

D&D WIKI

HOUSE RULE



June 2015

Issue 1: "Magic"

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FOREWARD

Our prototype magazine, Issue 0, received generally positive comments, and if nothing else the contributors enjoyed seeing their names in print. Following feedback, the layout is now printer-friendly, with a white page color and centre-justified page numbers. We've also changed the title from *Homebrew* to *Houserule* to avoid confusion with a periodical dedicated to brewing beer.

This issue's theme is "Magic". That's rather broad: almost everything in D&D® has some sprinkling of magic, so what do we mean? Spells and spellcasters, certainly. Magic items and magic monsters, of course. But what I've tried to focus on are game elements *about* magic - metamagic, as it were. So we have equipment useful to wizards, creatures that do interesting things with spells, and (naturally) actual metamagic.

You may note an absence of magical weapons. These are a cornerstone of the game: there are more homebrew magic weapons than any other kind of enchanted item. Who wouldn't want a magic weapon? Therefore we've decided to devote a whole issue to fiery swords, talking bows, demonic claws or whatever we'll find in the vault.

- Duncan Timiney

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Acknowledgements: www.dandwiki.com (Bureaucrats: Green Dragon, Blue Dragon)

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EDITORIAL

CLARK'S THIRD LAW:

"Any sufficiently advanced science is indistinguishable from magic."

Magic can, in most settings, be described accurately as a science. It follows rules and laws, causes tangible effects on the environment, and it can be studied and understood. Also like a science, there are many theories and hypothesis among arcanologists as to what makes magic tick. Some theorize that lightning bolts are called from the god of lightning through prayer. Some theorize that the air itself is made to rub against itself, producing static electricity much like in a cloud, and this natural product of physics is manipulated to form lightning. Still others theorize that what actually happens and why the spell occurs is based purely on what the spell-caster believes happens. If the caster is a follower of faith, the gods produce it. If the caster is a true "scientist", as much as a wizard can be, he may understand physics and nature, and assume he is replicating the effects present in a storm cloud. The method by which magic occurs is mutable, but a good DM should determine the rules his setting follows in order to provide creative scenarios for his player, such as making lightning bolts fail in a room with no air because there is no air to move and produce friction.

While magic in real life cannot currently be observed, in the past magic was believed in due to a lack of knowledge about how the world works. The Ancient Greeks assumed that lightning must have come from the magic of the gods. In Salem, Massachusetts twenty men and women were executed for witchcraft, due to "curses" actually caused by eating rye bread made from grain infected by the fungus *claviceps purpurea*, from which LSD is derived. Many ancient civilizations used primitive technologies in their temples to produce "magical" effects. Theories in today's world propose that some "magical" occurrences documented in history, religion, and myth were in fact acts of aliens. The song "E.T.I." by Blue Oyster Cult implies that Jesus Christ was an alien sent to earth to influence history and establish a foothold. Some science fiction universes maintain a "magic" of sorts in nano-magic, using nanobots to influence the environment.

Many settings ignore the implications of magic upon the development of society. The refrigerator and refrigeration technologies developed because food needed to be preserved, and ice for an icebox was hard to get in the summer. In a setting with magic, those issues do not exist. Magic can make food remain fresh, and could cool a castle down to comfortable temperatures in the summertime. The telephone would not be needed because mages can communicate over long distances and allow people to send messages easily. Electric lighting is pointless if a mage could just cast *permanent daylight* on a rock and sell it to you. The D&D® setting remains in a perpetual state of technological immaturity because there is no need to invent some things. Necessity may be the mother of invention, but magic is the changeling that replaces invention with itself.

However, that is not to say that a D&D® setting must remain at medieval technology levels. While the technology to fill a need is never developed, the need is filled through magic. Thus "horseless carriages" may be achieved not through the internal combustion engine, but through creative application of magic. Planes may fly not due to being pulled by jet engines, but through using magic to move the plane. A good DM can introduce new technologies and modern innovations to his players by creative usage of magic. In fact, a group of PCs could raise money to buy a new equipment by selling enchanted objects that replicate modern inventions. Magic has nearly limitless possibilities.

- Salasay

TRINKET BOX

Objects lightly touched by magic to supplement the Trinkets table in the 5e *Player's Handbook*®, although they can find a home in any edition! Roll 1d20...

TRINKETS

1. A ring that grows warm when near common magical items
2. A dagger that was once owned by a man struck by a *lightning bolt* spell; it still flickers with (harmless) electricity.
3. A simple crown of woven rowan that glows faintly with unearthly light.
4. A wand that, when waved over a bowl, makes the food therein taste spicy.
5. A spoon that, when used to stir a drink, makes the beverage piping hot.
6. A shallow bowl that makes all spellcasters who eat or drink from it feel faintly nauseous.
7. A rock that may be absorbed into any point on the body and produced from another point at will.
8. A small compass that never points north, and sometimes points at strangers.
9. A strange purple dust that can be sprinkled on tiny objects, causing them to hover 5 feet off the ground for 1 minute.
10. A bobbin of thick string with which it is impossible to tie knots
11. A blue sash cut from perfectly hydrophobic cloth.
12. A small, hollow metallic orb that vibrates when tapped. While vibrating it prevents anyone in close proximity from sleeping. It stops vibrating when tapped again.
13. A sheet of papyrus that captures a person's portrait when a command word is spoken (reusable if the command word is known).
14. A hand crank music box which plays a melody that causes listeners to think they are dreaming.
15. A chain of alternating silver and bronze links. The silver links are ethereal, while the bronze links are not, but they can still interact with the other links.
16. A box and lid crafted from a strange, white, pliable material. Foodstuffs sealed within remain fresh for two weeks.
17. An acacia wood spinning top which never topples. When spun on flat wood, it carves elegant abstract engravings.
18. An invitation to a magician's circle on a date that doesn't quite make sense.
19. A stuffed jackdaw that occasionally blinks or cocks its head.
20. A titanium sewing needle that can only unweave thread.

ARCHETYPES (5E)

GEOMANCY

Geomancy is an arcane tradition for wizards. Geomancers learn to communicate with earth and stone, calling upon the memories of the world for divination. They also seek to control the spirits and elementals of earth.

GEOMANCY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a geomancy spell into your spellbook is halved. The following are geomancy spells from the *PHB*, and your DM will determine if spells from other sources qualify.

0th - *Stonefists*²

1st - *Magic stone*¹, *stone bolt*²

2nd - *Stone sleep*²

3rd - *Meld into stone*¹

4th - *Conjure minor elementals*, *fabricate*, *stone shape*, *stoneskin*, *stone sphere*²

5th - *Conjure elemental*, *passwall*, *wall of stone*, *stone drill*²

6th - *Flesh to stone*, *move earth*

7th - *Reverse gravity*

8th - *Earthquake*¹

9th - *Meteor swarm*

1 These druid spells can be learned by a geomancer as though they were wizard spells.

2 These spells can be found in this issue's 5e Spellbook, below.

MAGIC STONES

At 2nd level, you gain the ability to command small stones. You can use your action to touch a pebble or chunk of rock no larger than a sling bullet. The infused pebble rises and orbits you, requiring no concentration, and it does so until it is expended or until your next long rest. After the third pebble is commanded, you cannot use this ability again until the end of a long rest.

When a creature moves adjacent to you, you can use your reaction to expend a magic stone. The creature must succeed on a Dexterity saving throw or take 1d6 damage.

You can use a bonus action to fire a magic stone at a target within 30 feet. This expends the stone. Make a ranged spell attack against the target. On a hit the target takes 1d6 damage.

COMMUNICATE WITH EARTH

Beginning at 6th level, you can speak to the rocks beneath you. The earth speaks slowly, so it takes 1 minute to ask one question and receive the answer. You then gain one of the following pieces of knowledge:

- The shape of the surface landscape within 3 miles of you
- The layout of natural underground formations within 300 feet of you
- The location of minerals or crystals within 90 feet of you

The approximate size and quantity of the last group of creatures passing by. The rocks will indicate that the creatures passed by "just now" (up to 1 year ago), "recently" (up to 10 years), "a short time ago" (up to 100 years) or "a long time ago" (up to 1000 years).

You can use this ability again after taking a long rest.

STONE WARDENS

At 10th level onwards, you have advantage on Constitution saving throws that you make to maintain your concentration on a *conjure elemental* or *conjure minor elementals* spell. This only applies if you use the spell to conjure an earth elemental, dust mephit, magma mephit or mud mephit. In addition, when you roll initiative for such conjured elementals, you may add your proficiency bonus.

STONESHAPING

Starting at 14th level, you can shape rocks with a touch. You can use your action to perform one of the following effects.

- You touch a piece of rock, or patch of earth or sand - no larger than a 5-foot cube - to resemble an item of the same size and mass. This can be used to make furnishings, statues, melee weapons, sling bullets and other items with no moving or flexible parts. Constructions of hard stone are permanent, while loose earth, sand or mud retains its shape while you concentrate on it, up to 10 minutes.
- You touch the ground and flatten rocky or earthen difficult terrain and obstacles no higher than 5 feet, such that they no longer hinder movement. The area of effect is a 10-foot-diameter circle centered on you.
- You touch a nonmagical stone door, gate or chest, permanently warping it so it no longer presents a barrier.

You cannot use this feature again until you finish a long rest.

SPELLBOOK (5E)

Issue 0 featured fire-based spells, and coincidentally this issue's spell selection ended up with an earth and ice theme. *Stone drill* and *stone sleep* are adapted from the AD&D spells of the same name published in Dragon® #187. *Stone drill* is similar in function to passwall. The tunnel it creates is shorter and takes longer to create, but it is permanent.

Cleric spells: *protection from negative energy* (3rd)

Druid spells: *stonefists* (cantrip)

Sorcerer spells: *ice ward* (1st), *stone sphere* (4th), *frozen defense* (5th)

Warlock spells: *ice ward* (1st), *frozen defense* (5th)

Wizard spells: *stonefists* (cantrip), *deepockets* (1st), *spook* (1st), *ice ward* (1st), *stone sleep* (2nd), *protection from negative energy* (3rd), *stone sphere* (4th), *frozen defense* (5th), *stone drill* (5th)

DEEPOCKETS

1st-level transmutation (ritual) [wizard]

Casting time: 1 minute

Range: Touch

Components: V, S, M (a tiny golden needle and a strip of fine cloth)

Duration: 8 hours

You touch a non-magical set of clothes and fashion it with numerous hand-sized pockets with extra-dimensional interiors. For the duration of the spell, items placed in the pockets are considered to weigh one tenth of their weight for the purpose of calculating carrying capacity. The pockets combined can hold up to 200 lbs. When the spell ends, the contents of the pockets fall to the floor.

FROZEN DEFENSE

5-level abjuration [sorcerer, warlock, wizard]

Casting time: 1 Reaction, which you take when you are hit by an attack

Range: Self

Components: V,S,M (A tiny silver figurine, worth at least 50 gp, which the spell consumes.)

Duration: Instantaneous

You become a statue of ice. Until the beginning of your next turn you are petrified and have vulnerability to fire damage. This damage resistances from being petrified apply against the triggering attack.

In addition, each creature within 10 feet of you must make a Constitution saving throw. The creature that struck you has disadvantage on this saving throw. On a failure, the creature takes 6d6 cold damage, and cannot move. The creature can repeat this saving throw at the beginning of each of its turns to restore its ability to move.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

ICE WARD

1st-level abjuration [sorcerer, warlock, wizard]

Casting time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V,S,M (a shard of ice inside a tiny glass sphere)

Duration: Instantaneous

You throw up your hands as you are attacked, and icy symbols protect you from harm and slow your assailants. Until the start of your next turn, you have resistance to slashing, piercing, and bludgeoning damage, including against the triggering attack. While you have these resistances you are also vulnerable to fire damage. If the triggering attack was a melee attack, the triggering creature has their speed reduced by 10 feet until the start of your next turn.



PROTECTION FROM NEGATIVE ENERGY

3rd-level abjuration [cleric, wizard]

Casting time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes.

You protect a creature against negative energy. For the duration, the willing creature you touch has resistance to necrotic damage, and advantage on saving throws against life drain (and other effects that reduce hit point maximum).

SPOOK

1st-level Illusion [wizard]

Casting time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You play upon the natural fears of an enemy. You target one creature in range. That creature perceives you as something inimical. The target must succeed in a Wisdom saving throw or become frightened for the duration. At the end of each of their turns they can make a Wisdom saving throw. On a successful save, the spell ends.

STONEFISTS

Transmutation cantrip [druid, wizard]

Casting time: 1 action

Range: Self

Components: V,S,M (two small rocks, one for each hand)

Duration: Concentration, up to 10 minutes

Your fists transmute to hard stone. You drop anything you were carrying. If you unclench either fist (for example to cast another spell with a somatic component, or to pick up or manipulate an item) your hands return to normal, but can be transmuted again as a bonus action. You can use your action to make a melee spell attack with your stonefists. On a hit, the target takes 1d6 bludgeoning damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

STONE BOLT

1st-level evocation [wizard]

Casting time: 1 action

Range: 30 feet

Components: V,S,M (A small rock and a tendon)

Duration: Instantaneous

You fire a piece of stone at an enemy, much harder than normally possible. You a ranged spell attack at a creature or object within range. On a hit, the target takes 2d4 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd or higher, increase the damage by 1d4 for each slot level above 1st.

STONE DRILL

5-level evocation [wizard]

Casting time: 1 action

Range: 90 feet

Components: V, S, M (a twisted bar of iron)

Duration: Concentration, up to 1 minute

This spell allows you to bore through natural rock. You target a natural rock surface within range and begin to excavate a cylindrical tunnel 5 feet in diameter at the rate of 1 foot per round (concentrating for the full spell duration creates a tunnel 10 feet long.) You can tunnel horizontally or vertically. The removed material is crushed into fine gravel and ejected forcefully away: creatures within 10 feet of the targeted rock must make a Dexterity saving throw, taking 2d4 bludgeoning damage on a fail. The stone drill has no effect on soft materials like earth or sand, nor worked stone such as masonry walls.

At Higher Levels. When you cast this spell using a spell slot of 6th or higher, the rate of excavation increases by 1 foot per round per spell slot beyond the 5th.

STONE SLEEP

2nd-level Enchantment [wizard]

Casting time: 1 action

Range: 90 feet

Components: V, S, M (a tuning fork and a smooth stone on which to strike it)

Duration: Concentration, up to 1 minute

You force one creature made of stone to enter a dormant state. One creature in range, of the kind listed below, must make a Wisdom saving throw. On a failure, the target is stunned for the duration. If the target takes damage, the condition prematurely ends.

Creatures that can be affected by stone sleep include animated objects made of stone, earth elementals, galeb duhr, gargoyles, clay and stone golems, and xorn.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can target an additional creature for every two slot levels above the 2nd.

STONE SPHERE

4-level Conjuration [sorcerer, wizard]

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a stone marble)

Duration: Concentration, up to 1 minute

You create a polished sphere of stone, 5 feet in diameter. It appears in an unoccupied space of your choice within range and lasts for the duration. The sphere is an object made of stone that can be damaged. It has AC 15 and 250 hit points. Reducing it to 0 hit points destroys it.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, the sphere stops moving and the creature must make a Dexterity saving throw. The creature takes 2d10 bludgeoning damage on a failed save. If you ram the sphere into an object it is automatically damaged, and if this destroys the object the sphere's movement is not halted.

If you do not move the sphere, it may naturally roll down an incline. It does so at a speed of 15 feet on gradients of 1:4, and 30 feet on gradients of 1:2.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

EMPORIUM (5E)

ARCANE LOCK BOX

Wondrous Item, uncommon (requires attunement by a wizard, sorcerer or warlock)

This small chest weighs 10 lbs. and is made entirely of brass or iron. The box holds 3 cubic feet or 75 lbs. of items, and objects within are considered to be under the effects of a *nondetection* spell. Only the creature attuned to the box can open it freely. It has no keyhole, handle, or outside mechanism, making all standard non-magical means of opening it (like lock-picking) impossible. It can be broken open with a Strength check of DC 25.

The *arcane lock* spell can be cast upon the box as a ritual. If the *alarm* spell is cast upon the box as a ritual, its duration is twice as long.

If a *knock* spell is cast upon the box, the caster must make a DC 15 (or DC 20 if the box is secured with arcane lock) ability check using their spellcasting ability. If the check fails, the spell does not open the box.

If a *dispel magic* spell is cast upon the box, the spells affecting the box are considered to be 5th level.

If a creature attuned to the box is more than 100 feet away from it, they do not lose their attunement until 1 week has passed (rather than 24 hours).



ANTI-MAGIC SHIELD

Armor (Shield), rare (requires attunement)

The shield has 5 charges. If you are targeted by a *magic missile* spell, a spell with a line area-of-effect, or a ranged spell attack you may expend a charge and use your reaction to block the spell. Roll 1d6.

- 1 You are affected by the spell as normal.
- 2-5 You are not affected by the spell.
- 6 You are not affected by the spell, and the spell is reflected: the spell caster is targeted by the spell as though it originated from you.

The shield regains 1d4+1 expended charges daily at dawn.

ENCHANTED HOURGLASS

Wondrous Item, uncommon

When you hold this hourglass you can request a countdown until any predictable event or time. The hourglass then fills with sand that unabatedly trickles from the top bulb to the lower bulb. The hourglass can count down to predictable events ("Sunset", "Next full moon", "1 hour from now"), and can time predestined or prophesized events ("When the Tarrasque returns", "When the volcano reawakens") It cannot count down to future events that rely on multiple outcomes or personal free will ("When will a new king be found?", "When will I next eat?").

MAGE LENS

Wondrous Item, uncommon

This crystal lens is held in a frame like a magnifying glass. Looking through it reveals the presence of magic as though *detect magic* were in effect. In addition, if you are a wizard copying a spell into your spellbook, using a mage lens halves the length of time for the process (i.e. 1 hour instead of 2 hours).

ROD OF THE SPELLSHAPER

Rod, rare (requires attunement)

The rod has 3 charges. When you cast a spell you can expend a charge to alter it in one of the following ways:

Extend. If the spell has a duration of 1 minute or longer, its duration is doubled, to a maximum of 24 hours.

Empower. When you roll for damage for the spell, you may reroll 3 of the damage dice.

Distant. If the spell has a range of 5 feet or greater, the range is doubled. If spell has a range of touch, it can be cast with a range of 30 feet.

The effect only applies to that instance of the spell. The rod regains 1 expended charge daily at dawn. If the rod is reduced to 0 charges, roll a d20. On a 1, the rod folds in on itself until it disappears.

TRUE SEEING MIRROR

Wondrous Item, rare

This full size mirror is set in a mahogany stand and weighs 120 lb. When you look in the mirror, you see the true nature of things reflected in it, and you can see into the ethereal plane, as though you had truesight.

WAND OF ICE STORMS

Wand, rare (requires attunement)

This wand has 5 charges. While holding it you can use an action to expend 1 or more of its charges to cast the *ice storm* spell (save DC 15) from it. For 1 charge, you cast the 4th-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d4 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into frost and is destroyed.

BESTIARY (5E)

The pebble gnome was inspired by the monster of the same name by William Maddox (*White Dwarf* #15)

PEBBLE GNOME

Pebble gnomes are weak and timid cousins of rock gnomes. They are unremarkable apart from their ability to nullify magic: spells targeted at them fizzle away, and enchanted weapons seem to lose their edge. Pebble gnomes are incapable of becoming wizards, clerics or spellcasters of any sort, nor can they benefit from cure or raise dead spells.

Pebble gnomes occupy themselves with mining, with which they are second-rate compared to dwarves and rock gnomes. They hate fighting, and will only do so to defend themselves. They do not like poetry, music or fashion. They are dour, with a particularly dim view of adventure and storytelling, treasures and traps. So disdainful are they of adventurers clomping through their underground lairs, they sometimes spitefully arrange empty treasure chests in tempting locations (and make a point not to carry or own valuables).

Small humanoid (gnome), neutral evil

Armor Class 14 (studded leather)

Hit Points 16 (3d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	10 (+0)	9 (-1)

Skills Stealth +4

Damage Resistances bludgeoning, slashing and piercing from magical weapons

Senses darkvision 60 ft., passive perception 10

Languages Common, Gnomish

Challenge 1/2 (100 XP)

Magic Resistance. The gnome has advantage on saving throws against spells or magical effects.

Minor Spell Immunity. The gnome is immune to the effects of 3rd-level spells or lower.

ACTIONS

Multiattack. The gnome makes one short sword and one light hammer attack.

Short sword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Light hammer. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or range 20/60, one target. *Hit:* 2 (1d4) bludgeoning damage.

LIVING TENSER'S DISK

This living spell occurs when Tenser's floating disk is miscast, conjuring a disk of force that begins to go awry. During the spell's duration it misbehaves, flipping over at the most inopportune moments (sending bags of treasure down a chasm, for example) When the spell ends, the disk goes rogue and flees its creator.

It is a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, floating 3 feet above the ground. As it is made from pure force, it is quite resistant to most forms of attack, but enough damage will shatter it. It attacks other creatures it encounters on a whim, and does so by merely ramming into them.

Small construct, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 14 (4d6)

Speed 0 ft., fly 30 ft. (altitude limit 3 ft.)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances slashing, bludgeoning, or piercing from nonmagical weapons; fire, cold, radiant, necrotic, force, thunder, lightning

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive perception 7

Languages –

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The disk is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the disk must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

ACTIONS

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) force damage.

VARIANT: HASTED TENSER'S DISK

A hasted Tenser's disk has a CR of 1 (200 XP). Some living tenser's disks are created deliberately for combat in a concoction of Tenser's floating disk and haste. This rapidly spinning construct zips around like a buzzsaw. It has an AC of 18, a Dexterity of 19 (+4), and a fly speed of 60 feet. It has the following action.

Multiattack. The disk makes two ram attacks.

LIVING STINKING CLOUD

When something goes wrong with a miscast stinking cloud spell, the resulting conjuration can take on a life of its own. The cloud becomes smaller and denser, sometimes taking the vague form of a beast. Although not susceptible to diffusion from strong winds, it still prefers to find wide, secluded areas such as a hall in a ruined castle.

Living stinking clouds can also form slowly from magical residue, where conjuration spells were cast *en masse*, such as old battlegrounds.

They have only rudimentary intelligence and merely float towards any living creatures they detect, to envelope and choke them.

Huge construct, chaotic neutral

Armor Class 7

Hit Points 54 (8d12)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	5 (-3)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances slashing, bludgeoning and piercing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive perception 7

Languages –

Challenge 3 (700 XP)

Antimagic Susceptibility. The cloud is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the disk must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Gaseous Form. The cloud can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Stink. Any creature that starts its turn in the same space as the cloud must make a DC 14 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on the saving throw.

ACTIONS

Multiattack. The cloud makes 1d4 choke attacks.

Choke. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 13 (2d12) poison damage.

VARIANT: LIVING STINKING LIGHTNING CLOUD

A living stinking lightning cloud has a CR of 4 (1,100 XP). This living spell was also conflated with the residue of lightning bolt spells. Its volume crackles with electricity presenting an extra danger for those engulfed by it. It has immunity to lightning damage and has the following feature:

Ignite. The cloud ignites flammable objects in its space that aren't being worn or carried.

And the following action:

Lightning. (Recharge 5-6) All creatures in the same space as the cloud must make a DC 14 Dexterity saving throw. The creature takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

LEMMA KERTWYN

Small celestial, any alignment

Armor Class 12

Hit Points 10 (3d6)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	9 (-1)	10 (+0)	12 (+1)

Damage Immunities psychic

Condition Immunities paralyzed, petrified, prone, unconscious

Senses passive perception 10

Languages telepathy 120 ft.

Challenge 1/4 (50 XP)

Sense Magic. At all times the lemma kertwyn senses magic within 60 feet of it. Powerful, continuous uses of magic (and large, magical locales) can be sensed within 1 mile.

ACTIONS

Rebuff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Dream Kiss. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. Hit: 3 (1d6) psychic damage. The target must succeed on a DC 12 Wisdom save or fall unconscious. The effect lasts for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Undead and creatures immune to being charmed or immune to magical sleep are not affected by this attack.

One of the weakest of dream creatures (and also one of the most commonly encountered), the lemma kertwyn has a vaguely human face and the body of a large fish or (more rarely) bird. It emits small puffs of gray and white vapors from its mouth and nose. Any color is possible for its body, depending on who its creator is. All forms of lemma are created by the dream gods directly. The lemma kertwyn serve their creators as messengers and low level skirmishers.

LEMMA KERTWYN, GIANT

Medium celestial, any alignment

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	12 (+1)	16 (+3)	13 (+1)

Skills *arcana* +3, *history*+3, *persuasion* +3, *religion* +3

Damage Immunities *psychic*

Condition Immunities *paralyzed*, *petrified*, *prone*, *unconscious*

Senses *passive perception* 13

Languages *telepathy* 120 ft.

Challenge 1 (200 XP)

Sense Magic. At all times the giant lemma kertwyn senses magic within 60 feet of it. Powerful, continuous uses of magic (and large, magical locales) can be sensed within 1 mile.

ACTIONS

Rebuff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Breath of Sleep (Recharge 5-6). The lemma kertwyn exhales sleep in a 60-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 13 Wisdom save, falling unconscious on a failed save. The effect lasts for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Undead and creatures immune to being charmed or immune to magical sleep are not affected by this attack.

The giant lemma kertwyn is a rarer form of the lemma kertwn seen when one reaches great age, or when the creature is simply invested with more power when the dream god creates it. Like its lesser kin, the giant lemma kertwyn has the face of a wise humanoid and the body of a large fish or bird. A thin, constant stream of gray mists exhales from its mouth and nose. Its body can be any color, though metallic colors are far more common. All forms of lemma are created by the dream gods directly. The giant lemma kertwyn serve as advisers, diplomats, and vanguards.

ARCANE GOLEM

Arcane golems are constructed from stone, crystal, and spheres of pure force, all held together with arcane energy that crackles through the gaps.

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (0)	8 (-1)

Damage Resistances *force*

Damage Immunities *fire*, *poison*, *psychic*; *bludgeoning*, *piercing*, and *slashing* from nonmagical weapons that aren't *adamantine*

Condition Immunities *charmed*, *exhaustion*, *frightened*, *paralyzed*, *petrified*, *posioned*

Senses *darkvision* 120ft., *passive perception* 10

Languages understands the language of its creator but can't speak

Challenge 11 (7,200 XP)

Magical Absorption. Whenever the golem is subjected to magical damage, it regains 1d10 hit points (after the damage is resolved.)

Dispelling Vulnerability. If the golem targeted by a dispel magic, it takes damage equal to (1d10 x the spell level).

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapon. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks or two magic missile attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Innate Spellcasting. The golem can cast *magic missile* at-will, as a 5th level spell.

Magical Burst (Recharge 5-6). The golem launches a magical burst in a 30-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 33 (6d10) force damage on a failed save, or half as much damage on a successful one.

REACTIONS

Arcane Shield (Recharge 5-6). When the golem is hit by an attack, it can use its reaction to gain a +5 AC bonus against that attack. If the attack was a *magic missile* spell, the golem takes no damage from the attack.

EMPORIUM (4E)

MASTER'S WANDS

These magic wands refer to new wizard spells that can be found in the 4e Spellbook chapter in this issue.

Master's Wand of Icy Wind Level 3+ Uncommon

You have greater control over this vortex, and your friends are spared from its frost.

Level 3	+1	680 gp	Level 18	+4	85,000 gp
Level 8	+2	3,400 gp	Level 23	+5	425,000 gp
Level 13	+3	17,000 gp	Level 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 cold damage per plus

Property: When you use *Icy Wind*, it does not target allies.

Power (Encounter ♦ Arcane, Cold): Standard Action. As *Icy Wind*

Master's Wand of Magic Stones Level 3+ Uncommon

You have greater control over this vortex, and your friends are spared from its frost.

Level 3	+1	680 gp	Level 18	+4	85,000 gp
Level 8	+2	3,400 gp	Level 23	+5	425,000 gp
Level 13	+3	17,000 gp	Level 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When you use *Magic Stones* you can target one, two, three or four creatures.

Power (Encounter ♦ Arcane): Standard Action. As *Magic Stones*

Master's Wand of Firefly Swarm Level 3+ Uncommon

Your firefly swarms are more mobile when created through this wand.

Level 3	+1	680 gp	Level 18	+4	85,000 gp
Level 8	+2	3,400 gp	Level 23	+5	425,000 gp
Level 13	+3	17,000 gp	Level 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 fire damage per plus

Property: After an enemy moves to a square adjacent to your swarm of fireflies and is damaged by it, you may use an Opportunity Action to move the swarm one square.

Power (Encounter ♦ Arcane, Conjuration, Fire): Standard Action. As *Firefly Swarm*

WONDROUS ITEMS

Astral Lantern Level 4 Uncommon

Even in the deepest darkness, this milky orb shines with the pure white light of the Astral Sea.

Level 4 840 gp

Wondrous Item

Power (Daily ♦ Radiant, Zone): Standard Action. By holding this item in your hand and speaking the command word, the orb rises into the air and sheds bright light, creating a zone in a close burst 5 around you. The astral lantern floats just above your head, sharing your square. When you move, both the lantern and zone move with you. The effect lasts until the end of the encounter, until 5 minutes has passed, or until you extinguish the lantern as a minor action.

Creatures within the zone cannot gain concealment. In addition, the damage dealt by the weapon attacks of your allies within the zone gains the Radiant keyword.

Mask of Spook Level 5+ Uncommon

Even in the deepest darkness, this milky orb shines with the pure white light of the Astral Sea.

Level 5	1,000 gp
Level 15	25,000 gp
Level 25	625,000 gp

Item Slot: Head

Property: You can use *Spook* (Heroes of Shadow®, p. 99)

Power (Daily ♦ Fear): Free Action. Use this power when you use *Spook*. You push the enemy you made an arcana check against 3 squares.

level 13: 5 squares, and the enemy takes a -2 penalty to attack rolls (save ends)

level 23: 7 squares, and the enemy takes a -3 penalty to attack rolls (save ends)

Jewel of Silence Level 6 Rare

This emerald-cut emerald absorbs sound.

Level 6 1,800 gp

Wondrous Item

Power (Encounter): Minor Action. *Effect:* You hold the jewel in one hand or set it on a surface. Until the end of your next turn, no sound can be heard or emitted within 4 squares of the jewel. Creatures within its influence gain a +2 item bonus to Stealth.

SPELLBOOK (4E)

WIZARD SPELLS

FIREFLY SWARM

Firefly Swarm Wizard Attack 1

One of the first conjuration spells a wizard might practice is to summon a swarm of simple insects. These short-lived fireflies hold literal fire in their abdomen.

At-Will ♦ Arcane, Conjuration, Implement, Fire
Standard Action Ranged 10

Effect: You conjure a swarm of fireflies in an unoccupied square within range. The swarm occupies 1 square and lasts until the end of your next turn. Each enemy that moves into a square adjacent to the swarm takes 1d6 + your Intelligence modifier fire damage.

Level 21: 2d6 + Intelligence modifier fire damage.

ICY WIND

Icy Wind Wizard Attack 1

A frigid gale sweeps all around you. Victims are coated with an expanding layer of frost that threatens to cover them if they do not keep moving.

At-Will ♦ Arcane, Cold, Implement
Standard Action Close burst 2

Target: Each creature in the burst

Attack: Intelligence Vs. Fortitude

Hit: The target is slowed until the end of your next turn. In addition, if the target ends its next turn in the same square that it started in, it takes cold damage equal to your Intelligence modifier.

Level 21: 5 + Intelligence modifier cold damage

MAGIC STONES

Magic Stones Wizard Attack 1

A frigid gale sweeps all around you. Victims are coated with an expanding layer of frost that threatens to cover them if they do not keep moving.

At-Will ♦ Arcane, Implement
Standard Action Ranged 5

Target: One, two or three creatures

Attack: Intelligence Vs. Fortitude

Hit: 1d6 damage.

Level 21: 2d6 damage



FORCELOOP

Forceloop Wizard Attack 1

You fire a loop of force at the target which hampers their movements.

At-Will ♦ Arcane, Force, Implement
Standard Action Ranged 10

Target: One creature

Attack: Intelligence Vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage. Until the start of your next turn, the target treats difficult terrain as obstructing terrain.

Level 21: 2d8 + Intelligence modifier force damage.

SHIELDING STRIKE

Shielding Strike Wizard Attack 1

You strike out at your target with a beam of force that also shields yourself.

At-Will ♦ Arcane, Force, Implement
Standard Action Ranged 10

Target: One creature

Attack: Intelligence Vs. Fortitude

Hit: 1d6 + Intelligence modifier force damage.

Level 21: 2d6 + Constitution modifier force damage.

Effect: You gain a +1 power bonus to your AC and Reflex against the next attack that includes you as a target.

STATIC DISCHARGE

Static Discharge Wizard Attack 1

A crackle of electricity is released from your body, shocking nearby creatures.

At-Will ♦ Arcane, Implement, Lightning
Standard Action Close burst 2

Target: Each enemy in burst

Attack: Intelligence Vs. Reflex

Hit: Intelligence modifier lightning damage.

Level 21: 3 + Intelligence modifier lightning damage.

GHOUL TOUCH

The Necromancy keyword is used by the mage class from *Heroes of the Fallen Lands*® with the necromancy school from *Heroes of Shadow*®.

Ghoul Touch Wizard Attack 1

With a touch you paralyze your foe, who begins to exude a sickening carrion stench.

Encounter ♦ Arcane, Implement, Necromancy, Necrotic, Poison
Standard Action Melee 1

Target: One creature

Attack: Intelligence Vs. Reflex

Hit: 1d8 + Intelligence modifier necrotic damage and the target is immobilized until the end of your next turn.

Effect: Until the end of your next turn, the target has an Aura 2. Other enemies that enter the aura or start their turn there take 5 poison damage.

DISTANT SHIELD

Distant Shield Wizard Utility 2

You stretch out your hand, and a shimmering disk appears, shielding you or an ally from harm.

Encounter ♦ Arcane, Force
Immediate Interrupt Close burst 5

Trigger: You or an ally in range are hit by an attack

Target: The triggering creature

Effect: The target gains a +2 bonus to AC and Reflex defence until the beginning of their next turn.

MUMMY TOUCH

Mummy Touch Wizard Attack 9

You reach out with the same necromatic magic used to create animated mummies and their cursed, rotting touch.

Daily ♦ Arcane, Implement, Necrotic
Standard Action Melee 1

Target: One creature

Attack: Intelligence Vs. Fortitude

Hit: 3d6 + Intelligence modifier necrotic damage, ongoing 5 necrotic damage and the target cannot regain hit points (save ends both).

Miss: Half damage.

Effect: You are immune to *mummy rot* until the end of the encounter.

DRUMS OF DESPAIR

Drums of Despair Wizard Attack 9

You create the sound of oppressively loud war drums. Those that hear it are filled with dread and despair.

Daily ♦ Arcane, Implement, Psychic, Zone

Standard Action Area burst 2 within 20 squares

Target: All creatures in burst

Attack: Intelligence Vs. Will

Hit: 2d8 + Intelligence modifier psychic damage and the target is weakened (save ends).

Miss: Half damage and the target suffers a -2 penalty to damage rolls (save ends).

Effect: The burst creates a zone of loud sound that lasts until the end of your next turn. Enemies that start their turn in the zone or move into it take a -2 penalty to attack rolls and cannot communicate. As a move action you can move the zone up to 6 squares.

Sustain Minor: The zone persists.

SCORCHING STAR

Scorching Star Wizard Attack 15

A flaming star appears above your enemy, burning him with explosive force.

Daily ♦ Arcane, Fire, Implement

Standard Action Ranged 20

Target: One creature

Attack: Intelligence Vs. Reflex

Hit: 3d6 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends). Make a secondary attack.

Miss: Half damage, no secondary attack.

Secondary Target: Each creature adjacent to the target

Secondary Attack: Intelligence Vs. Reflex

Secondary Hit: 1d6 + Intelligence modifier damage, and ongoing 5 fire damage (save ends).

MAGIC MISSILE BARRAGE

Magic Missile Barrage Wizard Attack 25

One hundred silvery bolts unerringly and continuously barrage multiple foes.

Daily ♦ Arcane, Force, Implement

Standard Action Ranged 20

Target: One, two or three creatures

Effect: 5 + Intelligence modifier force damage.

Sustain Minor: Apply the effect again to each target still in line of effect and range.

Special: If the implement used with this power has an enchantment bonus, add that bonus to the damage.

SWORDMAGE SPELLS

ICE DAGGERS

Ice Dagers Swordmage Attack 1

You raise both your hands and daggers of the coldest ice fly at your opponent, obscuring their vision.

At-Will ♦ Arcane, Cold, Implement

Standard Action Ranged 3

Target: One creature

Attack: Intelligence Vs. Fortitude

Hit: 1d8 + Intelligence modifier cold damage, and target takes a -2 penalty to their next attack roll they take before the end of your next turn.

Level 21: 2d8 + Intelligence modifier cold damage.

WILDFIRE CHARGE

Wildfire Charge Swordmage Attack 15

The orcs quail in fear at the tide of oncoming flames - with you, eyes burning, at its head.

Daily ♦ Arcane, Weapon, Fire

Standard Action Melee weapon

Target: One creature

Attack: Intelligence Vs. Fortitude

Hit: 2[W] + Intelligence modifier fire damage and ongoing 10 fire damage (save ends).

Special: When charging, you can use this power in place of a melee basic attack. If you do so, then each enemy that was adjacent to your path takes fire damage equal your Intelligence modifier, and is pushed 2 squares. In addition, you are immune to opportunity attacks during your movement. Each creature can only be affected once during the charge.

ARGENT BLADE

Argent Blade Swordmage Attack 23

Your blade shines with the dull light of quicksilver. With the speed of a striking snake your injured enemy topples to the ground.

Encounter ♦ Arcane, Force, Weapon

Minor Action Melee weapon

Target: One creature you have already damaged this round.

Attack: Intelligence Vs. Reflex

Hit: 2[W] force damage and the target is knocked prone.

RITUALS

ENHANCE MEMORY

You enchant your own mind, allowing rituals and spells to be bound to it.

Level: 1 **Component Cost:** 50 gp
Category: Exploration **Market Price:** 50 gp
Time: 24 hours **Key Skill:** Arcana or Religion (no check)
Duration: Permanent

The Enhance Memory ritual only affects you if you have the Spellbook class feature or Ritual Caster feat. On completing the ritual, your mind is considered to be a ritual book or a spellbook with a capacity of 16 pages. The effect of the ritual is cumulative, increasing the capacity of your enhanced memory by 16 pages, to a maximum of 128 pages.

MAGIC SEED

First a seedling, then a sapling, then a full grown tree with strong branches and healthy leaves. "Guess where we're camping?"

Level: 6 **Component Cost:** 70 gp
Category: Creation **Market Price:** 360 gp
Time: 10 min **Key Skill:** Nature
Duration: Permanent

You cause a Large tree to rise from the ground. The 2x2x2 area must be unoccupied and free of obstructions, and the ground must be natural rock or earth. The tree's structure and foliage can be of any natural non-harmful type, granting bonuses as determined by the Nature check.

Nature Check	Benefits
9 or lower	Climb with a DC 10 Athletics check.
10-24	Climb with a DC 5 Athletics check; can be used as shelter for five people, suitable for a campsite.
25-39	As above; provides concealment for creatures camping within.
40 or higher	As above; provides partial cover for creatures camping within; bears edible fruit that if harvested provides enough sustenance for five people for one week.



STORAGE SCROLL

You carefully prepare a runic array on a blank scroll, which glows for a moment once complete.

Level: 2 **Component Cost:** 20 gp
Category: Creation **Market Price:** 100 gp
Time: 1 hour **Key Skill:** Arcana
Duration: Special

You create a scroll that can store one object. You can spend an action to press an object against the scroll. The object disappears and a runic representation of it appears on the scroll. This cannot affect objects that are held by another creature or fixed in place (such as a wielded weapon or a door), but it can store a collection of similar objects held in a container (such as a bag of gold or a cabinet of mundane household items.) Retrieving the item takes a standard action. The object appears in an adjacent square, then the scroll crumbles to dust.

The weight of a scroll, either blank or storing an object, is negligible.

The Arcana check result determines the maximum weight of the object that can be stored in the scroll.

Arcana Check	Weight
9 or lower	25 pounds
10-24	50 pounds
25-39	100 pounds
40 or higher	200 pounds

WELD

You touch the assembled iron components to create a barrier, a statue, or even a whole building.

Level: 8 **Component Cost:** 50 gp
Category: Creation **Market Price:** 680 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Instantaneous

This ritual affects two or more nonmagical metal objects. When the metal objects are in contact with each other for the casting of the ritual, they will be welded together. Any number of objects can be welded together provided there is a contiguous path of metal.

Your Arcana check, with a +5 bonus, sets the DC for Strength checks made to separate a welded object. A successful separation deals 2d10 damage to the object and each object that was welded to it.

Alternatively, the ritual may be used to cut through metal, either undoing an existing use of the ritual or cutting through 1 inch of nonmagical metal.

FEATS (4E)

METAMAGIC FEATS

3.5e-style metamagic feats, as a unified system, were dropped in 4e — although any feat that changes the effects of a spell can be considered “metamagic”. There are plenty of examples of this in *Arcane Power*®. Of the feats that remain truest to 3.5e style, *Player’s Handbook*® included Spell Focus and Spell Accuracy, *Arcane Power*® brought back Enlarge Spell and Quickened Spellcasting; and *Dragon*® 380 reintroduced Far Spell.

Metamagic feats are usually restricted to the wizard class, but the spell effected need only be arcane. This means that a sorcerer or warlock multiclassing into wizard can apply these feats to their base class powers.

If a metamagic feat is applied to “one power that you know”, then each time you gain a level, you can choose to reassign the power to which the feat’s effect applies.

EMPOWER SPELL

Prerequisite: 11th level, wizard

Benefit: Choose one arcane attack power that you know. Once per encounter, before you use the power, you can choose to make this an empowered spell. After you roll for damage with an empowered spell, you can reroll up to three of the dice, accepting the new results. You can't use this feat on a power that doesn't roll dice for damage.

ENERVATE SPELL

Prerequisite: 11th level, wizard

Benefit: Before using an arcane attack power, you can choose to take a -2 penalty to each die of damage rolled with the power. If you do so the power gains the necrotic keyword and deals necrotic damage in addition to its normal damage type. If the power is encounter or daily, targets hit are weakened until the end of your next turn. If the power is at-will, targets take a -2 penalty to damage rolls until the end of your next turn. The penalty increases to -4 at 11th level and -6 at 21st level.

FORCE SPELL

Prerequisite: 11th level, wizard

Benefit: Choose one wizard attack power that you know. Once per encounter you can choose to have that power deal force damage in addition to its normal damage type. The power gains the Force keyword for the purpose of this attack. Insubstantial creatures do not halve force damage inflicted by this power.

MAXIMIZE SPELL

Prerequisite: 21st level, wizard

Benefit: Choose one at-will arcane attack power that you know. Once per encounter before you use that power, you can declare that it is a maximized spell. Targets of a maximized spell take damage as if you had rolled the maximum result for damage. You do not need to make the damage roll. This does not count as a critical hit, so extra damage from equipment, feats or features are not maximized. You can't use this feat on a power that doesn't roll dice for damage.

RADIANT SPELL

Prerequisite: Wis 13, wizard

Benefit: Choose one close or area wizard attack spell that you know. When you use the power, you can add the following effect: squares of a zone with the necrotic keyword that fall under the area of effect of your power are dispelled. In addition, extinguished light sources in the area of effect are relit.

SPLIT SPELL

Prerequisite: 11th level, Dex 15, wizard

Benefit: Before using an arcane ranged attack power that targets one creature and that does not have a secondary attack, you can choose to take a -2 penalty to each die of damage rolled with the power. If you do so, the power may target two creatures. You can't use this feat on a power that doesn't roll dice for damage.

SUDDEN SPELL

Prerequisite: 21st level, human, wizard

Benefit: When you spend an action point, you may also use an arcane at-will power as a free action.

UMBRAL SPELL

Prerequisite: Wis 13, wizard

Benefit: Choose one area or close wizard attack spell that you know. When you use the power, you can add the following effect: squares of a zone with the radiant keyword that fall under the area of effect of your power are dispelled, and light sources in the area are extinguished.

BESTIARY (4E)

LIVING SPELL

During eras of great conflict involving spellcasters, magical energies occasionally took on sentience and refused to dissipate. These living spells still haunt places blasted by magic, apparently subsisting on ambient magical energy. They seem to kill only for pleasure, not out of any need to feed.

A living spell appears similar to a normal spell effect, writhing and moving with definite purpose.

LIVING PHANTOM BOLT

This homogeneous, perfect sphere of hazy purple-green energy straddles existence between the real world and the minds of those who observe it.

Living Phantom Bolt	Level 1 Brute	
Medium natural beast (blind, ooze)	XP 100	
HP 36; Bloodied 18	Initiative +0	
AC 13; Fortitude 14, Reflex 13, Will 13	Perception +0	
Speed 5; climb 4	blindsight 10	
Immune blinded, gaze effects Resist psychic 5		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
⬇ Slam ♦ At-Will		
<i>Attack:</i> Melee 1 (one target); +2 vs. Will		
<i>Hit:</i> 1d8 + 5 psychic damage and slide the target 1 square.		
⬇ Engulf ♦ At-Will		
<i>Attack:</i> Melee 1 (one target); +2 vs. Reflex		
<i>Hit:</i> The living spell grabs the target (escape DC 12). Until the grab ends, the target is dazed and suffers 5 ongoing psychic damage. When the living spell moves, it pulls with it any creature grabbed by it, and the creature remains grabbed and within the living spell's space. This movement does not provoke opportunity attacks by the grabbed creature. Only one creature can be engulfed at a time.		
Skills –		
Str 14 (+0)	Dex 10 (+0)	Wis 10 (+0)
Con 16 (+3)	Int 1 (-5)	Cha 1 (-5)
Alignment Unaligned		Languages –
Equipment –		

LIVING PRISMATIC MIRROR

This large multi-faceted crystalline ooze scatters and refracts light. It is a combination of the residuum from two common illusionist spells - *Prismatic Burst* and *Mirror Image*.

Living Prismatic Mirror	Level 13 Elite Brute	
Large natural beast (blind, ooze)	XP 1,600	
HP 324; Bloodied 162	Initiative +9	
AC 25; Fortitude 26, Reflex 25, Will 25	Perception +9	
Speed 6; climb 4	blindsight 10	
Immune blinded, gaze effects Resist psychic 5		
Saving Throws +2; Action Points 1		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
⬇ Slam ♦ At-Will		
<i>Attack:</i> Melee 2 (one target); +14 vs. Will		
<i>Hit:</i> 3d8 + 8 psychic damage and the target is blinded until the end of the Living Prismatic Burst's next turn.		
⬇ Engulf ♦ At-Will		
<i>Attack:</i> Melee 2 (one target); +14 vs. Reflex		
<i>Hit:</i> The living spell grabs the target (escape DC 20). Until the grab ends, the target is dazed and suffers 10 ongoing radiant damage. When the living spell moves, it pulls with it any creature grabbed by it, and the creature remains grabbed and within the living spell's space. This movement does not provoke opportunity attacks by the grabbed creature. Only two creatures can be engulfed at a time.		
TRIGGERED ACTIONS		
Mirror Image ♦ At-Will		
<i>Trigger:</i> An attack bloodies the Prismatic Mirror for the first time in the encounter.		
<i>Effect:</i> (immediate reaction); Three mirror images of the Prismatic Mirror appear in the four squares it occupies, and it gains a +6 bonus to AC. Each time an attack misses the Prismatic Mirror, one of its duplicate images disappears and its AC bonus drops by 2. When the bonus reaches 0 all of the images are gone and this power ends.		
Skills –		
Str 16 (+9)	Dex 16 (+9)	Wis 16 (+9)
Con 22 (+12)	Int 1 (+1)	Cha 1 (+1)
Alignment Unaligned		Languages –
Equipment –		

LIVING CHAOS

A massive conglomeration of multiple chaos sorcerer spells, it throbs with shifting jagged spurs of entropy.

Living Chaos	Level 25 Solo Brute	
Huge natural beast (blind, ooze)	XP 14,000	
HP 1190; Bloodied 515	Initiative +19	
AC 37; Fortitude 38, Reflex 37, Will 37	Perception +19	
Speed 4; climb 4	blindsight 10	
Immune blinded, gaze effects		
Resist lightning 20, acid 20		
Saving Throws +5; Action Points 2		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
⬇ Slam ♦ At-Will		
<i>Attack:</i> Melee 3 (one target); +26 vs. Fortitude		
<i>Hit:</i> 2d10 + 10 acid and lightning damage and ongoing 10 acid and lightning damage (save ends).		
<i>Miss:</i> Half damage and ongoing 5 acid and lightning damage (save ends).		
⬇ Engulf ♦ At-Will		
<i>Attack:</i> Melee 3 (one target); +26 vs. Reflex		
<i>Hit:</i> The living chaos spends an action point to make an attack and misses. The target is dazed and suffers 20 ongoing lightning and acid damage. When the living spell moves, it pulls with it any creature grabbed by it, and the creature remains grabbed and within the living spell's space. This movement does not provoke opportunity attacks by the grabbed creature. It can engulf four creatures at a time.		
TRIGGERED ACTIONS		
Fate's Chaos ♦ Recharge [3][3]		
<i>Trigger:</i> The living chaos spends an action point to make an attack and misses.		
<i>Effect:</i> (no action); Reroll the attack roll with a +7 bonus.		
⬅ Chaos Echoes ♦ Encounter		
<i>Attack:</i> Close burst 5 (one enemy)		
<i>Trigger:</i> The living chaos is hit or missed by an attack.		
<i>Effect:</i> The triggering attack hits the target.		
Skills —		
Str 24 (+19)	Dex 24 (+19)	Wis 16 (+19)
Con 30 (+22)	Int 1 (+7)	Cha 1 (+7)
Alignment Unaligned		Languages —
Equipment —		

LIVING CHAOS TACTICS

The living chaos is mindless, and simply rolls towards the nearest living thing with a preference to those of lawful alignment. It will engulf what it can before resorting to slams. It will use its first action points as early as possible, using Fate's Chaos as appropriate, and wait until it has recharged before using its second action point. It will use Chaos Echoes to react against the first use of a daily attack power, or against any attack if it is already bloodied.

DUNGEON CATALOGUE (4E)

ARCANE DISRUPTION

Magical runes are etched into the floor. An Arcana check of DC 20 will identify their effect. When a creature uses an arcane attack power while standing in a square with an Arcane Disruption rune on it, they become a target of their own spell.

The trap's trigger squares are typically 2 x 2. Use it in a bottleneck with an alternate channel. A spellcasting character must then decide if they want to risk using their powers on the magic rune, or to take the alternate path (which may have its own difficulties).

Arcane Disruption Object	Level 1 Trap
	100 XP
Detect: Perception DC 8	Initiative: —
Immune attacks	
TRIGGERED ACTIONS	
♦ Attack (Arcane) ♦ At-Will	
<i>Attack:</i> (Immediate Interrupt)	
<i>Trigger:</i> A creature uses an arcane attack power while occupying a trigger square.	
<i>Effect:</i> The triggering creature is also considered to be an additional target of the triggering power.	
COUNTERMEASURES	
♦ Disable: Arcana DC 19. <i>First Success:</i> Triggering creatures gain a +2 bonus to defences against the triggering attack. <i>Second Success:</i> The trap is disabled.	

3.5E SPELLBOOK

AZORE'S SPEAKING TOME

Illusion (Glamer)

Level: Brd 0, Clr 0, Sor/Wiz 0

Components: V, S

Casting time: 1 standard action

Range: Touch

Target: One book or scroll

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell causes the affected volume to read aloud its contents at the rate of up to five pages per minute (half of a page per round), though you may dictate a slower rate if desired. If you wish, you may also designate a specific page on which the spell is to begin, so as to pick up where a previous reading or casting of this spell left off, for example. At any time while the spell lasts, you may stop or resume the effect as a free action.

Azore's speaking tome reads the text exactly as written and does not necessarily help you to understand it (so, for example, a text written in dwarven will only make sense to someone who can normally understand dwarven). It does not use command words or activate any magic effects the text may contain. If the targeted tome does not contain text (if it only has pictures or diagrams, for example), this spell fails.

RANDAL'S UNSEEN SCRIBE

Conjuration (Creation)

Level: Brd 1, Wiz/Sor 1

Components: V, S, M

Casting time: 1 standard action

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

Effect: One invisible scribe

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

A minor variation on the unseen servant, the unseen scribe was also invented by Randal Greycastle. Frustrated with taking notes in the field (often a dangerous proposition), he invented the unseen scribe so he could have both hands free for fighting while still dictating his notes on the creature he was facing. Needless to say the first draft of his notes needed heavy revising, as they were filled with gibberish attempts at spelling verbal spell components, angry profanity, and exclamations of excruciating pain.

This creates a scribe that will studiously jot down whatever the caster says as long as the duration lasts in the caster's own handwriting on any paper that the caster dictates. The scribe can open books and shuffle through papers, but can't manipulate anything else and cannot affect magical books or scrolls in any way. If it runs out of paper, it will wait for the caster to designate a fresh sheet, and it will never write over existing text.

Material component: A quill pen and a jar of ink.

ADVANCED PRESTIDIGITATION

Universal

Level: Brd 2nd, Sor/Wiz 2nd

Components: V, S

Casting time: 1 standard action

Range: 60 ft.

Target, or Effect: See description

Duration: 1 hour/per caster level (max 5)

Saving Throw: None

Spell Resistance: No

Advanced prestidigitation allows you to perform magical tricks and effects of a stronger nature than prestidigitation. An advanced prestidigitation can perform all the tricks of prestidigitation, but with all numerical values (duration, weight, volume) multiplied by your caster level, to a maximum of 5.

The tricks performed with this spell are exaggerated. Material lifted with this spell can be made to perform small spins, loops and other aerobatics. Foodstuffs can be flavored with exotic tastes never before sampled. Cleaned material can be given unusual specularity. Created objects are robust and of finer quality, although always of an apparent value of 1 gp or less. When used to chill or warm non-living material, it can do so to the freezing point and boiling point of water. Objects can be given novel textures, patterns and colors: you can camouflage an item to perfectly match its surroundings.

Prestidigitation effects can be programmed to change throughout the duration of the spell. For example, an object can be camouflaged and then set to rise into the air an hour later with a mirrored texture and a twinkle of music.



PRESTIGE CLASSES (3.5E)

PRESTIDIGITATOR

A CLASSY ACT

“The common room of the Thrown Apple Tavern was completely silent. Commoner and nobleman alike sat in hushed expectation, watching the newcomer intently. The young man motioned toward the bar and a pint of lager slowly drifted to his waiting hand. Smiles broke out among those who had seen him on one of the previous two nights as they knew this heralded the beginning of his story.

“The firelight dimmed as he began to speak. The story he told was a fairly well known one, but the way in which he told it brought it to new light. Weaving magic while he spoke, he brought the sounds and smells of the story to life. Everyone listened entranced as he told them of the damsel’s capture, complete with the slight smell of perfume and the sounds of evil laughing. They all gasped in shock as he told them of the vile monsters used to guard the villain’s tower, and shuddered when he magically painted their picture on the walls. When the hero arrived at the tower, the audience cheered with delight and howled their approval as he cut his way through the enemy. When he finally confronted the evil mastermind in his lair, the lights in the inn darkened ominously and a slight chill filled the room. The sounds of weapons clashing in mortal combat filled the room as he described their final battle to the finish.

“When the Hero finally deposed the dastardly villain, a cheer went up from the room. The end of the story described how the Hero took the Damsel to his secret home deep in the mountains and they lived happily ever after. Before he finished speaking, everyone in the common room was a friend and they all wanted to tell him about how the story varied in their land.

“With the new information, the adventurer was able to discover a clue to both the Villain’s lair and the Hero’s secret home. Smiling he prepared to continue on his quest.”

—From the *Tale of the Seeker*

BECOMING A PRESTIDIGITATOR

Performers, entertainers, intimidators, illusionists, and anyone who wants to add a bit of flash or pizzazz to their magic have ample reason to take up the prestidigitator prestige class. Bards usually take this class to help with their performances. Other arcane spellcasters take this class for a variety of reasons either to awe, impress, intimidate, or enliven others with their magic. The ability to personalize your magic is another incentive to take this class. Prestidigitators rely on the same abilities as the class they held before becoming a Prestidigitator (Intelligence for wizards, Charisma for bards and sorcerers).

Hit Die: d4

REQUIREMENTS

Skills: Knowledge (arcana) 6 ranks, Perform (any) 4 ranks, Spellcraft 6 ranks.

Spellcasting: Ability to cast arcane spells.

Table: The Prestidigitator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Magical Performance, Parlour Tricks	—
2nd	+1	+0	+0	+3	Bonus Cantrips	+1 levels of Existing Class
3rd	+1	+1	+1	+3	Bonus Feat, Social Student	+1 levels of Existing Class
4th	+2	+1	+1	+4	Silent Prestidigitation	+1 levels of Existing Class
5th	+2	+1	+1	+4	Still Prestidigitation	+1 levels of Existing Class
6th	+3	+2	+2	+5	Improved Prestidigitation	+1 levels of Existing Class
7th	+3	+2	+2	+5	Social Master	+1 levels of Existing Class
8th	+4	+2	+2	+6	Master Prestidigitator	+1 levels of Existing Class
9th	+4	+3	+3	+6	—	+1 levels of Existing Class
10th	+5	+3	+3	+7	Sublime Prestidigitator	+1 levels of Existing Class

CLASS SKILLS

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: A Prestidigitator gains no additional proficiencies in any weapon or armor.

Spellcasting: At each level you gain an increase in caster level and after first you gain new spells per day (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a prestidigitator, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Spells: To cast a particular spell, you must have a score of at least 10 + the spell's level in your primary ability score as determined by your previous class. Your bonus spells are based on this same ability score. Saves to avoid the effects of your spells have a DC of 10 + the spell's level + your primary ability score bonus (if any).

Spellbook: Prestidigitators who use a spellbook gain spells in it as their original casting class, including at the first level of prestidigitator.

Familiars: Prestidigitator levels stack with sorcerer and wizard levels for determining the familiar's abilities.

Magical Performance (Ex): A prestidigitator gains a bonus equal to one half their prestidigitator level (rounded up) plus one on any Perform checks. So +2 at levels one and 2, +3 at levels 3 and 4, +4 at levels 5 and 6, and so on.

Parlour Tricks (Sp): At 1st level, a prestidigitator gains all the benefits of having the Parlour Tricks feat. If he already has this feat, or takes it at a later time, he can cause two *prestidigitator* affects simultaneously or alter two characteristics of a spell (per the Parlour Tricks feat) this will raise the identify DC by 10 instead of 5.

Bonus Cantrips: The character gains the ability to cast an additional number of 0 level spells equal to their primary classes' ability score bonus. (Charisma for sorcerers and bards, Intelligence for wizards, etc.)

Bonus Feat: At 3rd level, the character may take either an item creation feat or metamagic feat, provided they meet prerequisites of the feats.

Social Student: At 3rd level, you may choose to either be a stigma, barfly, or an idol. Stigma's gain a bonus to their Intimidate and Bluff skills of +2 when using their magic to influence social situations. Barflies gain a bonus to their Gather Information and Bluff skills of +2 when using their magic to influence social situations. Idol's gain a bonus to their Diplomacy and Bluff skills of +2 when using their magic to influence social situations. This bonus increases to +4 when they reach 7th level and become social masters.

Silent Prestidigitator: The prestidigitator no longer needs a verbal component to cast *prestidigitations*. They can, however, make up verbal components if they wish. A Concentration check (DC 15) needs to be made when making up a verbal component. Failure can either mean spell failure or a roll on the chart available in Dragon issue 302 p. 52 (if available). If making up both a verbal and a somatic component the DC is raised to 20.

Still Prestidigitator: The prestidigitator no longer needs a somatic component to cast *prestidigitations*. They can, however, make up somatic components if they wish. A Concentration check (DC 15) needs to be made when making up a somatic component. Failure can either mean spell failure or a roll on the chart available in Dragon issue 302 p. 52 (if available). If making up both a verbal and a somatic component DC is raised to 20.

Improved Prestidigitator: Upon gaining 6th level, the prestidigitator has come to a profound understanding of how magic works and gains the Improved Prestidigitator feat.

Master Prestidigitator: Upon gaining 8th level, the Prestidigitator has become an expert at using *prestidigitations* to bolster other spells and gains the Master Prestidigitator feat.

Sublime Prestidigitator: Upon gaining 10th level, the Prestidigitator has passed beyond mere mastery of using *prestidigitations* to bolster other spells and gains the Sublime Prestidigitator feat.

Note: The feats Parlour Tricks, Improved Prestidigitator, Master Prestidigitator and Sublime Prestidigitator can be found in the 3.5e Feats section, below.

CAMPAIGN INFORMATION

PLAYING A PRESTIDIGITATOR

Combat: Prestidigitators are typically flashy and have a flair for the dramatic, using their magic to shock and awe their opponents into defeat.

Advancement: Prestidigitators who wish to go far with their magical expertise should consider multiclassing into other spell-casting classes and prestige classes.

Resources: As they are adept at using their magic to influence people, most prestidigitators can seemingly pull resources out of thin air.

PRESTIDIGITATORS IN THE WORLD

"My magic is unique! When I cast a spell there is no doubt that it was me."

—Wensad, Human Prestidigitator and Wizard

Prestidigitators can be found anywhere that magic can be cast. The local hedge wizard may actually be a prestidigitator who uses his magic to entertain the children of the village. The evil high wizard Derakon may be a prestidigitator who uses his mastery of *prestidigitations* to keep his minions in line.

NPC Reactions: Most NPCs will react to a prestidigitator as they would any magic user, except that a prestidigitator has the advantage when trying to influence that reaction. In areas of the world where magic is illegal, prestidigitators are even more frowned on than normal due to their flashy ways.

PRESTIDIGITATOR LORE

Characters with ranks in Knowledge (arcana) can research prestidigitators to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

Knowledge (arcana) DC	Result
11	Prestidigitators can come from any arcane spellcasting class.
16	Prestidigitators use cantrips to bolster their spells.
21	Prestidigitators can disguise the spells they are using by using cantrips.
26	A secretive guild of master prestidigitators exists to teach aspiring prestidigitators.

EMPORIUM (3.5E)

ETHEREAL SPELLBOOK

This spellbook has a dark purple cover made from the skin of an ethereal marauder and covered with an assortment of unusual runes. The pages are made from paper created from the wood of an ash tree and treated with an *ironwood* spell making them as supple as silk yet strong as steel. The ink is distilled from the blood of a displacer beast.

The book allows its owner to send it to the ethereal plane where it patiently follows the owner around waiting to be summoned. Dismissing the book is as easy as saying 'Taril' while summoning it requires picturing the book in your mind and calling out 'Lirat'. Attuning oneself to a found book takes 24 hours of meditation, until then the pages in the book are blank (although a true seeing spell or similar effect would reveal the writing).

Faint abjuration; CL 3rd; Craft Wondrous Item, *rope trick*, *ironwood*; Price: 10,800 gp

THIRD-EYE SPELLBOOK

This spellbook is actually a small square gem that affixes to the owners forehead (occupying the item slot reserved for eyes). When activated by the appropriate thought, this gem projects an image of a spellbook in front of the owner. Turning pages is accomplished by willing the page to turn. This spellbook holds up to 50 levels of spells.

Scribing a spell into a third-eye spellbook requires that the owner meditate with the book open before them for a 24 hour period without interruption. The amount of time required to scribe the spell is not level-dependent. As they meditate, the spell is slowly scribed into the book in a language known to the caster. Spells can be erased from the spellbook by meditating with the book open to that spell and concentrating on erasing it over a four hour period.

When a third-eye spellbook is found it typically looks like nothing more than another gem in the haul of treasure taken from some poor unfortunate monster. A found third-eye spellbook only takes an hour to attune to a new owner. Spells in the book vary depending on the previous owner and require the usual amount of time and effort to learn any unfamiliar spells contained therein.

Faint illusion; CL 3rd; Craft Wondrous Item, Scribe Scroll, *silent image*; Price: 1,000 gp

FLICKER DAGGER

Named for one of the common magic tricks that these daggers can be used to perform, these light knives were designed for more than just parlour tricks. Double-edged and balanced for throwing, these knives can be an impressive weapon in the hands of an expert knife fighter with a little bit of magical talent. Whenever an arcane spellcaster has the *prestidigitation* spell active they can channel effects through the knife in a variety of ways. Activating an effect is a move equivalent action and effects last until dismissed or the *prestidigitation* spell ends.

SPELLCASTER LEVEL 1+

Perfect Balance: The dagger gains +1 to hit when used to make a ranged attack. This effect stacks with any magical bonuses the flicker dagger may have, i.e. a +2 flicker dagger with this effect active is +3 to hit for ranged attacks.

Summon/Dismiss: The dagger can be teleported to any location within 10 feet of the mage, including safely into the mages hand.

Glow: Causes the dagger to shine with a colored light that illuminates up to a 30' radius (caster's choice)

Elemental infusion: The mage can infuse the blade with a power of his choice (Fire, Cold, Electric, Acid, Sonic, Force) this causes the blade to do an additional 1d4 points of damage of the chosen type.

SPELLCASTER LEVEL 3+

Duplicate: When the mage makes a ranged attack, the original dagger stays in their hand and a duplicate instead flies out to strike the target and then dissolves away.

SPELLCASTER LEVEL 5+

Double: The caster can cause two effects to affect the flicker dagger simultaneously (i.e. Perfect Balance and Elemental Infusion). Activating each effect is a separate move action. These effects can occur in defiance of logic, i.e. a dagger that inflicts both fire and cold damage at once.

Weak universal, CL 6th, Craft Magic Arms and Armor, *prestidigitation*, Price 2,302 gp, Cost 1,151 and 47 XP



TOYMAKER'S MINOR WONDROUS ITEMS

These items can be created with the Toymaker feat found in the 3.5e Feats section below. Their individual prices are left to the DMs discretion, but they will typically cost 10 to 100 gp (or ten times their mundane equivalent.)

Apprentice's candle: The flame of this small candle burns perfectly, unaffected by air movement or wind and can only be moved or snuffed out by magic or a specific command word. The candle flame can not only be moved around by applying magic, but the color of the flame changes in relation to the school of magic used to do so making the candle a perfect tool to train young magic user's in the basic control needed to use cantrips.

Automatic Whetstone: This small whetstone, when touched to a dull edge and let go, starts sharpening it automatically.

Beauty Soap: This bar of high quality soap is enchanted to remove all body hair below the neck, clean the pores of the skin, and make the skin feel smooth and soft. Used over an extended period this soap can make scars seem to disappear by slowly repairing the skin though the effect does not extend to removing scar tissue in the muscles.

Box of Tin Soldiers (Attacker): These small tin soldiers stand about four inches tall and are painted with a blue coat. They come in boxes of five soldiers. On command, they can be set to march forward. If one is knocked over, it will cease to function until commanded again. Whenever a red-coated Tin Soldier is within 1 foot of them, they will fire small lead pellets at it to knock it over.

Box of Tin Soldiers (Defender): These small tin soldiers stand about four inches tall and are painted with a red coat. They come in boxes of five soldiers. On command, they can be set to patrol an area up to 1 foot square (such as the perimeter of a toy fort). If one is knocked over, it will cease to function until commanded again. Whenever a blue-coated Tin Soldier is within 1 foot of their patrolled area, they will fire small lead pellets at it to knock it over.

Cleaning Rag: This small patch of rag has been imbued with the power to clean surfaces of dust and light debris on its own. The owner simply says "Clean" and then the name of the object and the rag starts to clean until the item is free of dust and debris.

Comb of Style: When brushed through the user's hair it automatically arranges the hair into a hairstyle designated at the time of the comb's creation.

Cooling Glass: This glass cools a liquid placed in it a bit below room temperature, and keeps chilled liquids placed in it cooler longer.

Creepy Doll: This doll's eyes appear to gather the light towards them giving them a disturbing appearance, and when the room is darkened the head will turn to face the nearest living creature within 20 ft that has line of sight to the doll. If the doll is put away inside a box or a bag the doll may move just enough to get out and sit upright in plain sight, but it will only do so if it is not being watched.

Diadem Light: This simple wooden crown emits light equivalent to that created prestidigitation, with an illumination range of ten feet. Embellished variations can be made precious metals and decorated with gems and carvings. The light intensity and working depends on the level of the caster and their mastery of prestidigitation.

Flirtatious Mirror: When a creature looks at their reflection in this mirror, the reflection will move on it's own and act in a flirtatious manner: fluttering it's eyelashes, winking, and blowing kisses.

Hairpin of the Majestic Stance: When affixed appropriately, the wearer of this hairpin can will their hair to wave as if blown in a breeze.

Hairpin of Perfection: When affixed appropriately, the hair of the wearer cannot be soiled or sullied, the hairstyle withstanding even hail and storms.

House Helper: These statuettes, which are no larger than the average nutcracker can be commanded to do one complex domestic task (such as "Rearrange this bookshelf alphabetically", or up to three simple domestic tasks (such as "Put away the dishes"). Created in sets of three, they will work on their tasks until broken or ordered otherwise. If more than one has been delegated with the same task, they will cooperate to complete it.

Indecisive Coin: When thrown, this coin always lands on the edge.

Insect Hunter: This small metal casting of a wasp will, on command, starting hunting any normal insects that are within the bounds of a single building. This item is incapable of hurting anything other than the bugs it is hunting.

Kamasutra Dolls: This set of a male and female doll show certain positions on command, none of them safe to be seen by minors.

Lighter: A fire-producing item that takes the form of a slender item like a wand or staff, engraved with an emblem indicating the direction of the flame. It can be activated with a command word, or have a physical trigger. The flame can ignite combustibles but does not cause damage itself.

Magic Inkpen: A wooden or metal pen that can be refilled simply by shaking it. The ink will vanish after 1 hour. The ink may be of any color, and a single pen might include a variety of colors.

Magic Mortar and Pestle: This animated mortar and pestle set will automatically grind any mineral or vegetable matter to a powder. It can only grind substances of Hardness 2 or less.

Magic Spice Granting (MSG) Frying Pan: This frying pan will bestow delicious tastes on any food cooked with lots of oil at a high heat in it. Rarely, some people are allergic to the magic spice it generates, causing headaches or sneezes.

Music Box: This small simple looking box can be used to contain keepsakes. When exposed to nonmagical music the box can be commanded to record the song. The box can only hold one song and can replay the song whenever commanded.

Seagull: This small wood carving of a gull has been enchanted with the ability to fly. It will follow the mental commands of the owner and has a range of 100ft.

Shaving Razor: This wickedly sharp razor is the perfect gift for someone who dislikes having hair. When released near a creature with hair and commanded to 'shave', it whips through the air like a deranged maniac and cuts away all exposed hair in a matter of seconds leaving behind smooth skin without harming the affected creature in the least. Some varieties only affect the beard and moustache area on a typical humanoid.

Stirring Stick: A small glass rod 4"-12" long that, when placed in a container of liquid, will stir until it is taken out.

Trick Cards: This deck of animated playing cards performs a number of tricks on command, such as shuffling, handing itself out to players, or displaying a certain card. Usually, there are a few special tricks only known to the creator.

Warming Mug: This mug warms a liquid placed in it a bit above room temperature, and keeps heated liquids placed in it hotter longer.

Knitting Needles: These knitting needles madly knit or crochet with any yarn nearby. The results are usually plain but occasionally they surprise by producing simple patterns.

FEATS AND FLAWS (3.5E)

The feats *parlour tricks*, *master prestidigitator* and *sublime prestidigitator* are used by the *prestidigitator* prestige class found in this issue.

Sample minor wondrous items for the *toymaker* feat can be found in the 3.5e Emporium in this issue.

EARTH LORE [RACIAL]

Prerequisite: Dwarf, arcane spellcaster level 3rd

Benefit: You gain a +1 bonus on the save DC of your arcane spells if you are standing on natural rock or earth.

MASTER PRESTIDIGITATOR [GENERAL]

Prerequisite: Parlour Tricks, ability to cast 2nd level spells

Benefit: You use your knowledge of *prestidigitation* to bolster other spells. Each time you cast a spell of 2nd level or lower, you gain either a +2 to one damage roll of the spell or a +1 to the save DC of the spell. By bolstering a spell in this way, it becomes more difficult to identify the spell as it is being cast. The DC of Spellcraft checks made to identify this spell increases by 1, which stacks with Parlour Tricks.

PARLOUR TRICKS [GENERAL]

Prerequisite: Ability to cast *prestidigitation*

Benefit: You can alter the color, sound, smell, and look of a spell as you cast it. You could change the color of your *magic missiles*, have music accompany your *floating disk*, or have *mage armor* that smells of roses. These changes are unable to alter the effective level of the spell or increase or decrease the effects of a spell. The DC of Spellcraft checks made to identify this spell increases by 5.

SUBLIME PRESTIDIGITATOR [GENERAL]

Prerequisite: Parlour Tricks, Master Prestidigitator, ability to cast 4th level spells

Benefit: You use your knowledge of *prestidigitation* to bolster other spells. Each time you cast a spell of 4th level or lower, you gain either +2 to one damage roll of the spell or a +1 to the saving throw DC of the spell. By bolstering a spell in this way you make it more difficult to identify the spell as it is being cast. The DC of Spellcraft checks made to identify this spell increases by 1.

Bonuses granted by this feat, except saving throw DC, stack with those granted by Parlour Tricks and Master Prestidigitator.

TOYMAKER [ITEM CREATION]

Prerequisite: Int 13+, Ability to cast *prestidigitation*

Benefit: You may imbue a nonmagical item weighing no more than 1 pound with a *prestidigitation* effect. This takes 20 minutes and costs 20 XP in addition to the gold piece cost of the item. The base item need not be of masterwork quality: a plain mundane tool, toy or accessory would suffice. Items made with this feat are not capable of inflicting damage and cannot grant bonuses of any type. No magical backlash occurs if one of these items are broken. On high-magic worlds these minor items

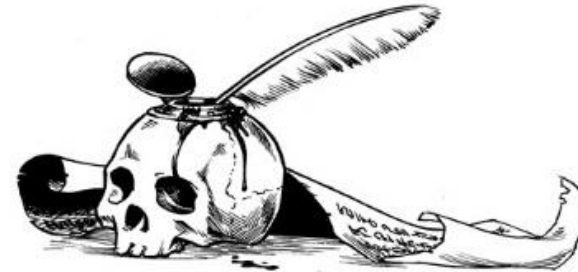
might be ubiquitous, being used as toys or useful household articles. They are scarcer on low-magic worlds. The market price of a minor wondrous item is left to the DMs discretion, but will typically be between 10 and 100 gp, or ten times the cost of the base item.

Special: Wizards may select this feat instead of Scribe Scroll at 1st level.

WIZARD'S GRACE [GENERAL]

Prerequisite: Int 13, ability to cast 1st level arcane spells

Benefit: The tricky hand gestures that are an integral part of your spellcasting have helped you to improve other skills. You get a +2 bonus to Sleight of Hand checks. Choose one Craft or Perform skill. You also get a +2 bonus to checks involving that skill.



FEAR OF MAGIC [FLAW]

Effect: You never consider spells or spell-like abilities to be harmless: you always make a saving throw against beneficial spells cast upon you. In addition, creatures casting a spell or using a spell-like ability do not provoke an attack of opportunity from you.

Roleplaying Ideas: How did you develop this fear? Perhaps one of your parents discipline you using magic, or you tried to become a spellcaster, but something went wrong during your training. How do you react when encountering sorcerers and wizards? Maybe you shiver and sweat, or you can't help but voice your distrust.

MAGIC CORRUPTING TOUCH [FLAW]

Effect: A magic item that you touch, wear, or otherwise utilize for the first time has a 25% chance of becoming cursed. This roll is made in secret by the DM. If the item is cursed, the type of curse is chosen at random or selected by the DM. If the item was cursed prior to you touching it, that's too bad, it has two curses now.

Roleplaying Ideas: How did you acquire this curse? Maybe you stole from the wrong emporium, or drank one too many potions.

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