


EMERALD SPIRE LEVEL 14

THE THRONE OF AZLANT

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CLOCKWORK LEVIATHAN**CR 12**

N Huge construct (clockwork)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE**AC** 28, touch 14, flat-footed 22 (+4 Dex, +2 dodge, +14 natural, –2 size)**hp** 128 (16d10+40)**Fort** +5, **Ref** +9, **Will** +5**DR** 10/adamantine; **Immune** fire, construct traits**Weaknesses** vulnerable to electricity

OFFENSE**Speed** 30 ft.**Melee** bite +25 (2d6+11), 2 slam +25 (1d8+11 plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** breath weapon (60-ft. line, 12d8 fire damage, DC 18 for half, usable every 1d4 rounds, 3/day), grind, swallow whole (2d8+16 slashing damage plus 2d6 fire damage, AC 17, 20 hp)

STATISTICS**Str** 33, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +16; **CMB** +29 (+33 grapple); **CMD** 45 (can't be tripped)**Skills** Stealth +8 (+12 in water), Swim +19; **Racial Modifiers** +12 Stealth (+16 in water)**SQ** swift reactions, winding

SPECIAL ABILITIES**Breath Weapon (Su)** A clockwork leviathan's breath weapon is a powerful jet of scorching steam—it functions equally well above and under water.**Grind (Ex)** A clockwork leviathan deals an additional 1d8+16 points of slashing damage when it makes a successful grapple check because of the myriad twisting gears and churning pistons that make up its jagged underbelly.**Swallow Whole (Ex)** A clockwork leviathan's interior is filled with injurious grinding gears and superheated water—in addition to taking damage, a swallowed creature must hold its breath or risk drowning as long as it remains inside a clockwork leviathan's "stomach."

GRAVEKNIGHT**CR 11**

Human graveknight fighter 10

LE Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +19**Aura** sacrilegious aura (30 ft., DC 19)

DEFENSE**AC** 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 natural)**hp** 139 (10d10+80)**Fort** +13, **Ref** +6, **Will** +6; +3 vs. fear**Defensive Abilities** bravery +3, **channel resistance** +8, rejuvenation; **DR** 10/magic; **Immune** acid, cold, electricity, undead traits; **SR** 22

OFFENSE**Speed** 30 ft.**Melee** +1 *greatsword* +25/+20 (2d6+17 plus 2d6 acid)**w/ Power Attack** +1 *greatsword* +22/+17 (2d6+26 plus 2d6 acid)**Ranged** composite longbow +14/+9 (1d8+11/×3)**Special Attacks** channel destruction, devastating blast (6d6 acid, DC 19), undead mastery (DC 19), weapon training (heavy blades +2, bows +1)

STATISTICS**Str** 27, **Dex** 12, **Con** 10, **Int** 15, **Wis** 12, **Cha** 18**Base Atk** +10; **CMB** +18; **CMD** 29**Feats** Cleave, Critical Focus, Dazzling Display, Greater Weapon Focus (greatsword), Improved Initiative^B, Mounted Combat^B, Power Attack, Ride-By Attack^B, Shatter Defenses, Spirited Charge, Toughness^B, Trample, Unseat, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Climb +13, Intimidate +25, Knowledge (nobility) +12, Perception +19, Ride +19, Swim +13; **Racial****Modifiers** +8 Intimidate, +8 Perception, +8 Ride**Languages** Common, Dwarven, Infernal**SQ** armor training 2, phantom mount, ruinous revivification**Gear** +1 *full plate*, +1 *greatsword*, composite longbow (+8 Str) with 20 arrows, *belt of giant strength* +2, other treasure

SPECIAL ABILITIES**Channel Destruction (Su)** Any weapon a graveknight wields seethes with energy, and deals an additional 1d6 points of damage for every 4 Hit Dice the graveknight has. This additional damage is of the energy type determined by the ruinous revivification special quality.**Devastating Blast (Su)** Three times per day, the graveknight may unleash a 30-foot cone of energy as a standard action. This blast deals 2d6 points of damage for every 3 Hit Dice a graveknight has (Reflex for half). This damage is of the energy type determined by the graveknight's ruinous revivification special quality.**Phantom Mount (Su)** Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.**Rejuvenation (Su)** One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.

Ruinous Revivification (Su) At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the graveknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a graveknight's special abilities.

Sacrilegious Aura (Su) A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the graveknight's creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a concentration check with a DC equal to $10 + 1/2$ the graveknight's Hit Dice + the graveknight's Charisma modifier. If the character fails, the effect is expended but does not function.

Undead Mastery (Su) As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours.

PHANTOM STEED

School conjuration (creation); **Level** bard 3, sorcerer/wizard 3

Casting Time 10 minutes

Components V, S

Range 0 ft.

Effect one quasi-real, horselike creature

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You conjure a Large, quasi-real, horselike creature (the exact coloration can be customized as you wish).

It can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount is AC 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

12th Level: The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.

VIKING**CR 7**

Human barbarian 2/fighter 6

CN Medium humanoid

Init +2; **Senses** Perception +10**DEFENSE****AC** 20, touch 10, flat-footed 18 (+7 armor, +2 Dex, +3 shield, –2 rage)**hp** 64 (8 HD; 2d12+6d10+34)**Fort** +14, **Ref** +4, **Will** +7; +2 vs. fear**Defensive Abilities** bravery +2, uncanny dodge**OFFENSE****Speed** 40 ft.**Melee** +1 *battleaxe* +16/+11 (1d8+8/19–20/×3) or

shortspear +14/+9 (1d6+6)

w/ Power Attack +1 *battleaxe* +13/+8 (1d8+14/19–20/×3) or

shortspear +11/+7 (1d6+12)

Ranged throwing axe +11 (1d6+7) or

shortspear +10 (1d6+6)

Special Attacks rage (14 rounds per day), rage power (quick reflexes), weapon training (axes +1)**TACTICS****Base Statistics** When not raging, the viking has **AC** 22, touch 12, flat-footed 20; **hp** 64; **Fort** +12, **Will** +5;**Melee** +1 *battleaxe* +14/+9 (1d8+6/19–20/×3) or shortspear +12/+7 (1d6+4); **Ranged** throwing axe+11 (1d6+5) or shortspear +10 (1d6+4); **Str** 18, **Con** 14; **CMB** +12 (+16 to overrun); Climb +6, Swim +10**STATISTICS****Str** 22, **Dex** 14, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +8; **CMB** +14 (+18 to overrun); **CMD** 24 (26 vs. overrun)**Feats** Athletic, Extra Rage, Great Fortitude, Greater Overrun, Improved Critical (battleaxe), Improved Overrun, Iron Will, Power Attack, Vital Strike**Skills** Acrobatics +6 (+10 jump), Climb +8, Craft (ships) +5, Intimidate +5, Perception +10, Profession (sailor) +5, Survival +5, Swim +12**Languages** Common**SQ** armor training 1, fast movement**Combat Gear** *potion of bull's strength*, *potions of cure light wounds* (3); **Other Gear** +1 chainmail, +1 heavy wooden shield, +1 battleaxe, shortspear, throwing axes (2), boots of the winterlands, feather token (anchor), 5 gp**SPECIAL ABILITIES****Greater Overrun** You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Improved Overrun. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.**Improved Overrun** You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.**Quick Reflexes (Ex)** While raging, the barbarian can make one additional attack of opportunity per round.**Uncanny Dodge (Ex)** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian

with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

OVERRUN

As a standard action, taken during your move or as part of a charge, you can attempt to overrun your target, moving through its square. You can only overrun an opponent who is no more than one size category larger than you. If you do not have the Improved Overrun feat, or a similar ability, initiating an overrun provokes an attack of opportunity from the target of your maneuver. If your overrun attempt fails, you stop in the space directly in front of the opponent, or the nearest open space in front of the creature if there are other creatures occupying that space.

When you attempt to overrun a target, it can choose to avoid you, allowing you to pass through its square without requiring an attack. If your target does not avoid you, make a combat maneuver check as normal. If your maneuver is successful, you move through the target's space. If your attack exceeds your opponent's CMD by 5 or more, you move through the target's space and the target is knocked prone. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has.

PRISMATIC SPRAY

School evocation; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw see text; **Spell Resistance** yes

This spell causes seven shimmering, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Frequency 1/rd for 6rds.; Init effect death; Sec. effect 1 Con/rd; Cure 2 consecutive Fort saves)
5	Blue	<i>Flesh to stone</i> (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays	Roll twice more, ignoring any "8" results

N Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +20

DEFENSE

AC 24, touch 16, flat-footed 18 (+4 armor, +5 Dex, +1 dodge, +4 natural)

hp 104 (11d10+44); fast healing 10

Fort +11, **Ref** +8, **Will** +11; +2 vs. divine

Defensive Abilities divine aversion, positive energy affinity; **Immune** death attacks, disease, energy drain, poison; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 20

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee *ghost touch staff of swarming insects* +13/+8/+3 (1d6+3 plus 1d6 fire), bite +8 (1d6+1 plus 1d6 fire)

Ranged ray +16 ranged touch (by spell)

Special Attacks breath weapon (60-ft. cone, 11d6 fire, Reflex DC 19 half, usable once every 1d4 rounds), positive energy

Spell-Like Abilities (CL 11th; concentration +13, +17 defensively)

Constant—*mage armor*

3/day—*aid*, *cure serious wounds*, *daylight*, *dimension door*, *lesser restoration*, *searing light*

1/day—*breath of life*, *disrupting weapon*

STATISTICS

Str 14, **Dex** 20, **Con** 19, **Int** 12, **Wis** 15, **Cha** 15

Base Atk +11; **CMB** +13; **CMD** 29

Feats Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility, Wind Stance

Skills Fly +9, Heal +16, Intimidate +16, Knowledge (planes) +19, Knowledge (religion) +19, Perception +20, Sense Motive +16, Use Magic Device +16; **Racial Modifiers** +4 Knowledge (planes), +4 Knowledge (religion), +4 Perception

Languages Aquan, Auran, Common, Ignan, Terran

SPECIAL ABILITIES

Breath Weapon (Su) A jyoti's breath weapon is a focused burst of searing fire infused with positive energy. Undead in the area take 11d8 damage rather than 11d6.

Divine Aversion (Su) Jyoti dislike deities and are never divine spellcasters. Jyoti gain a +2 racial bonus on saves against divine magical effects.

Positive Energy (Su) A jyoti's natural weapons and any weapons it wields strike as if they were *ghost touch* weapons. In addition, any weapon (natural or manufactured) a jyoti uses deals +1d6 fire damage on a hit.

Positive Energy Affinity (Ex) A jyoti can exist comfortably on the Positive Energy Plane, and does not benefit (or suffer) from that plane's overwhelming infusions of life-giving energies. Whenever a jyoti is subjected to a magical healing effect, that effect functions at its full potential, as if enhanced by *Maximize Spell*.

Wind Stance If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

Jyoti's Cheat Sheet

Spell-Like Abilities

Aid (enchantment (compulsion) [mind-affecting], VSDF, living creature touched, 1min/lvl, SRYes) – target gets a +1 morale to attack and saves vs. fear and 1d8+lvl (max +10) temp hp.

Breath of Life (conjunction (healing), VS) – creature touched heals 5d8+lvl (max +25). This can bring back a creature who died within the last turn.

Cure Serious Wounds (conjunction (healing), VS) – creature touched heals 3d8+lvl (max +15)

Daylight (evocation [light], VS, object touched, 10min/lvl) – sheds light in a 60ft. radius. Increases light by one step, temporarily negates *deeper darkness*.

Dimension Door (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Disrupting Weapon (transmutation, VS, one melee weapon touched, 1rd/lvl, SRYes) – Any undead creature struck with HD <= CL WILL or be destroyed.

Lesser Restoration (conjunction(healing), VS, 3rds, creature touched, SRYes) – Eliminate 1d4 ability damage and fatigue. Exhausted becomes fatigued.

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Searing Light (evocation, VS, medium, SRYes) – Ranged touch. Creature = 1d8/2 lvls. Undead = 1d6/lvl. Undead vulnerable to bright light = 1d8/lvl. Construct takes 1d6/2 lvls.

WASP SWARM

CR 3

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)

hp 31 (7d8)

Fort +5, **Ref** +3, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** —; **CMD** —

Skills Fly +11, **Perception** +9; **Racial Modifiers** +8 **Perception**

SQ swarm traits, vermin traits

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

CONJURIST**CR 6**

Human conjurer 7

N Medium humanoid

Init +5; **Senses** Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)**hp** 45 (7d6+21)**Fort** +5, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.**Melee** cold iron or alchemical silver dagger +2 (1d4–1/19–20)**Ranged** cold iron or alchemical silver dagger +4 (1d4–1/19–20)**Arcane Spell-Like Abilities** (CL 7th; concentration +12)

8/day—acid dart (1d6+3 acid)

Wizard Spells Prepared (CL 7th; concentration +12)4th—*dimension door*, *summon monster IV*3rd—*haste*, *stinking cloud* (DC 18), *summon monster III*2nd—*glitterdust* (DC 17), *invisibility*, *minor image* (DC 17), *summon monster II*1st—*grease* (DC 16), *mage armor*, *magic missile* (2), *protection from good*, *summon monster I*0 (at will)—*detect magic*, *ghost sound* (DC 15), *mage hand*, *ray of frost***Prohibited Schools** enchantment, necromancy

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 20, **Wis** 10, **Cha** 12**Base Atk** +3; **CMB** +2; **CMD** 17**Feats** Augment Summoning, Craft Wondrous Item, Defensive Combat Training, Improved Familiar, Improved Initiative, Scribe Scroll, Spell Focus (conjuration)**Skills** Appraise +10, Craft (traps) +15, Craft (jewelry) +10, Fly +10, Handle Animal +5, Intimidate +10, Knowledge (arcana) +15, Knowledge (dungeoneering) +10, Knowledge (planes) +15, Knowledge (religion) +10, Linguistics +10, Perception +5, Spellcraft +15**Languages** Abyssal, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran**SQ** arcane bond (quasit familiar), summoner's charm (3 rounds)**Combat Gear** *lesser metamagic rod* (silent), *scrolls of expeditious retreat*, *obscuring mist*, *see invisibility*, *black tentacles*; **Other Gear** alchemical silver dagger, cold iron dagger, *cloak of resistance* +1, *headband of vast intellect* +2

Conjurer Cheat Sheet

4th level spells

Dimension Door (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Summon Monster IV (conjunction (summoning), 1 round, VSFDF, close, 1rd/lvl (D)) – Summon 1 lvl 4 monster or 1d3 lvl 3 monsters or 1d4+1 lvl 2 monsters.

3rd level spells

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRYes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

Stinking Cloud (conjunction (creation) [poison], VSM, medium, 20ft. cloud, 1rd/lvl) -20ft. *fog cloud*. FORT or be nauseated while in cloud and 1d4+1 rds after leaving. If still in the cloud, new FORT save each rd.

Summon Monster III (conjunction (summoning), 1 round, VSFDF, close, 1rd/lvl (D)) – Summon 1 lvl 3 monster or 1d3 lvl 2 monsters or 1d4+1 lvl 1 monsters.

2nd level spells

Glitterdust (conjunction, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRYes) – Become invisible until you attack

Minor Image (illusion (figment), VF, concentration + 2rds, long) – silent image plus sounds (not speech)

Summon Monster II (conjunction (summoning), 1 round, VSFDF, close, 1rd/lvl (D)) – Summon 1 lvl 2 monster or 1d3 lvl 1 monsters.

1st level spells

Grease (conjunction (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (2) (evocation[force], VS, medium, SRYes) – 4 1d4+1 missiles of force

Protection from Good (abjuration[evil], VSMDF, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

Summon Monster I (conjunction (summoning), 1 round, VSFDF, close, 1rd/lvl (D)) – Summon 1 lvl 1 monster.

Scrolls

Black Tentacles (conjunction(creation), VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for lvl+5. 1d6+4dmg to grappled creatures. Area is difficult terrain.

Expeditious Retreat (transmutation, personal, 1min/lvl) - +30 enhancement to speed

Obscuring Mist (conjunction (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

QUASIT FAMILAR

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 22 (7HD); fast healing 2

Fort +2, **Ref** +5, **Will** +6

Defensive Abilities improved evasion; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

STATISTICS

Str 8, **Dex** 14, **Con** 9, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Appraise +2, Bluff +6, Craft (traps) +10, Craft (jewelry) +5, Fly +23, Handle Animal +4, Intimidate +6, Knowledge (arcana) +7, Knowledge (dungeoneering) +2, Knowledge (planes) +10, Knowledge (religion) +2, Linguistics +2, Perception +9, Spellcraft +7, Stealth +16

Languages Abyssal, Common; telepathy (touch)

SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; *polymorph*)

SPECIAL ABILITIES

Alertness (Ex) While a familiar is within arm's reach, the master gains the Alertness feat.

Deliver Touch Spells (Su) If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Poison (Ex) Claw—injury; *save* Fortitude DC 13 (includes a +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

Share Spells The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Master (Ex) If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Conjurer Tracking Sheet

	Conjurer 1	Conjurer 2	Conjurer 3
4 th level spells			
Dimension Door			
Summon Monster IV			
3 rd level spells			
Haste			
Stinking Cloud			
Summon Monster III			
2 nd level spells			
Glitterdust			
Invisibility			
Minor Image			
Summon Monster II			
1 st level spells			
Grease			
Mage Armor			
Magic Missile			
Protection from Good			
Summon Monster I			
Scrolls			
Black Tentacles			
Expeditious Retreat			
Obscuring Mist			
See Invisibility			

LICH**CR 12**

Human lich necromancer 11

NE Medium undead (augmented humanoid)

Init +2; **Senses** darkvision 60 ft., life sight; Perception +24**Aura** fear (60-ft. radius, DC 18)**DEFENSE****AC** 23, touch 14, flat-footed 21 (+4 armor, +2 deflection, +2 Dex, +5 natural)**hp** 111 (11d6+55 plus 15 *false life*)**Fort** +6, **Ref** +7, **Will** +11**Defensive Abilities** channel resistance +8; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits**OFFENSE****Speed** 30 ft.**Melee** touch +5 (1d8+5 plus paralyzing touch)**Special Attacks** grave touch (9/day), paralyzing touch (DC 18), power over undead (9/day, DC 18)**Spells Prepared** (CL 11th, concentration +17)6th—*circle of death* (DC 22), *globe of invulnerability*, maximized *fireball* (DC 19)5th—*cloudkill* (DC 21), *cone of cold* (DC 21), quickened *magic missile*, *waves of fatigue*4th—*dimension door*, *enervation*, *fire shield*, *wall of ice* (2)3rd—*dispel magic* (2), *fireball* (DC 19), *suggestion* (DC 19), *vampiric touch* (2)2nd—*darkness*, extended *mage armor* (already cast), *false life* (already cast), *scorching ray* (2), see *invisibility*, *spectral hand*1st—*magic missile* (3), *ray of enfeeblement* (2), *shield* (2)0—*bleed* (DC 16), *detect magic*, *ray of frost*, *read magic***Opposition Schools** illusion, transmutation**STATISTICS****Str** 10, **Dex** 14, **Con** —, **Int** 22, **Wis** 14, **Cha** 16**Base Atk** +5; **CMB** +5; **CMD** 25**Feats** Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Toughness**Skills** Craft (alchemy) +20, Intimidate +17, Knowledge (arcana) +20, Knowledge (planes) +20, Linguistics +20, Perception +24, Sense Motive +24, Spellcraft +20, Stealth +24; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, UndercommonGear *boots of levitation*, *headband of vast intelligence* +2 [Perception], *ring of protection* +2, *potion of invisibility*, *scroll of dominate person*, *scroll of teleport***SPECIAL ABILITIES****Fear Aura (Su)** Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.**Grave Touch (Sp)** As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to 1/2 your wizard level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Life Sight (Su) At 8th level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your wizard level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for every four levels beyond 12th. These rounds do not need to be consecutive.

Paralyzing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Power over Undead (Su) You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to 3 + your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to 10 + 1/2 your wizard level + your Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

Rejuvenation (Su) When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Lich Cheat Sheet

6th level spells

Circle of Death – not relevant to this combat (HD limits)

Globe of Invulnerability (abjuration, VSM, 10ft. sphere on you, 1rd/lvl) – 4th level or lower spells don't affect you, effects are suppressed in the globe

Maximized Fireball (evocation [fire], VSM, long, 20ft. radius, SRYes) – 60 fire, REF half.

5th level spells

Cloudkill (conjunction(creation), VS, medium, 20ft. radius fog, 1min/lvl) – <=3HD die. 4-6 HD FORT? 1d4CONdmg:die. >6HD take 1d4CONdmg (FORT half). Moves away at 10ft. rd, rolling on the ground.

Cone of Cold (evocation[cold], VSM, 60ft. cone, SRYes) – 1d6/lvl cold dmg (max 15d6). REF for half

Quickened Magic Missile (evocation[force], VS, medium, SRYes) – 5 1d4+1 missiles of force

Waves of Fatigue (necromancy, VS, 30ft. cone, SRYes) – living creatures in the area become fatigued. (This doesn't make fatigued creatures exhausted)

4th level spells

Dimension Door (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Enervation (necromancy, VS, close, ray of negative energy, SRYes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4*5 temps.

Fire Shield (evocation[fire or cold], VSM, personal, 1rd/lvl) – Creatures that attack you take 1d6+lvl fire/cold. Take ½ damage from opposite element.

Wall of Ice (2) (evocation[cold], VSM, medium, anchored plane or hemisphere, 1min/lvl, SRYes) – Anyone adjacent to the wall can REF as it forms to disrupt it. Fire does normal damage.

Plane: 1 10ft square/lvl, 1 in. thick/lvl. Each square has 3hp/in of thickness. Break DC 15+When broken, stepping through deals 1d6+CL cold damage.

Hemisphere: Radius 3ft+1ft/lvl. No damage on breaking.

3rd level spells

Dispel Magic (2) (abjuration, VS, medium) – You know how dispel magic works

Fireball (evocation [fire], VSM, long, 20ft. radius, SRYes) – 10d6 fire, REF half.

Suggestion (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRYes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates

Vampiric Touch (2) (necromancy, VS, living creature touched, SRYes) – Touch deals 1d6/2lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

2nd level spells

Darkness (evocation [darkness], VMDF, object touched, 1min/lvl) – Light level drops 1 step in 20ft radius

Extended Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) – +4 armor bonus

False Life (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

Scorching Ray (2) (evocation[fire], VS, close, SRYes) – 3 rays of fire, each deals 4d6 fire dmg.

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

Spectral Hand (necromancy, VS, medium, 1min/lvl) – Take 1d4dmg, hand lets you make melee touch at medium range with +2 bonus. AC of 22 + Int, improved evasion, your saves and hp = dmg you took at the start of the spell.

1st level spells

Magic Missile (3) (evocation[force], VS, medium, SRYes) – 5 1d4+1 missiles of force

Ray of Enfeeblement (2) (necromancy, VS, close, ray, 1rd/lvl, SRYes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

Shield (2) (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

TERRA-COTTA SOLDIER**CR 6**

N Medium construct

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +8**DEFENSE****AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 64 (8d10+20)**Fort** +2, **Ref** +5, **Will** +2**DR** 5/bludgeoning; **Immune** construct traits, fire; **SR** 17**OFFENSE****Speed** 30 ft.**Melee** longsword +10/+5 (1d8+3/19–20), short sword +10 (1d6+1/19–20) or

2 slams +11 (1d6+3)

Special Attacks keen weapons, rank fighting**STATISTICS****Str** 16, **Dex** 16, **Con** —, **Int** 1, **Wis** 11, **Cha** 1**Base Atk** +8; **CMB** +11; **CMD** 24**Feats** Improved Initiative, Two Weapon Fighting, Weapon Focus (longsword, shortsword)**Skills** Perception +8**SPECIAL ABILITIES****Keen Weapons (Su)** After it has engaged in at least 1 round of combat, a terra-cotta soldier's weapons automatically gain the benefits of *keen weapon* (CL 6th). This effect persists until the end of the battle.**Rank Fighting (Ex)** Whenever a terra-cotta soldier is adjacent to another terra-cotta soldier, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.**TERRA-COTTA ARCHER****CR 6**

N Medium construct

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +8**DEFENSE****AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 64 (8d10+20)**Fort** +2, **Ref** +5, **Will** +2**DR** 5/bludgeoning; **Immune** construct traits, fire; **SR** 17**OFFENSE****Speed** 30 ft.**Melee** composite longbow +12 (1d8+3/x3) or

2 slams +11 (1d6+3)

Special Attacks keen weapons, rank fighting**STATISTICS****Str** 16, **Dex** 16, **Con** —, **Int** 1, **Wis** 11, **Cha** 1**Base Atk** +8; **CMB** +11; **CMD** 24**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)**Skills** Perception +8**SPECIAL ABILITIES****Keen Weapons (Su)** After it has engaged in at least 1 round of combat, a terra-cotta soldier's weapons automatically gain the benefits of *keen weapon* (CL 6th). This effect persists until the end of the battle.**Rank Fighting (Ex)** Whenever a terra-cotta soldier is adjacent to another terra-cotta soldier, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

SYMBOL OF DEATH

School necromancy [death]; **Level** cleric 8, sorcerer/wizard 8

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet).

To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning.

Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol* with a Spellcraft check (DC 10 + the *symbol's* spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of death* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

EDITOR'S NOTE – There are no *symbols of death* in the adventure, but this was included as an easy way of putting all the rules for *symbol* spells down for the other *symbols* in the encounter.

SYMBOL OF FEAR

School necromancy [fear, mind-affecting]; **Level** cleric 6, sorcerer/ wizard 6

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)

Saving Throw Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per caster level.

Note: Magic traps such as *symbol of fear* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

SYMBOL OF PAIN

School necromancy [evil]; **Level** cleric 5, sorcerer/wizard 5

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a –4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of pain* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

SYMBOL OF PERSUASION

School enchantment (charm) [mind-affecting]; **Level** cleric 6, sorcerer/wizard 6

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)

Saving Throw Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become charmed by the caster (as the *charm monster* spell) for 1 hour per caster level.

Unlike *symbol of death*, *symbol of persuasion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of persuasion* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.

SYMBOL OF SLEEP

School enchantment (compulsion) [mind-affecting]; **Level** cleric 5, sorcerer/wizard 5

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)

Saving Throw Will negates

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6 × 10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike *symbol of death*, *symbol of sleep* has no hit point limit; once triggered, a *symbol of sleep* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of sleep* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

Western Star Ioun Stone

Aura faint illusion; **CL** 1st; **Identify** DC 16

Slot none; **Price** 4,000 gp; **Weight** —

DESCRIPTION

This blue crystal is perfectly cut into a five-pointed star. As a standard action, its user can alter her appearance as with a *disguise self* spell. When so disguised, the user may render this ioun stone and any other ioun stones in her possession invisible.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 2,000 gp

Belt of Giant Strength +2

Aura moderate transmutation; **CL** 8th; **Identify** DC 23

Slot belt; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 2,000 gp

Boots of the Winterlands

Aura faint abjuration and transmutation; **CL** 5th; **Identify** DC 20

Slot feet; **Price** 2,500 gp; **Weight** 1 lb.

DESCRIPTION

The wearer of these boots is able to travel across snow at her normal speed, leaving no tracks.

Additionally, the boots enable her to travel at normal speed across the slipperiest ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping.

Finally, *boots of the winterlands* warm the wearer, as if she were affected by an *endure elements* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; **Cost** 1,250 gp

Feather Token (anchor)

Aura strong conjuration; **CL** 12th; **Identify** DC 27

Slot —; **Price** 50 gp; **Weight** —

DESCRIPTION

A token that creates an anchor that moors a craft in water so as to render it immobile for up to 1 day.

CONSTRUCTION

Requirements Craft Wondrous Item, *major creation*; **Cost** 25 gp

Blessed Book

Aura moderate transmutation; **CL** 7th; **Identify** DC 22

Slot —; **Price** 12,500 gp; **Weight** 1 lb.

DESCRIPTION

This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked. A wizard can fill the 1,000 pages of a blessed book with spells without paying the material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

CONSTRUCTION

Requirements Craft Wondrous Item, *secret page*; **Cost** 6,250 gp

Dust of Appearance

Aura faint conjuration; **CL** 5th; **Identify** DC 20

Slot none; **Price** 1,800 gp; **Weight** —

DESCRIPTION

This powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement*. In this, it works just like the *faerie fire* spell. The dust also reveals figments, mirror images, and projected images for what they are. A creature coated with the dust takes a –30 penalty on its Stealth checks. The dust's effect lasts for 5 minutes.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

CONSTRUCTION

Requirements Craft Wondrous Item, *glitterdust*; **Cost** 900 gp

Elixir of Truth

Aura faint enchantment; **CL** 5th; **Identify** DC 20

Slot none; **Price** 500 gp; **Weight** —

DESCRIPTION

This elixir forces the drinker it to say nothing but the truth for 10 minutes (Will DC 13 negates). She must answer any questions put to her in that time, but with each question she can make a separate DC 13 Will save. If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question (if she does answer, she must tell the truth). No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

CONSTRUCTION

Requirements Craft Wondrous Item, *zone of truth*; **Cost** 250 gp

Elixir of Vision

Aura faint divination; **CL** 2nd; **Identify** DC 17

Slot none; **Price** 250 gp; **Weight** —

DESCRIPTION

Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Perception checks for 1 hour).

CONSTRUCTION

Requirements Craft Wondrous Item, *true seeing*; **Cost** 125 gp

Ioun Stones

Aura strong varied; **CL** 12th; **Identify** DC 27

Slot none; **Price** varies; **Weight** —

DESCRIPTION

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use.

When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape (see the table).

Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*. It only cures damage taken while the character is using the stone. The pale lavender and lavender-and-green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*).

Dark Blue Rhomboid = Alertness (as the feat)

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** half the market price

Staff of Swarming Insects

Aura moderate conjuration; **CL** 9th; **Identify** DC 24

Slot none; **Price** 22,800 gp; **Weight** 5 lbs.

DESCRIPTION

Made of twisted darkwood covered with knots and nodules resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *insect plague*, *summon swarm*; **Cost** 11,400 gp

Metamagic, Lesser Silent

Aura strong (no school); **CL** 17th; **Identify** DC 32

Slot none; **Price** 3,000 gp; **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

CONSTRUCTION

Requirements Craft Rod, Silent Spell; **Cost** 1,500 gp

Boots of Levitation

Aura faint transmutation; **CL** 3rd

Slot feet; **Price** 7,500 gp; **Weight** 1 lb.

DESCRIPTION

These soft leather boots are incredibly light and comfortable, with thin soles reinforced by strips of tough hide that provide an unexpected amount of support and protection to the foot. On command, these boots allow the wearer to levitate as if she had cast *levitate* on herself.

CONSTRUCTION

Requirements Craft Wondrous Item, *levitate*; **Cost** 3,750 gp