally be hit with a ray effect (i.e. *ray of enfeeblement*) you may immediately attempt a Reflex saving throw to deflect the ray (ray spells do not normally allow saving throws to avoid the ray but may have saves against the ray's effects). The DC for the Reflex saving throw is the standard DC for a spell of the appropriate level cast by the caster (DC 10 + level of the spell + caster's relevant ability bonus). If you fail the Reflex saving throw the ray affects you normally (if the ray spell allows a save against the effect, you automatically fail that save). If you succeed at the Reflex saving throw you deflect the ray and take no damage from it or otherwise suffer any effect.

A deflected ray shoots off in a random direction. Roll 1d8 to determine the deflected direction of the ray (as if it were a splash weapon). A deflected ray travels until it hits another target or the spell runs out of range. At the DM's option, you may become good enough to deflect the ray in a specific direction with some practice.

Elemental Ken [Spelltouched]

You are particularly resistant to one type of energy while being more vulnerable to another.

Prerequisite: Exposure to any damage-causing spell with either the [Acid], [Cold], [Electricity], [Fire], or [Sonic] descriptor (such as *polar ray* or *flaming sphere*) or *protection from energy* or *resist energy* spell.

Benefit: You gain permanent energy resistance 10 against a specific energy type while suffering vul-

nerability to energy against another (you take half again as much damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure).

The energy type you gain resistance to is the same energy type that affected you (if you were exposed to a damage-causing spell) or the energy type you chose for the spell that granted you the feat (if it is a result of *protection from energy* or *resist energy*). The energy type you suffer vulnerability to is chosen at random from one of the four remaining types.

Even-Tempered [Spelltouched]

You rarely lose control of your emotions.

Prerequisite: Exposure to any spell with the (Compulsion) descriptor such as *aid*, *bane*, *cause fear*, or *touch of idiocy* spell.

Benefit: You gain a permanent and continuous +4 bonus on all saving throws to ward off the effects of spells and spell-like effects with the (Compulsion) descriptor as well as supernatural and extraordinary abilities that influence your emotions. However, you cannot voluntarily lower this resistance so that at the same time you are more difficult to affect with beneficial emotional spells and effects (such as *aid*, *bless* or a bard's ability to inspire courage). Any attempt to affect you with such beneficial magic, including attempts by you to make use of emotion-based extraordinary abilities such as barbarian rage, requires you to overcome your own calm emotional state, and you must succeed at a Charisma check (DC 12) in order for such a spell or effect to affect you.

Fast Healer [Spelltouched]

You heal much quicker than an ordinary individual of your race

Prerequisite: Exposure to any *cure* spell.

Benefit: You naturally heal (recover) lost hit points at twice the standard rates for your race. With a full night's rest (8 hours of sleep or more), you recover 2 hit points per character level. If you undergo complete bed rest for an entire day and night, you recover four times your character level in hit points.

This feat only applies to the natural healing of hit points. It does not aid in the healing of ability damage nor does it enhance extraordinary, spell-like, or supernatural forms of healing (such as regeneration or *cure* spells).

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Favored of the Gods [Spelltouched]

You seem to have the gods on your side.

Prerequisite: Exposure to *aid*, *bless*, *heroes feast*, or *remove fear* spell.

Benefit: You gain an additional +1 morale bonus to any divine spell or spell-like effect that grants a morale bonus (such as *aid* or *bless*). The morale bonus applies to any and all rolls, saving throws, and skill checks that the spell's standard morale bonus applies to.

Gift of Gab [Spelltouched]

Your verbal exaggerations are more easily believable.

Prerequisite: Exposure to *glibness* spell.

Benefit: You gain a permanent +4 bonus to Bluff checks made to convince another of the truth of your words. You do not gain this bonus to other uses of the Bluff skill. However, if the target sees through your Bluff (not merely proves reluctant to go along with it - see Bluff skill description), then the target's current attitude changes to the next less favorable category (from Friendly to Indifferent or from Unfriendly to Hostile).

Hero of the Moment [Spelltouched]

You can call upon a hidden reserve of toughness and resolve.

Prerequisite: Exposure to *aid* or *heroes feast* spell.

Benefit: Once per day at a time of your choosing you gain 4 temporary hit points and a +1 morale bonus on attack rolls and saves against fear effects for 1 minute.

Once the benefit wears off, you are fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the remainder of the current encounter.

Instantaneous Transfer [Spelltouched]

You can disappear from one spot only to appear a moment later in another spot.

Prerequisite: Exposure to *dimension door*, *teleport*, *greater teleport* or *teleportation circle* spell.

Benefit: Once per day you may transfer yourself instantaneously between two locations as a standard action. The transfer is limited to a location within a 400-foot radius and only affects you and your immediate equipment; you may not take along any additional creatures or items that exceed your maximum load. If you arrive in a place that is already occupied

by a solid body the transfer fails, you are stunned for 1d4 rounds, and may not attempt another Instantaneous Transfer for one week.

Last Gasp [Spelltouched]

You can share your pain with your opponent.

Prerequisite: Exposure to *shield other* spell.

Benefit: Once per day when you are dealt a wound or an attack that causes enough hit point damage to render you dying or dead (the damage brings you to -1 hit points or lower), you may channel some of that damage back to your opponent.

The moment you take the damage the opponent who caused the damage takes one-half of the damage you just took unless your opponent succeeds at a Fortitude saving throw (DC 12 + Charisma modifier), in which case your opponent takes no damage and you suffer the full damage. Even if your opponent takes half of the damage, the remainder may still be enough to render you dying or dead and this feat does nothing to prevent that.

If your opponent fails the Fortitude saving throw then your opponent takes the damage even if your opponent is normally immune to the source of the damage (such as a red dragon to its own fiery breath). Damage that does not involve hit points, such as *charm* effects, temporary ability damage, level draining, and death effects, are not affected.

You have no choice in when to use this feat; the first time in a 24-hour period that you have enough damage caused to you by an opponent to bring you below 0 hit points the feat activates whether the damage caused is 2 or 20 hit points.

Light Step [Spelltouched]

You can make yourself light on your feet.

Prerequisite: Exposure to *pass without trace* or *water walk* spell.

Benefit: Once per day you may lift your feet to where they hover just above the surface you are on (about one or two inches above the surface) for 1 minute. This allows you to move across any type of solid or liquid surface, but not air, without leaving footprints or sinking down. In addition, you gain a +5 competence bonus to any Move Silently checks. Note that this feat does not mask your smell so that you can still be tracked by scent. If your feet are below a liquid's surface when you invoke this power, it causes you to rise to the surface at the rate of 30 feet per round.

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Magical Divining Rod [Spelltouched]

You have an instinctive sense of when magic is nearby.

Prerequisite: Exposure to *analyze dweomer*, *arcane sight*, *greater arcane sight*, or *detect magic* spell.

Benefit: You can detect magical auras when you initially come within a 5-foot radius of their source. You can only detect the presence or absence of magical auras, not the number nor strength nor location. The feat usually manifests itself as a sudden shivering throughout the character's body (commonly called the "willies") and lasts but the single round.

Special: At the DM's option, this feat may be altered to detect other qualities based on such spells as *detect evil*, *detect undead*, or *detect secret doors*.

Magical Escape Artist [Spelltouched]

Escaping from magical bonds is not a problem for you.

Prerequisite: Exposure to *animate rope*, *entangle*, *freedom of movement*, *grease*, *snare*, or *web*.

Benefit: You gain a permanent +10 competence bonus on Escape Artist checks to escape any spell, spell-like effect, or supernatural ability that allows the use of the Escape Artist skill (such as *entangle* or *web*) to shake off its effects. Magical Escape Artist does not help in escaping mundane bonds such as ordinary shackles or being tied up with ordinary rope.

Object Manipulation [Spelltouched]

You can maneuver small objects using your mind.

Prerequisite: Exposure to *animate object*, *mage hand* or *telekinesis* spell.

Benefit: You may manipulate any one non-magical, unattended object weighing one pound or less with your mind. You simply point your finger at the object and can lift and move it at will from a distance. As a move action, you can propel the object as far as 10 feet in any direction, although you lose control of the object if it ever moves more than 10 feet away from you.

Such manipulation requires total concentration (as if you were casting and manipulating a spell) and any interruption, such as injury, violent motion, etc. requires a successful Concentration check to keep from losing control over the object (consider this ability a 5th level spell for purposes of resolving Concentration checks).

You may manipulate the object in this manner for as long as your concentration lasts. Once you cease concentrating, either because you choose to or because your concentration is broken, you are immediately fatigued for one hour from the mental strain and, until you have had 8 hours of complete rest, you cannot make further use of this feat.

Piercing Gaze [Spelltouched]

Your eyes can penetrate the murkiest of surroundings.

Prerequisite: Exposure to *acid fog*, *cloudkill*, *fog cloud*, *guards and wards*, *incendiary cloud*, *obscuring mist*, *solid fog* or *stinking cloud* spell.

Benefit: You have superior vision while within an area obscured by a fog effect (such as *fog cloud*). A creature within 5 feet is completely visible to you

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(it has no concealment and thus your attacks have no miss chance) and creatures farther away are only concealed (not totally concealed; your attacks have a 20% miss chance instead of 50%). This feat does not help penetrate darkness, either normal or magical (such as that caused by a *darkness* spell).

Self-Sustaining [Spelltouched]

You thrive without food and water.

Prerequisite: Exposure to *create food and water* or *heroes feast* spell.

Benefit: Your body no longer requires food for nourishment nor drink for sustenance; you can neither starve nor dehydrate. As a result of this condition, your body rejects all food and liquids. Any attempt by you to either eat or drink results in the food or liquid being immediately and violently spit out without ever passing your mouth. You cannot voluntarily suppress this effect. Thus you can no longer imbibe a potion, eat a *goodberry*, or gain the benefit of magical food. At the same time, you no longer have to worry about ingested poisons, disease-carrying waters, or how you are going to find food or water.

Sense of Home [Spelltouched]

You can always find the way home.

Prerequisite: Exposure to *find the path* or *know direction* spell.

Benefit: By concentrating for one full round you can sense the correct direction in which your home lies. As you concentrate, you feel a longing in your heart that grows stronger as you turn toward the proper direction. This feat works much like a compass: it will tell you direction but not the distance, what kind of obstacles are in the way, or what the best route to take is.

You designate your home at the time you gain this feat (usually the place you were born in or you have resided for the longest). You may change the location you designate as home, but only to a place that is truly now your home and you have lived in for a minimum of 30

consecutive days. This feat works only on your native plane.

Shift Ability [Spelltouched]

You can temporarily increase one of your ability scores by lowering one of your others.

Prerequisite: Exposure to any two of the following: *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, or *owl's wisdom* spell or the *mass* versions of these spells.

Benefit: Once per day you may temporarily boost one of your ability scores by 4 points (effectively granting yourself a +2 bonus to skill check bonuses, spell DCs, etc. based on that ability score) by dropping 4 points from another (effectively causing a -2 penalty to skill check bonuses, spell DCs, etc. based on that ability score). The effect lasts for one minute and cannot be cancelled earlier.

You may only choose to affect ability scores that have been boosted by the appropriate spell (Strength if exposed to *bull's strength*, dexterity if exposed to *cat's grace*, etc.). You cannot gain this feat until you have been exposed at least once to two of the prerequisite spells (they must be different spells such as *owl's wisdom* and *cat's grace*). Once affected by the second spell, you may gain the feat and can from then on perform the switch between those two abilities only (in the case of the earlier example, you

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could lower your Wisdom by 4 points in order to gain 4 points of Dexterity and vice-versa). You may only gain this feat once.

Stalwart Companions [Spelltouched]

You are an inspiring influence upon your allies.

Prerequisite: Exposure to *aid*, *bless*, or *heroes feast* spell.

Benefit: Once per day you may create an aura of tranquility and strength in your vicinity. At the time you create the aura you must name a short-term (a single encounter) goal that you and your allies wish to accomplish. The aura lasts until you and your allies have accomplished the goal or until you give up the goal or retreat from the encounter. Typical goals include defeating a villain (capturing, killing, or even driving off count as goal fulfillment) or rescuing a prisoner (once the prisoner has been spotted or while attempting to take her past the guards). No matter what the goal, it must be something that can be accomplished in a single encounter. Thus you could not set your goal to capture the manticores that is terrorizing the local village when you have yet to enter the beast's territory, but you could make that your goal once you reached his lair and spotted the beast.

As a result of the effect, all allies that are within a 10-foot radius of your person at the time you invoke this feat's effect receive a +1 morale bonus on attack rolls and on saving throws against fear effects for the duration of the encounter. You yourself do not benefit from this feat.

Stranger in Your Own Home [Spelltouched]

You have command of any other language except for your own.

Prerequisite: Exposure to *comprehend languages* or *tongues* spell.

Benefit: You gain the permanent ability to understand and speak any language as per the *tongues* spell while at the same time you can no longer speak, write, or understand your native tongue. You may not relearn to speak, write or understand your native tongue nor can you use magic such as *comprehend languages* or *tongues* to understand it. Note that for game purposes native tongue refers to your starting language(s).

Third Eye [Spelltouched]

You can create a magical sensor to scout for you.

Prerequisite: Exposure to *arcane eye*, *clairvoyance*, *prying eyes*, *greater prying eyes*, *scrying* or *greater scrying* spell.

Benefit: You may create an *invisible* magical sensor that acts as your normal eyes would and relays visual information to you. You create the third eye on your forehead, but it can then travel anywhere within a 30-foot radius of yourself without hindrance (movement beyond this distance causes the sensor to wink out of existence). The third eye can travel at your base land speed (30 feet per round for creatures of Medium size, 20 feet per round for creatures of Small size) if viewing an area ahead as you normally would (primarily looking at the floor). It slows to half speed if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there (including making use of darkvision or low-light vision if you possess such abilities naturally).

The third eye can travel in any direction within the 30-foot radius as long as you maintain concentration. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The third eye cannot enter another plane of existence, even through a gate or similar magical portal.

The third eye requires total concentration to maintain (as if you were casting and manipulating a spell) and any interruption, such as injury, violent motion, etc. requires a successful Concentration check (consider this ability a 5th level spell for resolving Concentration checks) or the eye winks out. Furthermore, you cannot see through your normal eyes while making use of the third eye (although you can place your third eye in front of your face thus providing yourself with essentially the same view).

You may maneuver the eye for as long as your concentration lasts. Once you cease concentrating, either because you open your eyes, choose to end the third eye, or because your concentration is broken, you are immediately fatigued for one hour (or exhausted if already fatigued). You cannot make use of this feat while fatigued or exhausted.

Special: Because the third eye is a magical sensor, you can use this feat to maintain or regain some semblance of vision if blinded or your normal eyes and/or are otherwise injured and/or impeded (such as from a *glitterdust* spell) provided that the third eye was not also caught by the effect.

Chapter Twelve

Librum Antiquus Diablerie

For thousands of years, the *Librum Diablerie* has lain hidden in a forgotten dungeon, buried deep beneath the surface world where it may hopefully never be found again. This book of dark, corrupt spells is waiting to be discovered by any major spellcasting villain in *your* campaign world. What will the heroes' most powerful arcane adversary do once he unlocks the spells concealed within the pages of this vile tome?

LIBRUM DIABLERIE

This ancient spellbook measures 21" x 45" in size and is crafted of a dark, thick leather. The covers of the book are spiny plates that have been magically bonded to the leather, the source of the plates some long-forgotten aberration or draconic creature. An obscure arcane symbol – a raised pair of hands under a crescent moon – decorates the cover of the book, the symbol constructed of iron and covered in platinum.

NEW DESCRIPTOR: [ARCHAIC]

The spells found within *Librum Diablerie* are ancient, older than almost any other spell known by wizards today. It stands to reason that the art of spellcasting, just like any other art or science, would adapt and evolve over time until there came a point when “modern” spellcasting techniques would little resemble the techniques used thousands of years ago. Spellcasters, it can be assumed, would have difficulty following the archaic practices detailed in the spellbooks from so long ago an era. For our purposes, such spells are identified with the descriptor [Archaic].

[Archaic] spells are both more difficult to learn and more difficult to cast. Learning an [Archaic] spell requires the spellcaster to spend a number of weeks equal to the spell's level doing nothing but studying. Breaks for eating and sleeping are allowed but the spellcaster must spend a minimum of 15 hours a day studying the spell in question. At the end of that time the spellcaster must make an Intelligence check (DC equal to the

spell level plus 20). For each extra week spent studying the spellcaster gains a +1 circumstance bonus to this check. If this check is failed the spellcaster may not attempt to learn this spell again until he has gained a level in his spellcasting class.

When casting an [Archaic] spell, the spellcaster must make a Spellcraft check (DC 10 plus the spell's level). The caster gains a +1 circumstance bonus to this roll for each round above the stated casting time he spends doing nothing but casting the spell. If this check fails the spell slot is expended though the spell has no effect.

NOTE: In your campaign, magic may have evolved differently. The [Archaic] descriptor, as described above, assumes that spellcasting is actually decreasing in power as time elapses. For campaigns in which magic is improving and not being forgotten, the [Archaic] descriptor is out of place and should not be used. Each DM must determine for himself how magic has changed over time in his campaign world.

Forbidden Arcana: Librum Antiquus Diablerie

Between the covers are 207 gray parchment pages bound to the book's spine with thick, rope-like string. All of the text within the book is written in some long-forgotten arcane script – every spell described within the pages of this book has the [Archaic] descriptor (see above).

The *Librum Diablerie* weighs 54 pounds and has a market value of 87,560 gold.

THE SPELLS

The following spells are all contained within *Librum Diablerie*. Other spells that could be found within this book include common spells like *detect magic* and *read magic* and more powerful, rare spells like *wish*.

Darkened Mind

Necromancy [Archaic, Fear, Mind-Affecting]

Level: Sor/Wiz 3, Brd 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One character or creature touched

Duration: 1 minute/level

Saving Throw: Will partial

Spell Resistance: Yes

As *fear* except that the spellcaster must touch the target and the duration is much, much longer.

Material Component: A single black gemstone of 20 gp value or more.

Diabolic Cry

Evocation [Archaic, Sonic]

Level: Sor/Wiz 3, Brd 2

Components: V, S

Casting Time: 1 standard action

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

Area: 10 ft./level radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell allows you to target a single point near you from which an infernal, terrifying scream emanates. All within the area of effect are stunned for 2d6 turns and suffer 1d6 points of sonic damage per level of the caster (maximum 12d6).

Special: The feat silent spell may not be used with *diabolic cry*.

Oozing Sores

Necromancy [Archaic]

Level: Sor/Wiz 3, Nec 1

Components: V, M

Casting Time: 2 rounds

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

Target: One character or creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A single character or creature targeted by the spellcaster is suddenly overcome with terrible, debilitating pain. If the target fails his Fortitude save dozens of sores suddenly burst open on his body, each oozing a gray, foul-smelling puss. The target immediately suffers 1d4 points of damage and suffers another 2 points of damage at the beginning of each round as long as the spell lasts. The target is also helpless for the duration of the spell.

Any attacks against the target while this spell is in effect gain a +2 circumstance bonus to damage as the attacks tear deeply into the oozing sores.

Material Component: A scrap of dead skin.

Rain of Bone

Conjuration (Creation) [Archaic]

Level: Sor/Wiz 3/Nec 1

Components: V, M

Casting Time: 2 rounds

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

Area: 20 ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

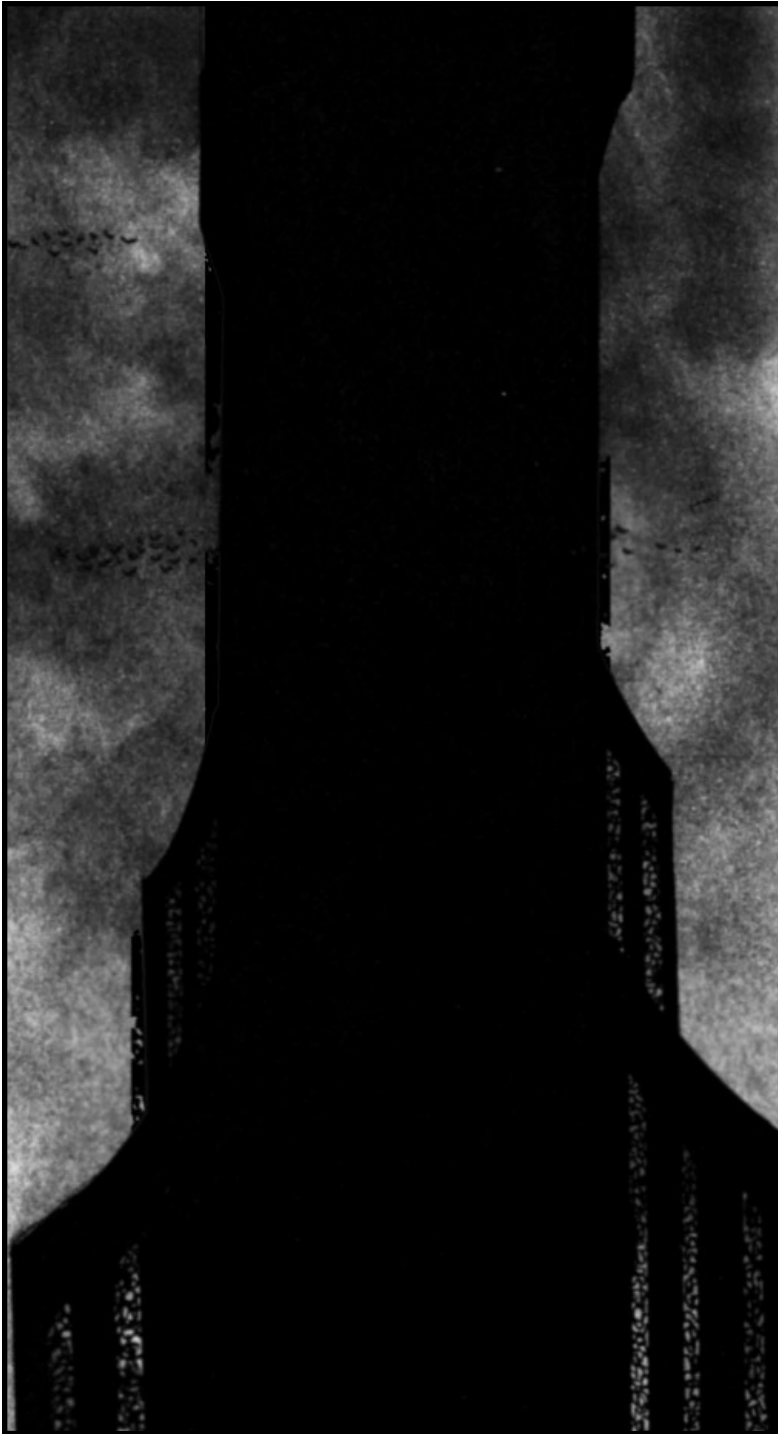
The targeted area is immediately pounded by thousands of bones that rain down from the sky. All characters and creatures within the affected area suffer 1d6 points/level damage, and are shaken for 1d4 rounds. The bones remain behind, covering the affected area in a layer almost a foot deep; all movement within the affected area is cut in half.

If a successful Reflex save is made the character or creature takes only half damage.

Material Component: The finger bone of a human child.

Chapter Thirteen

Kelust's Tower



The Tower

Kelust's tower as it is described within the pages of this chapter is a place where people of all lands and stations come to seek the advice of the wizard Kelust who, along with his assistant Parvis, runs a thriving consultation business.

The overall concept set forth in this chapter is for Kelust's tower and its inhabitants to become a permanent fixture in a DM's campaign as a place that adventurers can return to time and time again to seek information to aid them in their adventures, meet interesting individuals, and generally feel a part of the greater movement for good in the world.

Of course you are not bound to use the tower in this way. Kelust's tower is detailed enough to where it can be used simply as part of a larger adventure, a lost tower of secrets, a mentor's home, an underground dungeon, or whatever else the DM's imagination can conjure; simply pick and choose what is of interest and fill in the rest.

As you read through the description of the tower you will find a lot of "flavor," i.e. references to historical events, great heroes, or dastardly villains. These elements are a product of the author's imagination and do not refer to a specific setting, campaign, etc. They are designed to further enhance the conceptualization of the tower for the reader as well as to jumpstart the DM's imagination for campaign and adventure ideas.

Obviously, you are free to make use of or ignore these elements as you see fit.

Finally, we have done enough work for you to envision not only what Kelust's tower looks like, but also what it feels like; while the items contained within the tower are certainly important (and you are encouraged to add, delete, substitute, etc. to your heart's content to make it fit your specific campaign), it is the spirit of the tower and its inhabitants and what it represents to the greater world that matter most.

The Tower's History

Kelust's tower is a former guard post from the Splinter Time when individual nobles usurped the powers of the royal family and fragmented the kingdom. As every fiefdom became an armed camp, many nobles built such towers to guard their borders and roads and used them to enforce exorbitant tolls and conduct raids against their neighbors.

With the re-ascendancy of the monarchy, and spent by years of almost unending conflict, the nobles found it increasingly expensive and inconvenient to maintain the towers and the troops that manned them; while some of the towers still serve their function today, most were destroyed or abandoned.

When Kelust, a former court wizard who went on to teach at the world-renowned Academia Magica, began looking for a place to retire to, he remembered the towers that the grandfather of his former noble employer had built.

Realizing that such towers provided the perfect environment for him to pursue his studies, Kelust sent his assistant Parvis to find one suitable as a residence. Parvis found three and, after visiting each in turn and having them inspected by a small team of dwarven craftsmen, Kelust decided on this particular one.

The dwarven craftsmen spent eight months refurbishing the tower and converting it from military to scholarly use. At the end of that time Kelust resigned his post at the Academia Magica, although he is still considered a Professor-At-Large of the school, and together with his assistant Parvis took possession of his new home.

Placing Kelust's Tower

Kelust's tower is intended to be located on its own small plot of country land (no neighbors within a quarter mile at least) near, but not within, a modest urban center along an established travel/trade route in a secure part of the campaign world. Good locations are:

1. The outskirts of the major village of a small fiefdom, such as a barony or county, preferably with the lord's estate nearby.
2. Near a large independent town.
3. Anywhere along a well-traveled road or other trade route.

Such a location provides Kelust and his assistant Parvis with greater access to needed supplies (i.e. books, inks, common to uncommon spell components, etc.) and to guests and clients (i.e. adventurers and people bearing plot hooks) than they would have if they were living out in the wilderness or even the remote countryside, all without having to worry about rampaging humanoids or aggressive monsters. It also provides more privacy and security than living in a large urban area, making it easier for the duo to go about their scholarly pursuits and giving their visitors and guests a chance to get away from it all.

While the DM is certainly welcome to locate the tower anywhere, the write-up of the tower in this chapter has such a location in mind (an excellent real world example is the location of traditional English manor houses).

Inhabitants

The only permanent inhabitants of the tower are Kelust, Parvis, and Kelust's familiar Asamov (although on any given day any number of clients and guests, from the humblest peasant to the highest nobility, may be at the tower as well, all seeking the aid and advice of the wizard).

Note that since each campaign is different, no full stats are provided for either Kelust or Parvis (you'd probably have to tweak them anyway); instead, if the DM wishes to create Kelust and Parvis as NPCs, those aspects that should be included based on the information in this chapter are listed under their respective sections in the **Relevant Stats** portion.

KELUST

Background: The contacts and patrons Kelust gained through both his former employer and his position at the Academia have allowed him to take an early and comfortable retirement. Originally intending to pursue his studies in peace, Kelust quickly discovered that he missed the intellectual stimulation and opportunities for meeting new people that his previous positions had afforded him.

Fortunately, the scholar's old contacts missed him as much as he missed them, and soon several began to seek out his advice. Upon visiting his tower they quickly discovered the charm of not only the tower itself but also the surrounding countryside; many soon found reasons to come back again and again. Inevitably some ended up bringing friends along and soon the "retired" wizard found himself in possession of a thriving practice and steady stream of visitors.

Kelust would have been perfectly happy to continue in this manner if fate had not opened up a whole new avenue to him. The history books record Kelust's fourth year in the tower as coinciding with the rise of the Dark Citadel and, while not directly affected by the cancer spread from that malignant fortress, the wizard could not help but be aware of it.

His interest piqued, Kelust began to study the history of the Dark Citadel and its Cult of Hellmor, asking his guests all that they knew and drawing up his considerable resources to the study of the subject. The wizard soon became an expert on the cult and its fortress, and would often draw up plans to defeat the followers of Hellmor as an intellectual exercise with his guests.

While Kelust never intended his intellectual exercises to be anything but, news of his knowledge and activities spread. So it was that some three years later, at the height of the Winter of Despair, the Fellowship of Hope arrived at the tower's door to set in motion the events that would lead to the casting down of the Dark Citadel and the breaking of the Cult of Hellmor.

Although Kelust never ventured into that evil bastion, he was instrumental in the success of the Fellowship of Hope's raid on the Dark Citadel, tirelessly *scrying* the enemy and communicating his findings to Illysyll, the Fellowship's famous wizard. So persistent and effective were Kelust's activities that he managed to occupy the attentions of Cendajar, the cult's archmage, during the Fellowship's final assault upon the citadel's sanctum sanctorum.

Despite Kelust's desire to have his role in the destruction of the Dark Citadel kept a secret, word of his deeds inevitably spread and the still "retired" wizard soon found a steady stream of adventurers at his door to go along with his normal clients and guests.

Personality: Kelust has lived at the tower some eleven years and, between his own research and that for the various clients that visit his tower, the "retired" wizard finds himself busier than ever. While this means that he is very businesslike when meeting new clients for the first time, Kelust is ever the genial host to those who have earned his friendship and enjoys nothing more than welcoming old friends and making new ones. If anything, his busy lifestyle has made him appreciate the quiet moments even more.

Relevant Stats: Kelust is a human wizard 8/scholar 7 (or other high level combination of wizard and scholar appropriate for your campaign; the Scholar prestige class is detailed in the **Prestige Class** section at the end of this chapter). The following should be included when creating him as an NPC:

1. Although Kelust began as a Lawful Neutral in alignment, his participation in the defeat of the Cult of Hellmor has shifted his alignment to Lawful Good.
2. Kelust is of Old age (mid- to late- 50's).
3. Kelust's Intelligence must be 16 at minimum prior to any adjustments for age and levels.
4. Kelust is a Diviner and his opposition school is Necromancy.

Forbidden Arcana: Kelust's Tower

5. Kelust has maximum ranks (character level +3) in Concentration, Craft (alchemy), Knowledge (arcana), Knowledge (dungeoneering), Knowledge (geography), and Spellcraft. In addition, he has ranks (at least 5 in each) in Knowledge (architecture and engineering), Knowledge (history), Knowledge (local), Knowledge (religion), and Knowledge (The planes).

6. Kelust's feats include Spell Focus (divination) and Greater Spell Focus (divination).

7. Kelust's familiar Asamov is an owl (or other familiar associated with academics).

8. Kelust has every Divination spell from the standard rules available in his spellbook for a wizard/scholar of his level, the spells *darkvision* and *permanency*, and the spells listed in the **New Spells** section.

9. Kelust has made the following spells *permanent* upon his person: *arcane sight*, *darkvision**, *read magic*, *see invisibility**, and *tongues*.

10. Kelust has a *permanent telepathic bond* with Parvis.

*The DM may wish to substitute *true seeing* for *darkvision* and *see invisibility*. *True seeing* is not available in the standard rules regarding *permanency* but for purposes of this chapter it is an optional spell that can be made permanent by a 14th level caster for 3,000 XP.

PARVIS

Background: Although many people mistake Kelust's assistant as some sort of servant, and indeed he did begin his association with Kelust as the wizard's page, Parvis is much more than that.

Finding himself drawn to the academic life while serving the wizard, Parvis soon convinced the then young Kelust that he was indispensable and, when the wizard took his post at the Academia, his new research assistant traveled with him.

Parvis has broadened his knowledge through the years he has been with Kelust to where today it rivals that of his erstwhile master in many fields. That is not to say that all the talented man has done is to follow in his master's footsteps, far from it. Parvis has taken up a number of different forms of art as well as conducted much independent research and numerous experiments in fields that interest him particularly.

It was Parvis who served as Kelust's primary sounding board as the wizard formulated his various plans and theories regarding the Dark Citadel and, although this is almost completely unknown beyond a very narrow circle, it was actually Parvis who acted as the chief agent in crystallizing the disparate schemes of Kelust and the Fellowship of Hope into the final successful plan.

Personality: While unfailingly polite and patient to everyone, Parvis does run the day-to-day affairs of the tower including greeting visitors, cooking meals, and cleaning and due to these demands is often forced to be rather brusque (though he is never rude).

The wizard's assistant is a strong researcher in his own right and could teach at any school on the continent if he so desired (or become a consulting scholar in his own right). He chooses to remain in what many people perceive as a servant role because it suits his personality.

Unlike his mentor, Parvis is perfectly content to conduct his experiments in peace and prefers to share his ideas only with those he trusts. He prefers not to reveal his ideas directly to strangers, but rather to relay them through Kelust, a fact that contributes to the notion that Parvis is nothing more than a servant.

In fact, it is Parvis who channels Kelust's often erratic streams of ideas into a coherent and presentable whole, something realized by only a few of those who ever visit the tower.

Relevant Stats: Parvis is a human expert 6/scholar 4 (or other mid-level combination of expert and scholar appropriate for your campaign). The following should be included when creating him as an NPC:

1. Although Parvis began as a Lawful Neutral in alignment, his participation in the defeat of the Cult of Hellmor has shifted his alignment to Lawful Good.

2. Parvis is of Middle age (early- to mid- 40's).

3. Parvis' Intelligence must be 16 at minimum prior to any adjustments for age and levels.

4. Parvis has maximum ranks (character level +3) in Concentration, Craft (alchemy), Knowledge (geography), Knowledge (history), Knowledge (local), Profession (cook), and Profession (scribe). In addition, he has ranks (preferably at least 5 in each) in Craft (cartography), Craft (pottery), Craft (painting), and Sense Motive (Parvis has at least expert level +3 in this skill).

ROLE-PLAY ALERT

While the PCs (and even the DM) may complain about the fact that they are highly unlikely to meet Kelust the day of their arrival, if at all (especially considering that both Kelust and Parvis are Lawful Good and should be tripping over themselves to aid the PCs with their latest mission to kill Binky, the fiendish cocker spaniel vampire lich), the fact is that the PCs should not be allowed to simply stroll in.

Remember, both Kelust and Parvis are important and famous in their own right (even though the PCs may not know it, many important people do). Furthermore, they are independently wealthy and have plenty of clients (many much more important and interesting than the PCs) as well as plenty of friends (always more important and interesting than the PCs). Thus they are immune to social, political, violent, or monetary enticements or pressures (and have plenty of powerful friends who can make sure that they remain that way).

Also, the duo is being realistic. Even if they wanted to help everyone immediately, they simply could not do it. There are far too many people seeking their services, and a system of assigning priority is necessary if the two are to have any type of normal life at all, while also ensuring those that truly need their aid immediately receive it.

Furthermore, as far as adventurers and their problems go, the duo aided in one of the greatest adventures of their generation (if not the greatest) and everything else is measured against this; thus, unless the world is in imminent danger of collapse because of Binky, the PCs and their adventure will just have to wait.

Finally, by not allowing the PCs to see Kelust the day they arrive (if at all), the DM heightens their overall campaign value. Remember that Kelust and Parvis are intended to be a long-term resource for the DM (as well as the PCs), not just as recurring NPCs but also as a role-playing resource. By carefully controlling the amount and type of contact the PCs have with the duo, the clever DM can make the pair one of the most memorable NPCs in the campaign.

Thus at the lower levels, and especially on their first visit, the PCs, after standing in line all day, will only see Parvis (whose efficiency and politeness may be misconstrued as rudeness by egotistical

PCs). Kelust's assistant will tell the PCs to come back at a later date to pick up their completed requests, whatever it might be (if he decides to accept it at all).

Keep in mind that this later date could be a couple of months hence, which is not a bad thing. For example, this would allow the DM to have the PCs anticipate a major expedition to a long lost tomb, and the fabulous treasure within; as they wait for Parvis to fill their request for a map of the tomb and some background information, they have the ability to go on a couple of other adventures to build up their experience.

After a few more visits where the PCs have seen only Parvis, the PCs should be surprised when he tells them that Kelust will see them some time hence (a week or two would allow the PCs to do some training, resting, or even go on another adventure).

Then, when they arrive for their meeting with Kelust, Parvis will show them to the second floor and the map room where they will meet Kelust for the first time and the wizard will fulfill their request in person.

The next couple of times they return to the tower they may not get to meet Kelust again (Parvis simply has them leave their request with him for later delivery), or if they do they still have to wait for a week or two before they meet the wizard once again in the map room.

Later on as the PCs grow further in power, and their missions in importance, they may find that they only have to wait a day or two or, surprise, that they are seen the very day of their arrival (and in Kelust's lab no less)!

At this point the PCs are truly important and when they are finally called upon to save the world from Binky, they may find that Kelust and Parvis are actually willing to aid them in their adventure.

And maybe, just maybe, after successfully defeating the fiendish cocker spaniel vampire lich, the wizard and his assistant might strike up a friendship with the PCs and invite them back on a regular basis as guests (and show them the other three floors).

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5. Parvis' feats include Brew Potion (although entirely optional, you may want to include one or more of the feats from the **Forbidden Arcana: Magical Foods** in Parvis' repertoire; he makes an excellent channel for introducing concepts and ideas from that chapter).

6. Parvis has a *permanent telepathic bond* with Kelust.

Visiting the Tower

Any number of individuals visit Kelust's tower on a given day. From merchants seeking copies of maps and trade and travel information to other scholars come to seek knowledge, from local villagers wanting civic advice to nobles needing political guidance, all can be found at some point in time paying homage at Kelust's tower. Of course, many adventurers find their way here as well.

Invariably, upon first arriving visitors meet Parvis; it is he who politely answers the door and also arranges Kelust's schedule (the wizard gives him free reign in this) throughout the day; if somehow someone manages to bypass Parvis and talks directly to Kelust, the wizard will refuse to answer any questions until the individual has seen his assistant.

Visitors are seen on the basis of how intriguing and important their request is, not how much money or status they have; most requests (including those by adventurers) simply have to be left with the polite but firm Parvis, to be picked up at a later date (either Parvis or Kelust or both then fills these requests prior to the deadline).

Those individuals that have requests deemed worthy of Kelust's direct attention (including adventurers) usually have to wait before they can see the wizard, a period lasting anywhere from a couple of days to a several weeks. Only individuals with the most important and/or interesting requests (rarely adventurers) have a chance of seeing Kelust the day that they arrive.

Parvis handles all the finances and charges fees based on the perceived ability of those to pay (and also how Parvis feels about them); Parvis usually makes up fees on the spot for whatever service is asked for. Although the duo does not really need the money, Parvis insists that they charge clients because if they gave their services away for free everyone would want their help.

In general anyone they don't know, or Parvis doesn't like, must present 50% of the fee up front with the rest due upon delivery, although Parvis has no problem requiring 100% up front for those who really rub him the wrong way or allowing those he knows to wait to pay upon delivery.

Although rare, Parvis has turned away customers or requests; he has turned down business because the duo is too busy (although he will usually set a deadline many months out rather than telling someone no), the request is not interesting, or the client has offended him in some way (in such a case there is nothing that can persuade Parvis to change his mind). Kelust trusts Parvis' judgment in such matters completely and will not override his assistant's decision (even if a client were somehow able to bring Parvis' decision to the wizard's attention).

Tower Description

The following sections detail the rooms marked on the provided map. For those wishing to construct their own higher resolution tabletop version of Kelust's tower, the appropriate tile notations from SkeletonKey Games' *e-Adventure Tiles: Round Tower* and *e-Adventure Tiles: Wizard's Tower* PDFs are included next to the room title (you will require both of these PDFs to construct the full map).

As you read the description of the tower you should pay special attention to the paragraph following each floor as it provides further details on what happens to visitors to the tower. Except where noted in the text, guests have full run of the tower.

TOWER FEATURES

Unless something different is noted in the individual room descriptions, the following applies to Kelust's tower:

Walls

As befits a former guard tower, the exterior and interior walls are of superior masonry construction (Hardness 8, hp 90/foot, Break DC 35 +2 for every foot of thickness beyond the 1st, Climb DC 25). The exterior walls are some 6 feet thick (540 hp) at the base to 2 feet (180 hp) at the tower's top, while the interior walls are 1 foot thick (90 hp).

Forbidden Arcana: Kelust's Tower

Exterior Doors

The exterior doors (entrance, balcony, and roof) are 2-inch thick strong wooden doors (Hardness 5, hp 20, Break DC 23) with good locks (Open Lock DC 30) that Kelust had installed after taking possession of the tower. Unless instructed otherwise by Kelust, Parvis unlocks the exterior doors after breakfast each morning and, except for the front door which is locked at the close of the business day, locks them again after sunset (Parvis always carries the keys on his person and Kelust has a spare set in his bedroom desk). On nice days Parvis often opens the roof and balcony doors to help air the place out; the front door is always closed.

The exterior doors open to the inside. Kelust decided to retain the original bar brackets and wooden bars for use in an emergency. Barring an exterior door changes the characteristics of the door (Hardness 5, hp 25, Break DC 28) and prevents it from being opened by any mundane means other than breaking it down.

Interior Doors

Interior doors are 1 1/2 inch thick good wooden doors (Hardness 5, hp 15, Break DC 18) with above average locks (Open Lock DC 25). Interior doors open into their respective rooms and, except where noted, are kept unlocked at all times; the key for each door sits in its respective keyhole (except for the keys to Kelust and Parvis' private rooms which they keep either on their person or in their personal desks).

Note that even though the various interior doors can be locked, it is considered bad form for a guest to lock a door; even a guest's own bedroom door should not be locked, except for by females for privacy reasons.

The doors to Kelust's and Parvis' private rooms (Areas 13 and 23) are always kept closed (though not locked) whenever guests are in the tower; they are usually open when it is only the two of them. All other doors are open unless a guest has closed them.

Windows

As a former guard post, the tower does not have windows but rather arrow slits. As with the door bars, Kelust decided to keep these defensive measures for emergencies.

The arrow slits are 4 feet high and 2 1/2 feet wide at the exterior wall, reducing to 3 feet high and 1 foot

wide at the interior wall. The exterior openings are considered a tight space for creatures of Large size (Escape Artist DC 30) while the interior openings are considered a tight space for creatures of Medium size (Escape Artist DC 30). Creatures of Small size or less have no problem making their way through in either direction provided they are not wearing a backpack or otherwise carrying excessive equipment.

Sturdy shutters (Hardness 5, hp 5, Break DC 8) that can be barred from the inside (Hardness 5, hp 8, Break DC 11) serve to keep out the weather and uninvited guests. Parvis opens the shutters on nice days to help air out the tower, but otherwise they are closed and barred.

Floors

All floors are stone flagged.

Ceilings

The tower's ceilings are about 8 feet high near the walls, rising to roughly 10 feet in the center of each ceiling. All together each tower level, counting the stone floors and ceilings, occupies about 13 feet. Overall the tower is some 80 feet in height.

Lighting

Due to the poor natural lightning available in the former guard tower, Kelust has placed a number of *continual flames* (these can be seen on the map as small orange dots of flame with the yellow glow of light about them) on various torches and candles.

The *continual flame* torches are kept in simple ironwork sconces at about head height for easy removal should someone want to bring light into another part of the tower.

The *continual flame* candles are placed in brass candleholders and are usually scattered about the tower on various tables and desks; there is always one in any occupied guest room. A thimble-shaped brass candle cover is attached by a small brass chain to each candleholder and can be placed over the *continual flame* candle to darken it.

Environment

Except for on the ground floor, strategically placed permanent *zones of comfort* (see the **New Spells** section for a complete description) keep the interior of the tower at a constant 70° F on all but the coldest or hottest days (although the place still needs to be aired out to get rid of odors, humidity, etc.).

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Security

The chief mundane security measure for the tower lies in locking and/or barring the exterior doors, not to mention the fact that the constant stream of guests and visitors that are present in the tower at all hours make it difficult for anyone to roam about unnoticed.

Magically, Kelust's tower is secured by a *hallow* spell. The tower is dedicated on an annual basis to a campaign-appropriate deity of Good or Knowledge (DM's choice) by a (or the) high priest of that religion (who is, of course, also a friend of the duo and may even have been a member of the Fellowship of Hope). A *dimensional anchor* effect is always attached to the *hallow* spell and affects any and all creatures; no creature, not even Kelust or Parvis, is able to use any form of dimensional travel to move either within or into and out of the tower.

Kelust has also placed a permanent somewhat limited *mage's private sanctum* effect on the entire structure and everything within a 10-ft. height beyond the rooftop. The effect does the following:

1. Prevents scrying spells from detecting anything within the area of effect; someone attempting to scry simply sees an impenetrable fog.
2. Creatures within the area of effect are not subject to *detect thoughts*.
3. Prevents darkvision from working within the area of effect.
4. Prevents sounds from within the area of effect escaping to the outside, but does not create an actual barrier of fog so that someone can see into the area normally (those within the area of effect can hear things from the outside and see out normally).

GROUND FLOOR

The vast majority of visitors to Kelust's tower will only ever see the ground floor and, in fact, will probably not move from the entrance (Area 1).

It is in the entrance area that Parvis determines how the visitors will best be served and, if they do not need to see Kelust (the most likely possibility), this is also where he will bring them their completed requests at the appointed time.

1. Entrance (WT19)

A pair of heavy plain brass knockers, one on each door, can be used by visitors to announce their presence. The knockers can be heard clearly on the

SECURING KELUST'S TOWER

While it is often tempting to lace a wizard's tower with a wide variety of magical wards, traps, obstacles, etc., (and the DM is perfectly free to make Kelust's tower as lethal as he or she desires), in the case of Kelust's tower as conceived in this chapter this is simply not realistic for a number of reasons:

1. **Livability** - no one wants to constantly say passwords, perform the secret handshake, or have to escort every visitor or guest just so they can go to the bathroom. In addition, many traps are very destructive and neither Kelust nor Parvis wants to replace a bedroom suite just because someone accidentally forgot the recite every line of the "Complicated Poem" before opening a desk drawer.

2. **Visitors and Guests** - no one wants a visitor or guest to be immolated for accidentally taking a wrong turn.

3. **Location** - the tower is located in a very safe area, one where everyone knows everyone else.

4. **Reputation** - given their vast network of friends and contacts, messing with the duo is a really bad idea.

5. **Powerful Enemies** - anything that can get past the tower's existing security is not going to be stopped by some doorway trap.

That's not to say that the duo does not take some common sense precautions on a daily basis, such as locking and/or barring doors and windows at night, or that they don't have some magical wards in place. Rather, it means that what protections there are rely on subtlety rather than fireworks and do not interfere with the daily life in the tower (see the **Security** section and individual rooms).

Furthermore, the duo (and their friends) will quite gladly put greater security measures in place if they become aware of a threat. But remember, there is no reason that on a daily basis the occupants of the tower need do anything more than lock the doors and windows at night.

Forbidden Arcana: Kelust's Tower

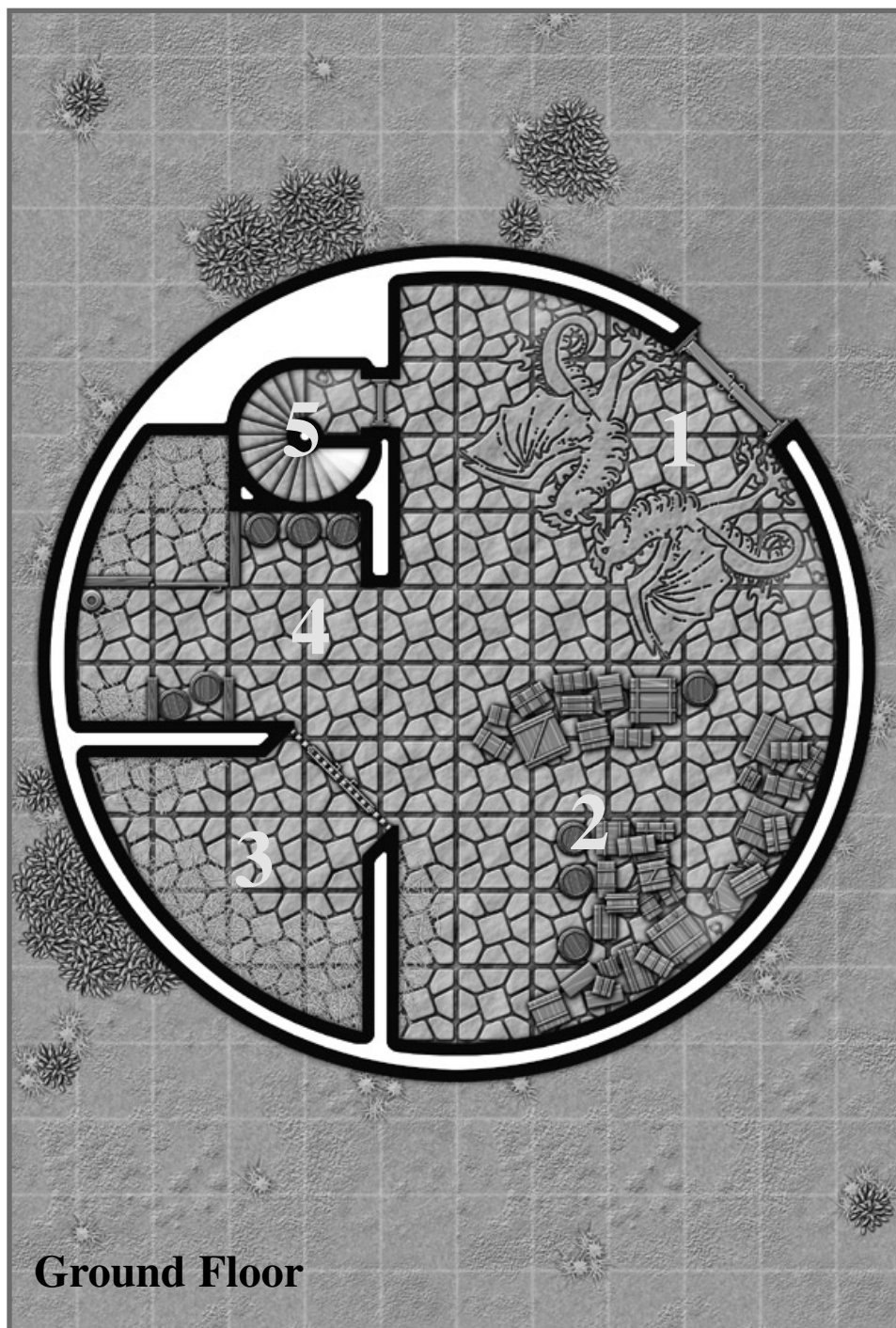
ground and second floors, faintly on the third floor, and not at all on the floors above; anyone wishing to announce his or her presence after hours (which are whatever Parvis decides for that day, but usually from early morning to mid-afternoon) had better find the proper window to yell under. Since during the business day Parvis spends most of his time going between the ground and second floors, he rarely misses a knock. And if he is not available, any other clients waiting in the area are usually kind enough to open the door.

Being a keen observer of people's nature, Parvis convinced Kelust to keep the entire ground floor as humble and functional as possible. By offering no place to sit, he ensures that clients are disinclined to lounge and get on with their business. By not having a separate area for nobility or the wealthy, he makes it clear that everyone has the same status in the eyes of the duo. Finally, the conditions tend to throw off first-time visitors who, expecting the grand entrance hall and multitudes of liveried servants befitting a man of Kelust's reputation, are at a loss when they walk into something resembling a warehouse.

Parvis' only concession to decoration is the pair of opposed cockatrices on the floor that were painted by him. These magical beasts are known for producing fine quills for scribing scrolls and were placed there by the wizard's assistant as a symbol of the scholarly trade.

2. Storage (RT 29)

As when it was a guard post, this area of the tower is used for storage. It holds numerous crates and barrels, all of them packed with basic and long-lived foodstuffs such as grains, vegetables, water, ale, and various other sundries (DM's choice) the tower and its residents may need. The foodstuffs are enough to comfortably last the tower's current occupants for four months.



Ground Floor

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3. Stable (WT20)

This stable served to house the officer's mounts when the tower was still a guard post. Although it may comfortably hold three riding horses, neither Kelust nor Parvis has a mount of their own and so the stable stands empty and covered with dust.

4. Storage (RT26)

Three barrels of Dragon's Cry wine (see the **Mundane Treasures** section) are stored in the northern alcove while the southern alcove holds two barrels of Tindale Brandy (also in the **Mundane Treasures** section). Neither Kelust nor Parvis has a use for the small northwest storage room; it is empty and dust-filled.

5. Stairs (RT26)

These stairs lead up to the second floor.

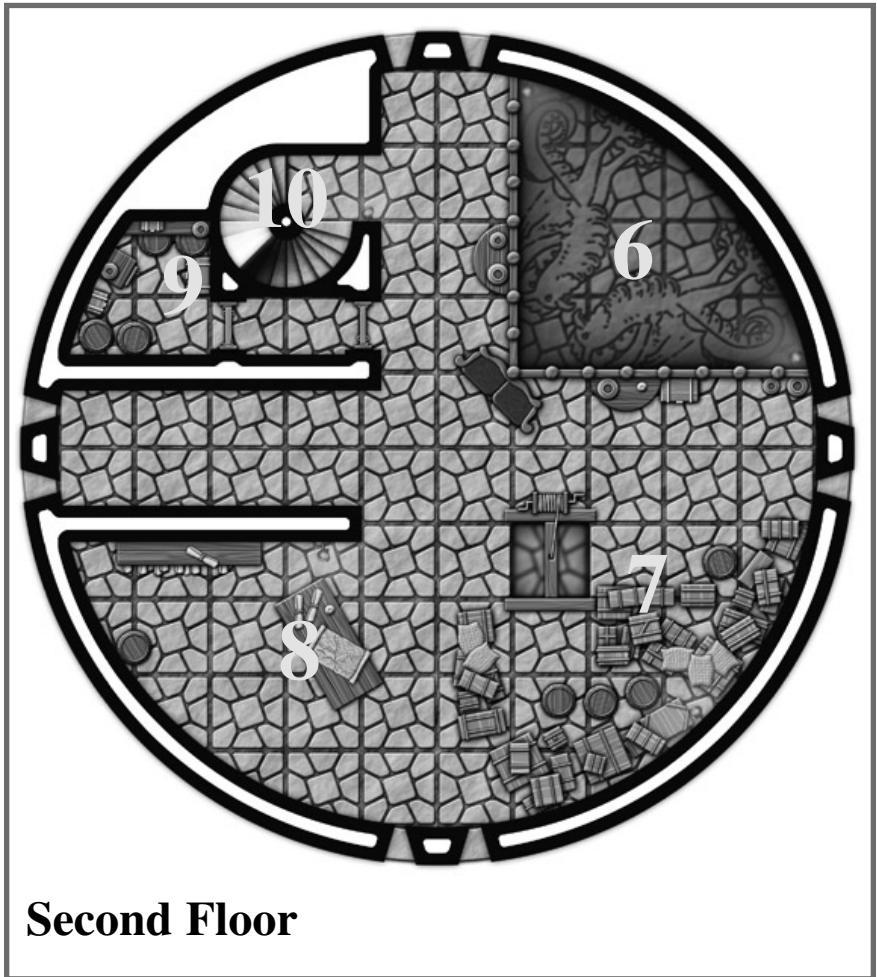
SECOND FLOOR

Visitors who actually meet with Kelust are invited by Parvis to this floor to wait in the loft (Area 6). Once Kelust arrives he meets with the PCs in the map room (Area 8), he and Parvis bringing any research materials they need.

6. Loft (WT03)

Although originally built to allow the guard tower's soldiers to better defend the front door (Area 1), the loft has been converted into an informal reception area and now features a comfortable couch as well as a couple of tables that hold a number of vases of Parvis' manufacture.

Parvis made some concessions to comfort in this area because it can take Kelust a while to tear himself away from his current research and make his way down the floors. Guests never linger in this area during the business day.



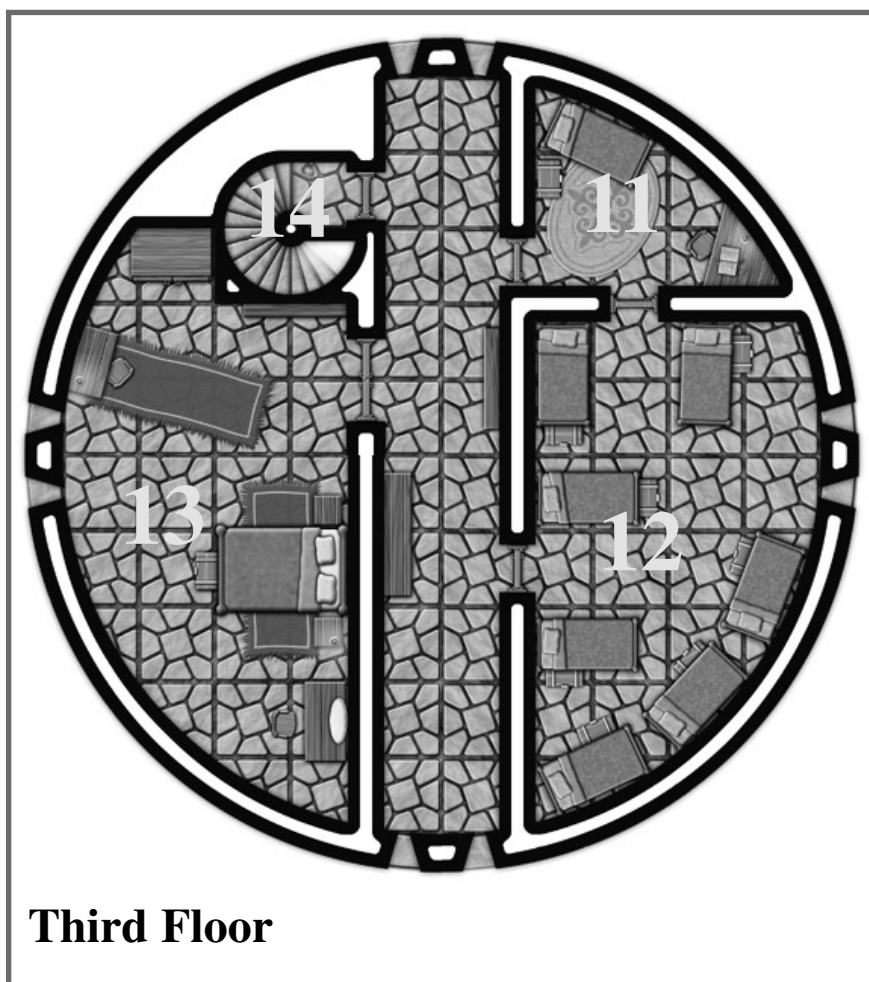
7. Storage (RT08)

This storage area includes a small winch and rope assembly connected to a platform that allows heavy items to be lifted from the ground floor (Area 2) to this floor. The winch can lift up to 500 pounds and can easily be operated by one person.

The crates, barrels, and sacks hold items of a more perishable and immediate nature (such as fine foods, writing supplies, research items, and mundane books that have been shipped to the tower but have not been cataloged by Parvis; exact details left to the DM) than found on the ground floor (Area 2).

8. Map Room (RT07)

Scores of maps are kept in this area for reference by Kelust for when he is advising various clients, and the area often ends up serving as an impromptu planning room (the fabled raid on the Dark Citadel was planned in this very room).



Third Floor

Exactly what maps are available here is up to the DM; the purpose of this area is to give the DM a place to introduce, or allow the PCs to check the accuracy of, maps important to the campaign. Good maps are those of an enemy installation the PCs must infiltrate, a guide to a long-lost tomb, or a rough map of the wilderness the PCs will be blazing a trail through.

Hanging on the southwestern wall are the Cavemorn Tapestries (see the **Mundane Treasures** section).

9. Storage Closet (RT05)

This area serves as a catchall for the same sort of stuff found in the storage area (Area 7). The “Final Stand” painting (see the **Mundane Treasures** section) is also stored here temporarily while Parvis figures out what to do with it.

10. Stairs (RT05)

These stairs lead down to the ground floor or up to the third floor.

THIRD FLOOR

While guests frequently reside here, visitors never get to see this floor and even those who are brought to Kelust the moment they arrive will only catch a glimpse of the hallway through the open doorway as Parvis leads them on to the library (Area 28).

The large and empty table and small bench that line the hallway are for guest use.

11. Private Guest Room (RT12)

This comfortable room is nicely furnished with a bed and small desk with chair. The small chest (Hardness 5, hp 1, Break DC 17) is for guests to store their valuables and may be locked (Open Lock DC 25); the chest's key always sits in the keyhole unless a guest has it with them.

Unless there is a guest in residence, this room is completely empty except for the furnishings

and the “Mysterious Glade” painting (see the **Mundane Treasures** section) that hangs on the northwestern wall.

12. Guest Quarters (RT11)

This room can accommodate seven and is the ideal place for the servants of guests as well as larger adventuring parties. There is one small chest (Hardness 5, hp 1, Break DC 17) for each bed that may be locked (Open Lock DC 25); each chest's key always sits in the keyhole unless a guest has it with them.

Unless there are guests in residence, this room is completely empty except for the furnishings.

13. Kelust's Bedroom (RT13 and RT15)

This large room is Kelust's personal bedroom. It is tastefully appointed with a desk, large bed, two small tables, wardrobe, and dresser. While all the furnishings are of a high quality, none are particularly valuable.

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The chest at the foot of the bed holds various clothing items and is not locked (Kelust lost the key some time ago and has never bothered to replace it).

A large portrait of Kelust (see the **Mundane Treasures** section) hangs on the southwestern wall. The painting was a gift from the King Prirech and was intended for the sitting room (Area 21), but the wizard keeps it in the bedroom because he felt it was more appropriate.

14. Stairs (RT13)

These stairs lead down to the second floor or up to the fourth floor.

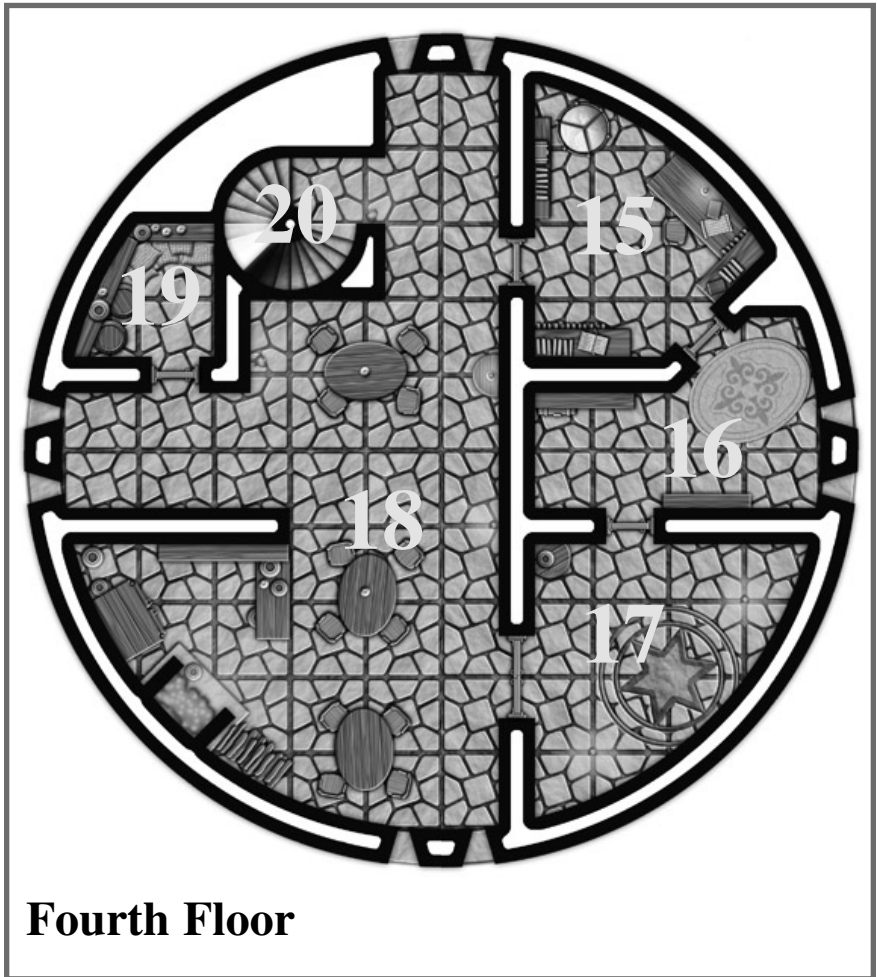
FOURTH FLOOR

While this is the area during the day where most guests will be found, visitors never get to see this floor and even those who are brought to Kelust the moment they arrive will only catch a glimpse of the hallway through the open doorway as Parvis leads them on to the library (Area 28).

15. Guest Study (WT15)

This study is for the use of guests (Kelust does his research work in Area 28). Parvis keeps the cases of inexpensive parchment filled and also ensures that there are always a number of quills and vials of ink on hand. Mundane books and research materials (DM determined) that guests have left behind have also found a permanent home here. Parvis periodically looks through the stuff left behind for anything of interest and brings such items either to the duo's library (Area 28) or to the guest library (Area 16).

While guests are not allowed direct access to the duo's library (Area 28) they may outline their research or reading needs to Parvis and he will bring any appropriate, and available, books to this room, returning them to the library when the guest leaves; books so loaned may not leave the tower.



Fourth Floor

The painting “The Busy Scholar” (see the **Mundane Items** section) resides above the room's desk.

16. Guest Library (WT15 & WT07)

This sparsely furnished room contains only a couple of bookshelves holding various mundane books (mostly historical accounts and fiction, specific titles DM determined) for guests to take to their rooms and read. The chest under the northern bookshelf holds a collection of damaged mundane books (covers missing, pages missing, etc.; it is against both Kelust's and Parvis' nature to throw out any books).

17. Arcane Chamber – WT07

The doors to this room cannot be locked (Parvis has the keys and Kelust the spares in his desk). This room is designed for a number of arcane uses including meditation, summoning, resting, and teleportation (although in order for the latter to occur the *dimensional anchor* effect cannot be fixed to the *hallow* spell and some other effect must be substituted)

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as well as any other magic rituals the DM deems appropriate based on Kelust's level of power and the campaign. Except for meditation or resting, any other use of this room such as for summoning or other magical acts requires the duo's permission.

A permanent magical circle and diagram (see *magic circle against evil* et. al.) has been inscribed into the floor. The circle is made of molten silver (making it very hard to disturb) while the diagram is made of glazed bloodstone dust (this was simply an artistic choice of Parvis').

18. Cooking and Dining Area (COL09 & RT10)

The large dining area can seat up to twelve and is only in use when guests are in the tower (Kelust likes to take his meals in the library and Parvis tends to eat in the cooking area).

The cooking area holds a spice rack, counter, and a pantry filled with various perishables; the large fireplace vents directly to the outside wall through a

six-inch opening covered by an iron grate sunk into the stone (Hardness 10, hit points 5, Break DC 26).

The pantry also contains two *sustaining spoons* (see the standard rules for a description of this item). These were a gift to the duo from the Fellowship of Hope as they prepared to head to the Dark Citadel. Although they were meant to feed the duo in case of an emergency, they were never used and both Kelust and Parvis have forgotten about the *spoons*.

Parvis is a passionate and talented cook and, when not cooking for guests or himself and Kelust, he has experimented cooking the occasional magical food (see *Forbidden Arcana: Magical Foods* if you would like ready-made rules and examples) here.

19. Larder – (COL09)

Open barrels of wine, spirits and perishable foodstuffs, everything that Parvis will use in the next week or so, are stored here along with the more exotic, and fragile, comestibles (DM determined).

20. Stairs (COL09)

These stairs lead down to the third floor or up to the fifth floor.

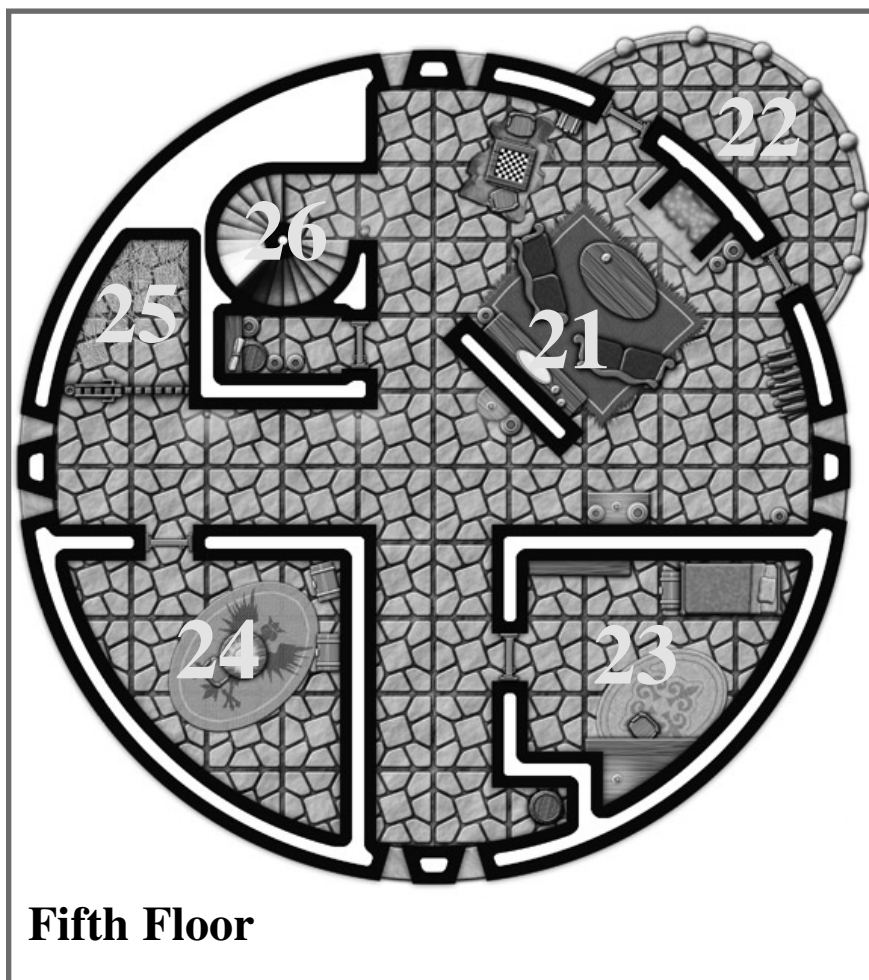
FIFTH FLOOR

Guests usually gather in this area after the evening meal, but visitors never get to see this floor and even those who are brought to Kelust the moment they arrive will only catch a glimpse of the sitting room (Area 21) through the open doorway as Parvis leads them on to the library (Area 28).

21. Sitting Room (WT05)

Undoubtedly the most comfortable room in the house, the sitting room is open to guests and features two luxurious sofas and a large table sitting on a plush carpet along with a well-stocked liquor cabinet. A game table with two chairs sitting on a bearskin rug and a roaring fireplace complete the ensemble.

On those rare evenings when there are no guests in the tower Kelust and Parvis will often play



Fifth Floor

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a game of chess or draughts (or other campaign-appropriate game) at the game table.

A *decanter of detection* (see the **Magical Treasures** section) sits in the liquor cabinet. It too was a gift from the Fellowship of Hope after an attempt by the Cult of Hellmor to poison the tower's residents. Although the duo has no fear of being poisoned, they are in the habit of using the decanter constantly.

The painting "Fall of Darkness" hangs above the fireplace's mantel.

22. Balcony (WT05)

The balcony overlooks the entryway (Area 1) and the countryside beyond (perhaps even giving a glimpse of the nearby town or lord's residence).

23. Parvis' Bedroom (RT16)

This simply appointed bedroom features a comfortable bed, a small bookshelf, and a desk. The chest on the floor is unlocked, with the key in the keyhole, and holds Parvis' clothes. While the furnishings are of high quality, they are not particularly valuable.

The painting "Library of Edos" hangs on the southeastern wall.

24. Scrying Chamber (WT10)

The door to this room is usually closed, although it is not locked unless there are guests in the tower. The room serves as Kelust's scrying chamber and the *Infinite Eye* (see the **Magical Treasures** section) sits on the table (DMs, please note that this item may be too powerful for your individual campaign and you should feel free to replace it with any of the standard types of *crystal balls* found in the standard rules). The chests, also unlocked with keys in their keyholes, hold a supply of basic material spell components (none worth more than 1 gp) all held in neatly labeled pouches, vials, and bottles.

The southwestern wall is covered by Kelust's *divining tapestry*, which he keeps here for those times when he chooses not to, or is unable to, make use of the *Infinite Eye*.

25. Cell (WT04)

This cell was used as a temporary storage place for criminals when the tower was still a guard post. Neither Kelust nor Parvis has come up with a good use for it, so it sits empty and gathering dust.

PLAYING GAMES

Both Parvis and Kelust are avid and excellent board game players and will gladly accept the challenge of anyone who wishes to test their skills. The DM should resolve such games of chance with opposed game-playing checks (d20 + the player's Intelligence and Wisdom modifiers). At the DM's option, Parvis and Kelust may be granted an additional competence bonus equal of +1 to +4 or equivalent to their scholar level (depending on how badly the DM wants them to win) to such checks to reflect their knowledge and experience of the game.

The cell is fully functional. The bars are of 1-inch thick iron (Hardness 10, hp 30, Bend DC 24), the key to the above-average quality lock (Open Lock DC 25) is in the keyhole, and a pair of dust-covered manacles (Hardness 10, hp 10, Break DC 26) lies in the northeastern corner along with their key.

The small closet to the east of the cell holds Parvis' pottery supplies including a small, currently disassembled potter's wheel, as well as various blocks of clay. Several score of small clay jars, pots, vases, ashtrays etc., sit on the shelves around the area. Since Parvis is currently concentrating on his landscape paintings, it has been a while since he has done any pottery work.

26. Stairs (WT04)

These stairs lead down to the fourth floor or up to the sixth floor.

SIXTH FLOOR

Those visitors whose requests are important enough that they are brought to Kelust the moment they arrive will be led by Parvis directly to the library (Area 28).

The sixth floor is off-limits to all but the most trusted guests (chiefly for privacy and safety's sake) unless accompanied by either the wizard or his assistant; a fact that both Kelust and Parvis make clear anytime guests are going to be staying overnight. Anyone caught unescorted on the floor will have some serious explaining to do.

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27. Alchemical Lab (WT11)

This alchemy lab is fully stocked and thus grants a +2 circumstance bonus on any Craft (alchemy) checks. At any given time there is a small number (1d8-1) of DM-determined alchemical items, potions, mixed potions (see *Forbidden Arcana: Potion Mixology* if you would like ready-made rules and suggestions for mixing potions), and magical tobaccos (see *Forbidden Arcana: Magical Pipes and Tobaccos* if you would like ready-made rules and examples) in various stages of production throughout the lab. Both Kelust and Parvis make use of this lab, although Parvis gets the lion's share.

28. Library (WT12 and New Tile - see p. 169)

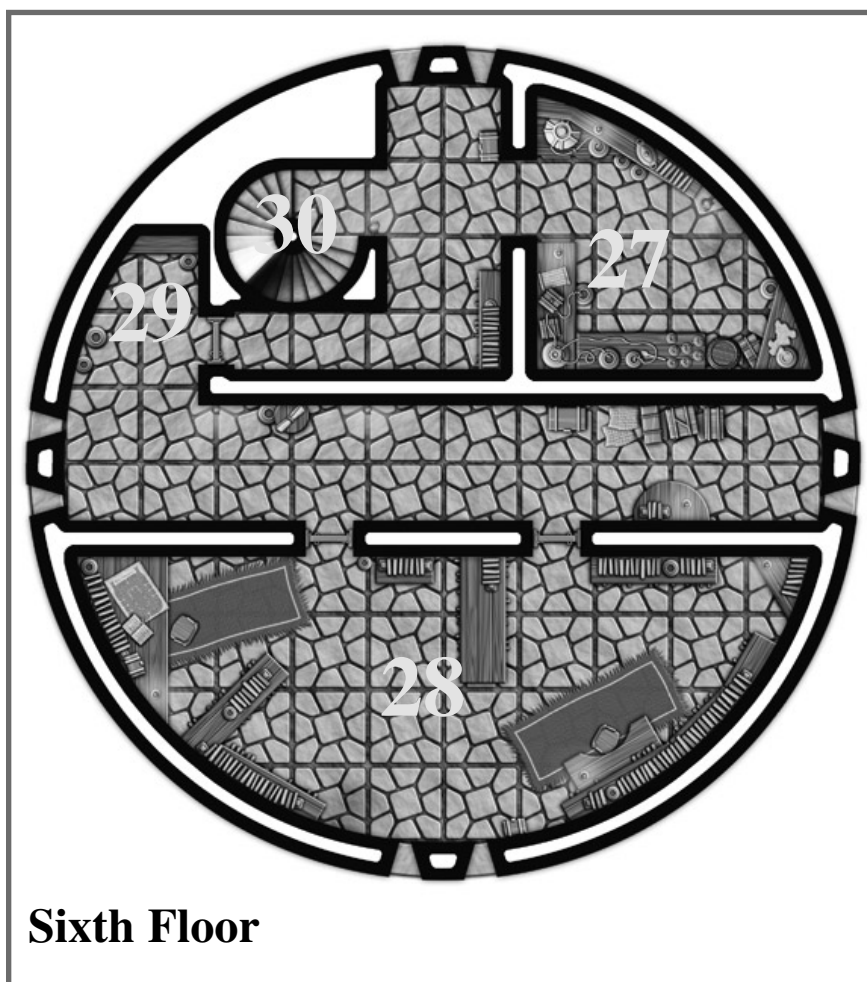
This large library is packed with hundreds of books ranging from spellbooks to mundane books to a few magical books (see the **Interesting Books** section for some ready made examples or, for more such treasures, see *Forbidden Arcana: Wizards' Spellbooks, 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires*, and *A Dozen Holy Books and Divine Tablets*).

Kelust and Parvis both make use of the library and each has their own desk, Kelust's sits in the western corner and Parvis' occupies the southeastern curve.

Kelust has been studying the Hall of Champions (or some DM determined map) and an open map of the Hall of Champions (for a closer look at the Hall of Champions see SkeletonKey Games' *e-Adventure Tiles: Sacred Temples*) can be seen lying on his desk.

29. Storage (WT06)

This small storage area holds Parvis' painting supplies including paints, brushes, an easel, two medium-sized canvases, and a couple of used drop cloths. Stacked against the western wall are some



Sixth Floor

half dozen finished paintings as well as a couple of unfinished ones. The paintings are all landscapes from the surrounding countryside.

The adjoining hallways are cluttered with various items either on their way to the library or the alchemical lab.

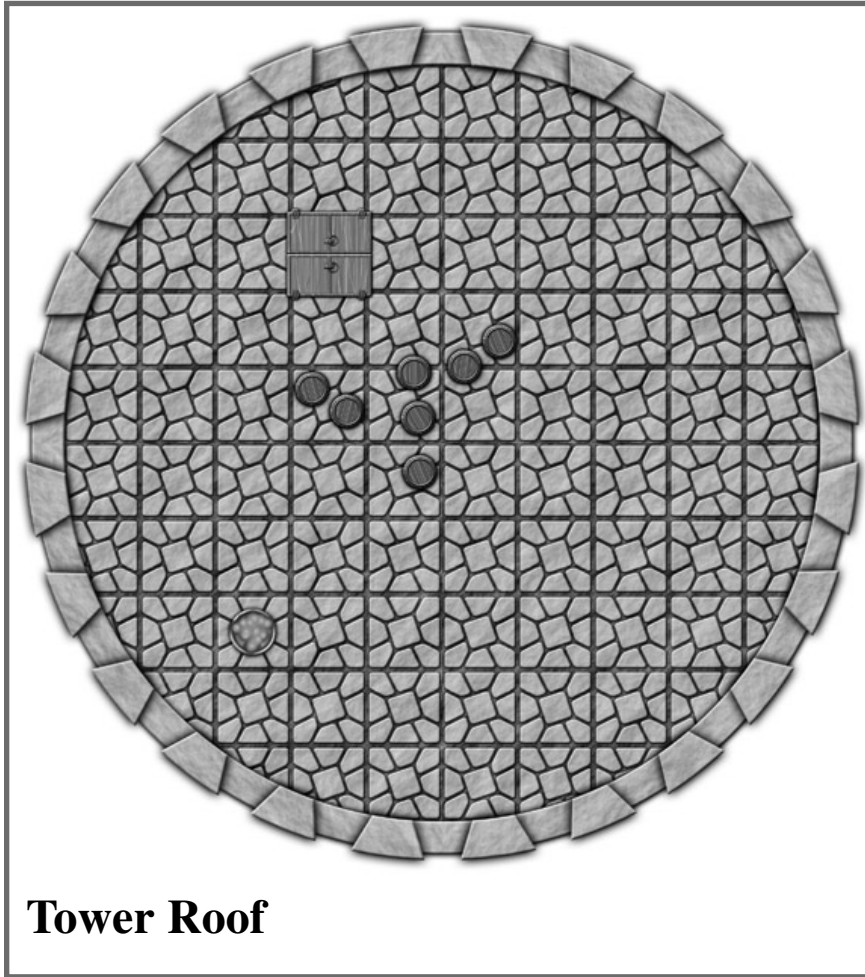
30. Stairs – WT06

These stairs lead down to the fifth floor or up to the tower roof.

TOWER ROOF

Rainwater collection barrels sit in the center of the tower, each one covered with a thin canvas cover to keep out bugs and debris. A large brazier also sits on the roof. This item was left over from the tower's soldiers, who used it while on watch to keep both themselves and their food warm, to send signals, and to boil water or oil in the event of a siege, and was kept on by Kelust for the duo's private use.

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Tower Roof

Kelust and Parvis like to use the tower roof for sightseeing and stargazing and often invite their guests to join them. At such times the brazier is often used to take the chill out of the air or even to cook (although the light pollution from such a fire does tend to spoil the ability to stargaze).

This is also the place where Parvis has lately been doing a lot of his painting, taking advantage of the view from the tower to paint some landscapes; on nice days he will often spend an hour or two working on his paintings after finishing with business for the day.

Note that the roof would make an excellent landing spot for many flying creatures and mounts (assuming they can get past the tower's wards).

Interesting Books

The following quartet of books is typical of the kind of books found in the duo's library.

FINIKUS' NOTEBOOK

Appearance: This is rather small brown leather-bound notebook whose thick paper pages are filled with almost incoherent scribbling, esoteric notations, and complicated drawings.

Appraise Information: DC 15. This book belonged to a gnomish engineer named Finikus who used it during the early years of his career. It is filled with large amounts of information on gnomish engineering so convoluted as to almost defy logic. There are a number of extravagantly detailed plans for devices of various kinds done as exercises to demonstrate various engineering principles.

Value: 75 gp.

Special Features: The book contains the spells *estimate weight* and *gauge distance* (see the **New Spells** section) hidden in the notebook.

JOURNAL OF GURUTZ

Appearance: This is a small leather-bound book about 8" x 5" in size with about 200 cheap paper pages inside. The journal's writing is fascinating reading and could prove useful to sages and bards.

Appraise Information: DC 14. A valuable book for those seeking more information on the desert to go along with the rare fact that it has a practical application.

Value: 250 gp.

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Special Features: Gurutz the sage traveled over much of the civilized lands and, for a few years, journeyed deep into the western deserts. In this journal, Gurutz recorded the knowledge passed to him regarding desert survival.

Anyone studying the book for two weeks who succeeds at an Intelligence check (DC 22) gains a +2 bonus to all Survival checks when in a desert environment.

MINERAL POISONS

Appearance: This non-descript black tome features gilt-edged pages and an attached red silk bookmark.

Appraise Information: DC 18. Written by the scholar Theodis of Sylla some fifty years ago, the book is an extensive study of the distillation and manufacture of mineral poisons.

Value: 1,000 gp

Magical Treasures

DECANTER OF DETECTION

Appearance: This large deep blue glass decanter is rectangular in shape. The decanter's stopper has been blown to suggest the shape of a professor's hat.

Appraise Information: DC 13. Given as a gift during the Winter of Despair as a precaution against possible poisoning attempts, the decanter never has detected a single poisonous or magic liquid and both the wizard and his assistant have forgotten that the decanter they use on a daily basis has these capabilities.

Value: 320 gp (20 gp for the glass, 300 gp for the artistry).

Special Rules: A *decanter of detection* is capable of detecting the poisonous or magical qualities of any liquid poured into it. Any poisonous liquid that enters the decanter causes its glass to turn a bright red, while any magical liquid (such as a potion) causes it to turn bright yellow. If the liquid is both magical and poisonous then the decanter's glass turns a

Special Features: "Mineral Poisons" is a how-to-guide for making poisons and allows its reader to make any number of poisons (DM-determined). The book also contains the spell *alchemical poison* (see the **New Spells** section).

THE DRAGON AND THE SPELL

Appearance: This 14" x 9" leather-bound children's book is a favorite throughout the lands of man. The story is hundreds of years old and has been passed down from generation to generation. This is a rare book that was specially created for a nobleman's son decades ago. The book is beautifully illustrated and includes dozens of color paintings.

Appraise Information: DC 15. Although there are a number of copies of the story in circulation, this work by J.P. deRisto stands out among the crowd.

Value: 500 gp.

Special Features: None.

bright orange in color.

The decanter can only detect magical or poisonous qualities of liquids poured into it; it does not alter the liquid within itself in any manner.

Minor divination; CL 3rd; Craft Wondrous item, *detect magic*, *detect poison*; Price 1,000 gp.

DIVINING TAPESTRY

Appearance: This large tapestry, some 20 feet in length and 10 feet in height, appears to be woven completely of snow-white fibers.

Appraise Information: DC 18. The plain white tapestry is obviously of masterwork quality, but otherwise uninteresting.

Value: 310 gp (10 gp for the linen, 300 gp for the artistry).

Special Rules: A *divining tapestry* is simply a variant on the more common *crystal ball* found in the standard rules and performs exactly as that device does (i.e. it is able to have the same additional powers, has the same requirements, and costs the same).

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INFINITE EYE

Appearance: Impossibly smooth to the touch and infinitely dark to the eye, this one-foot diameter sphere shows no reflection of any kind on its surface; everything including light simply disappears in its nether depths.

Appraise Information: DC 27. Inarguably one of the most powerful scrying devices ever created, the *Infinite Eye* is a minor artifact of immeasurable value. Brought back by the Fellowship of Hope from the Dark Citadel, where it was wrested from the hands of Cendajar, the cult's archmage, its exact history prior to falling into the hands of the Cult of Hellmor is unknown.

Value: N/A (entire lands could be ransomed for such an item).

Special Rules: Although very powerful, the *Infinite Eye* can only be used to its full potential by a truly skilled seer.

Any time a creature wishes to make use of the *Eye* it must succeed at a control check (DC 30). A control check is 1d20 + character level/creature HD + Int modifier. In addition, the following modifiers apply to the control check:

Seer's Skill Control Check Modifier	
Diviner	+2
Spell Focus (Divination)	+1
Greater Spell Focus (Divination)	+1

If the check succeeds, the creature is able to make full use of the *Eye*. If the check fails, the creature is unable to make use of the *Eye's* powers for 24 hours, at which time it can try again.

Once control is established, the *Eye* allows its user to see and hear any creature located anywhere (although if the subject is on another plane of existence it gets a +5 Will save modifier).

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

Seer's Skill	Will Save Modifier
Diviner	-2
Spell Focus (Divination)	-1
Greater Spell Focus (Divination)	-1

The subject may attempt a Will save (DC 23) against the *Infinite Eye's* power to avoid the scrying. If the save succeeds, the scrying attempt fails and the *Infinite Eye* cannot be used to scry that particular subject again for 24 hours. The difficulty of the save is modified in the manner detailed in the above box.

If the save fails, the *Infinite Eye's* user can see and hear the subject and everything within 20 feet in all directions of the subject. Once located, the subject is always centered within the *Infinite Eye* and if the subject moves the *Infinite Eye's* sensor follows no matter how the subject moves (i.e. fast locomotion, ethereally or through the Astral Plane, teleportation, etc.).

Vision through the *Infinite Eye* is as per the *true seeing* spell and hearing as per the *clairaudience* spell (with the exception that any magically or supernaturally enhanced visual or auditory senses work through the *Eye* as well). The *Infinite Eye* breaks through scrying defenses as per the *discern location* spell.

In addition, the following spells may be cast through the *Infinite Eye* into the area it is focused on: *analyze dweomer*, *arcane sight*, *greater arcane sight*, *comprehend languages*, *detect chaos/evil/good/law*, *detect magic*, *detect poison*, *detect thoughts*, *detect undead*, *discern lies*, *find traps*, *identify*, *legend lore*, *message*, *read magic*, *speak with animals*, *speak with plants*, *telepathic bond*, and *tongues*.

Strong divination; CL 20th.

Mundane Treasures

The treasures here represent only a small sample of the possible items of value and interest to be found in Kelust's tower and the list is by no means exhaustive. Most of the items here are art objects, reflecting the preferences of the duo when it comes to valuables. DM's should feel free to add items of their own invention and place them throughout the tower.

CAVEMORN TAPESTRIES

Appearance: These two tapestries depict the same image of the now ruined Cavemorn Tower throughout the four seasons. One tapestry depicts the tower in spring and summer, the other in fall and winter.

Appraise Information: DC 18. Each tapestry is several hundred years old and was crafted by the human master artist I'kalard of only the finest threads and linen for Lord Abelon, 5th and last Earl of Cavemorn. The tapestries are a matched set and much more valuable when kept together.

Value: 4,000 gp (4,000 gp for the pair, individually they are worth 1,750 gp each).

Special Rules: None.

DRAGON'S CRY WINE

Appearance: Shipped in small oak barrels that weight 50 pounds and feature the stenciled form of a dragon's head with large tears coming from its eyes, Dragon's Cry wine is a rich red-amber in color. Holding a glass of wine up to the light shows small, dark specks floating within.

Appraise Information: DC 13. Dragon's Cry wine is a rather spicy halfling dinner wine that goes well with red meat. The spiciness comes from cinnamon, which is added to the fermenting process.

Value: 250 gp (250 gp per barrel).

Special Rules: None.

"FALL OF DARKNESS"

Appearance: Dark shadows fill the edges of this immense painting, barely letting you see details of a giant temple and drawing the viewer into the middle where a battle is taking place. There, amongst a host of fallen and smoking bodies, a pal-

adin and fighter are battling side-by-side against a trio of demonic beings wreathed in flames. A wizard in shimmering robes stands at the left edge of the shadows, obviously in the middle of casting a spell while a cleric, hands held aloft in prayer, stands by his side. To the right of the combat a giant beast shrieks in agony as bubbles form on its skin.

Appraise Information: DC 17. Painted by Parvis while he was in an unusually celebratory mood, the painting is well done, although the use of contrast could have been better. The scene depicted is that of the banishment of the Avatar of Hellmor at the hands of the Fellowship of Hope.

Value: 600 gp (450 gp for the painting, 150 gp for the frame).

Special Rules: None.

"FINAL STAND"

Appearance: This beautiful painting of a black dragon in combat with a knight is marred by fire and smoke damage. The heavy wooden frame is of a supreme craftsmanship.

Appraise Information: DC 19. The painting is by the renowned drow artist Kel'kathkata and is over one thousand years old. Damaged in the assault on the Dark Citadel, it was brought as a gift to Kelust by the Fellowship of Hope. Although the fire damage covers the upper left quarter of the painting, it is a valuable work of art. The wooden frame, though beautifully constructed, is only of average artistic value and was added by Parvis as a spare frame.

Value: 2,350 gp (2,250 gp for the painting, 100 gp for the frame).

Special Rules: None.

KELUST'S PORTRAIT

Appearance: The very life-like, and life-sized, portrait is of a dignified elderly man in professorial robes. The man's right hand rests upon a crystal ball and his eyes seem to peer right through the viewer. A dull silver frame that appears to be one piece surrounds the painting.

Appraise Information: DC 22. Commissioned by King Prirech to honor the scholar-wizard Kelust,

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and painted by the renowned elven master Miryakith, the painting is truly a masterwork. Not only is it one of only two portraits that Miryakith has ever done, the details of the painting represent a high watermark of the Realism movement.

The frame for the painting was crafted by the famed dwarven craftsman Doric Silversmith. Although from a distance it appears to be a solid piece, it is actually composed of four expertly joined and acid-dulled mithral pieces.

Value: 11,500 gp (7,000 gp for the painting, 4,500 gp for the frame).

Special Rules: None.

"LIBRARY OF EDOS"

Appearance: This painting is of the interior of a library. Two opulent floors filled with shelves and books dominate the scene, almost swallowing the solemn figures moving amongst them. A highly polished light wooden frame helps to lighten the scene.

Appraise Information: DC 16. Painted some 200 years ago by the Edosian artist Erirade, who was renowned for her paintings of that city's great buildings, the "Library of Edos" shows off a fantastic eye for detail. The painting is part of a series done by the artist that includes "Lighthouse of Edos," "Fortress of Edos," and "Marketplace of Edos."

Value: 3,750 gp (3,250 gp for the painting, 500 gp for the frame).

Special Rules: None.

"MYSTERIOUS GLADE"

Appearance: This small landscape painting features a sun-lit glade filled with full green bushes, stout trees, and a small brook running through the lush grass. The painting sits within a simple dark wooden frame.

Appraise Information: DC 14. This is one of Parvis' early paintings and thus one of his favorites. It is an embellishment of the Academia Magica's park.

Value: 27 gp (20 gp for the painting, 7 gp for the frame).

Special Rules: None.



"THE BUSY SCHOLAR"

Appearance: A scholar, illuminated by a lone, low candle, sits hunched over a desk covered in books holding his head in his hands as he peruses some obviously ancient tome. In the shadows at the edge of the light you can make out shelves holding more books. A plain black wooden frame accents the darkness surrounding the scholar.

Appraise Information: DC 14. This is one of Parvis' later paintings and is actually a self-portrait of the artist. While technically sound, it is without passion or a distinctive style.

Value: 181 gp (170 gp for the painting, 11 gp for the frame).

Special Rules: None.

TINDALE BRANDY

Appearance: Shipped in 20 lb. oak barrels that feature a brand of a lone cherry, a glass of amber-colored Tindale Brandy gives off a hint of cherry and oak.

Appraise Information: DC 14. Aged at least 10 years, Tindale Brandy is a slightly tart gnomish cherry brandy that does not see wide distribution.

Value: 150 gp (150 gp per barrel).

Special Rules: None.

New Spells

ARCANE POISON

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You conjure a potent mineral poison into your hand that you can use to infect a subject by making a successful melee touch attack. The poison deals 2d6 points of temporary Constitution damage immediately and another 2d6 points of temporary damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC is 10 + spell level + your Int modifier).

ESTIMATE WEIGHT

Divination

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Target: Any single object or creature within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Upon completion of this spell the caster receives a mental impression of the weight, accurate to the nearest pound, of the target object or creature.

GAUGE DISTANCE

Divination

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Target: Any single object or creature within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Upon completion of this spell the caster receives a mental impression of the distance, accurate to the nearest foot, to the target object or creature.

ZONE OF COMFORT

Transmutation

Level: Air 2, Brd 2, Clr 2, Drd 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 standard action.

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

Effect: 20-ft.-radius emanation

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

The air temperature within the emanation area becomes a comfortable 70° F if the general air temperature is between 0° and 100° F. An air temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The spell does not affect anything except the air temperature and all other atmospheric conditions, such as humidity or smoke, remain the same. The spell also provides no protection against the elements.

Zone of comfort can be made permanent with a *permanency* spell by a spell caster of 10th level at the cost of 1,000 XP.

Arcane Focus: a small hand fan.

Prestige Class

SCHOLAR

Scholars are individuals that spend their time conducting study and research to further both their own knowledge and that of the greater world. They become experts in a number of fields and pass that knowledge on to others, usually in a teacher-student relationship but occasionally as a business in itself.

Although almost anyone can become a scholar, most scholars come from the professions that are

already involved in heavy academic study such as clerics, wizards, or experts.

Scholars are never far from books and, although the occasional scholar lives far from civilization, they are usually found in large cities where they have the greatest access to the resources they require and can earn income teaching at universities, serving as tutors to the children of the wealthy and powerful, or engaging in private research for paying clients.

Hit Die: d4.



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Level	Base				Special	Spells per Day
	Attack Bonus	Fort. Save	Ref. Save	Will Save		
1st	+0	+0	+0	+2	Analyze Situation Expert Advice Tactical Analysis	+1 level of existing class
2nd	+1	+0	+0	+3	Scholar Special Ability	+1 level of existing class
3rd	+1	+1	+1	+3	Scholar Special Ability	+1 level of existing class
4th	+2	+1	+1	+4	Scholar Special Ability	+1 level of existing class
5th	+2	+1	+1	+4	Scholar Special Ability	+1 level of existing class
6th	+3	+2	+2	+5	Scholar Special Ability	+1 level of existing class
7th	+3	+2	+2	+5	Scholar Special Ability	+1 level of existing class
8th	+4	+2	+2	+6	Scholar Special Ability	+1 level of existing class
9th	+4	+3	+3	+6	Scholar Special Ability	+1 level of existing class
10th	+5	+3	+3	+7	Scholar Special Ability	+1 level of existing class

Requirements

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

Alignment: Any lawful.

Skills: Concentration 10 ranks, Knowledge (any two) 10 ranks.

Special: The character must be literate.

Class Skills

The scholar's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), Knowledge (all) (Int), Profession (Wis), Speak Language, Spellcraft (Int)

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are Class Features of the scholar prestige class.

Weapon and Armor Proficiency: Scholars gain no proficiency with any weapon, armor, or shield.

Spells per Day/Spells Known: When a new scholar level is gained the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as special abilities or bonus feats).

Because magic is such a significant part of the world, and those who are intensely engaged in study are often spellcasters of one kind or another, if the scholar does not already have a spellcasting class then he gains spells as if he had gained a level in the wizard class. In so doing the scholar learns, memorizes, and casts spells as a wizard does but he does not gain any other benefit of the wizard class such as specialization, the ability to summon a familiar, or bonus feats such as the Scribe Scroll feat.

Analyze Situation (Ex): Using his vast education, the scholar can attempt to determine the best course of action in a particular situation. Use of this ability requires one full minute of time and the scholar can do nothing but think about the situation at hand.

While so concentrating the scholar cannot cast spells or engage in any other activity that requires concentration (although he may pace), and he provokes attacks of opportunity.

If disturbed in any way during this time the scholar may succeed at a Concentration check (see the Concentration skill) to ignore the distraction just as if he were engaged in the use of any other skill that requires concentration.

If he is unable to ignore the distraction and his concentration is broken then that use of the ability is lost and he must begin the process of analyzing the situation all over again (assuming he still has an available use of the ability).

After successfully analyzing the situation for one

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minute the scholar rolls a scholarship check (d20 + his Int. modifier + his scholar level) against a DC of 20. If successful, he gains some crucial DM-determined insight (i.e. a monster's weak point or previously unknown vulnerabilities, the solution to a puzzle, a clue to a mystery, etc.). If unsuccessful, the scholar comes to the wrong conclusion.

The scholar may use this ability up to three times per day + his Intelligence modifier.

The DM is encouraged to roll the scholarship check in secret.

Expert Advice (Ex): The scholar has a critical eye and any time the scholar witnesses an individual, or individuals, other than himself fail a skill check he can attempt an immediate scholarship check (d20 + his Int. modifier + his scholar level) against a DC equal to the failure total (i.e. if rogue fails an Open Lock check with a roll of 7 and he has Open Locks +11 then the DC is 18) in order to determine where the individual(s) went wrong. Success means that he can advise the individual(s), granting the individual(s) an insight bonus equal to his Intelligence modifier on a subsequent retry. Failure means that he can still advise the individuals, but instead of a bonus they receive an insight penalty equal to his Intelligence modifier.

The scholar may give expert advice as much as he wants to, but must roll a scholarship each time to determine the result; he can give both good and bad advice as each attempt is a different approach.

The scholar may not give himself expert advice.

The DM is encouraged to roll the scholarship check in secret.

Tactical Analysis (Ex): The scholar's critical evaluation allows him to advise others in combat. If the scholar can observe a combat undisturbed for three consecutive rounds he can attempt a scholarship check (d20 + his Int. modifier + his scholar level) against a DC of 20. Success means that he can give advice that grants an insight bonus equal to his Intelligence modifier to one ally for the duration of the combat. Failure means that the advice is faulty and results in an insight penalty equal to the scholar's Intelligence modifier for the duration of the combat.

While observing the combat the scholar can do nothing else requiring concentration (including casting spells or defending himself). If the scholar is disturbed (fails a Concentration check as per the Concentration skill) at any time during the three rounds of observation, or does not give the advice

immediately after completing the third round of observation, then he must begin the process all over again.

The DM is encouraged to roll the tactical analysis check in secret.

Scholar Special Ability: The scholar chooses one scholar special ability from the following list. Note that some special abilities have prerequisites. Unless otherwise stated, each special ability may be chosen only once.

Improved Intellect (Ex): A scholar's studies cause his intellectual abilities to increase. As a result, the scholar receives a +2 competence bonus to all skill checks with Intelligence as the key ability.

General Knowledge (Ex): Scholars inevitably study ancillary fields in their research. As a result, the scholar's education is so broad that he may attempt a Knowledge check in a Knowledge skill he does not have any ranks in (he is considered trained in all Knowledge skills). The Knowledge check is resolved normally (d20 + the scholar's Intelligence modifier).

Improved Synergy (Ex): The scholar's knowledge in his specialized subjects becomes so great that he receives double the standard synergy bonus (+4) for any Knowledge skill he has at least 5 ranks in.

Improved Tactical Analysis (Ex): As Tactical Analysis, but the scholar can give the advice (and thus the insight bonus or penalty) to all of his allies.

Knowledge Mastery (Ex): So confident in his intellectual abilities is the scholar that he may always take 10 on any Knowledge check he has at least one rank in, even if rushed or threatened.

Knowledge Virtuosity (Ex): Prerequisite: Knowledge Mastery. The scholar reaches his ultimate level of confidence and competence and may always take 20 on any Knowledge check he has at least one rank in, even if rushed or threatened.

Renaissance (Ex): The scholar has spent much time studying. Instead of 6 + his Intelligence modifier worth of skill points, the scholar receives 12 + his Intelligence modifier for skill points for this level only. The scholar may choose this special ability multiple times.

Vast Intellect (Ex): Prerequisite: Improved Intellect. As a scholar continues his studies, he receives an additional +2 competence bonus to all skill checks with Intelligence as the key ability (for a total of +4).

Chapter Fourteen

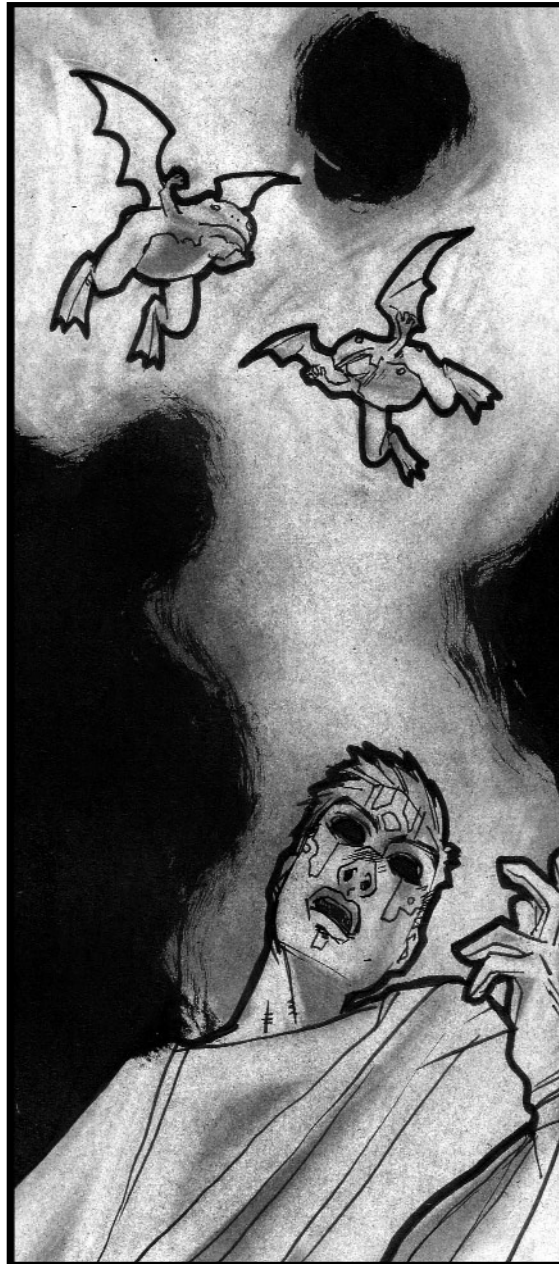
Lost Spells

WHY RULES FOR LOST SPELLS?

Most of the time magic happens as planned. The caster speaks the words, completes the gestures, adds the focus, and presto, there is light. Even the more powerful spells go as planned, for such magics can only be wielded by those who have already mastered the lesser spells. Essentially, as long as the caster is able to correctly perform the requirements of the spell the desired effect will occur.

But what if the caster is not able to perform the requirements correctly? What if he does not have the correct ingredients? Or what if there is outside interference? Then things can go wrong.

The easiest way for a magical mishap to occur is to have the caster's concentration interrupted during spell-casting. While the common rules state that a caster that loses his or her concentration loses the spell, what exactly this means is open to debate. The assumption is that the spell energies simply do not materialize and thus dissipate harmlessly to wherever they came from. While this is certainly fine, it is much more interest-



ing to have the magic energies manifest themselves in some manner, for good or ill, rather than just disappear with a whimper.

The following tables list effects that can occur when a spellcaster loses concentration during the casting of a spell. This can occur from violent motion, physical attack, another spell, or what have you; a magical mishap occurs whenever the spellcaster is forced to make a Concentration check while casting a spell and fails that check. Once a check is failed, the DM can consult the following tables to determine what happens to the magical energies that have been called upon and are now released uncontrollably.

While the tables are designed to cover spell loss due to concentration loss, since that is the primary reason for spell loss, there is no reason why they cannot find other applications. Counterspells, unsuccessful magic item creation, conflicting magical fields (such as when two protection spells come in contact)

and any number of other reasons could result in releasing the magical energies. After all, this is magic, so let your imagination roam.

ABOUT THESE TABLES

I rejected a number of ideas, including tables broken down by schools, level, and even specific spells, before settling on the format you see here. The format is designed to introduce variety and unpredictability without becoming too detailed or too cumbersome. Thus you will find a table dealing with generic spell energy as well as one table for each of the spell-casting standard classes (Bard, Cleric, Druid, Paladin, Ranger, and Sorcerer/Wizard).

These tables can be easily adapted to fit any number of other classes, including prestige classes, by picking and choosing those effects that seem to best represent the abilities of that class. Of course, you can simply create your own based on the information provided herein and immediately following.

The various effects were taken from common spells and orientations of the various spell-casting classes and vary in power and effect based on the level of the spell that was lost. In general, an effect affects either one creature per spell level lost or everything within a 10-foot radius per spell level lost. Damage varies accordingly and is roughly balanced with other damage-causing spells of that nature. Where the effect has a time component, it is one unit of time (such as a minute) per spell level lost.

Of course, this is not perfect and there will be instances where the effect produced by a lost 1st level spell is somewhat more powerful than usual for a 1st level spell, especially when cast by a 1st level caster, while a lost 9th level spell may not produce as powerful an effect as a comparable 9th level spell cast by a 20th level caster. If you are uncomfortable with the tables as they are, feel free to experiment by substituting caster level for spell level in the effect statistics or varying the unit of time in the effect description. It's magic, after all, and anything is possible.

DESCRIBING WHAT HAPPENS WHEN A SPELL IS LOST?

In general the tables assume that when a spell is miscast the energies go somewhere. Sometimes there is a visible effect that everyone can witness, other times the effect occurs on a more personal level and only those who have been affected by it notice this.

A DM can enhance the drama of a caster losing a spell by quickly describing how the now released spell energies manifest themselves. A ball of blue glowing light that suddenly shoots out to its target(s) or crackling bolts of eldritch energy that reach out unstopably is a great way to heighten the tension of the moment.

If the result is a more subtle effect than the release of pure spell energy, or a visual manifestation such as flaming pillars or acid rain, the DM is encouraged to in no wise reveal what exactly the effect is until the creature does something having to do with the effect.

Example: Beorn the fighter watches as his sword cuts into the evil wizard just as the wizard is about to finish his spell. The DM tells Beorn's player that a surge of energy goes through him causing his vision to momentarily blur and the hairs on his body to stand up. Even after the effect goes away Beorn is aware that there is some magic upon him. What Beorn does not know, and the DM does not reveal to his player, is that Beorn has been the fortunate recipient of a +3 resistance bonus to all saving throws. Two rounds later the evil wizard, having gotten some distance, casts a *lightning bolt* at Beorn. As Beorn's player rolls the Reflex saving throw the DM tells him that as the lightning courses at him Beorn can feel something rise from within him to meet the lightning's strike adding to his saving throw.

PURE SPELL ENERGY

These tables can be applied to any lost spell regardless of school or whether the magic is arcane or divine. They are an easy way for the DM to have a random effect occur and liven the game up without adding any great complexity; all the DM has to be aware of is the spell level of the lost spell.

All of the below listed results assume that the magical energy is released in its pure form; the caster was able to gather the full energies but because he or she was interrupted was unable to give the energies proper form. The loss of concentration has caused those energies to be released in their pure form and in one of the below listed manners. Note that pure spell energy is different from the normal energy forms (acid, cold, electricity, fire, and force) and is not subject to effects that reduce such damage, such as *resistance to energy*. In addition, these effects are not subject to spell resistance.

Forbidden Arcana: Lost Spells

Except where noted, the following guidelines apply:

1. All effects are centered on the caster.
2. All effect saving throw DCs are 10 + the spell level lost + the spell-losing caster's appropriate ability modifier.
3. All effects are instantaneous and begin the moment that the Concentration check is failed; instead of casting the spell successfully the effect is created.
4. The caster is included in all effects.
5. For the purposes of resolving spell resistance, the effect's caster level is equal to 1d20 + the spell-losing caster's level.

Roll 1d8 and consult the following table:

- 1. Detonation.** The raw spell energies that have been gathered to this point detonate in a 10 ft. radius per lost spell level and cause 1d6 points of damage per spell level to everyone within the radius. Those within the effect's area may attempt a Fortitude save with those succeeding taking only half damage.
- 2. Visual Manifestation.** The spell energies manifest in a visible way. A ball of brilliant light (or something equally dramatic) with a 10 ft. radius per spell level of the intended spell emerges from the caster's location. All those caught within the area of effect must succeed at a Reflex save or be blinded for 1d4 rounds per lost spell level. Those that save successfully are still dazzled for 1d4 rounds.
- 3. Physical Manifestation.** The spell energies manifest in a physical, but otherwise invisible, way. A wave of power with a 10 ft. radius per spell level of the intended spell surges outward from the caster's area and through the vicinity affecting everything in the area of effect as a bull rush with a +2 bonus on the Strength check per spell level. The bull rush effect grants no modifiers for size to anyone in the area, the larger the creature the more force it is subject to, but the +4 bonus for having more than two legs or being exceptionally stable still applies. Those who roll under the effect's Strength check are pushed away from the area the usual distance by the wave; i.e. 5 feet plus 5 feet for every 5 points the effect beats the creature's result. As an optional rule, creatures need to succeed at a Reflex save or fall prone as a result of the effect.

- 4. Aural Manifestation.** The spell energies manifest in an aural manner. A piercing multi-frequency tone wave emanates from the caster's immediate vicinity in a 10 ft. radius per spell level of the lost spell. All creatures capable of hearing at any level that are in the area of effect must succeed at a Fortitude save or be deafened for 10 minutes per lost spell level.
- 5. Caster Rebound.** The energies rebound on the caster only. Roll 1d4 to determine the exact effect (detonation, visible, physical, or aural). If the save is failed against either the visible or aural manifestation then the caster is permanently blinded or deafened, whichever is appropriate. The physical manifestation affects the caster as a detonation does (1d6 points of damage per spell level) as the force tears itself out of his body.
- 6. Source Rebound.** The energies rebound on the source of the loss of concentration. If the cause was a creature, such as one physically attacking, using a spell, or even a bucking horse, the energies manifest in the creature as in #5 (Caster Rebound) above. If the cause was a non-living thing such as the motion of a boat, a continuous injury, the weather, or being entangled, roll 1d4 and adjudge the effect as listed in those entries.
- 7. Nothing Happens.** The spell energies are harmlessly dissipated, perhaps with some noise and light effects.
- 8. Two Effects.** Roll 1d6 twice and reduce the area of effect and damage caused (where appropriate) to _ of the listed quantities.

Caster Specific

For DMs wishing a bit more variety, the following tables show variant effects based on the spellcaster type. Except where noted, the following guidelines apply:

1. All effects are centered on the caster.
2. All effect saving throw DCs are 10 + the spell level lost + the spell-losing caster's appropriate ability modifier.
3. All effects are instantaneous and begin the moment that the Concentration check is failed; instead of casting the spell successfully the effect is created.
4. The caster is included in all effects.
5. For the purposes of resolving spell resistance, the effect's caster level is equal to 1d20 + the spell-losing caster's level.

Forbidden Arcana: Lost Spells

BARD

When a bard spell is lost the arcane energies tend to manifest themselves in ways that are a reflective of the focus and powers of the bard class. As such, they are shaped by the performance arts and the ability to influence the minds and attitudes of others; only in rare instances do they cause damage. Roll 1d10 and consult the following table.

1. Musical Movement

Transmutation

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 10 min./spell level lost

Saving Throw: Will negates

Spell Resistance: Yes

The musical movement effect causes the physical actions of affected creatures to become musical. Every movement of the creature causes a soft tone to play. This effect bestows a -10 circumstance penalty to Move Silently checks by creatures so affected. As the tones vary by body part, particularly creative PCs might be able to play simple melodies and more with a successful Perform (Dance) check.

2. Cacophony

Evocation [Sonic]

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 min./spell level lost

Saving Throw: None

Spell Resistance: No

The area about the caster up to maximum range becomes filled with a cacophony of gibberish and shouting that grows in volume. The noise increases the DC of all Listen checks made in the area by 10. In addition, any attempts at spellcasting while in the area require a successful Concentration check (DC 10 + spell level lost) or the spell fails. This effect does not affect deaf creatures.

3. Fatigue

Necromancy

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Fortitude negates

Spell Resistance: Yes

A stationary field of negative energy is created. Any creatures within, or entering, the area must succeed at a Fortitude save every round they remain or become fatigued. Once a saving throw is failed, the fatigue lasts as long as the creatures remain within the effect's area. If a creature leaves the area the fatigue immediately lifts, but if the creature chooses to re-enter the area then it is once again subject to the effect. Creatures already fatigued become exhausted.

4. Colorful Skin

Transmutation

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 10 min./spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The skin and equipment of creatures within the effect's area turn a softly glowing yellow or other bright color. Although not harmful, the color makes it easy to spot the creature and bestows a -10 circumstance penalty to any Hide checks.

5. Duplication

Illusion (Figment)

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 min./spell level lost

Saving Throw: None

Spell Resistance: No

Starting with the caster, the duplication effect creates 1d4 duplicate images of each creature that is within the area of effect up to the maximum number possible. The duplicate image acts exactly as those created by the *mirror image* spell.

6. Flashing Lights

Illusion (Pattern) [Mind-Affecting]

Area: 10 ft. radius spherical emanation/spell level lost

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Duration: 1 min./spell level lost

Saving Throw: Will negates (hypnotic effect only)

Spell Resistance: Yes (hypnotic effect only)

Flashing multi-colored lights fill the area making it difficult to see. The lights obscure all sight, including darkvision, beyond 5 feet. A creature within 5 feet is considered concealed (20% miss chance for attacks against the creature) while creatures further away have total concealment (50% miss chance for attacks against the creature and attackers cannot use sight to locate the target). In addition to the vision effect, the lights have a hypnotic effect. Any creature spending more than one round within or gazing at the area of flashing lights must succeed at a Will save or become fascinated. If the save is successful then that creature cannot be further affected by the hypnotic effect (although its vision is still obscured). This effect does not affect sightless creatures.

7. Subsonic Boom

Evocation [Sonic]

Area: 5 ft. radius spread/spell level lost

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A massive subsonic boom rolls out from the caster's location damaging creatures and objects in its path. Any creature or object caught in the area suffers 1d6 points of sonic damage per spell level lost (up to a maximum of 6d6 with a lost 6th level spell), although a successful save reduces this by half. In addition, although the boom is below the threshold of most creatures' hearing, the sonic wave sets up harmonic vibrations that are debilitating to living creatures. Any living creature that fails its saving throw not only suffers the sonic damage, but is also nauseated for 1 round per spell level lost.

8. Superbeing

Enchantment (Compulsion) [Mind-Affecting]

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Affected creatures feel power well inside them and believe that they are invincible. All creatures gain a +1 morale bonus on attack rolls, saves, and skill checks per spell level lost (up to a maximum of +6 with a lost 6th level spell).

9. Roll 1d6 and consult pure spell energy table.

10. The spell energies dissipate harmlessly, drifting away as a sweet melody that can be heard by all.

CLERIC

Although the divine powers that clerics call on reflect their beliefs, when such energy is inadvertently released it tends to release in effects that are equally helpful or harmful to all within the area of effect. Whether it is a deity displeased at having its powers misused, an opposing deity interfering now that the cleric's faith has wavered, or the inevitable balance of the cosmic order, the release of uncontrolled divine power affects all creatures equally. Roll 1d12 and consult the following table.

1. Deity's Fury

Necromancy [Fear, Mind-Affecting]

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1d4 rounds or 1 round/spell level lost; see text

Saving Throw: Will partial

Spell Resistance: Yes

The deity's anger fills all creatures within the area of effect causing them to become frightened for 1d4 rounds per spell level lost (up to a maximum of 9d4 for a lost 9th level spell). Even if a creature succeeds on a Will save it is still shaken for 1 round per spell level lost.

2. Divine Sanctuary

Abjuration

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 round/spell level lost

Saving Throw: Will negates

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Spell Resistance: No

An area of divinely inspired peace is created. Any attempt by a creature at hostile action either from within the area of effect or aimed directly into the area of effect must succeed at a Will save. If the save succeeds, the creature can complete that attack normally. If the save fails, the creature cannot follow through with that particular attack and that part of its action is lost. Note that this save is required for each and every attack while within the area of effect or aimed directly into the area of effect; a failed save does not preclude further attacks nor does a successful save ensure continued attacks.

3. Sphere of Energy Resistance

Abjuration

Area: 10 ft. radius sphere/spell level lost

Duration: 10 min./spell level lost

Saving Throw: None

Spell Resistance: No

Divine energy (positive or negative depending on the caster's deity's alignment) covers the area of effect and resists the intrusion of other kinds of energy while simultaneously suppressing such energies within it. The entire area covered by the sphere has energy resistance (acid, cold, electricity, fire, and sonic) of 5/two spell levels lost (up to a maximum of 25 with a 9th level spell lost). Any spell cast within, or into, the sphere suffers this reduction.

4. Healthful Burst/Harmful Burst

Conjuration (Healing) or Necromancy

Area: 10 ft. radius burst/spell level lost

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes

Positive or negative energy flows out to the effect's maximum range. If the energy is positive, all creatures within the area of effect are cured of 1d4 points of damage/spell level lost. If the energy is negative, all creatures within the area of effect suffer 1d4 points of damage/spell level lost (up to a maximum of 9d4 with a lost 9th level spell). A saving throw can be applied in either case, reducing the amount of curing or damage to one half.

5. Curse of the Deity

Necromancy

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The deity curses up to one creature per lost spell level within the area of effect. The DM is encouraged to come up with a curse appropriate for the deity involved, but a good default choice is to have the affected creatures be continuously fatigued (can neither run nor charge, -2 penalty to Strength and Dexterity). The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse* (must be cast by a caster of equal or greater level than the caster who lost the spell), or *wish*.

6. Fiery Wrath

Evocation [Fire]

Area: 5 ft. radius spherical burst/spell level lost

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Divine fire roars through the area inflicting 1d8 points of damage per spell level lost (to a maximum of 9d8 with a lost 9th level spell) to all within the area of effect. Because this is divine fire it is not subject to being reduced by resistance to fire-based attacks.

7. Certitude

Enchantment (Compulsion) [Mind-Affecting]

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Divine energy flows through creatures in the area of effect imbuing them with the sense that their cause has the support of their deity. All creatures gain a +1 morale bonus on attack rolls and saves against fear effects plus 1d8 temporary hit points for every two levels of spell lost (up to a maximum of +5 and 5d8 with a lost 9th level spell).

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8. Divine Protection

Abjuration

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 10 rounds/spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Divine energy touches each of the creatures in the area of effect and wards them from harm. Each creature receives a +1 deflection bonus to AC, a +1 resistance bonus to saves, and spell resistance 5 for every two levels of spell lost (up to a maximum of +5 and 25 respectively with a lost 9th level spell).

9. Divine Image

Illusion (Pattern) [Mind-Affecting]

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 round/spell level lost

Saving Throw: Will partial

Spell Resistance: Yes

An image of the angry deity appears before everyone within the area of effect. Those creatures that fail their save are stunned (-2 penalty to AC, lose Dexterity bonus to AC). Even those that succeed at their save are still considered staggered (may only take a single move action or standard action each round) for the duration of the effect.

10. Divine Plague

Necromancy

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The deity inflicts a plague upon all creatures within the effect radius. The plague strikes immediately (no incubation period). The DM can use any disease he or she wishes, but a good default choice is to have the affected creatures considered to be sickened (-2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). Note that this is a magical disease

and can only be removed by a *remove disease* spell cast by a caster of equal or higher level than the one who lost the spell.

11. Roll 1d6 and consult pure spell energy table.

12. The spell energies dissipate harmlessly, shooting up in a brief cloud of light or darkness (depending on deity alignment) that winks out in an instant.

DRUID

Nature will not be controlled, and neither will magic. The two are intertwined and perhaps no one realizes this more than the druids. When druid spells fail, the natural energies that were harnessed are released to return back to whence they came, whether it be by affecting the fabric of the environment or the nature of the creatures that are nearby. Roll 1d12 and consult the following table.

1. Growth

Transmutation

Area: 40 ft. radius spread/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Reflex partial; see text

Spell Resistance: No

The local vegetation grows about every creature in the area of effect and those that enter the area entangling them. A creature can break free and move half its normal speed by using a full-round action to make a Strength check (DC 20 +1/spell level lost) or Escape Artist check (DC 20 +1/spell level lost). A creature that succeeds on its Reflex save is not entangled but can still only move at half speed through the area. The plants attempt to entangle any creatures that have avoided or escaped entanglement each round.

2. Beast Rage

Transmutation

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1d4 rounds/spell level lost

Saving Throw: Will negates; see text

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Spell Resistance: Yes

The affected creatures are consumed by animalistic rage. A creature gains a +4 enhancement bonus to Strength and Constitution, a +2 morale bonus on Will saves, and takes a -2 penalty to Armor Class. The increase in Constitution grants an affected creature 2 hit points per level or hit die, which go away when the effect ends. While in a rage a creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. In addition, the creature cannot cast spells or activate magic items that require a command word, spell trigger, or spell completion to function. A creature may use any feat it has except Combat Expertise, item creation feats, and metamagic feats. While some creatures will embrace this rage, others will not because of the limitations it places on their abilities. Creatures wishing to avoid the effect need to succeed at a Will save. At the end of the rage the affected creature is fatigued until it can get the proper rest. A creature that is already raging, such as a barbarian, is not further affected by *beast rage*.

3. Swirling Leaves

Conjuration (Creation)

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 min./spell level lost

Saving Throw: None

Spell Resistance: No

Leaves whirl about the area making it difficult to see. The leaves obscure all sight, including darkvision, beyond 5 feet. A creature within 5 feet is considered concealed (20% miss chance for attacks against the creature) while creatures further away have total concealment (50% miss chance for attacks against the creature and attackers cannot use sight to locate the target). The leaves stick to creatures and objects revealing any that are hidden or invisible within the limitations stated above.



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4. Lightning Bursts

Evocation [Electricity]

Effect: 5 ft. radius spherical burst/spell level lost.

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Raw electricity courses through the area inflicting 1d8 points of damage per spell level lost (to a maximum of 9d8 with a lost 9th level spell) to all within the area of effect. Creatures within the area that succeed at a Reflex save take only half damage.

5. Rapidity

Transmutation

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 hour/spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creatures touched by this effect find that their movements are much more rapid. This effect increases a creature's primary base speed by 10 feet per spell level lost (up to a maximum of 90 feet at 9th level). The bonus is an enhancement bonus and affects only a creature's primary mode of movement. It is up to the DM to determine the creature's primary means of locomotion if it has more than one, although in most instances it is obvious; a bird would have its flying speed increased rather than its land speed for instance.

6. Ability Enhancement

Transmutation

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Divine energy bestows an enhancement bonus to one ability (Constitution, Dexterity, Strength, or Wisdom) of +2 for every two spell levels lost (up to a maximum of +10 for a 9th level spell) upon creatures within the area of effect. The DM can randomly determine which ability is enhanced using 1d4, choose, or enhance the ability most beneficial for each particular creature.

7. Sphere of Energy Suppression

Abjuration

Area: 10 ft. radius sphere/spell level lost

Duration: 10 min./spell level lost

Saving Throw: None

Spell Resistance: No

An energy resistant sphere is created that reduces the effect of most natural energy forms. The entire area covered by the sphere has energy resistance (acid, cold, electricity, fire, and sonic) of 5/two spell levels lost (up to a maximum of 25 with a 9th level spell lost). Any spell cast within, or into, the sphere suffers this reduction.

8. Broken Ground

Transmutation

Area: One 20 ft. square /spell level lost

Duration: 1 hour/spell level lost

Saving Throw: Reflex partial

Spell Resistance: No

The surface material of the affected area becomes broken and hardened into sharp points that blend into the environment. The broken terrain slows movement and deals damage to any creatures moving through it. Any creature's land movement into or through the affected slows to half speed. In addition, each creature moving through the area takes 1d2 points of piercing damage/spell level lost (up to a maximum of 9d2 for a lost 9th level spell) for each 5 feet of movement through the broken area. Taking damage from the area forces creatures to succeed on a Reflex save or have its feet injured. Injured creatures can move at only half normal speed for 6 hours per spell level lost (up to a maximum of 54 hours for a lost 9th level spell) unless they receive a cure spell to restore the lost hit points or by receiving healing in the form of a Heal check (DC equal to effect DC) that requires 10 minutes of time. The *broken ground* can be detected by a rogue (only) on a successful Search check (DC 25 + 1/spell level lost).

9. Biting Insects

Conjuration [Summoning]

Area: 10 ft. radius spherical emanation/spell level lost

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Duration: 1 min./spell level lost

Saving Throw: Fortitude partial

Spell Resistance: No

The affected area fills up with tiny burrowing, biting, and stinging insects that attack any living thing within the area. The mass of insects is so thick that all vision, including darkvision, beyond 5 feet is obscured. Creatures within 5 feet have concealment (20 % miss chance) while creatures farther away have total concealment (50% miss chance and attackers cannot use sight to locate the target). Although the insects cause no real damage, creatures within the area of effect must succeed at a Fortitude save every round or be considered dazed (can take no actions, but has no penalty to AC) as the insects' assault makes it impossible for the creature to do anything other than try to remove the insects. Creatures that succeed at the Fortitude save are merely staggered (can take a single move action or standard action each round), although they must succeed again the next round if they remain within the area. Attempts to clear the insects away by hand are futile and even such drastic measures as a *fireball* will only succeed up to a point; new insects fill the area at the end of the caster's turn. The only way to reduce the effect is with wind. A moderate wind (11+ mph) grants every creature a +4 circumstance bonus to the save while a strong wind (21+ mph) disperses the insects to where they have no effect on creatures, although they still obscure vision. If underwater, the insects are replaced by small ocean creatures like plankton, shrimp, and such-like.

10. Sun Flare

Evocation [Light]

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 round/spell level lost

Saving Throw: Fortitude partial; see text

Spell Resistance: No

Painfully bright sunlight fills the area. All creatures within the area of effect, or that move into it, are automatically blinded (no save) due to the intensity of the light within. Creatures that look into the light from

beyond the area of effect must succeed at a Fortitude save each round they do so or be dazzled for 1d4 rounds; whether the save succeeds or not they can make out no details within the area of effect until the effect subsides. Creatures that are dazzled and persist looking into the light must continue to succeed at a Fortitude saving throw. Success means that they continue to be dazzled while they look and for 1d4 rounds thereafter while failure means they are blinded for the duration of the effect. Once the effect wears off, all creatures that were blinded continue to be dazzled for 2d4 rounds thereafter.

11. Roll 1d6 and consult pure spell energy table.

12. The spell energies dissipate harmlessly, a heady wind carrying the smell of spring moves through the area and is gone.

PALADIN

Even the devotion and discipline of the paladin cannot always keep magic under control. Like the cleric, a paladin whose spell is lost sees the energies released without focus and control to strike as they might. Roll 1d6 and consult the following table.

1. Deity's Fury

Necromancy [Fear, Mind-Affecting]

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 2d4 rounds or 1 round/spell level lost; see text

Saving Throw: Will partial

Spell Resistance: Yes

The deity's anger fills all creatures within the area of effect causing them to become frightened for 2d4 rounds per spell level lost (up to a maximum of 8d4 for a lost 4th level spell). Even if a creature succeeds on a Will save it is still shaken for 1 round per spell level lost.

2. Sphere of Energy Resistance

Abjuration

Area: 10 ft. radius sphere/spell level lost

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Duration: 10 min./spell level lost

Saving Throw: None

Spell Resistance: No

Divine energy (positive or negative depending on the caster's deity's alignment) covers the area of effect and resists the intrusion of other kinds of energy while simultaneously suppressing such energies within it. The entire area covered by the sphere has energy resistance (acid, cold, electricity, fire, and sonic) of 5/spell level lost (up to a maximum of 20 with a 4th level spell lost). Any spell cast within, or into, the sphere suffers this reduction.

3. Certitude

Enchantment (Compulsion) [Mind-Affecting]

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Divine energy flows through creatures in the area of effect imbuing them with the sense that their cause has the support of their deity. All creatures gain a +1 morale bonus on attack rolls and saves against fear effects plus 1d8 temporary hit points for every level of spell lost (up to a maximum of +4 and 4d8 with a lost 4th level spell).

4. Divine Image

Illusion (Pattern) [Mind-Affecting]

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1d4 rounds/spell level lost

Saving Throw: Will partial

Spell Resistance: Yes

An image of the angry deity appears before everyone within the area of effect. Those creatures that fail their save are stunned (-2 penalty to AC, lose Dexterity bonus to AC). Even those that succeed at their save are still considered staggered (may only take a single move action or standard action each round) for the duration of the effect.

5. Roll 1d6 and consult pure spell energy table.

6. The spell energies dissipate harmlessly, a small vision of the deity (or his or her symbol) appears and fades to nothingness.

RANGER

Rangers are much like druids in their view of nature, if not their view of the world. Living in harmony with nature without trying to control it, failed ranger spells tend to produce effects that alter the environment. Roll 1d6 and consult the following table.

1. Growth

Transmutation

Area: 40 ft. radius spread/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Reflex partial; see text

Spell Resistance: No

The local vegetation grows about every creature in the area of effect and those that enter the area entangling them. A creature can break free and move half its normal speed by using a full-round action to make a Strength check (DC 20 +2/spell level lost) or Escape Artist check (DC 20 +2/spell level lost). A creature that succeeds on its Reflex save is not entangled but can still only move at half speed through the area. The plants attempt to entangle any creatures that have avoided or escaped entanglement each round.

2. Swirling Leaves

Conjuration (Creation)

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 min./spell level lost

Saving Throw: None

Spell Resistance: No

Leaves whirl about the area making it difficult to see. The leaves obscure all sight, including darkvision, beyond 5 feet. A creature within 5 feet is considered concealed (20% miss chance for attacks against the

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creature) while creatures further away have total concealment (50% miss chance for attacks against the creature and attackers cannot use sight to locate the target). The leaves stick to creatures and objects revealing any that are hidden or invisible within the limitations stated above.

3. Sphere of Energy Suppression

Abjuration

Area: 10 ft. radius sphere/spell level lost

Duration: 10 min./spell level lost

Saving Throw: None

Spell Resistance: No

An energy resistant sphere is created that reduces the effect of most natural energy forms. The entire area covered by the sphere has energy resistance (acid, cold, electricity, fire, and sonic) of 5/spell level lost (up to a maximum of 20 with a 4th level spell lost). Any spell cast within, or into, the sphere suffers this reduction.

4. Broken Ground

Transmutation

Area: One 20 ft. square /spell level lost

Duration: 1 hour/spell level lost

Saving Throw: Reflex partial

Spell Resistance: No

The surface material of the affected area becomes broken and, if necessary, hardened into sharp points that blend into the environment. The broken terrain slows movement and deals damage to any creatures moving through it. Any creature's land movement into or through the affected area slows to half speed. In addition, each creature moving through the area takes 1d4 points of piercing damage/spell level lost (up to a maximum of 4d4 for a lost 4th level spell) for each 5 feet of movement through the broken area. Taking damage from the area forces creatures to succeed on a Reflex save or have its feet injured. Injured creatures can move at only half normal speed for 12 hours per spell level lost (up to a maximum of 48 hours for a lost 4th level spell) unless they receive a cure spell to restore the lost hit points or by receiving healing in the form of a Heal check (DC equal to effect DC) that requires 10

minutes of time. The broken ground can be detected by a rogue (only) on a successful Search check (DC 25 + 1/spell level lost).

5. Roll 1d6 and consult pure spell energy table.

6. The spell energies dissipate harmlessly; a barely noticed zephyr stirs the air and then is gone.

SORCERER/WIZARD

Masters of the arcane arts, sorcerers and wizards are arguably the most powerful of spellcasters. Of course, when their spells go amiss, the effects are often quite spectacular. Roll 1d20 and consult the following table.

1. Acid Rain

Conjuration (Creation) [Acid]

Area: 10 ft. radius spherical emanation/spell level lost, 20 ft. high

Duration: 1 min./spell level lost

Saving Throw: None

Spell Resistance: No

A hard acid rain pours down in the area of effect. All vision, including darkvision, within the area of effect is obscured beyond 5 feet. A creature within 5 feet is considered concealed (20% miss chance for attacks against the creature) while creatures further away have total concealment (50% miss chance for attacks against the creature and attackers cannot use sight to locate the target). The rain extinguishes all normal flames and reduces the damage inflicted by any continuous fire magic, such as *wall of fire* but not instantaneous magic such as *fireball*, by 2 points per die. The rain causes 1d6 points of damage/two spell levels lost (to a maximum of 5d6 points for a 9th level spell) to every creature and object within it each round on the turn of the caster who cast the failed spell.

2. Fire Columns

Evocation [Fire]

Effect: One 5 ft. diameter column 20 ft. high/spell level lost in a 10 ft. radius spread/spell level lost

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Duration: 1 round/spell level lost

Saving Throw: Reflex partial; see text.

Spell Resistance: Yes

Columns of fire erupt from the ground. Each column is 5 feet in diameter and 20 feet high and appears at a random location within the given area. The columns cause a varying amount of damage depending on how close a creature is to them. Creatures within 10 feet of a column suffer 2d4 points of fire damage. Those past 10 feet but within 20 feet suffer 1d4 points of fire damage. Any creature that somehow enters the actual column itself suffers 2d6 points of fire damage +1 point of fire damage per spell level lost (to a maximum of 2d6+9 for a 9th level spell). There is no save against any of these effects. A creature that is standing where a column erupts takes the full column damage unless it is successful at a Reflex save, in which case it takes half damage.

3. Duplication

Illusion (Figment)

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 min./spell level lost

Saving Throw: None

Spell Resistance: No

Starting with the caster, the *duplication* effect creates 1d4 duplicate images of each creature that is within the area of effect up to the maximum number possible. The duplicate image acts exactly as those created by the *mirror image* spell.

4. Choking Cloud

Conjuration (Creation)

Area: 10 ft. radius spherical emanation/spell level lost, 20 ft. high

Duration: 1 min./spell level lost

Saving Throw: Fortitude partial; see text

Spell Resistance: No

A bank of fog emanates from the effect's center and quickly spreads to its maximum distance. All vision, including darkvision, within the area of effect is obscured beyond 5 feet. A creature within 5 feet is considered concealed (20% miss chance for attacks against the creature) while creatures further away have total

concealment (50% miss chance for attacks against the creature and attackers cannot use sight to locate the target). In addition to obscuring vision, the vapors of the fog make it difficult to breathe. Every round a creature is within the fog it is sickened (-2 penalty on attack rolls, weapon damage rolls, saving throws, and ability checks). In addition, any creature within the fog at the time of its creation or entering it later must succeed at a Fortitude save or be considered staggered (single move action or standard action each round, but not both and no full-round actions) as well; creatures that succeed at their Fortitude saving throw are still sickened but not staggered. Leaving the fog causes the effects to lift in 1d4 rounds, although re-entering it begins the process anew.

5. Rapidity

Transmutation

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 hour/spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creatures touched by this effect find that their movements are much more rapid. This effect increases a creature's primary base speed by 10 feet per spell level lost (up to a maximum of 90 feet at 9th level). The bonus is an enhancement bonus and affects only a creature's primary mode of movement. It is up to the DM to determine the creature's primary means of locomotion if it has more than one, although in most instances it is obvious; a bird would have its flying speed increased rather than its land speed for instance.

6. Flashing Lights

Illusion (Pattern) [Mind-Affecting]

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Will negates (hypnotic effect only)

Spell Resistance: Yes (hypnotic effect only)

Flashing multi-colored lights fill the area making it difficult to see. The lights obscure all sight, including darkvision, beyond 5 feet. A creature within 5 feet is considered concealed (20% miss chance for attacks against the crea-

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ture) while creatures further away have total concealment (50% miss chance for attacks against the creature and attackers cannot use sight to locate the target). In addition to the vision effect, the lights have a hypnotic effect. Any creature spending more than one round within or gazing at the area of flashing lights must succeed at a Will save or become fascinated. If the save is successful then that creature cannot be further affected by the hypnotic effect (although its vision is still obscured). This effect does not affect sightless creatures.

7. Lightning Bolts

Evocation [Electricity]

Effect: One 5 ft. diameter column 20 ft. high/spell level lost in a 10 ft. radius spread/spell level lost

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Lightning bolts strike creatures within the area of effect. For each level of spell lost one lightning bolt strikes a random creature within the area. Each bolt inflicts 2d6 points of electrical damage +1 point per level of spell lost (up to 2d6+9 points for a 9th level spell), although a successful Reflex save reduces the damage by half. The DM can assign one bolt for each creature within the area of effect, or simply roll at random as creatures can be struck multiple times.

8. Personal Force Field

Conjuration (Creation) [Force]

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 hour/spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: No

Each creature affected is surrounded by an invisible but tangible field of force that provides an armor bonus. For a 1st level spell the armor bonus is +4 and this increases one point for every two levels of spells lost (up to +8 for an 8th or 9th level spell). The force field does not cause a reduction in speed, has no armor check penalty, or arcane spell failure chance. In addition, since it is made of force, incorporeal creatures cannot bypass it.

9. Fatigue

Necromancy

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Fortitude negates

Spell Resistance: Yes

A stationary field of negative energy is created. Any creatures within, or entering, the area must succeed at a Fortitude save every round they remain or become fatigued. Once a saving throw is failed, the fatigue lasts as long as the creatures remain within the effect's area. If a creature leaves the area the fatigue immediately lifts, but if the creature chooses to re-enter the area then it is once again subject to the effect. Creatures already fatigued become exhausted.

10. Phantom Terror

Illusion (Phantasm) [Fear, Mind-Affecting]

Target: Up to one living creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 round/spell level lost

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text

Spell Resistance: Yes

Drawing on the fears of the targeted creatures, the effect creates an illusion of the most fearsome enemy imaginable to each creature and uses it to inflict damage. Only affected creatures can see the phantasmal image clearly, although those not affected can catch a brief glimpse of some undefined shape, and each creature can only see its own phantom terror. Each target receives a Will save to recognize the image as unreal. If this save is failed then the image touches the targeted creature. The creature must succeed on a Fortitude save or become helpless (effective Dexterity of 0 and unable to act in any manner including thought) for one round per level of spell lost. Even if the save is successful the creature is still considered shaken (-2 penalty on attack rolls, saving throws, skill checks, and ability checks) for one round per spell level lost.

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11. Sphere of Energy Resistance

Abjuration

Area: 10 ft. radius sphere/spell level lost

Duration: 10 min./spell level lost

Saving Throw: None

Spell Resistance: No

An energy-damping field covers the area of effect and resists the intrusion of most other kinds of energy while simultaneously suppressing such energies within it. The entire area covered by the sphere has energy resistance (acid, cold, electricity, fire, and sonic) of 5/two spell levels lost (up to a maximum of 25 with a 9th level spell lost). Any spell cast within, or into, the sphere suffers this reduction.

12. Random Blinking

Transmutation

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 round/spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Affected creatures “blink” back and forth between the Material Plane and the Ethereal Plane unless they successfully resist with a Will saving throw. The effect is otherwise identical to the *blink* spell.

13. Transport

Conjuration (Teleportation)

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 round/spell level lost

Saving Throw: Will negates

Spell Resistance: Yes

Unless successful at a Will save, affected creatures are transported to a random location 100 feet/spell level lost from their present position. The effect attempts to move the creature the maximum distance allowed but if no open space is available then the next furthest space from the creature’s starting location is chosen. The creature cannot be transported into solid surfaces of any kind and is not harmed in any fashion by the transport, although that does not prevent conditions in the new location, such as

fire in a burning room, from harming the creature upon arrival.

14. Uncontrollable Summoning

Conjuration (Summoning)

Effect: One or more extraplanar creatures arrive within a 10 foot distance from the caster/spell level lost

Duration: As appropriate spell; see text

Saving Throw: None

Spell Resistance: No

One or more extraplanar creatures are summoned as per the appropriate *summon monster* spell based on the level of spell lost (i.e. Summon Monster III for a 3rd level spell). These creatures are completely free-willed upon arrival and attack the nearest creatures. The effect is otherwise identical to the appropriate *summon monster* spell.

15. Sleep Field

Enchantment (Compulsion) [Mind-Affecting]

Area: 10 ft. radius spherical emanation/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Will negates

Spell Resistance: Yes

A stationary field of magical slumber is created. Any creatures within, or entering, the area must succeed at a Will save every round they remain or fall asleep and be considered helpless. Creatures of 2 HD/spell level lost or less are subject to this effect. Sleeping creatures may be awakened through slapping or wounding; awakening a creature is a standard action. However, unless the creature is first moved from the area of effect it must immediately succeed at a Will save or fall asleep again. Creatures that are somehow removed from the effect’s area wake up on their own within 1 round.

16. Hail

Evocation [Cold]

Area: 10 ft. radius spherical emanation/spell level lost; 40 ft. high

Duration: 1 full round

Saving Throw: None

Spell Resistance: Yes

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Magical hailstones batter all creatures within the effect's area for 1 full round dealing 1d6 points of bludgeoning damage/spell level lost plus 1 point of cold damage/spell level lost to everyone within the effect's area (for a maximum of 9d6+9 points of damage for a 9th level spell). Within the area of effect all land movement is reduced to half speed and Listen checks are made at a -4 penalty.

17. Ability Enhancement

Transmutation

Target: Up to one creature per spell level lost within a 10 ft. radius burst/spell level lost

Duration: 1 min./spell level lost

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Divine energy bestows an enhancement bonus to one ability (Charisma, Constitution, Dexterity, Intelligence, Strength, or Wisdom) of +2 for every two spell levels lost (up to a maximum of +10 for a 9th level spell) upon creatures within the area of effect. The DM can randomly determine which ability is enhanced using 1d4, choose, or enhance the ability most beneficial for each particular creature.

18. Black Ground

Conjuration (Creation)

Area: One 20 ft. square /spell level lost

Duration: 1 round/spell level lost

Saving Throw: None

Spell Resistance: No

A black, otherworldly substance is conjured in the area and covers whatever surface is underfoot. The substance attacks as a writhing, black mass that tries to cover every creature within, or entering, the area of effect. The substance grapples, its only mode of attack, as a Large creature with a Strength of 19 and a base attack bonus equal to twice the spell level lost. Thus its grapple check modifier is equal to twice the level of the spell lost +8 (or +26 for a 9th level spell). The substance is immune to all forms of damage; the only way to escape is to succeed at a grapple check and move out of the area. Once a target is grappled the substance may deal 1d6+1 point/spell level lost of damage each round on the target's turn if its grapple check is superior.

19. Roll 1d6 and consult pure spell energy table.

20. The spell energies dissipate harmlessly, an impressive multi-colored cloud emits from the area and then disappears instantly.

Chapter Fifteen

Magical Pipes and Tobaccos



“I still say that six days’ travel is too far to go for coffee,” Rolf said. He rode slowly, letting his dapple-gray mare set her own pace on a well-worn farm road that cut through a landscape of gently rolling hills, green woodlands and swaths of well-maintained crop fields.

Kristopher Kubesh, man-at-arms and Rolf’s long-time adventuring companion, rode his own steed just a few arms’ lengths away. He was relaxed here, and had even removed his helmet. Golden sunlight seemed to set his red hair afire. He laughed at Rolf’s comment, and the corners of his long, drooping mustache danced. “Travelers don’t go to Daffol for the coffee,” he replied. “True, it’s as good there as anywhere in the known world, but it’s only a minor attraction. Men like us go to Daffol for the smoke.”

At that moment, Rolf and Kristopher breasted a rise in the country lane. The landscape fell away before them into a wide valley. The road snaked down a gentle slope and into the town of Daffol.

Daffol was instantly recognizable as a halfling settlement. There were no buildings there, but doors and windows set into mounds covered in healthy green grass. It was late in the spring season, but some of the trees here still boasted colorful blooms, and showered petals on tiny garden plots and undersized porches furnished with miniature rocking chairs or benches.

Rolf and Kristopher descended toward the town and crossed a smart stone bridge that might have been made for children. Halfling townsfolk were outdoors as they were wont to be on such a fine day, and many waved a greeting at the approaching human riders. Tiny halfling children played tag around the trunk of an oak tree massive even by human standards, and kicked up a dust cloud that shimmered like gold in the sun.

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Once they were inside the limits of the town, both men dismounted. Walking among halflings was disconcerting enough, as even the tallest of them reached only to a grown man's thigh. Viewing the undersized people from horseback was like peering down from a high mountain cliff.

"Hail and well met, travelers," a passing halfling greeted. "In town for the smoking weed?"

"That we are," Kristopher said. "It's the season, isn't it?"

"Absolutely!" the halfling replied. "The coffee shop has some of the best stock of the season, and you're the first big folk to come calling."

"Excellent!" Kristopher said. He spared a look at Rolf. "We'll have the pick of the fields."

The two humans left the halfling behind and proceeded along the narrow lanes of Daffol until they reached a fork. One branch led to a row of homes built underground halfling-style, while the other curled up to a stop beneath the broad branches of a cork tree and a round door embedded in the side a long, barrow-like mound. A green-and-white sign was affixed to the top of the frame: COFFEE.

Kristopher tethered his horse to a low-hanging branch on the cork tree and Rolf did the same. From inside a saddlebag, Kristopher retrieved an ornate smoking pipe carved from ivory and tapped it against the heel of his palm to ensure it was empty. "Ready to smoke, my friend?"

"I've less experience than you," Rolf replied. "Lead the way."

They entered the coffeehouse without knocking. When Kristopher opened the door, a wave of thick, aromatic smoke washed over them and proceeded out into the clear spring air. Brilliant light shafted through the place's windows, but there was a dense fog that filled every corner of the surprisingly spacious interior.

There were couches and chairs on which to sit and cushions on the floor. Several halflings lazed about, some smoking enormous pipes that drooped almost to their knees, and others enjoying fat cigars rolled in the leaf of the smoking weed. One wall featured an arch-shaped hollow inside of which were arranged shelves of smoking weed in variously marked jars. A short counter had been erected before this collection, and a halfling tended to a moneybox, rolling papers and a selection of ornately carved pipes.

"Kristopher!" the halfling behind the counter exclaimed. "My biggest customer!"

The atmosphere was heavy and pungent with the odor of the burning weed. Rolf trailed behind Kristopher as the big man-at-arms, stooped to avoid striking his head on the roof of the shop, crossed the space to greet his halfling friend. The halfling wore a knee-length coat of iridescent colors and spectacles with lenses of blue glass. Unlike most halflings, this one wore facial hair: a wedge-shaped growth on his chin, but with no mustache.

The two greeted with a mismatched hug. Kristopher beckoned Rolf closer. "Rolf, come meet Willian. He's been my source for the finest smoking weed for longer than I can remember. Willian, meet Rolf."

"Pleased to meet a friend of Kristopher's," Willian the halfling said to Rolf. "Have you ridden with him long?"

"Less than a season," Rolf replied. He'd begun to feel distinctly lightheaded from the smoke that suffused the room. Near at hand, one of the pipe-smoking halflings had begun to slump over, still gripping the long stem of his pipe. His eyes were heavily lidded.

Kristopher pointed toward the jars behind Willian's counter. "Weed for healing and weed for charms. Weed to restore and weed to...enhance, if you get my meaning. And, of course, weed for calming the mind."

"Have a bowl of smoke on me," Willian told Rolf. The halfling returned behind the counter. "Whatever your heart desires. And when you've done, you can help Kristopher load his saddlebags. The usual amount, Kristopher?"

Just then, Rolf touched a wall to steady himself. The colors on Willian's coat seemed to shift and shimmer, blending into one another. "You...you're buying how much?"

"About a hundredweight of different varieties," Kristopher replied. He opened a jar on the counter and began to pack his pipe with a dark smoking weed mixture. "These halfling weeds fetch good prices in the frontier cities."

"You buy to sell?" Rolf asked. He needed to sit down.

"Of course," Kristopher said. He shared a knowing smile with Willian the halfling. "You don't think I can afford to live on what I make breaking into abandoned tombs and dusty old temples, do you?"

ROLE-PLAY ALERT

A pipe is a signature item. Unlike a cigarette or cigar that is used up in the process of smoking, a pipe always remains. The choice of pipe, its size, color, texture, and images make it a very personal and highly personalized item. Thus it makes a great signature item.

What I mean by a signature item is an item that comes to be associated with a specific individual or group of individuals. Most commonly a signature item is an individual's weapon, such as King Arthur's "Excalibur," or a magical item, such as Merlin's staff. But when you look around in daily life, almost everyone has a signature item.

Your friend has a favorite jacket she always wears, your father a favorite pair of slippers. Every time you see your cousin he's chewing on a piece of gum, and the neighbor's kid always has messed-up hair. You begin to associate certain items, and even habits, with certain individuals. Doing this in fiction makes the characters more "real." Take Sherlock Holmes and his Stradivarius, the Persian slipper full of tobacco, the deerstalker hat, his addiction to heroin, and all the other little quirks that make him one of the most enduring fictional characters of all time.

DMs who wish to make their NPCs more real cannot only give them personality quirks, but also signature habits and items, and a pipe is a great item to use to this purpose. Lighting an imaginary pipe and puffing on it thoughtfully is one way for the DM to distinguish one NPC wizard from another, or perhaps more importantly, one innkeeper from another. Do this a few times and the DM has to do nothing more than hold an imaginary pipe to his or her lips and the players know that the wizard is back.

And don't forget that pipe tobacco is almost as unique as the pipe that it is smoked in. Even though players can't really smell the wizard's imaginary pipe smoke, the DM can still use it to good effect. PCs enter a crowded inn and one of them catches hint of a familiar smell. Turning toward the corner he sees a thin column of smoke rising into the air. He knows who it is before the party ever fights its way through the crowd to the table.

With villains this is perhaps an even better effect. A horrible scream pierces the night. The PCs rush to the alley from where the cry emanated only to find a lone corpse lying in the dirt. As they examine the body one of the party notices an all-too familiar smell of pipe smoke.

Why Magical Pipes And Tobaccos?

There is a scene in Peter Jackson's "The Fellowship of the Ring" where Gandalf and Bilbo are sitting, smoking a bit of Old Toby. Bilbo blows a fine circle of smoke that begins to ascend into the night sky and Gandalf follows by creating a sailing ship of smoke that sails through the circle. The entire scene conveys an air of friendship, peace, harmony, and just a hint of magic. In that one scene the entire relationship between the wizard and the hobbit is revealed.

Pipes are one of the great signature items of fiction, being associated with not only Gandalf but also Sherlock Holmes and others (including the very real Albert Einstein, Albert Schweitzer, and J.R.R. Tolkien). Unlike cigarettes or cigars, pipes have an air of intelligence and refinement about them. Smoking a pipe suggests relaxation, a time for contemplation of life and its mysteries. It is something to be done at an inn on a pleasant evening, as tales of old are told, and danger is nowhere to be found.

Let it be said here and now that this chapter is not meant to get anyone smoking, not even a pipe. Rather it is an exploration of one of the great signature items of literature and what happens when magic becomes involved. To this end I have included the following guidelines as a way for DMs, and players, to add a bit of character to PCs and NPCs alike through the use of pipes and tobacco in the campaign. As is my usual style, I present a number of options for doing so that you are free to choose from.

Pipe And Tobacco Basics

While this book is in no wise meant to be a primer on pipes and tobaccos, a little educa-

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tion on the subject is certainly not out of place. Please remember that the following text is not meant to be an exhaustive study of tobacco (don't treat this as gospel), but rather a means for DMs to add a little flavor to the use of pipes and tobacco in their campaigns. The information below is real world information and DMs are encouraged to alter any information they feel necessary to suit their campaign, although except for the reference to the French word '*bruyere*' there is really nothing that needs to be altered.

THE PIPE

A pipe has a number of parts, each detailed below:

1. **Tobacco Chamber or Cavity.** This is the portion in which the tobacco is placed. Blackening (or carbonizing) the interior of the chamber supposedly lets a pipe be broken in easier, but it also serves to hide a pipe's flaws and reduces its value.
2. **Shank or Neck.** Connection between stem and bowl; many people claim that the longer the shank, the better the smoke.
3. **Airhole.** The connection between the air-shaft of the shank and the tobacco chamber; should be as close to the bottom of the pipe as possible.
4. **Grain.** A measure of the quality of a wooden pipe (think Appraisal skill and cost) and most evident in the bowl; a straight-grain pipe is considered to be of the highest quality and to produce the best smoke.
5. **Stem.** The connection between the pipe and the smoker.

Pipes are commonly called "briars," which is actually a corruption of the French '*bruyere*' meaning heath tree. This is a low shrub found in temperate climes and pipes are made from the very hard, dry root of the mature shrub, which can be anywhere from 50 to 250 years old.

Once selected, the roots are cleaned and inspected for flaws such as cracks. They are then stored for a season covered by earth before being cut into cubes from which the pipe will eventually be made. The parts of the pipe, the bowl and stem, are then turned and carved by hand into the finished product.

The value of the pipe lies in how close it is to a "clean," by that is meant unflawed, pipe. There are as many as six different categories of pipe grades and, after the grading is complete, the bowls and stems are polished. Any finish placed on the pipe is left to harden before the mouthpiece is inserted and the whole pipe is then given one final buffing.

THE TOBACCO

Tobacco can be of a single flavor, mixture (a blending of tobaccos), or aromatic (adding various other substances to tobacco to create a specific aroma). The traditional form of tobacco is a twisted strand and this is appropriately called "twist." There is also "flake," which is slices cut from cakes of tobacco that were formed under great pressure and heat applied for days. Finally, there is "ready rubbed," which means that the flakes have already been rubbed to their ideal size; this is largely for convenience sake.

Tobacco should be kept in an airtight container, preferably in a cool place, to retain moisture. For most adventurers this means a pouch. Although tobacco keeps better when it is moist, it is usually better to let the quantity you plan to smoke dry a little beforehand. In dry climates a piece of potato or apple or orange peel helps keep the tobacco moist, but don't let the fruit go moldy.

THE ART OF PIPE SMOKING

Suffice it to say that it takes practice to smoke a pipe properly (although not enough to warrant making it a skill for characters). In reality, the smoke from a pipe is usually not inhaled, like a cigarette or cigar, but rather the pipe simply sits and burns on its own while the smoker passively enjoys the flavor and smell.

TOOLS OF THE TRADE

A blunt-tipped knife for scraping the bowl, a pick to clear the shank, and a tamper to press down the tobacco. A pipe cleaner of some kind along with a bristle for periodic scrubbing is also useful. Finally, a source of fire to light the tobacco is required; the truly wealthy use a tindertwig.

Magical Pipe vs. Magical Tobacco

Essentially, this is a question of whether or not the magic lays in the pipe itself, or in the tobacco, or both. The choice is really up to the DM and he or she can mix and match at will.

MAGICAL PIPE

A magical pipe produces its effect only when the tobacco within it is lit. It may be use activated (the effect begins the moment the magical pipe is lit and does not end until the magical pipe is extinguished or the effect does not begin until a bowl has been smoked completely), or command word activated (the magical pipe functions exactly as a normal pipe until the command word is spoken at which point the magic takes effect; a second use of the command word ceases the magic, as does extinguishing the magical pipe).

Anyone can use a magical pipe. Much like with a wondrous item, there is really no hard and fast rule as to what kind of an effect a magical pipe can have. In general, a magical pipe should be able to replicate only a single spell effect (thus it can be use or command word activated), although there is no reason it could not be used for several (each one requiring a different command word). In addition, the effect should be in some way related to smoke (see the Magic Pipes and Tobaccos section for examples). No matter what kind or how many effects a magical pipe produces, any kind of tobacco can be used in the magical pipe to create the effect; but the effect can never be created without burning tobacco within the pipe.

MAGICAL TOBACCO

Magical tobacco produces its effect only when it is lit. It is use activated; either the effect begins the moment the magical tobacco is lit and does not end until the magical tobacco is extinguished (which happens automatically at the end of the duration of the spell effect) or the effect does not begin until the tobacco has been smoked completely.

Anyone can use magical tobacco. Magical tobacco is much like a potion in that it is a single use item that produces a spell effect of up to 3rd level

(although DMs may wish to use the optional rules for Tobacco presented later on). Note that since all that is required for the magical tobacco to function is for it to be lit, the presence of a pipe is not actually necessary; being tossed on a fire could just as easily activate the magical tobacco.

MAGICAL PIPE AND MAGICAL TOBACCO

In the case of combining the two, the more powerful magic (as determined by the caster level of the effect or item) takes precedence. In case of a tie, the pipe wins out.

ACTIVATION

No matter whether it is an ordinary pipe and tobacco, a magical pipe, or magical tobacco, the following rules apply:

1. Lighting a pipe, or more specifically the tobacco within the pipe, is at a minimum a full round action, and this assumes that the pipe already has tobacco properly tamped within it and the creature attempting to light it has ready possession of the means to do so. In general it will take at least a minute or two to properly prepare the tobacco and then light the pipe.
2. Lighting a pipe provokes attacks of opportunity.
3. A successful attack (including grappling attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, she cannot light the pipe.
4. An enemy may direct an attack of opportunity against the pipe rather than the character. A successful attack of this sort generally does not destroy a magical pipe (a normal pipe is a different matter), although it may cause the tobacco to lose its tamp (making it harder to light) or even spill out of the bowl completely. The DM is encouraged to use common sense along with dramatic license during such situations.
5. Any corporeal creature that is capable of the manipulation involved can light and smoke a pipe (even a dog can smoke a pipe if someone will light it for him); incorporeal creatures cannot make use of a pipe.
6. An unconscious or otherwise incapacitated creature may smoke a pipe provided it can draw

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breath and the pipe can be kept in its mouth; a dead creature cannot make use of a pipe.

7. Spells can be cast while smoking a pipe, but this is difficult due to the fact that at a minimum the pipe must rest in the smoker's mouth and often this can only be accomplished by holding the pipe there with one hand. Any spellcaster that wishes to cast a spell with a verbal component while holding a pipe in his teeth must succeed at a Concentration check (DC 10) or lose the spell. If the spell has a somatic component, but no verbal component, and a pipe is held the Concentration check (DC 15) is more difficult. If it has both verbal and somatic components and the pipe is being smoked and held, the Concentration check is even more difficult (DC 20).

CRAFTING MAGICAL PIPES

The Craft Wondrous Item feat is perfectly adequate to encompass the production of magical pipes. All aspects of magical pipes, from caster level to cost, are calculated as with any wondrous item. DMs and players should limit the powers of their pipes to those involving smoke and perhaps fire (see the Magic Pipes and Tobaccos section for examples).

CREATING MAGICAL TOBACCO

There are a number of ways to create magical tobacco, including simply growing a magical variety because of the soil in the area or being near a magical spring. Sticking with the theme set forth in *Forbidden Arcana: Magical Foods*, this book treats tobacco as another potion equivalent and builds upon that same process.

The simplest way to do this would be to infuse the tobacco with a potion that has already been created. Then, when the tobacco is smoked the magic is released. While this is the simplest solution, it has its limitations, which center chiefly on the nature of potions.

Potions can only hold spells that affect a single creature. While there are a number of spells that one could gain benefit from in this manner through



smoking a pipe, such as a *cure light wounds* or an *owl's wisdom* spell, it would not allow access to spells that would naturally be associated with smoking a pipe such as *obscuring mist*.

The better method is to treat the creation of magical tobacco as a separate metamagic feat that follows the general principles of the Brew Potion feat.

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Before we get into what it takes to create magical tobacco, it is important to note that brewing a potion and creating magical tobacco are two similar, yet different, processes; competence in one does not mean competence in another. This difference in discipline is reflected by the feats that follow.

Keep in mind that one thing the two do have in common is their reliance on the Craft (Alchemy) skill. This concept was explained in *Forbidden Arcana: Magical Foods*, but will be repeated here for those who do not have that book.

MAGICAL TOBACCO VS. POTION

As magical tobacco is another means of storing a spell, much like a potion (and like food), it is worth comparing the various aspects of the two methods. The advantage in a potion lies in the fact that it is very quickly consumed; you simply drink it and it's done. Lighting magical tobacco, much less smoking it, is a much more leisurely process and is really only suited to moments of relative calm; it is not something to be attempted with the enemy bearing down on you.

That being said, magical tobacco actually offers a slightly better survivability than potions. For all intents and purposes, both potions and magical tobacco do not spoil. However, while a potion vial can be crushed and its contents spilled on the ground, there is little short of burning magical tobacco that can be done to destroy it (and don't forget that the act of burning magical tobacco releases the magic). Of course, magical tobacco can be scattered to make recovery virtually impossible, or rendered so wet that it is very difficult to light, but it can really only be truly destroyed by burning it and releasing the magic.

Finally, magical tobacco is capable of storing a greater variety of spells, or at least some different spells, than potions are. Thus it becomes a matter of preference. Clearly, when pressed in combat a potion is a much better choice, but when there is time to prepare magical tobacco may be just the thing. The best solution is to carry a little of both.

The logic behind assigning the Craft (Alchemy) skill to the higher levels of magical tobacco creation was that I wanted to keep the Create Magical Tobacco feat as a direct substitute for the Brew Potion feat; the Brew Potion feat does not require any ranks in Profession (Brewer) or Craft (Alchemy) so I did not think it balanced to have the Create Magical Tobacco feat require ranks Craft (Alchemy).

On the other hand, improving your ability to create magical tobaccos should require a spellcaster to invest some of those precious skill points in an appropriate skill.

CREATE MAGICAL TOBACCO [ITEM CREATION]

Prerequisite: Caster Level 3rd.

Benefit: You can create magical tobacco using any 3rd level or lower spell that you know and that targets one or more creatures or is approved by the DM (see examples in the *Magical Pipes and Tobaccos* section). Creating a bowl's worth of magical tobacco takes one day. When you create the magical tobacco, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of magical tobacco is its spell level x its caster level x 50 gp. To create magical tobacco you must spend 1/25 of this base price in XP and use up raw materials costing one-half this base price.

When you create magical tobacco you make any choices that you would normally make when casting the spell. Whoever smokes the magical tobacco is the target of the spell, unless the spell is an area effect spell in which case the center of the effect is the burning tobacco. Any magical tobacco that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the magical tobacco. Only one bowlful of tobacco is created with each use of this feat; larger quantities can be created but require multiplying the expenditure and the time by the number of bowls to be created. Thus creating three bowls worth of tobacco requires three days and costs three times the price and XP.

IMPROVED CREATE MAGICAL TOBACCO [ITEM CREATION]

Prerequisite: Create Magical Tobacco, Caster Level 5th, 5 ranks in Craft (Alchemy).

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Benefit: As Create Magical Tobacco except that all costs are halved. When you create the magical tobacco using this feat the base price of the magical tobacco you create is its spell level x its caster level x 25 gp. All other aspects remain the same.

GREATER CREATE MAGICAL TOBACCO [ITEM CREATION]

Prerequisite: Create Magical Tobacco, Improved Create Magical Tobacco, Caster Level 9th, 7 ranks in Craft (Alchemy).

Benefit: As Create Magical Tobacco except that spells of up to 5th level or lower that you know can be used. The cost for using spells of up to 3rd level is determined as with the Improved Create Magical Tobacco feat (spell level x caster level x 25 gp.), but spells of 4th or 5th level cost the same as with the Create Magical Tobacco feat (spell level x caster level x 50 gp.).

CREATING MAGICAL TOBACCO

The creator needs the proper materials and utensils as well as a source of heat and pressure to create magical tobacco. In addition, the creator must have the proper ingredients, both magical and mundane. The cost for materials, including any tobacco, is subsumed in the cost of creating the magical tobacco; 25 gp per level of the spell times the level of the caster. All ingredients and materials used in the creation process must be fresh and of the highest quality. The creator must pay the full cost for creating the magical tobacco.

ROLE-PLAY ALERT

An interesting reward for a PC or a party of adventurers would be to have a blend of tobaccos named after them in recognition of their great contribution to one group or the other.

Perhaps the PCs saved a community of pipe-loving gnomes from a marauding band of gnolls and the grateful gnomes, having little wealth, decide to create a tobacco blend to honor the PCs and base it on the personalities of the PCs.

They include some strong tobacco for the fighter, a bit of the healing mint for the cleric, some cinnamon to represent the fire of the wizard, and a second, subtle tobacco for the rogue.

SIDETRACK: POTIONS

It turns out that both the Improved Create Magical Tobacco and Greater Create Magical Tobacco feats have excellent applicability to the brewing of potions. In effect DMs can, if they so choose, use these feats and apply them to the brewing of potions and have them represent further competency in that art. This is done by simply changing the concept from food to potion so that the feats are now Improved Brew Potion (all potion-related costs are now halved, Brew Potion feat is a prerequisite) and Greater Brew Potion (use spells of up to 5th level, requires Brew Potion and Improved Brew Potion feats, costs for 1st to 3rd level spells reduced by half). If you choose to use these feats, it is suggested that you also require ranks in the appropriate skill of Craft (Alchemy) in order to attain those feats, as that skill is required to make use of the higher Create Magical Tobacco feats.

The creator must have prepared the spells to be combined with the tobacco (or must know the spell in the case of a bard or sorcerer) and must provide any material components as well as foci the spell requires. If casting the spell would reduce the creator's XP total, he pays the XP cost upon beginning the creation process; this is in addition to the XP cost for making the magical tobacco itself. Material components, except for the tobacco, are consumed when he begins working but foci are not and can be reused in further creation attempts. The act of creating the magical tobacco triggers the spell and makes it unavailable until the character has rested and regained spells.

MUNDANE TOBACCOS AND PIPES

Here are a few of the common types of pipes and varieties of tobacco one might encounter in the larger world. Keep in mind that a magical pipe releases its magic with any kind of tobacco, and magical tobacco can be burned in any pipe. This section should also help the DM in making a certain kind of pipe or tobacco a signature item for an NPC. Tobacco is generally sold in one pound quantities which is enough for 10 smokes.

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DMs are encouraged to come up with names on their own especially for tobacco. Good name choices reflect the campaign world and include the names of towns, cities, regions or even prominent NPCs.

Mundane Items

Item	Cost	Weight
Briar Pipe	1 sp - 10 gp	< 1 lb.
Clay Pipe	1 cp - 1 sp	< 1 lb.
Forge Spark	5 sp	1 lb.
Hearthfire	1 gp	1 lb.
Mad Wizard	4 gp	1 lb.
Memory	5 gp	1 lb.
Mountain Mist	7 sp	1 lb.
Nose Pipe	1 cp - 1 sp	1 lb.
Old Stoutfoot	4 gp	1 lb.
Pipe O' The Rock	2 gp - 10 gp	1 lb.
Poor Bastard	1 cp - 1 sp	1 lb.
Seafoam	2 sp - 8 gp	< 1 lb.
Springtime Glade	1 gp	1 lb.
Summer Meadow	2 gp	1 lb.
Woodlands Pipe	2 gp - 15 gp	<1 lb.

Briar Pipe: This is perhaps the most common type of pipe there is and is found in virtually all the lands. It can be of almost infinite size and infinite variety, although it always conforms to the basic design shown in the Pipe And Tobacco Basics section. This is the pipe most associated with humans, halflings, and gnomes, and it can be anything from a plain pipe to one heavily decorated.

Clay Pipe: The pipe for those on a budget, a clay pipe is usually just a clay bowl and stem that are fashioned as one unit; they are rarely decorated.

Forge Spark: A dwarven tobacco, this one is quite harsh and has an underlying metallic taste.

Hearthfire: A fine halfling blend that produces a pleasantly smooth and relaxed smoke with a hint of aged wood underlying it all.

Mad Wizard: A relatively spicy gnome blend that was supposedly smoked by the mad wizard Thystar. Its smell tends to remind one of old and musty books.

Memory: This excellent gnomish blend, whose processing is kept a strict secret, is one of the most sought-after tobaccos. It produces a very mellow smoke that conjures up pleasant memories from those who are near it.



Mountain Mist: This dwarven blend is named for the resemblance its smoke supposedly bears to the mist found in the mountain valleys on cold mornings. It is a very harsh and bitter blend that few people besides dwarves care to smoke or be near.

Nose Pipe: First encountered in human lands, a nose pipe features a long stem and large bowl. The stem is the most peculiar part, as instead of the usual mouthpiece it features a split opening designed to fit into a nostril. Such pipes tend to be made from anything imaginable and available including bone and clay and the quality of the smoke suffers accordingly.

Old Stoutfoot: A fine halfling blend that produces a thick but pleasant smoke faintly redolent of spices.

Pipe O' The Rock: A favorite among dwarves, this pipe's bowl is made of volcanic stone while its stem is usually made of amber. The stone is intended to provide the filter effect that the wood in a briar pipe does, but it is not nearly as effective and as a result this pipe delivers a very potent and acrid smoke. These pipes are usually highly polished, but

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have little decoration beyond the occasional precious metal inlay.

Poor Bastard: This is a generic term for any number of low-grade tobaccos that are the exclusive province of the poor and those down on their luck. You get what you pay for here.

Seafoam (Meerschaum) Pipe: This pipe is made of white clay that is often found near regions bordering warm waters. It is a favorite of sailors in such regions and tends to feature a small bowl with a long stem.

Springtime Glade: This elven tobacco is redolent of the smells to be found among the springtime. It is a mild and pleasant smoke, but only a true connoisseur can pick out all the underlying flower smells.

Summer Meadow: An elven blend that produces a warm and rich smoke with a hint of wood and grassy undertones.

Woodlands Pipe: This pipe is of elven manufacture and is usually made from the walnut tree. Such a pipe tends to be delicate piece, with a thin bowl and stem and is not considered to be well suited to adventure travel. Woodlands pipes tend to feature carvings of such images as trees and the animals within them and many are fantastic pieces of art.

Keep in mind that pipes are almost infinitely customizable and can cost much more than the examples given here. They can feature anything from gems and metalwork to elaborate carvings and scrimshaw.

MAGICAL PIPES AND TOBACCOS

This is the section that covers some example magical pipes and tobaccos and also sets the general guidelines the DMs and players are encouraged to stick to when creating their own. While it might be fun, and certainly unexpected, to have a *pipe of lightning bolts*, it doesn't really make much sense to do so.

As you read this section you should keep in mind that magical pipes and tobaccos are not items to be used during combat but rather in preparing for, recovering from, or in non-combat interactions with NPCs. Keep in mind that even though almost any spell effect can be used, DMs and players should avoid combat-type spells such as *fireball*, although a *tiny hut* that forms out of pipe smoke could certainly

be a good effect as there are few visual effects like having your shelter rise from the smoke of a pipe to form right there in front of you.

Enhancing Tobaccos: These tobaccos alter or enhance the physical or mental qualities and capabilities of the smoker. In all cases the smoker does not gain the benefit until the full bowl of tobacco is smoked (requiring one or more minutes of steady puffing; it might be fun to have an effect such as *enlarge person* take effect throughout the smoking reaching its maximum at the end). The following are the most common effects (limited to 3rd level) and their associated costs:

Tobacco	Market Price
<i>enlarge person</i>	50 gp
<i>expeditious retreat</i>	50 gp
<i>jump</i>	50 gp
<i>longstrider</i>	50 gp
<i>pass without trace</i>	50 gp
<i>reduce person</i>	50 gp
<i>speak with animals</i>	50 gp
<i>alter self</i>	300 gp
<i>bear's endurance</i>	300 gp
<i>bull's strength</i>	300 gp
<i>cat's grace</i>	300 gp
<i>darkvision</i>	300 gp
<i>eagle's splendor</i>	300 gp
<i>fox's cunning</i>	300 gp
<i>levitate</i>	300 gp
<i>owl's wisdom</i>	300 gp
<i>spider climb</i>	300 gp
<i>tongues</i>	300 gp
<i>fly</i>	750 gp
<i>gaseous form</i>	750 gp
<i>haste</i>	750 gp
<i>meld into stone</i>	750 gp
<i>see invisibility</i>	750 gp
<i>speak with plants</i>	750 gp
<i>water breathing</i>	750 gp

Healthful Tobaccos: This is a category of tobacco that, when smoked, produces a healthful effect upon the individual who is smoking the tobacco. In all cases the smoker does not gain the benefit until the full bowl of tobacco is smoked (requiring one or more minutes of

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steady puffing). The following are the most common effects (limited to 3rd level) and their associated costs:

Tobacco	Market Price
<i>cure minor wounds</i>	25 gp
<i>cure light wounds</i>	50 gp
<i>aid</i>	300 gp
<i>cure moderate wounds</i>	300 gp
<i>restoration, lesser</i>	300 gp
<i>cure serious wounds</i>	750 gp
<i>remove blindness/deafness</i>	750 gp
<i>remove curse</i>	750 gp
<i>remove disease</i>	750 gp

Pipe of the Academic: This classic briar pipe burns with the smell of books and ink no matter what kind of tobacco is placed within it. Smoking a full bowl of tobacco at a contemplative pace (at least 10 minutes) grants the smoker a +4 enhancement bonus to both Intelligence and Wisdom for one hour with all the attendant effects including skill checks, saving throws, etc. as well as making it easier to succeed at Knowledge checks and to conduct research or experiments.

Faint transmutation; CL 5th; Craft Wondrous Item, *fox's cunning*, *owl's wisdom*; Price 8,000; Weight <1 lb.

Pipe of Smoking: This pipe is made of rich burnished dark wood, probably walnut, and appears to be unmarked except for a faint cloudiness to the wood. The pipe can be used normally but anyone who utters the command word invokes a *pyrotechnics* effect (smoke cloud only) as cast by a 5th level caster upon the burning tobacco within. The effect is exactly as per the *pyrotechnics* spell except that the smoker is immune to its effects (no blinding, no Strength loss) as long as he continues to puff away on the pipe; ceasing to smoke the pipe does not end the smoke cloud effect but the smoker loses all immunity to its effects. The smoker can invoke the effect one time per day and the smoke cloud lasts 5 rounds, at the end of which time the pipe is extinguished (the tobacco has been used up). The effect may be ended prematurely by dousing the tobacco.

Faint transmutation; CL 5th; Craft Wondrous Item, *pyrotechnics*; Price 2,000 gp; Weight <1 lb.

Protective Tobaccos: This is a category of tobacco that, when smoked, produces a protective or warding effect upon the individual who is smoking the tobacco. In all cases the smoker gains the benefit the moment the tobacco is lit and the tobacco extinguishes (is used up) when the spell duration ends. In all cases, instead of the manifesta-

tion listed in the spell description, the smoke wreathes the individual or area of effect in a noticeable haze that, although it is visible, has no other effect on vision. Note that beyond substituting a faint haze for the manifestation, such as the glowing magical field of an *entropic shield* spell, the effect is otherwise identical to that described in the spell. In cases where the effect is an immobile one, it is centered on the pipe and/or tobacco and can thus move with the smoker rather than staying fixed. The following are the most common effects (limited to 3rd level) and their associated costs:

Tobacco	Market Price
<i>endure elements</i>	50 gp
<i>entropic shield</i>	50 gp
<i>hide from animals</i>	50 gp
<i>hide from undead</i>	50 gp
<i>mage armor</i>	50 gp
<i>protection from chaos/evil/good/law</i>	50 gp
<i>sanctuary</i>	50 gp
<i>shield</i>	50 gp
<i>shield of faith</i>	50 gp
<i>barkskin</i>	300 gp
<i>protection from arrows</i>	300 gp
<i>resist energy</i>	300 gp
<i>magic circle against chaos/evil/good/law</i>	750 gp
<i>protection from energy</i>	750 gp

Smoke Tobaccos: These tobaccos create a volume of smoke that obscures vision in an area whenever the tobacco is burning (the burning lasts as long as the appropriate spell duration). In all cases the smoker is immune to any and all spell effects as long as he or she continues to smoke the pipe. If he or she stops smoking the pipe then any immunity is lost and the smoker suffers the full effects of the spell effect (although it can be regained when the smoker starts to smoke the pipe again). In all cases the effect is centered on the burning tobacco and thus moves with the smoker. In every other respect the spell acts as in the spell description. The following are the most common effects (limited to 3rd level) and their associated costs:

Tobacco	Market Price
<i>obscuring mist</i>	50 gp
<i>fog cloud</i>	300 gp
<i>stinking cloud</i>	750 gp

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Summoning Tobaccos: There are a number of these tobaccos, which are used to bring items, objects, or creatures to the smoker. In all cases the tobacco is lit and the summoned object or creature forms out of the smoke that rises from the bowl (taking steady puffing of at least one minute). Otherwise the effect is identical to the spell in every way. The following are the most common effects (limited to 3rd level) and their associated costs:

Tobacco	Market Price
<i>summon instrument</i>	25 gp
<i>mount</i>	50 gp
<i>summon monster I</i>	50 gp
<i>summon nature's ally I</i>	50 gp
<i>unseen servant</i>	50 gp
<i>summon monster II</i>	300 gp
<i>summon nature's ally II</i>	300 gp
<i>summon swarm</i>	300 gp
<i>phantom steed</i>	750 gp
<i>sepia snake sigil</i>	750 gp
<i>summon monster III</i>	750 gp
<i>summon nature's ally III</i>	750 gp

Storyteller's Pipe: This ordinary-looking pipe is of fine quality if unadorned. Whenever the pipe is lit the smoker may call upon the *silent image* spell at will to create desired images. The images are always formed out of smoke and haze, rising out of the bowl until they take full and realistic form as per the *silent image* spell. Once concentration ceases, they fade into nothingness. As long as the pipe is burning, images can be created and dismissed at will by the smoker which makes it ideal for storytellers, hence the name.

Faint Illusion; CL 1st; Craft Wondrous Item, *silent image*; Price 2,000 gp; Weight <1 lb.

Using the above examples it is easy to create illusion tobaccos (such as *minor image* or *hypnotism*) or divination pipes (an almost ideal use for a pipe). Even *glyphs of warding* could rise from tobacco to form on the wall, or if you want to get really powerful, create a pipe that invokes one of the *symbol* spells.

ROLE-PLAY ALERT!

As you can tell by now, magical pipes and tobaccos are really not suited to combat use, although they can be if the time for preparation is available. Rather, magical pipes and tobaccos are a means to, as well as an excuse for, more role-playing and flavor within a game.

Especially if the PCs have never encountered magical pipes or tobaccos before, it might be fun to sneak them in. For instance, while the PCs are trying to explain their latest escapade to the local constable he is puffing away on a pipe that is actually casting a *zone of truth* spell into the area. The DM can tell the PCs that the smell from the pipe is very strong and that they feel a little strange while rolling their saving throws in secret.

Or perhaps an unrevealed villain is puffing away on a *hypnotism* pipe even as the characters are trying to relax at the local inn. The villain's subsequent request is what gets the PCs a visit with the local constable in the first place.

Like everything, of course, you don't want to overdo the use of magical pipes or tobaccos lest you have your PCs break out *detect magic* every time someone lights up.



Forbidden Arcana: Magical Pipes and Tobaccos



SPELLS

Blinding Breath

Transmutation

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

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You breathe smoke that you have inhaled into the area in front of you. The smoke is magically altered and any creature caught in the area must succeed at a Fortitude save or be blinded for 1d4 rounds. If the save is successful the subject is still dazzled for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

Material Component: Smoke that you have inhaled, from a pipe or other source such as a fire.

Finger of Flame

Evocation [Fire]

Level: Brd 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Flame on the tip of your finger

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A small flame equivalent to that of a taper flame appears on a finger of your choosing. The flame harms neither you nor your equipment. The chief purpose of the flame is to start fires or light pipes and it does so with the efficiency of a candle. In addition to this purpose, the flame provides illumination equivalent to candlelight. The flame can do damage to a creature, but it must have no armor bonus of any kind (natural or otherwise) and even then the flame will only do 1 point of fire damage for every full round it is in contact with the creature.

Smoke Image

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Visual smoke image that cannot extend beyond one 5-ft cube (S)

Duration: Concentration

Saving Throw: None

Spell Resistance: No

This spell shapes existing smoke into any shape, creature, or object the spellcaster can visualize. The image is composed entirely of smoke and, if disturbed by any force or action, dissipates back into smoke.

Material Component: Smoke from a pipe or other source, such as a fire.

ONE LAST NOTE

There is one other use for tobacco, and that is as a material component for spells. For instance, adding tobacco as a material component to a spell that produces a fog of some kind, such as *stinking cloud*, automatically extends the spell as per the Extend Spell feat. Other possibilities are increasing the caster level by one or maximizing the spell; whatever you feel comfortable doing.

Appendix

This appendix lists the spells, feats, magic items, and other specific elements that can be found in this book. It can be used to look up information quickly.

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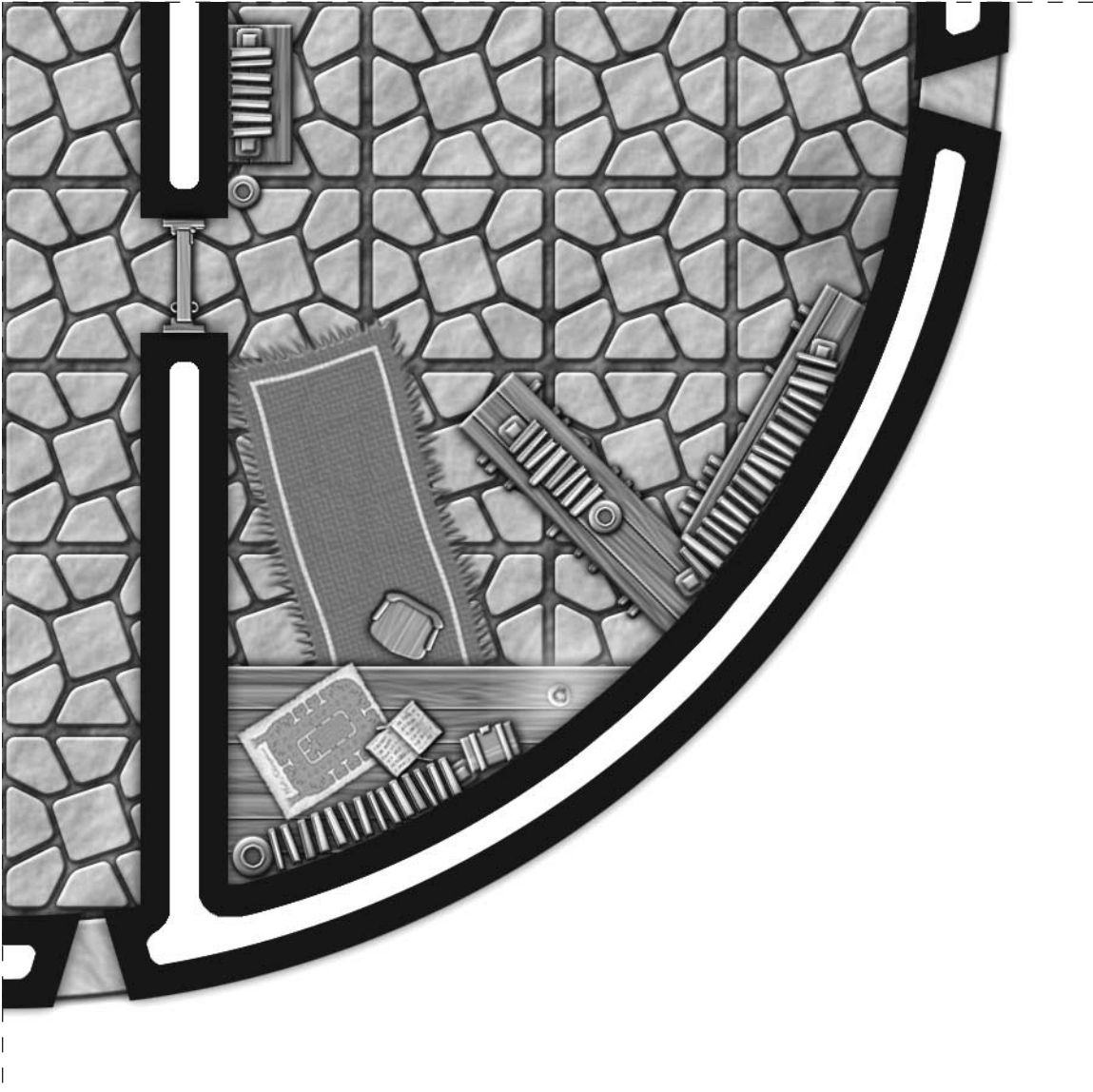


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