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DWEOMERCRAFT: ENCHANTERS

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CONTENTS

Chapter One: Racial Views

So you want to be an Enchanter?	3
Attitudes of the various major races toward Enchanters	
Dwarves	5
Elves	5
Gnomes	6
Halflings	6
Half-Elves	6
Half-Orcs	6
Humans	6
Enchanter Personalities	7
Abjuration	7
Conjuration	7
Evocation	8
Illusion	8
Transmutation	9
Divination & Necromancy	9

Chapter Two: Feats

Beckon Summoning [General]	10
Chaotic Hint [General]	10
Charismatic Aura [General]	10
Charismatic Mesmerist [General]	10
Charm Offensive [Metamagic]	10
Compulsion Leech [General]	10
Deceptive Acquaintance [General]	10
Discouraging Smirk [General]	11
Honeyed Words [General]	11
Horse Beckon [General]	11
Humble Guise [General]	11
Impersonate Gender [General]	11
Lawful Hint [General]	12
Retracting Polarity [General]	12
Skeptical Intolerance [General]	12
Seductive Charm [General]	12
Social Dominance [General]	12
Unpassionate Aura [General]	12
Wizard ShriII [General]	12

Chapter 3: Deities Important to Enchanters

Anma Grelga (intermediate goddess)	13
Deludra (lesser goddess)	13
Judicia (intermediate goddess)	14
Psydelius (intermediate god)	15
Trikalur (intermediate god)	16
Tyrakor (greater god)	17

Chapter 4: Spells

Bard Spell List	18
Cleric Spell List	19
Druid Spell List	20
Ranger Spell List	20
Sorcerer/Wizard Spell List	20
Alignment Shift	21
Alter Memory	21
Aphasia	22
Aura of Fish Paste	22
Barking Fit	22
Bestial Panic	23
Blind Eye	23
Cat Fever	23
Cat Nap	23
Charm Object	23
Charm Vegetation	24
Clubbing of Confession	24
Compulsive Sneezing	24
Confuse Familiar	24
Deceptive Recovery	25
Delusional Kindred	25
Delusive Limp	25
Divulgence	25
Dog Treachery	25
Dominate Vegetation	26
Dream Talk	26
Dyslexia	26
False Remembrances	26
Gaudiness	27
Heightened learning	27
Herd Panic	27
Ill-mannered Body	27
Illusion Flux	27
Illusionary Backlash	27
Image Imprint	28
Interrogation Shivers	28
Interrogation Tremors	28
Irritate Sleeper	29
Itchy Clothing	29
Kleptomaniac Urges	29
Mad Lust	29
Memory Man	30
Mental Block	30
Mind Rash	30
Muddled Mind	30
Name Scatter	30
Necromantic Doubt	30
No Smell/Taste	31
Null Romantic	31
Opinionated Outburst	31
Perfume Bane	31
Pocket Twitch	31
Ringing Ears	32

Shoes of Discomfort	32
Skipping Demise	32
Sleep Noggin	33
Sour Stomach	33
Spell Jumble	33
Spendthrift	33
Stun Good Hand	33
Tabula Rasa	34
Tankard of Drunkenness	34
Temper Tantrum	34
Toad Mind	34
Tone Deaf	34
Traitor's Aura	35
Trembling Grasp	35
Uncontrollable Snickers	35
Vengeance of Donkeys	35
Vocal Jiggle	35
Well-wished Wiggles	36

Chapter 5: Tomes of Knowledge

The Arcane Inspiration of Knowing Someone's Heart and Mind	36
Biologies and Cosmologies	37
Charm Maker	38
The Exquisite Charm of Domination	39
The Good Charmer's Herbal	40
The Grand Book of Monstrous Enchanters	40
A Most Foul Boiling of the Charmer's Blood...	41
Nellalok's Guide to Corrupting the Goblinoids	42
Quakewaver's Most Notable Lives	43
Vorthelz's Literary Notes	44

Chapter 6: Magic Items

Amulet of Internal Realignment	46
Baton of Command	46
Belt of Irrefusable Offer	46
Cirklet of the Sun and Moon	46
Dagger of Clear Thought	46
Dunce Cap	47
Guarantee's Agreeable Marbles	47
The Jasthiner Lenses	47
Mirror of Endless Gazing	48
Pipe of Charming Presence	48
Quilt of Endless Sleep	48
Ring of Recall	48
Diadem of the Seventh Hour	49
Ganymede's Grandfather Clock	49

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CHAPTER ONE: RACIAL VIEWS

So you want to be an Enchanter?

If you are reading this you are clearly considering turning your developing arcane talents towards specializing in the very intriguing school of enchantment. As you mull this idea over you are faced with a difficult decision: which school, or schools, do you choose to neglect as you delve into the subtle and intricate ways of the enchanter? Clearly, this is an important decision you make, as it will affect you for the rest of your existence(s). As such, it is not something that should be decided on a whim, and the mere fact that you are reading this shows that you are approaching this decision with the gravity it deserves.

While it would be easy to fill an entire library with the debates and discussions about this choice, this would do little but confuse you. Thus, I have taken it upon myself to herein delve into the issue in the simplest of terms and allow you the broadest guidelines for making your decisions. What follows is not gospel, but rather a handy outline of issues that should concern you as you prepare to make your decision.

The World Beyond Enchantment: An Enchanter's Views of Other Schools

Although the enchantment school, with its infinite degrees of subtlety and demands on the spellcaster's intellect, is by far the most difficult to master, there are other schools that have their uses. Some allow the enchanter to better use his skills, others are so generally useful that to do without them would be difficult, and

still others are anathema to the aims and focus of the enchantment school. What follows here is a brief generalization of how each of the other seven arcane schools interacts with the school of enchantment in general, and the abilities and goals of an enchanter specifically. While this is by no means an exhaustive exploration of the issue, it is a handy reference guide for the aspiring enchanter as he, or she, sets about deciding what schools to keep and which school, or schools, to surrender.

Abjuration – With its array of protective spells, the abjuration school is a great aid to an enchanter. Abjuration spells not only protect the enchanter, but often extend to his allies and friends, whether free-willed or under the enchanter's talents. They can be used to keep the enchanter safe while he tries his powers and also, should his powers fail to achieve the desired results, help him avoid his targets' wrath. Since most of the abjuration spells are of a subtle nature they mesh well with the enchantment school's own subtle manipulations. In addition, the ability to counter other magic effects, including enchantments, through dispelling makes this a virtual must-have for an enchanter.

Conjuration – The ability to call for a wide array of offensive and defensive effects as well as summon instant allies makes the conjuration school perhaps the most useful to an enchanter. Its greatest impact for an enchanter occurs at the higher levels, however, when it allows the enchanter to summon powerful extra-planar beings, which he can then attempt to gain control of through his enchantment abilities and compel the beings beyond what the ordinary conjuration school would allow. Naturally, this is extremely dangerous, but it has been argued that this is the ultimate test of an enchanter's true skills.

Divination – This school is the ultimate complement to the manipulative capabilities of the enchantment school. Through judicious use of the spells within the divination school, the enchanter can gain valuable information on potential targets, making the enchantments more likely to succeed. Further, its observation capabilities allow the enchanter to keep better track not only of those he has enchanted, but also of what is going on around them; this makes immediate and long-term control much more effective. Another vital use of the divination school





is the expanded ability to communicate with creatures of all kinds.

SUGGESTED GAME USE: DMs could add a situational modifier to *charm* effects if the enchanter has used divination spells to gain personal information about the subject of a charm. For instance, an attempt to *charm* or *dominate* the local mayor might grant a negative situational modifier to the mayor's Will saving throw if the enchanter has used divination spells to figure out that the mayor really enjoys collecting fine books and the enchanter presents him with a rare tome.

Evocation – Arguably the most powerful of schools, evocation is also the school at greatest odds with the subtlety inherent in the enchantment school. There is nothing delicate about blasting an area with fire, or some other violent effect. Not only do such actions usually bring swift and maximum retribution on those who practice them, but careless use can actually hurt the enchanter's ability to control their subjects or even attempt enchantments. Still, because it is extremely powerful and also includes a number of spells that have protective and miscellaneous uses, the school is very tempting. After all, should the enchantments fail, a brutal display of power will often be enough to discourage retribution on the part of those the enchanter attempted to manipulate. Unfortunately, while vulgar displays of power might frighten foes, they usually make it harder to subsequently enchant them.

SUGGESTED GAME USE: DMs could penalize the ability of an enchanter to *charm* or *dominate* a person or creature if the enchanter has previously been less than careful with evocation spells. Certainly a positive situational modifier would be appropriate to a goblin's Will save if the enchanter has been busy blasting the goblin patrol with fire and then attempts to charm the remaining survivor to act as a spy.

Illusion – While the divination school provides information to help the enchanter manipulate his subjects and control them, the illusion school is perhaps even more in the spirit of the enchantment school. With its reliance on fooling the senses, it is a natural complement to an enchanter's abilities to control minds. The spells of the illusion school can bolster an enchanter's chances of success with potential victims. By disguising himself as a trusted friend or creating a more



comforting environment, the enchanter can more easily influence a potential target.

SUGGESTED GAME

USE: DMs could grant a negative situational modifier to a subject's Will save against an enchanter's *charm* or *dominate* if the enchanter disguises himself as a trusted friend, or makes the subject believe he is in an environment where he can let his guard down.

Necromancy – Because the enchantment school relies on manipulating the minds of creatures, it is useless against the mindless, many of which are undead. Thus the necromancy school directly addresses the most glaring shortcoming of the enchantment school and provides an enchanter with the ability to create and control undead. In addition, the higher necromantic powers are very effective against small numbers of living foes without being as showy as spells of the evocation school and actually make a more appropriate display of power for an enchanter than storms of ice or bolts of lightning.

Transmutation – As the school with the greatest range of differing arcane effects and heavy on mobility, the transmutation school is so broad in its scope that there is really little correlation with, or opposition to, the enchantment school. As such, transmutation

neither addresses any particular weaknesses of, nor adds any particular strength to, the enchantment school. Like the abjuration school, certain spells of the transmutation school, especially those concerning mobility, are directly useful to the enchanter's allies or to the enchanter, should he need to take leave of an uncomfortable situation. While spells of this school can be somewhat showy, they do not pack the explosive impact of the evocation school's chief spells and thus aid the enchanter in keeping a somewhat lower profile in addition to being generally more useful than the evocation school.

There you have a brief summary of how the different arcane schools relate to the mastery of enchantment. It will hopefully aid you in your choice on the school, or schools, you choose to disregard in your pursuit of enchantment lore.

Attitudes of the various major races toward Enchanters

As you travel the realms you will undoubtedly encounter the many races that populate the wider world. It is perhaps useful to know how you can expect to be received by the various races upon encountering them. Of course, while your own race or cultural background will tend to be the most obvious indicator those meeting you will seize upon to form an initial impression, your profession is not far behind. Thus an enchanter is well advised to familiarize himself or herself with the prevailing racial attitudes towards their chosen specialization; being aware of racial and cultural differences usually means the difference between being welcomed, or at least tolerated, and being shunned or even feared. Note, while it is a gross exaggeration to claim that any specific member of a particular race will act in the manner described below, it is a good generalization of the general attitudes the race carries towards members of the enchantment school.

Dwarves

Conservative in their views and ideas, dwarves tend to view practitioners of the arcane arts as useful, if cowardly, at best, and with contempt at worst. This tends to leave arcane talents ignored or even avoided, but enchanters have it even worse. While dwarves

may grudgingly respect the power of a fireball and can reluctantly appreciate the usefulness of a teleport, they give no such credit to the enchanter's powers. In fact, the dwarven penchant for being straightforward in word and deed runs counter to the enchanter's powers, which rely more on subtlety, finesse, and manipulation.

Thus enchanters are to be doubly mistrusted, as not only do they dabble in the less respected arcane arts, but also seek to overcome their challenges through subterfuge rather than simply meeting them head-on. This means enchanters tend to be ignored, avoided, and generally treated with less respect than other members of the arcane arts, which can leave the enchanter feeling very lonely indeed. In addition, a certain level of discomfort with an enchanter's powers can be detected. Despite the fact that dwarves are very resistant to all things spell-related, and quite prepared to deal with any physical dangers, the thought of someone being able to control their mind makes them ill at ease. Fortunately, the natural dwarven sense of fairness, coupled with a firm belief in their own strengths, keeps enchanters from being viewed in a worse light. Thus, an enchanter among dwarves will not generally feel welcomed and, at best, can hope for civil, if cool, treatment.

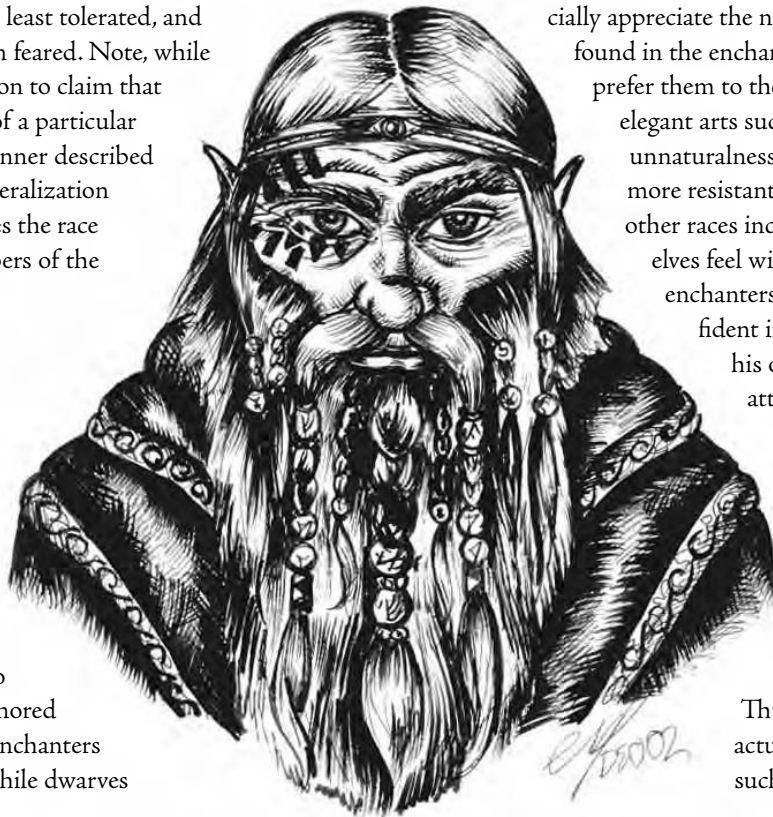
Given these prevailing attitudes, dwarven arcane casters are rare, and dwarven enchanters rarer still.

Elves

Questions of the enchanter's race aside, with their affinity for arcane magic, their love of the arts, and their ability to take the long-term view of things, enchanters feel right at home among the elves. Elves especially appreciate the need for finesse and skill found in the enchantment arts and tend to prefer them to the more blunt and less elegant arts such as evocation, or the unnaturalness of necromancy. Being more resistant to enchantments than other races increases the comfort elves feel with even mistrusted enchanters as they can feel confident in their ability to resist his or her enchantment attempts.

Many elves are arcane spellcasters of some form and, if they choose to specialize, they tend to choose the more subtle and artistic schools.

Thus, elven enchanters are actually quite common as such things go.





Gnomes

Filled with insatiable curiosity and born tricksters, gnomes are illusionists of the first order and are comfortable around arcane casters of all stripes except for necromancers. Enchanters are well respected, if not quite on the level of illusionists, as gnomes prefer to trick others rather than manipulate them. The relatively high status of an enchanter among the gnomes is further bolstered by the fact that they, among the smallest of the common races, can appreciate the subtlety of the enchantment school.

As gnomes are natural illusionists, gnomish enchanters are rare, but more common than gnomish specialists of other schools. Despite the rarity of specialized gnome enchanters, the spells of the school are very popular due to their synergy with the illusion school.

Halflings

The smallest of the races, halflings appreciate cleverness and the ability to make the most out of what others might see as a shortcoming. They tend to find ways to make themselves useful and successful wherever they go by creating advantages for themselves. Enchanters thus find themselves welcome for their abilities to manipulate others without drawing undue attention.

Although halflings tend toward roguish pursuits, many become arcane practitioners, finding that magic can make up for what they lack in size or strength. Among those that choose to specialize in a school, most choose schools that fit in with their opportunist outlook, such as transmutation or abjuration, and stay away from the flashy or notorious, such as evocation or necromancy. Enchantment is a favorite because it is subtle and allows halflings to gain control over physically larger and more powerful adversaries.

Half-Elves

Half-elves have a difficult time fitting into either human or elven society. In light of this, they tend to adopt the attitudes of the parentage they most closely identify with when it comes to dealing with enchanters. Of course, their elven heritage does give them certain advantages vis-à-vis the arcane arts, and half-elves tend to favor the arcane arts almost as much as their elven stock does, with the tendency toward the

less flashy arts such as enchantment taking precedence. Nevertheless, because they do have human blood within them, feel free to take the above generalizations with a grain of salt.

Half-Orcs

Stronger than most, but less intelligent, orcs respect strength in all its forms and tend to view those who are not as physically strong as they are with contempt. Given the more sedentary nature of most arcane casters, they have a difficult time among half-orcs unless they are willing to demonstrate their powers in no uncertain terms. Of course, if the display is powerful enough, the contempt can be easily converted to respect and/or fear. Enchanters, who rely on more subtle arts, have a more difficult time impressing these people than most other arcane casters.

Given their intellectual and charismatic handicap, few arcane casters of any stripe come from the ranks of the half-orc race. Still, there are some few that do practice the arcane arts. Perhaps it is the orcish penchant for destruction, but among that select number, those that specialize tend to focus on spells that favor destruction on a grand scale.

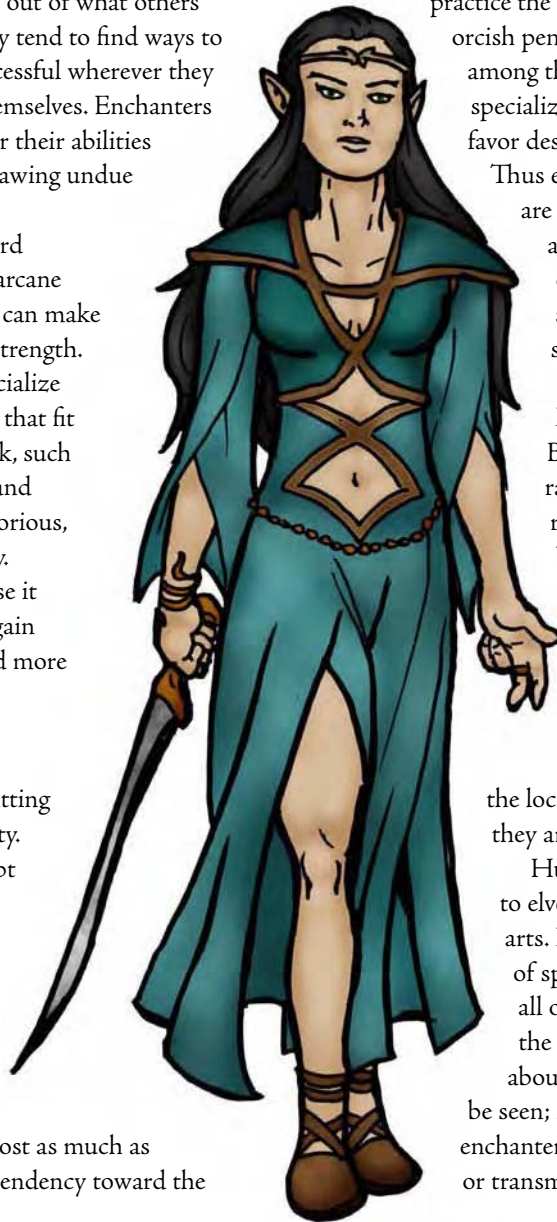
Thus evocation and transmutation are favorites, while enchantment and illusion are almost never encountered as specializations among half-orc arcane spellcasters.

Humans

Being the most diverse of all races to inhabit the world, human reactions to enchanters tend to be based on social and cultural contexts as well as alignment.

Thus there is no general way to describe human reactions and my best advice is for the traveling enchanter to familiarize him or herself with the local customs of the area in which they are traveling.

Humans appear to be second only to elves in their affinity for the arcane arts. Humans vary in their choice of specializations as they vary in all other things, even more so than the elves. Specialists of all kinds abound, with no true preferences to be seen; humans are just as likely to be enchanters as they are to be necromancers or transmuters.



Enchanter Personalities:

Knowing Your Enchanter by the School They Choose to Prohibit

Before I address the above subject, allow me to state that this is not a commentary on the choice you have made, or will make. Each of us is a unique individual and the choices we make are a reflection of many factors. However, in my many years of studying enchantments and dealing with fellow enchanters, I have noticed that certain personalities tend to gravitate toward excluding certain schools. So, without further ado, here is a little introduction into the general personalities of enchanters based on the school(s) they choose to exclude.

Abjuration

The abjuration school's focus on protection is a great boon to an arcane caster and it is an unusual school to choose as a prohibited school for an enchanter. For what happens should the enchantments fail? Enchanters who eschew the abjuration school are usually arrogant about the power and effectiveness of their skills, especially the consequences of employing them. They are unable to acknowledge the possibility that their dabbling with the minds of others could have direct negative consequences for their person; consequences from which they might want protection. In its extreme, an enchanter views all those around them as nothing more than rats to be experimented with or dominated in a quest to expand their personal power. Unless they are suicidal, however, even the most arrogant enchanter will ensure that she has a good grasp on the transmutation school's escape-related spells. Just in case, of course.

In rare cases, an enchanter has chosen abjuration as their prohibited school out of extreme naivety. Their thinking, or social conscience, is simply not developed enough to where they can imagine someone resenting having their mind magically influenced. This disconnection between themselves and other social beings causes immense problems the first time someone takes exception to their meddling. If the enchanter does survive the lesson, occasionally they will realize the error of their ways and seek to temper their skills. But often they do not learn the error of their ways. Unable to grasp that other creatures are individuals worthy of respect, they retreat to continue their researches far removed from general society. More than one missing person has fallen into the clutches of such an enchanter, their mind destroyed in a cold, clinical experiment for the sole sake of advancing the enchanter's knowledge.

Abjurers are usually either viewed with disdain as cowards by the arrogant enchanters, or with incomprehension by the naïve. The arrogant view is by far the more prevalent. Abjurers are seen as worrywarts,

in fear of the world around them, forever seeking protection from the dangers of the world. This is an incomprehensible attitude to the arrogant enchanters who firmly believe that one must take what one can from the world and those around them. Their motto is to act, not to react, and someone whose sole focus is on reacting to those things around them fills them with scorn and derision. This is made even worse by the fact that abjurers often lend protection to their fellows, something anathema to such self-focused individuals.

To put such an enchanter with an adventuring party is often an invitation to disaster. The arrogant enchanter will care little about his fellows and will seek to impose his will at every turn, often causing conflicts even if the goals of the enchanter and the party are the same. Usually, such relationships do not last long. The naïve enchanter is not as argumentative or verbose, but will still seek his own ends, not out of a desire for power, but to satisfy his curiosity. This often leads to problems as the character works towards his or her own goals and distractions rather than the groups.

Conjuration

The conjuration school is a versatile school, but one that does require a bit of planning to use effectively. Conjured creatures need to be controlled, the proper effects need to be selected for the expected obstacles (i.e. should I armor myself, or prepare for escape), and at higher levels thorough preparation is required for dealing with the types of creatures that can be summoned.

Thus, those enchanters that choose conjuration as their prohibited school do so precisely because it requires preparation and planning to be effective. Often such enchanters have difficulty focusing beyond the immediate situation because their personality is not one that considers planning to be particularly important. These are not individuals who prepare for contingencies, or spend a lot of time speculating on "what if..." kinds of situations. Rather, they tend to be spontaneous, focused on the present, and living in the here and now.

Naturally these sorts of enchanters view conjurers with incomprehension and occasionally pity. To their eyes, conjurers are needlessly looking to complicate their lives and their desire to plan for the future is hopelessly fussy. What will be will be after all, and all the planning in the world often comes to naught. They are strong believers in the old axiom that "The best laid plans of mice and men oft go astray".

Enchanters of this type are a mixed bag for an adventuring party. While often good in unexpected situations, their relaxed attitudes can make them a pain to deal with, especially when it comes time for





long-range planning. After all, how many times can someone hear “I dunno” or “I don’t care” when they ask the enchanter for input before they begin to question the enchanter’s value? Furthermore, the fact that they tend to follow their whims of the moment can be very troublesome in civilized settings, especially lawful ones, where such behavior can easily land them in hot water with the local authorities. Finally, while their enchantments can be just as potent as those of any other enchanter, their inability to focus means that they tend to neglect to properly control those they have enchanted, or even prepare for the time when they may no longer be enchanted, which can lead to some unpleasant situations. Not that they really care.

Evocation

The most offensively potent school, evocation is considered by many to be the most powerful school to study. Its signature spells are often the first things



that spring to the minds of the non-arcane when the subject of arcane magic is brought up. Inarguably, ignoring the evocation school means giving up a lot as far as offensive magics are concerned.

Nevertheless, enchanters quite often make just such a sacrifice. Enchanters who choose to give up this school do so because they cannot abide the evocation school’s raw displays of power. To such enchanters fireballs and lightning bolts are crude and vulgar, the equivalent of a punch to the face of those around them. Such blatant exhibitions of power only serve to give the magical arts a bad name in the eyes of these enchanters, like performing delicate surgery with a mattock and hacksaw. These enchanters prefer to be more delicate, to plan their actions, and to concentrate on overcoming obstacles in ways other than simply blasting them to bits. Enchanters who choose evocation as their prohibited school are often among the most imaginative and creative individuals around. Taken to extremes, however, this desire to stay away from blatant displays of magical strength can lead to severely handicapping the enchanter’s combat ability as they begin to ignore offensive spells from other schools in order to prove their point.

Inevitably, these enchanters view evokers as the barbarians of the magical arts. While not overtly hostile to them, they nevertheless tend to view evokers as less refined than other arcane talents, and this view extends to such things as their cultural background and mannerisms. Naturally, evokers gladly return these sentiments.

In terms of adventuring, enchanters that ignore evocation do compromise the offensive capabilities of their party. However, this is usually made up by the fact that such enchanters are strong thinkers, well versed in their capabilities and how to best use them in support of the party. A party will rarely do better than to have an enchanter with such a personality among them, as long as the enchanter keeps in mind that a little flash every now and then is quite acceptable and even useful.

Illusion

Perhaps the school closest in spirit to that of enchantment, illusion is a favorite for many enchanters. Nevertheless, there are those who choose this as their school to ignore.

Enchanters who pick the illusion school as their prohibited school are often guilty of a lack of imagination. Such

enchanters tend to be rather pedestrian, even boring, types whose personalities are less than scintillating. Of course, this does not speak on their strength of character, or ability to be successful enchanters, but it does tend to make them boring conversationalists. In addition, they do not easily come to grips with unusual situations, often finding themselves at a loss for dealing with the unexpected. Thus while they are often very effective enchanters, their use of those under their spell tends to be pretty straightforward and unimaginative. While this is fine under normal circumstances, it does blunt their ability to fully utilize their arts in creative ways. They can easily enchant an ogre and get him to leave the party alone or help carry things, but would probably never think of using the monster to supply bad intelligence to its fellows over a period of weeks leading up to an eventual attack by the party.

Certainly the presence of an enchanter with such a personality is an asset to an adventuring party, if properly supervised. They tend to be steady, if pedestrian, in their work and attitudes, rarely rocking the boat, and while not great to talk to on a long night's watch can be counted on to get the job done. Of course, should something unusual arise, the party cannot expect such an enchanter to be creative enough to help them with it. In fact, it is usually up to someone else in the party to point such an enchanter in the right direction, even when it comes to effective use of their powers.

Transmutation

Without a doubt transmutation is the most diverse of all the schools of magic. Transmutation features a little of everything, but is especially useful for swift transportation at the higher levels. It is a rare bird indeed that chooses to forgo the advantages of this school.

Those enchanters who do choose transmutation as their prohibited school tend to be of the academic variety. Introverted and often antisocial, these enchanters choose to limit their mobility options and their abilities to benefit others because they do not desire to travel nor plan on interacting to the benefit of others. While this might seem anathema to the very nature of the enchantment school which, after all, deals with the manipulations of the minds of others, it is not so. Such enchanters are perfectly happy to pursue their studies, employing their powers on others only when necessary to further their knowledge. Unlike the arrogant or naïve enchanters who choose to prohibit the abjuration school, enchanters eschewing the transmutation school are not focused on themselves. Rather, they are focused on perfecting their art to the exclusion of everything else.

Since they are so anti-social, they really do not hold a strong view of transmuters. At most, they wonder why they would waste their magical abilities on anything other than research.

Rarely will an enchanter of this type be found with an adventuring party as they generally have no desire to go out and seek adventure. Should they be lured along because they must have something to complete their research, their anti-social nature tends to make them aloof and uninvolved. Combine that with the fact that they cannot directly enhance their fellows' abilities and there is really little use in having such an enchanter along.

Divination and Necromancy

These two schools are unique in their focus. Necromancy deals with the undead and harming the living, while divination is focused on gaining information. Because of their narrow foci, these schools do not overlap with any others and, unlike say evocation or abjuration, there are no readily available substitutes for their spells. Enchanters who choose these two schools to prohibit are limiting their ability to gather valuable insight and also exposing the one true weakness that the enchantment school has; the inability to affect the mindless. Of course, by surrendering their access to these two very specific schools the enchanters gain maximum access to offensive, defensive, and miscellaneous spells.

Enchanters who choose these two schools do so because they see them as having limited use. These enchanters are generalists, preferring to have the maximum amount of spells available for their study. Their personalities tend to reflect the fact that they are the least focused of the enchanter specialists in terms of centering their whole spellcasting on the enchantment school. They recognize that no one school can encompass all things and that it is better to have a wide array of capable spells available. These individuals tend to be the most grounded and accessible of the enchanters, mixing potent abilities with a strong dose of common sense.

Given their grounded nature, enchanters of this variety hold no animosity toward either diviners or necromancers, recognizing them as valid specialties in their own right that just don't happen to fit into their particular plans.

Parties may not even realize that enchanters who have prohibited these two schools are in fact enchantment specialists given their wide array of spells. Naturally, when the time comes to focus on the undead or seek answers from beyond their ken, they will become aware of this fact. Nevertheless, the general usefulness of these enchanters and their ability to fit in greatly make up for these shortcomings.



CHAPTER TWO: FEATS

Like most other magic-users the Enchanters approached the beginning feats with dread. Metamagic tended to make most of the spells out of their range of aptitude, and other items left them feeling somewhat out of place. Enchanters know that magic is all around them and they just need to find a way to tweak it to their use. Stories abound about natural people doing extraordinary things with a single simple power. These knacks are both more as well as less than spells. Their abilities may be beyond what an apprentice wizard has the talent to do, but they are also without additional tuning as they advance.

Beckon Summoning [General]

You generate a mystical aura about you that causes any nearby summoned monsters to become confused into thinking that you were the one who summoned them, thus coming to your aid instead of the aid of the summoning caster.

Prerequisites: Chr 13+, Int 12+, Knowledge (Arcane) 6 ranks

Benefit: When any form of summoned monster is brought into an area up to 60 ft away from you, the summoned monster must make a Will save + ½ caster level (DC equal to your Charisma score) or come to your aid instead of helping the summoning caster. Monsters that are immune to mind influencing effects are not affected by Beckon Summoning.

Chaotic Hint [General]

You are able to send out signals of a chaotic nature to those of chaotic alignment, making them feel more secure and liking of you. This feat can be turned on or off at will and doing so is considered a free action.

Prerequisites: Chr 12+, Knowledge (Arcane) 4 ranks

Benefit: Chaotic Hint gives you a +2 bonus to all Charisma based skill checks when dealing with targets of chaotic alignment.

Charismatic Aura [General]

People listen to you and are more friendly to you than others, fine wine, fine women or men and fine food are all yours to ask for.

Prerequisites: Cha 12+, 4 ranks in Perform or Diplomacy

Benefit: You get an effective +2 to your Charisma score (not modifier), this counts towards bonus spells and any other Charisma based effects.

Charismatic Mesmerist [General]

Targets with a charisma that is much lower than the character's charisma score are more susceptible to the enchantment and/or charm based spells that the character casts upon them.

Prerequisites: Cha 13+,

Benefits: Targets with a charisma score that is 4 points or lower than the charisma score of the character suffer a -3 penalty towards saving rolls against any enchantment and/or charm spell that the character casts upon the target.

Charm Offensive [Metamagic]

Your enchantments are mighty even against those who are normally immune to such Charms.

Prerequisites: Cha 17+, Must be able to speak the language of your target, must be a 12th-level caster

Benefit: You have a chance to charm even the Celestials with your spells. When casting the appropriate spell (either Charm Person or Charm Monster). Roll a d20 and add your level and Charisma Modifier against a d20 roll added to their CR plus Intelligence Score

Normal: Ordinarily you cannot affect an outsider with Charm Person or similar, the same applies with a number of powerful creatures.

Special: No attempt can ever be made on the same being by the same spell caster if the contested roll fails.

Compulsion Leech [General]

Whenever someone casts a compulsion based enchantment spell in your immediate area, your aura is able to consume a minute portion of the spent energy for the purposes of healing your body.

Prerequisites: Int 12+, Knowledge (Arcane) 6 ranks, Heal 4 ranks

Benefit: When a compulsion enchantment spell is being cast by someone other than yourself within a 30 ft diameter range around you, your aura becomes hypersensitive to the presence of such magic and sends out invisible waves that pull fragments of the spent energy towards your person. This energy causes your body to heal up to 1 point of damage.

Deceptive Acquaintance [General]

At will you send out signals to strangers around you, making them think that somehow or another they either know you or have met you before.

Prerequisites: Chr 12+, Knowledge (Arcane) 2 ranks, Bluff 6 ranks

Benefit: At will you are able to send out signals causing absolute strangers within 30 ft of you to feel that they either know you and have forgotten who you are or have met you before. These signals can be turned on or off at will and doing so is considered a free action. The outcome of using the deceptive acquaintance may not always be beneficial. While it would seem useful to draw the immediate attention of a noble passing by, the noble could have been recently robbed and may suspect that the reason that they suddenly recognize you is because they believe you may have been the disguised robber.

Discouraging Smirk [General]

The character is able to sway the successful skill performance or interaction of others simply by flashing them a quick facial expression of insult and sarcasm. The discouraging smirk feat does not represent the common display of distaste, but rather a skilled, penetrating stare that comes from a cold-hearted intent to throw the target off guard and thus ruin their chances for success.

Benefits: Targets attempting use a skill that requires some form of action receive a -2 penalty to the skill check if their eyes happen to gaze upon the character's discouraging smirk beforehand. There is no saving throw allowed to prevent the penalty but if the target happens to fail to look at the smirking character before performing their activity, then the effect of the discouraging smirk is lost. Treat the discouraging smirk as a free action for the character.

Honeyed Words [General]

Your words and demeanor are favorable to even those who would normally be wary.

Prerequisites: Must be able to speak the native language of the target, must know Charm Person, Starting Characters only

Benefit: You get to add your Charisma Modifier to any Charm Person attempt.

Normal: Creatures like Elves and Half-Elves have a built in resistance to Enchantment effects, as do Monks of 3rd level or higher, getting up to +2 on their Will Saves

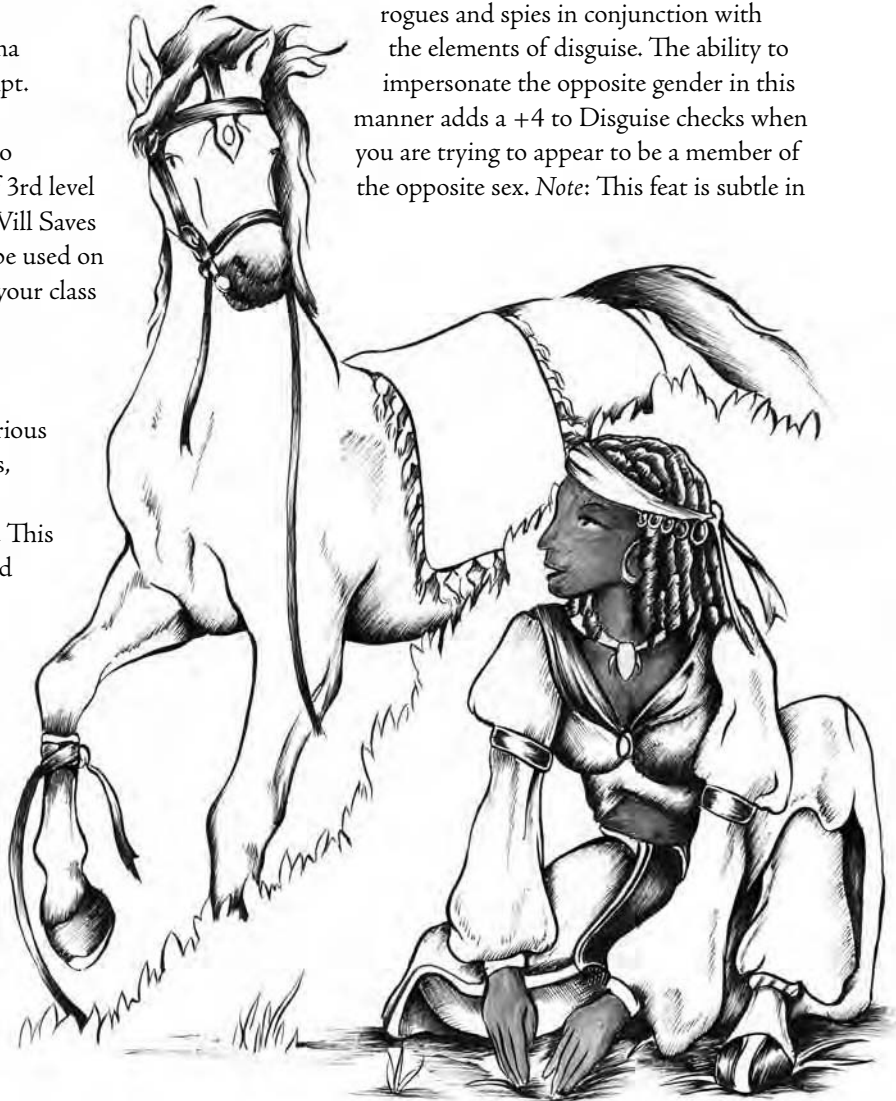
Special: Once tried this feat cannot be used on the same target until you increase in your class level.

Horse Beckon [General]

You are able to send out signals of curious nature that attracts horses and ponies, causing them to want to follow you provided that they are not restrained. This feat can be turned on or off at will and doing so is considered a free action.

Prerequisites: Chr 12+, Knowledge (Arcane) 4 ranks, Handle Animal 6 ranks

Benefit: Whenever using horse beckon, any horse or pony within 40 ft of your presence must make a Will save (DC equal to your Charisma score) or be drawn to you and will thus want to follow you wherever you go until this metamagic feat is turned off. Paladin mounts are unaffected by horse beckon.



Humble Guise [General]

The character is a master at making him or herself seem quite unimportant in the presence of those with a higher social rank or class level, thus allowing the character perform various activities within the presence of such target individuals without the individuals taking much notice.

Prerequisites: Wis 12+, Bluff 4 ranks

Benefits: Targets that are of a higher social rank/ caste, significant class level, or other form of importance receive a -2 penalty to Spot and Sense Motive checks when dealing with the activities of the character. The actions of the character, however, must not be intentionally open and thus directed specifically towards getting the undivided attention of the target.

Impersonate Gender [General]

When needed you are able to mystically make slight alterations to your overall appearance, voice, and actions, making you appear more like the opposite sex.

Prerequisites: Chr 12+, Knowledge (Arcane) 4 ranks, Disguise 6 ranks

Benefit: While the exact origins of this feat is unknown, it is commonly used amongst spell casting rogues and spies in conjunction with the elements of disguise. The ability to impersonate the opposite gender in this manner adds a +4 to Disguise checks when you are trying to appear to be a member of the opposite sex. *Note:* This feat is subtle in





its alterations, actual drastic changes to a person's biological makeup or overall body structure do not occur. However skin may appear softer or coarser, or hands and face more or less dainty in appearance.

Lawful Hint [General]

You are able to send out signals of a lawful nature to those of lawful alignment, making them feel more secure and liking of you. This feat can be turned on or off at will and doing so is considered a free action.

Prerequisites: Chr 12+, Knowledge (Arcane) 4 ranks

Benefit: Lawful Hint gives you a +2 bonus to all Charisma based skill checks when dealing with targets of lawful alignment.

Retracting Polarity [General]

You can cause your body's iron content to become hyper-magnetic but in a way that it causes the mild presence of polarity in ferrous based metal weapons (such as steel) to resist coming into your presence.

Prerequisites: Con 13+, Int 12+, Knowledge (Arcane) 6 ranks

Benefit: The feat of retracting polarity causes both your body and a flowing, invisible 5 ft diameter ring around your body to become magnetized with a positive charge. Any weapons made of normal steel, iron, or other ferrous metals that come into the ring pick up the magnetization and thus want to retract away from the body. This magnetization can be turned on or off at will. The retractions gives you a +3 Armor Bonus against attacks using metal weapons that are made of steel and other ferrous materials. As the magnetism is magical rather than natural, you also have the ability to stabilize any ferrous metal items that are on your immediate person. This includes your weapons and armor.

Skeptical Intolerance [General]

Due to a natural sense of distrust for creatures and humanoids that are of another race or species than the character, the character gains a bonus to saving rolls against charms and enchantments from those who are not of the character's race.

Prerequisites: None

Benefits: Whenever a creature or humanoid that is not of the same race or species as the character attempts to target the character with a charm or enchantment spell, the character gains a +2 bonus to their saving roll.

Seductive Charm [General]

The character gains a social interactive bonus towards other individuals who would hold possible interest towards the character in a romantic sense.

Prerequisites: None

Benefits: When dealing with individuals who would

potentially hold a romantic interest towards the character, the character gains a +1 towards socially natured skill checks. These include (but are not necessarily limited to) Bluff, Gather Information, and Diplomacy.

Social Dominance [General]

The character gains a bonus towards diplomacy and intimidate skill checks when dealing with those who on a lesser scale of social rank or importance than the character.

Prerequisites: None

Benefits: When dealing with individuals who are obviously of a lesser social circle or caste (typical villagers, vagabonds, adventurers of considerably lower level) than the character, the character gains a +2 bonus towards Diplomacy and Intimidate skill checks.

Unpassionate Aura [General]

At will, your aura sends out a signal to those nearby, making you seem undesirable for the interests of lust, passion, and romance.

Prerequisites: Knowledge (Arcane) 4 ranks, Bluff 4 ranks

Benefit: Unpassionate aura is a popular feat for female charmers who must walk amongst the ranks of unsavory men a great deal. This aura can be turned on and off at will and doing as such does is considered to be a free action. When used, unpassionate aura causes you to seem undesirable in the interests of lust or romance. No physical or personality changes occur to your body, just a subtle mystical signal that seems to "turn people off".

Wizard Shrii [General]

The character is skilled at making a sudden, high-pitched noise that is proven to be a distraction to spell casters.

Prerequisites: Wis 14+, Int 13+, Perform 4 ranks

Benefits: The character is able to make a sudden, high-pitched shrii that seems to cause a great amount of spell casters when they are attempting to work their magic. The wizard shrii is a free action but must be made while the target is in the midst of casting a spell. In addition, the character must be within 20 ft of the target and the target must be able to hear the shrii.

When the wizard shrii is made during the casting of a spell, the caster must make an immediate Concentration skill check (DC 13 (doing as such does not interrupt spell)) and succeed or their action (and possibly the whole spell) is ruined. It seems that spell casting humanoids and monstrous humanoids are the creatures affected by wizard shrii.

CHAPTER 3: DEITIES IMPORTANT TO ENCHANTERS

This chapter examines a few possible deities to include within your setting to provide a means for those players interested in following the path of some deity. Many clerics of magical deities tend to enter the specialist school of enchanter due to their will to present themselves fully to the public and promote their deity.

Enchanters try to sway people into following them, much the same way that cult leaders do. Those that merge the combination of Enchanter and Cleric are said to gain great power within most Magical Deities' Temples.

Anma Grelga (intermediate goddess)

Grandmother To All, Wise Old Mother, Good Lady of Peace

Alignment: Neutral Good

Portfolio: Peace, Goodness, Calming, Peaceful Reform, Generosity

Domains: Good, Protection, Magic

Symbol/Crest: A baked fruit pie resting on a folded checkered cloth with a crossed set of brooms and a circle of brilliant yellow in the backdrop

Favored Weapon: Quarterstaff

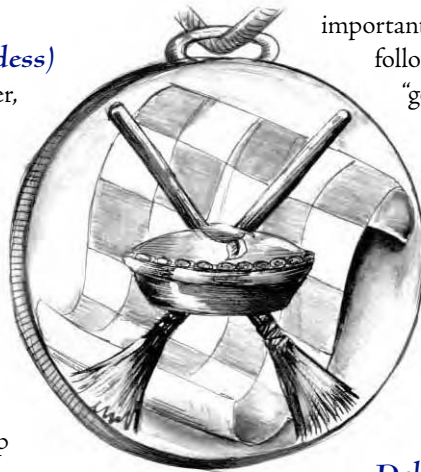
There's been many a reformed thug and drunkard about the lands of the mortals to claim that if there was ever a goddess to walk the realms deserving of the highest of positions and respect, Anma Grelga has earned such a right time and time again. This goddess, though quite peaceful and rather innocent and old in appearance, has turned more lives around and thus prevented more hardships amongst mortals than perhaps any deity in the cosmos.

Anma Grelga, though appearing as stunningly beautiful if not somewhat aging woman with silvery gray hair in her normal appearance, always appears upon the Prime Material plane as a kindly old woman with her protective quarterstaff disguised as an old sweeping broom. It is her purpose it seems to save young thugs and desperate drunkards from making rash, life shattering mistakes. Though this often involves the breaking up of murderous tavern fights, such interventions have put an end to the gambling away of life savings, needless theft, and other corrupt deeds. Usually this is performed by Anma convincing the thug to "calm

down, have a piece of pie, and think things over". Aided with a strong mystical charming power, this coercion usually works on even the hardest of hearts. If not, there's always the strong tug on one's ear or a whack on the back of the head with the "broomstick" to set a drunken goon straight.

So life altering is one of Anma Grelga's little visits that usually the targeted thug winds up being the most devoted of clerics to the goddess. While these individuals make up an important part of Anma Grelga's mission to turn others away from their own self destruction, the goddess also has several important enchanters amongst her ranks of followers. These individuals are to help the "good lady" out when needed. Usually this means charming target subjects and thus forcing them to turn away from performing harm.

Anma Grelga is constantly busy with various happenings and affairs in the Prime Material plane and thus usually has little time to converse or otherwise interact with other deities.



Deludra (lesser goddess)

The Spoiled, The Panderer of Bribed Peace

Alignment: Neutral Evil

Portfolio: Greed, theft, lust, bribery, and wealth

Domains: Evil, Luck, Protection, Trickery

Symbol/Crest: A large, faceted gem with an elongated looking lizard wrapping itself around the jewel in a protective like manner.

Favored Weapon: A ceremonial style dagger with a curved blade

Unlike some deities who tend to be more reclusive when it comes to openly appearing before mortals, the green skinned Deludra makes herself fully known by appearing before her devoted followers from time to time. Such visits are made for several reasons. For one, such followers tend to be more believing and thus loyal to Deludra's cause if they have had the opportunity to actually see and converse with their goddess, much less touch her. Which, due also to a bit a lustful appetite, Deludra has been known to seduce many of her followers, male and female alike. Such servants are used for a short time for Deludra's pleasure, and then bound by magical means inside of some jewel or tortured and destroyed.





Another reason that Deludra makes regular visits to her shrines and temples is due to her excessively greedy nature. Fond of any new variety of object or wealth, Deludra shows favor towards those who keep her materialistic interests in mind.

Deludra is quite unusual to look at, resembling a woman who's otherwise stunningly beautiful looks have become flawed with green, lizard like textured skin and subtle, reptilian like features. At one time Deludra looked entirely like a beautiful, human maiden but her various tricks, petty acts of theft and adulterous ways caused anger amongst many other lesser deities. Seeing that the cosmos as a whole would be better off without the meddling of Deludra, a few the other deities got together, trapped Deludra in a cage, and turned her into a green lizard. Having trapped Deludra in such a body, it seemed only natural that the proper way to destroy her should be decided. While a couple felt that a good stomping of the foot would be just and suiting, others wanted a more elaborate form of execution. Soon the discussion grew into a heated argument and while a debate over dropping her into a boiling stew or pricking her body fifty thousand times with thorns was more appropriate, Deludra managed to slip away.

Back in the safety of her palace haven, the now diminutive Deludra used her limited abilities to gradually unlock the predicament that she was in. Of the course of time, she was able to undo most of the magic against her, some of the physical features from her lizard state seemed to have become permanent.

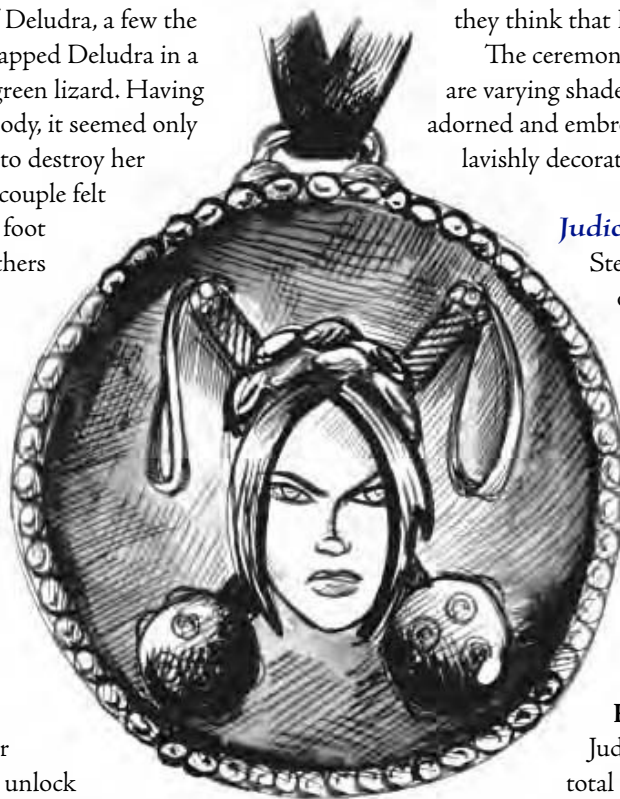
Though vowing revenge on her captors, Deludra soon became distracted by her greed and lust, and the newly found respect and devotion from tribes of reptilian humanoids were paying off in her materialistic favor. Soon Deludra actually began to take a strange sort of liking to her new appearance, and thus began to declare that she had become the most beautiful of all goddesses.

The shrines and temples of Deludra may arise in a variety of locations but are usually quite common amongst areas of great wealth. While this would normally include cities, some of the shrines that the goddess holds with the most favor are actually located on the outskirts of mining communities where gemstones or precious metals are brought up. Having

gained respect amongst a few sects of the lizardfolk, yaun-ti, and troglodyte races, Deludra's temples are now starting to pop up in deep, dark areas of swamps, small coastal islands, underground lairs, and overgrown forests.

While her temples and shrines naturally hold a fair portion of clerics, Deludra also keeps a few enchanters and rogues around as well. While her clergy is well suited to bring in the offerings of the faithful, devoted thieves and charmers have proven to be particularly successful at providing the immediate desires of the wicked goddess. As such, the high clerics of the temple send out such individuals into the cities whenever they think that Deludra may be paying a visit.

The ceremonial robes of Deludra's followers are varying shades of green and are richly adorned and embroidered. Usually the temples are lavishly decorated and well decorated.



Judicia (*intermediate goddess*)

Stern Hand of Justice, Lady Bane of Rogues, Lady of Enforced Conforming

Alignment: Lawful Neutral

Portfolio: Law, Rulers, Punishment, Conform, Enchanters, Strength

Domains: Law, Protection, Magic, Strength

Symbol/Crest: A solemn face of a stern, blonde haired woman resting in front of a set of crossed maces.

Favored Weapon: Mace

Judicia is the stern goddess of total law and order. She is extremely unforgiving in nature and upholds the order of legal justice over moral or poetic justice. Fighters pay homage to her for her strength and rogues shiver at the mere thought of her watchful followers. Judicia has a significant degree of enchanters as followers for the fact that Judicia believes in bringing the guilty to justice at any cost, even if it means tapping into or otherwise manipulating the minds of the guilty or the suspect.

Judicia usually appears a human female of approximately 6 feet in height with attractive, athletic features. She has piercing gray eyes and platinum blonde hair that is straight and neatly cropped at shoulder length. Judicia dresses in straight black leather clothing that is accented by shiny black leather accessories, a black cape, and a well polished breastplate. Judicia wears a thick black girdle belt with a large blue sapphire resting in its platinum buckle. In addition to her signature mace it's often likely to find Judicia

carrying a whip by her side, which she uses ruthlessly on her high clerics when they may have stepped out of line or caused her a small degree of shame. Those who have been particularly spiteful receive the full force of her mace instead. Few have survived Judicia's punishments without permanent injury.

Those who follow Judicia with sincere devotion follow a strict doctrine with no curve for exception. What is set as being taboo is simply taboo and there is no other way around it. While paying open respect to the other deities, particularly those of greater status than Judicia, the goddess secretly despises virtually all others. She believes that it's the trivial interests and whims of such irresponsible yet powerful beings that have caused all the elements of corruption in the mortal realm.

Psydelius (intermediate god)

The Delirious One, Teacher of Mad Knowledge, The Delusive Instructor, The Prismatic Wanderer

Alignment: Chaotic Neutral

Portfolio: Psychotropics, Hallucinations, Secret Knowledge, Mind Control

Domains: Chaos, Knowledge, Magic, Plant

Symbol/Crest: A colorful mushroom resting in front of a circular image depicting the stars of the night sky. The circular image has a border ring of alternating colors.

Favored Weapon: Quarterstaff

Often influenced by the effects of dangerous psychotropic plants and fungi, most of the followers of Psydelius live out a curious existence of "awareness" and inner mental "exploration". This pattern of searching for knowledge and truth is no different from the nature of the intoxicated god himself, many claim. It is rumored that when Psydelius appears on the Prime Material plane he is usually wild eyed and may often speak off bizarre thoughts, insights, and theories before his devoted followers in the temples. Some of the spoken words of Psydelius have declared to be the verbal offerings of a form of intelligence and insight not yet witnessed by any mortal creature great or small, others have been written off as pure rubbish.

Though many feel that no benefit nor good can come from Psydelius or his influences, there's been many a bard, illusionist, and enchanter who have found hidden paths to great knowledge and power through the deity's supposed "madness". The path that Psydelius lays before his followers is often dangerous, confusing, and often

bizarre, but those who can uncover the underlining meanings and energies are gifted with great wisdom and ability. While it's often bards, illusionists, and enchanters who benefit the most from the general teachings of Psydelius, his clerics are able to tap into the greatest of the deity's teachings and insights. While

often observed by most of the outside world as eccentrics, madmen, or babbling simpletons, these clerics regularly participate in rituals that would destroy a common man.

Psydelius normally appears as a human male who's of average height but perhaps a bit on the lean side. His eye color is a wild looking ocean green and his hair is raven black with streaks containing every shade of color from blue violet to red, as though his hair could reflect light like a prism.

Psydelius usually sports a moustache and goatee but is otherwise well shaven and orderly in appearance.

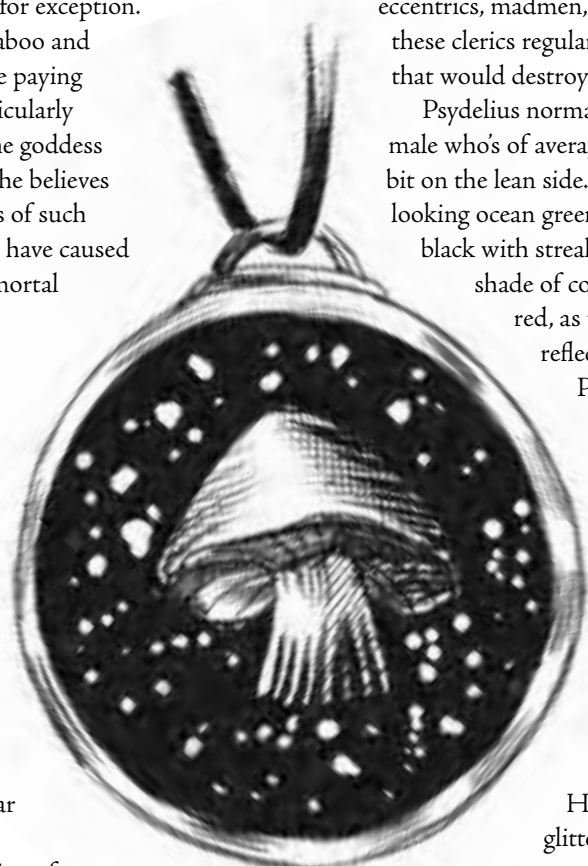
Psydelius wears deep violet leggings, knee high boots, and has a fine silk tunic that seems to flow with a wide variety of colors.

His long black cloak is glittery and sparkles with an assortment of colored light.

He wears a wide variety of jewelry and holds a special love for pieces that bear his crest or are shaped like mushrooms. Psydelius also wears gloves with the fingers removed.

When Psydelius swings his mystical quarterstaff, streaks of rainbow colored light and smoke flow from its ends. The smoke of this magic weapon is similar in smell to fine patchouli incense but often leaves mortals stunned with delirious hallucinations.

Though few can understand his ways enough to carry on a detailed conversation with Psydelius, he has a reasonably checkered past concerning his dealings with both mortals outside of his followers in addition to other deities. Judicia absolutely destests Psydelius, even to the point of being rather open about her feelings. The goddess has often stated that the teachings of the deranged Psydelius have caused many a lawful man to turn to chaos and crime. Deludra, on the hand, takes utter delight in the occasional company of Psydelius and it is well known that the two have often held romantic interest for each other.





Trikalur (*intermediate god*)

The Mad Jester, Corrupter of Courts, Clown of Evil

Alignment: Chaotic Evil

Portfolio: Trickery, Destruction, Evil, Madness, Laughter

Domains: Trickery, Evil, Magic, Destruction

Symbol/Crest: A grinning jester with a fang filled grin and glowing eyes streaming tears of blood down a painted face.

Favored Weapon: morning star

While many believe in the healing powers of laughter, there are some folks who whisper of the destruction and strife that lie beneath seemingly innocent chuckles. Many of such individuals are either the followers or the victims of Trikalur, the evil jester.

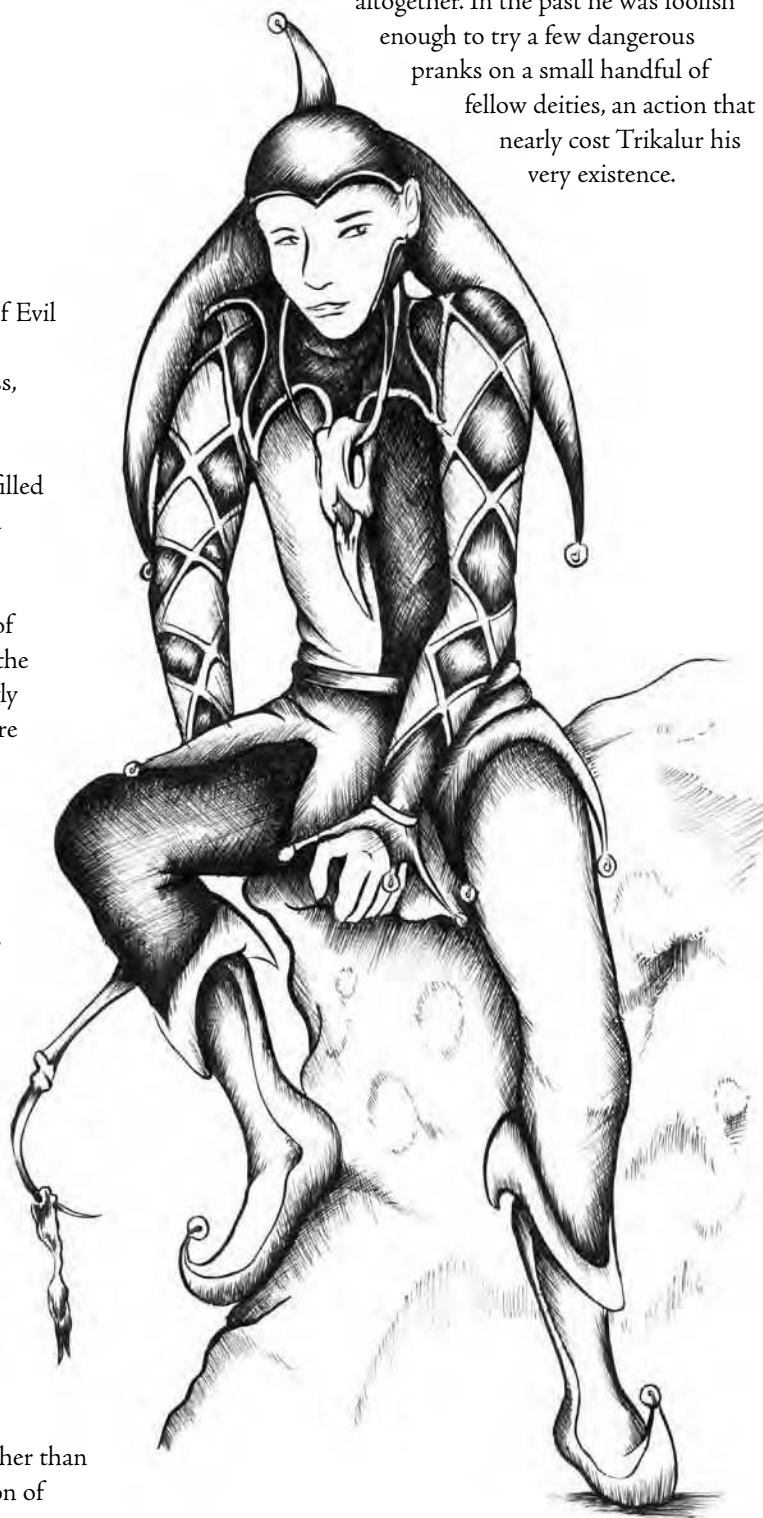
Trikalur is an evil god who normally appears as a courtly fool. Completely mad with the lust for trickery, destruction, evil, and power, Trikalur constantly mumbles, chuckles, and giggles to himself. He is usually dressed in the typical height of court jest fashion and usually has a painted face. When Trikalur chooses to expose his true side, his face takes on a twisted and horrible transformation. His teeth become sharp and fang like and a steady flow of blood rolls down like tears from Trikalur's glowing eyes.

Though having a rather large following, there's hardly a mortal in existence who quite understands Trikalur's teachings or goals. Most of his demands towards his clerics are in the form of jokes or riddles and it seems Trikalur has no real dominant goal other than spreading the corruption of evil, the destruction of

mortal life or property, and various actions that seem bring pleasure to Trikalur.

Despite the lack of direction or well-defined meaning in Trikalur's twisted agenda, there are many devoted clerics who help nourish the growth of Trikalur's mortal followers. In addition, Trikalur holds favor in bards and enchanters as these individuals have many of the same virtues of Trikalur himself.

While having no fear when it comes to messing around with the lives of mortals, Trikalur fears the other deities and does his best to avoid them altogether. In the past he was foolish enough to try a few dangerous pranks on a small handful of fellow deities, an action that nearly cost Trikalur his very existence.





Tyrakor (greater god)

Tyrant of Sinister Demand,
The Thought Controller,
Arch Baron of Slavery

Alignment: Lawful Evil

Portfolio: Law,
Mind Control,
Sinister Might,
Punishment

Domains: Law,
Knowledge,
Magic,
Evil

Symbol/Crest:

A gold skull with glowing red eyes, shark-like fangs for teeth, and a large blue sapphire resting on its forehead.

Favored Weapon:
Heavy Flail

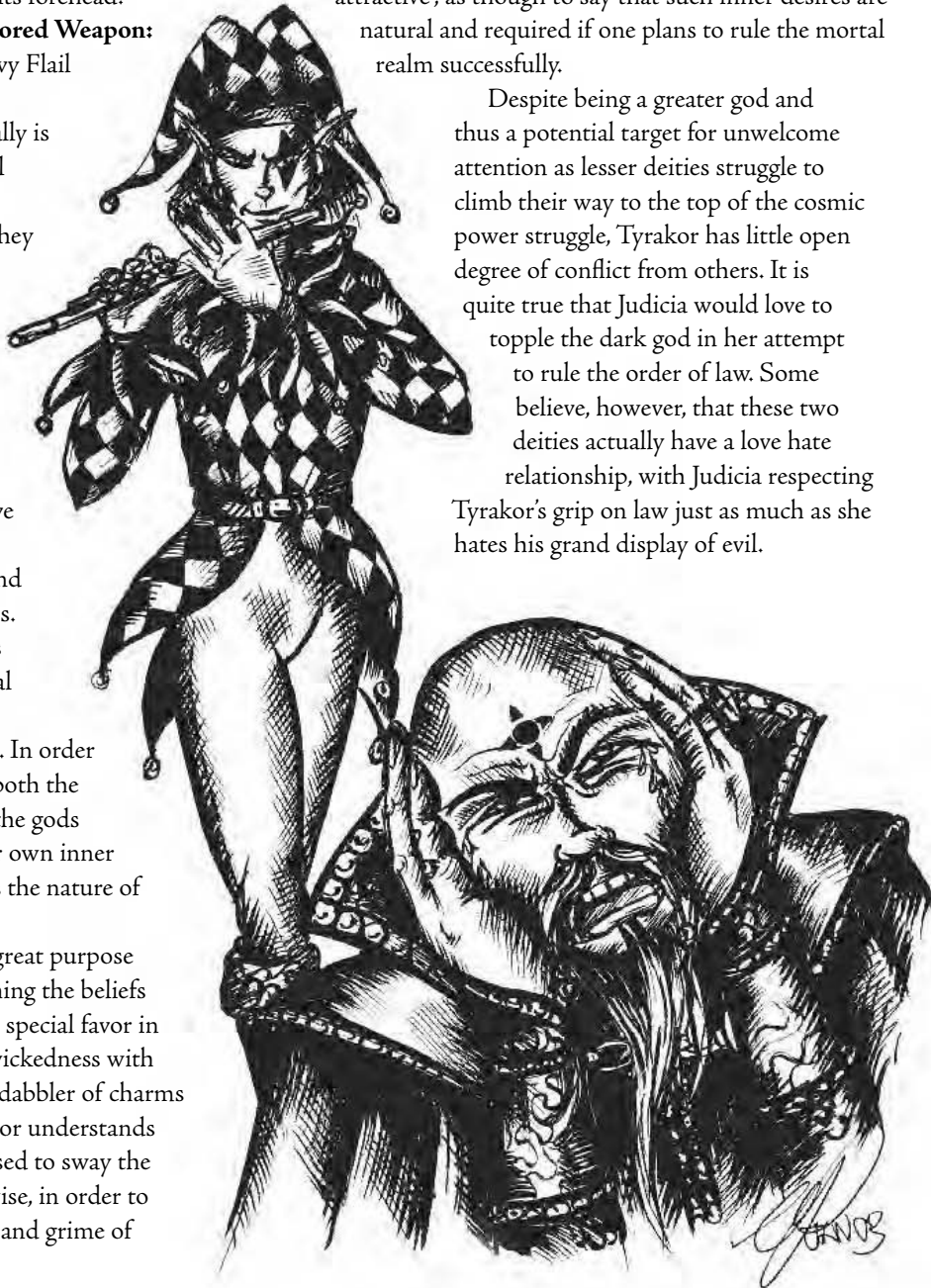
Controlling a subject physically is only the bare beginnings of total domination, in order to wield complete power over someone they must rule the subject's mind as well. That is the belief of both the evil deity Tyrakor as well as his clerics and devoted enchanters. Tyrakor, better known as The Thought Controller, is a wicked and ruthless god who seeks to enslave the weak and chaotic and raise diabolical kings into complete and utter power amongst the mortals. In the eyes of Tyrakor, all beings of intelligence are truly diabolical within despite what sense of "goodness" that they might claim. In order to rise to true greatness within both the mortal realm and the planes of the gods alike, one must manipulate their own inner evils in a manner that it benefits the nature of law and order.

Though his clerics serve the great purpose of recruiting followers and teaching the beliefs of Tyrakor, this harsh god holds special favor in the enchanters who follow his wickedness with complete and utter devotion. A dabbler of charms and compulsions himself, Tyrakor understands well that such magicks can be used to sway the will of the simple masses. Likewise, in order to keep society clean from the dirt and grime of

chaos, compulsion and charm spells can be used to aid in proving the guilt of those who fall short of perfect obedience of the law.

Tyrakor usually appears as a towering human male standing around six feet, five inches in height with dashing good looks. His hair is a dirty shade of blonde and his skin is fair yet somewhat tanned. Instead of the typical black often associated with members of the evil alignment, Tyrakor dresses in white with accents of brilliant red, royal blue, and rich purple. Often his cloaks will be trimmed with a fine silvery cloth and covered with multiple settings of ruby, amethyst, and blue sapphire. While this form may actually be the native appearance of Tyrakor, many believe that the dark god chooses to appear as such as it is not the purpose of this tyrannical god to make evil look "frightening" or "unattractive". Rather than a more antisocial approach, it is Tyrakor's intentions to make lawful evil look "attractive", as though to say that such inner desires are natural and required if one plans to rule the mortal realm successfully.

Despite being a greater god and thus a potential target for unwelcome attention as lesser deities struggle to climb their way to the top of the cosmic power struggle, Tyrakor has little open degree of conflict from others. It is quite true that Judicia would love to topple the dark god in her attempt to rule the order of law. Some believe, however, that these two deities actually have a love hate relationship, with Judicia respecting Tyrakor's grip on law just as much as she hates his grand display of evil.



CHAPTER 4: SPELLS

Bard Spell List

0 level

Ill-mannered Body: Causes target to belch and pass wind.

Itchy Clothing: Causes the target to believe that a set of clothing is extremely uncomfortable, forcing the target to take off the clothing.

Perfume Bane: Causes any perfume the target is wearing to become foul.

Shoes of Discomfort: Causes a set of shoes to be uncomfortable to the target.

Tankard of Drunkenness: Placed on a drinking vessel, causes target to want to drink into a stupor.

1st level

Barking Fit: Causes anything the target attempts to say to sound like a dog's bark.

Cat Fever: Causes groups of cats to become enraged and extremely violent.

Cat Nap: Causes groups of cats to fall asleep.

Compulsive Sneezing: Causes target to violently sneeze when they come within 10 ft of a commanded creature or race type.

Confuse Familiar: Targeted familiar becomes disorientated and behaves like a normal wild animal.

Delusive Limp: Causes the target to believe that their ankle is hurting, thus making them move at half speed.

Dream Talk: Causes the target to talk in their sleep at the caster's will.

Gaudiness: Causes target to spend freely on tacky jewelry and clothing and thus lose any degree of "fashion sense".

Irritate Sleeper: Causes an object for sleeping on to appear to be uncomfortable for the target.

Mad Lust: Causes target to become madly lustful.

Name Scatter: Causes the target to become mixed up regarding the names of others.

No Smell/Taste: Causes target to be unable to smell or taste.

Null Romantic: Causes target to become disinterested in romance and passion.

Ringed Ears: Causes horrible ringing noises in the target's ears.

Skipping Demise: Causes the target to skip whenever they try to run.

Sleep Noggin: Placed on a helmet, hat, or other form of headwear. Causes the target to become exhausted.

Sour Stomach: Causes the target to have a bad case of nervous stomach.

Spendthrift: Causes target to spend freely.

Temper Tantrum: Causes target to fly into a childlike temper tantrum.

Vocal Jiggle: Causes voice of target to become warped or otherwise altered.

Well-wished Wiggles: Causes normal amphibians to locate and inhabit nearby wells.

2nd level

Aura of Fish Paste: Causes target to smell like fish meat, causing nearby predators to become enraged with hunger, thus attacking the target.

Deceptive Recovery: Sick targets are led to believe that they have fully recovered when they really have not.

Delusional Kindred: Humanoid targets believe that they are members of another race.

Opinionated Outburst: Causes target to say exactly what is on their mind.



Trembling Grasp: Causes target to be unable to hold heavy objects.

Uncontrollable Snickers: Target is forced to laugh at anything remotely funny.

Vengeance of Donkeys: Causes donkeys to become enraged and vicious.

3rd level

Dog Treachery: Causes domestic canines to turn on their masters.

Herd Panic: Causes large amounts of animals to panic and flee.

Kleptomaniac Urges: Causes target to gain sporadic, spontaneous urges to steal.

Necromantic Doubt: Causes target difficulty with casting necromantic spells.

Pocket Twitch: Causes the target to go into a twitching fit when they try to steal.

4th level

Bestial Panic: Causes large amounts of beasts to panic and flee.

Cleric Spell List

0 Level

Perfume Bane: Causes any perfume the target is wearing to become foul.

1st Level

Cat Fever: Causes groups of cats to become enraged and extremely violent.

Compulsive Sneezing: Causes target to violently sneeze when they come within 10 ft of a commanded creature or race type.

Delusive Limp: Causes the target to believe that their ankle is hurting, thus making them move at half speed.

Gaudiness: Causes target to spend freely on tacky jewelry and clothing and thus lose any degree of "fashion sense".

Gender Crisis: Causes others to think that the target is a member of the opposite sex without any real physical change.

Irritate Sleeper: Causes an object for sleeping on to seem to be uncomfortable for the target.

Mad Lust: Causes target to become madly lustful.

Name Scatter: Causes the target to become mixed up regarding the names of others.

No Smell/Taste: Causes target to be unable to smell or taste.

Null Romantic: Causes target to become disinterested in romance and passion.

Skipping Demise: Causes the target to skip whenever they try to run.

Sour Stomach: Causes the target to have a bad case of nervous stomach.

Spendthrift: Causes target to spend freely.

Temper Tantrum: Causes target to fly into a childlike temper tantrum.

Vocal Jiggle: Causes voice of target to become warped or otherwise altered.

2nd Level

Confuse Familiar: Targeted familiar becomes disorientated and behaves like a normal wild animal.

Deceptive Recovery: Sick targets are led to believe that they have fully recovered when they really have not.

Delusional Kindred: Humanoid targets believe that they are members of another race.

Dream Talk: Causes the target to talk in their sleep at the caster's will.

Illusionary Backlash: Causes target to become victim of their own illusion spells.

Opinionated Outburst: Causes target to say exactly what is on their mind.

Stun Good Hand: Causes target's good hand to become temporarily paralyzed.

Toad Mind: Causes targets to think they are toads.

Tone Deaf: Causes target to become tone deaf.

Uncontrollable Snickers: Target is forced to laugh at anything remotely funny.

Vengeance of Donkeys: Causes donkeys to become enraged and vicious.

Well-wished Wiggles: Causes normal amphibians to locate and inhabit nearby wells.

3rd Level

Clubbing of Confession: Cast upon a bludgeoning weapon. Causes those stricken with the weapon do fall to their knees for 1d4+2 rounds, crying in shame and confessing of any wrong doings they may have done.

Herd Panic: Causes large amounts of animals to panic and flee.

Mind Rash: Causes the target to feel horrible itching sensations, causing the target to cause damage to their own body as they attempt to relieve the itch.

Traitor's Aura: Causes those with the same alignment as the target to become repulsed.

Trembling Grasp: Causes target to be unable to hold heavy objects.

4th Level

Bestial Panic: Causes large amounts of beasts to panic and flee.

Dog Treachery: Causes domestic canines to turn on their masters.

Kleptomaniac Urges: Causes target to gain sporadic, spontaneous urges to steal.

Necromantic Doubt: Causes target difficulty with casting necromantic spells.



Druid Spell List

1st Level

Cat Nap: Causes groups of cats to fall asleep.

Charm Vegetation: Charms vegetation, causing plants to aid the caster to the best of their ability.

3rd Level

Clubbing of Confession: Cast upon a bludgeoning weapon. Causes those stricken with the weapon do fall to their knees for 1d4+2 rounds, crying in shame and confessing of any wrong doings they may have done.

6th Level

Dominate Vegetation: Causes plants to fully assist the caster to the best of their ability. This includes attacking and tripping intruders and altering the caster of potential trouble.

Ranger Spell List

1st Level

Charm Vegetation: Charms vegetation, causing plants to aid the caster to the best of their ability.

Sorcerer/Wizard Spell List

0 level

Heightened Learning: Helps the caster learn something more quickly.

Ill-mannered Body: Causes target to belch and pass wind.

Itchy Clothing: Causes the target to believe that a set of clothing is extremely uncomfortable, forcing the target to take off the clothing.

Perfume Bane: Causes any perfume the target is wearing to become foul.

Shoes of Discomfort: Causes a set of shoes to be uncomfortable to the target.

Tankard of Drunkenness: Placed on a drinking vessel, causes target to want to drink into a stupor.

1st level

Aphasia: Causes target to speak pure gibberish.

Barking Fit: Causes anything the target attempts to say to sound like a dog's bark.

Blind Eye: Causes the target to turn a blind eye.

Cat Fever: Causes groups of cats to become enraged and extremely violent.

Cat Nap: Causes groups of cats to fall asleep.

Compulsive Sneezing: Causes target to violently sneeze when they come within 10 ft of a commanded creature or race type.

Confuse Familiar: Targeted familiar becomes disorientated and behaves like a normal wild animal.

Delusive Limp: Causes the target to believe that their ankle is hurting, thus making them move at half speed.

Dream Talk: Causes the target to talk in their sleep at the caster's will.

Dyslexia: Causes the target to become dyslexic.

Gaudiness: Causes target to spend freely on tacky jewelry and clothing, thus losing any degree of 'fashion sense'.

Irritate Sleeper: Causes an object for sleeping on to appear to be uncomfortable for the target.

Mad Lust: Causes target to become madly lustful.

Name Scatter: Causes the target to become mixed up regarding the names of others.

No Smell/Taste: Causes target to be unable to smell or taste.

Null Romantic: Causes target to become disinterested in romance and passion.

Ringing Ears: Causes horrible ringing noises in the target's ears.

Skipping Demise: Causes the target to skip whenever they try to run.

Sleep Noggin: Placed on a helmet, hat, or other form of headwear. Causes the target to become exhausted.

Sour Stomach: Causes the target to have a bad case of nervous stomach.

Spendthrift: Causes target to spend freely.

Temper Tantrum: Causes target to fly into a childlike temper tantrum.

Vocal Jiggle: Causes voice of target to become warped or otherwise altered.

Well-wished Wiggles: Causes normal amphibians to locate and inhabit nearby wells.

2nd level

Aura of Fish Paste: Causes target to smell like fish meat, causing nearby predators to become enraged with hunger, thus attacking the target.

Charm Vegetation: Charms vegetation, causing plants to aid the caster to the best of their ability.

Deceptive Recovery: Sick targets are led to believe that they have fully recovered when they really have not.

Delusional Kindred: Humanoid targets believe that they are members of another race.

Illusion Flux: Causes the target to be wounded whenever they cast illusion spells.

Illusionary Backlash: Causes target to become victim of their own illusion spells.

Image Imprint: Allows the retention of a single image of the caster's choosing in their mind.

Mental Block: Causes target to forget how to perform a familiar action.

Opinionated Outburst: Causes target to say exactly what is on their mind.

Stun Good Hand: Causes target's good hand to become temporarily paralyzed.

Toad Mind: Causes targets to think they are toads.

Tone Deaf: Causes target to become tone deaf.

Trembling Grasp: Causes target to be unable to hold heavy objects.

Uncontrollable Snickers: Target is forced to laugh at anything remotely funny.

Vengeance of Donkeys: Causes donkeys to become enraged and vicious.

3rd level

Alter Memory: Changes/removes target's memory.

Charm Object: Allows use of items that the character cannot normally use.

Herd Panic: Causes large amounts of animals to panic and flee.

Improved Delusional Kindred: The target is convinced that they are really the member of another race and this chosen race can be one size larger or smaller than the target's real size.

Kleptomantic Urges: Causes target to gain sporadic, spontaneous urges to steal.

Mind Rash: Causes the target to feel horrible itching sensations, causing the target to cause damage to their own body as they attempt to relieve the itch.

Muddled Mind: Causes the next spoken account by the target to be garbled.

Necromantic Doubt: Causes target difficulty with casting necromantic spells.

Traitor's Aura: Causes those with the same alignment as the target to become repulsed.

4th level

Alignment Shift: Changes target's alignment temporarily.

Bestial Panic: Causes large amounts of beasts to panic and flee.

Clubbing of Confession: Cast upon a bludgeoning weapon. Causes those stricken with the weapon do fall to their knees for 1d4+2 rounds, crying in shame and confessing of any wrong doings they may have done.

Divulgence: Allows the caster to probe the target's memory.

Dog Treachery: Causes domestic canines to turn on their masters.

Interrogation Shivers: Causes target to become victim to violent shivers when being interrogated.

Pocket Twitch: Causes the target to go into a twitching fit when they try to steal.

5th level

Interrogation Tremors: Causes target to become victim to violent tremors when being interrogated.

Spell Jumble: Causes a target caster's spells to become mixed up when cast.

6th level

False Remembrances: Removes true memories and replaces them with false ones.

7th level

Memory Man: Allows caster to retain everything sensed within a 24 hour period.

8th level

Dominate Vegetation: Causes plants to fully the caster to the best of their ability. This includes attacking and tripping intruders and altering the caster of potential trouble.

9th level

Tabula Rasa: Causes target to lose all sense of identity and skill.

SPILLS

Over the years the Schools have developed a number of unique spells, some of which have made it into the general world, others are still a secret known to those few who have studied them within the School system. They have even managed to create a new Sub-School of magic for those spells dealing with *Memory*.

Alignment Shift

Enchantment (Compulsion)

Level: Sor/Wiz 4

Components: V, S, M, F, XP

Casting Time: 1 Round

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

Target: One Person

Duration: 10 minutes/level

Saving Throw: Will Negates

Spell Resistance: Yes

Alignment Shift was one of the spells that Nixus stumbled on as he searched for better means of controlling his people. Over the period of a few rounds the targets Alignment will shift towards Evil (LE, NE, CE) and will find themselves disposed to acting as such. They retain all memory of what they have done while under the enforced alignment and may indeed and often do regret their actions while under the influence of this spell. Paladins may be forced to Atone and those who encounter the character later will view them with distrust.

Material Component: A small piece of Green amber.

XP Cost: 250 xp per target level, halved. This is lost even if unsuccessful.

Alter Memory

(Memory)

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 Action

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





Target: One Person
Duration: Instantaneous
Saving Throw: Will Half (see text)
Spell Resistance: Yes

Used within the Schools to refashion the memories of those who decline the offer of joining the School. It is permanent in effect. The save if made means that they see half remembered flashes of memory, ghost images in dreams and flickering glimpses of *déjà vu*.

Aphasia

Enchantment (Compulsion) [Mind Altering],
[Language Dependent]
Level: Sor/Wiz 1
Components: V, M
Casting Time: 1 Action
Range: Touch
Target: Person Touched
Duration: Instantaneous
Saving Throw: Will Negates
Spell Resistance: Yes

When cast the target suffers an inability to coherently say anything in any language. Whatever is said becomes pure gibberish, the effect lasts for 1d6 rounds.

Material Component: Two silvered balls of copper.

Aura of Fish Paste

Enchantment (Compulsion)
Level: Sor/Wiz 2, Bard 2
Components: V, M
Casting Time: 1 action
Range: Close
(25 ft + 5 ft/2 levels)
Targets: 1 target
Duration: 3 hours/level
Saving Throws: Will negates
Spell Resistance: Yes

This spell causes the target's body to reek with a strong, fishy odor. As the smell is mystical, it cannot be washed off or otherwise removed by normal means. Likewise, any normal predatory animal within 60 feet of the target becomes so hungry by the magical smell that these creatures must succeed a Will save (15) or attack the target, attempting to eat them alive.

Material Component: A fish head.

Barking Fit

Enchantment (Compulsion)
[Mind-Affecting]
Level: Sor/Wiz 1, Bard 1
Components: V, M
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: 1 intelligent target
Duration: 2 rounds/level
Saving Throws: Will negates
Spell Resistance: Yes

This spell causes anything that the target says to come out as a dog's bark. The barking noise has no hint at sounding like the words that the target is trying to say though it's pitch and nature may change from friendly barks to wailing howls. Any action requiring the target's voice cannot be performed and as such fails. Needless to say, any attempts to cast spells with verbal components that are made by the target instantly fail as do any skill checks that requires the target to speak.

Material Component: A bit of dried skullcap, a small handful of dead fleas, and an old soup bone.



Bestial Panic

Enchantment (Compulsion) [Mind-Affecting]

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

Components: V, M

Casting Time: 1 action

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

Targets: 1 intelligent target

Duration: 2minutes/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes up to 70 HD of beasts to go berserk in a panicking state and flee the area in random directions. Beasts with 5 or more HD are unaffected and beasts with the fewest HD are affected first.

Material Component: The crumbled remains of a datura leaf mixed with the crushed chunks of garnet worth at least 50gp.

Blind Eye

Enchantment (Compulsion)

Level: Sor/Wiz 1

Components: V

Casting Time: 1 Action (see text)

Range: Touch

Target: Person Touched

Duration: 1 action

Saving Throw: None

Spell Resistance: Yes

For one action, that does not directly or indirectly harm the target the Enchanter may do as he wishes as the target turns a blind eye. An action could be as simple as removing a glass, vial which is evidence to searching a whole room for something while its occupant is still there. The caster must continually chant loud enough that the target can hear them once they have touched the target.

Cat Fever

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, M

Casting Time: 1 action

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

Targets: Any normal, domestic variety of cat

Duration: 20 minutes/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes tiny sized cats of the normal, domestic varieties (though the cat may actually be a wild stray as long as it is of such a variety) to become extremely violent and unruly, attacking any living, moving thing that is not another cat. These creatures are absolutely driven with a manic rage and will fight to the death. Cats that have become familiars are not

affected but are ignored by the other cats unless the familiar tries to converse with one of the creatures.

Material Component: A bit of dried catnip mixed with the dried leaves of a datura plant

Cat Nap

Enchantment (Compulsion)

[Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Druid 1

Components: V, S, M

Casting Time: 1 action

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

Targets: 2d4 HD of feline animals

Area: Several living creatures within a 30 ft radius burst.

Duration: 1 hour/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes feline animals within the target's range to enter a comatose state. The total amount of affected feline animals in the area is determined by rolling 2d4 for the total amount of hit dice in affected targets. Animals with the lowest amount of hit dice are affected first. Only natural feline animals are affected by *cat nap* and if attacked are awakened. Otherwise the creatures will remain asleep for the duration of the spell.

Material Component: A handful of dried catnip leaves

Charm Object

Enchantment (Charm)

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Item Touched

Duration: 1 hour/2 levels

Saving Throw: Will Negates (see text)

Spell Resistance: No

While not normally considered a school to effect items, the enchanters devised this spell to effect intelligent or semi-intelligent magic items. This charm is considered as one of the most inventive of all produced by the Schools. In effect it allows any enchanter to use almost any item as if they had access to it normally. Thus a sword that could only be wielded by an Elf may, if the caster succeeds in a defeating the Will Save of the *Item's Creator*, be used by the caster as if he was an Elf or Half-Elf. This can allow the use of items not normally allowable due to class, so enabling the use of for example a *Wand of Cure Moderate Wounds* which is normally unavailable to the Wizard as that spell does not normally appear on his spell lists.





Charm Vegetation

Enchantment (Charm)

Level: Drd 1, Rgr1, Sor/Wiz 2

Components: V, S

Casting Time: 1 Action

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

Target: Vegetation in a 100 ft radius centred around the initial point of casting.

Duration: 1 day/level

Saving Throw: Will Negates

Spell Resistance: No

Everything can be friendly if asked right, and plants are no exception. Use of this spell provides the caster with 'green fingers' and can allow the growth of almost phenomenal speeds to occur as they encourage their charges to do their best. Also the plants are well disposed to the caster and will almost actively try to help her as she passes, hindering others. Druids often use this spell to help protect their groves from trespass, this is negated by the use of the Trackless Step Ability.

Clubbing of Confession

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4, Clr 3, Drd 3

Components: V, S

Casting Time: 1 action

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

Targets: 1 bludgeoning weapon

Duration: 3 rounds/level

Saving Throws: See below

Spell Resistance: Yes

This spell is placed upon a bludgeoning weapon. When the weapon strikes an intelligent target, the target must succeed a Will save (DC18) or be brought to their knees in misery and shame for 1d4+2 rounds. During this time the target will loudly confess to any wrongdoing, evil, lie, or deception that they may have done within the last two weeks. Such confessions could include secrets or other such important bits of information while others may reflect little more than shameful behavior.

Once a target has made a saving throw against the effects of *clubbing of confession*, whether the throw was successful or not the target is immune to further strikes with the same weapon for a full day.

NOTE: *Permanence* may be placed on items affected by *clubbing of confession*.

Compulsive Sneezing

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, M

Casting Time: 1 action

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

Targets: One Target

Duration: 2 hours /level

Saving Throws: Will negates

Spell Resistance: Yes



This spell causes the target to break out into a violent sneezing fit any time the target is within 10 ft of a command race or creature. The commanded race/creature can be most any variety of non-dead, but must not be too diverse (such as any animal or even any goblinoid) and is designated by the spellcaster as the spell is cast. Good command creatures could be humans, goblins, or manticores. Whenever the target encounters the command race/creature, they are overcome by a violent fit of sneezing that lasts for 1d4 rounds. During this time the target is unable to perform any other action.

Afterwards, the target suffers a -2 to attack rolls and skill checks due to constant sniffles and wheezes as long as the target remains within 10 ft of the command race/creature. Once the target is more than 10 ft away from the creature, the penalty is removed. Once the target has had a sneezing fit from one single, exact target, they are immune to any more sneezing fits from that one particular target for the rest of the duration.

Material Component: A pinch of powdered pepper.

Confuse Familiar

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 2

Components: V, S

Casting Time: 1 action

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

Targets: One Familiar Target

Duration: 2 rounds/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes a target familiar to become confused and disorientated from the influence of its master. The target returns to behaving like a normal animal for the duration of the spell. As such both the master and familiar lose any special abilities or bonuses gained from one another for the duration of the effect.

Deceptive Recovery

Illusion/ Enchantment (Charm) [Mind-Affecting]

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

Components: V, S

Casting Time: 1 action

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

Targets: One Disease Inflicted Target

Duration: 2 days/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes a target that's inflicted with a disease to believe that they are "just about recovered", thus causing the target to be unreasonable towards those that try to get them to rest. Targets that refuse to rest do not recover any lost ability points as normally granted for those who spend their days resting to recover the damages of such illnesses.

Note, that for the duration of the spell, the target acts as if the healing has occurred without any penalties.

Delusional Kindred

Illusion/Enchantment (Compulsion)
[Mind-Affecting]

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

Components: V, S

Casting Time: 1 action

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

Targets: One Humanoid Target

Duration: 1hour/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes a target humanoid to believe that they are actually another race. The exact race of the delusion is specified by the verbal command of the caster. The delusional race must be of another type of humanoid stock, and must be on the same size scale as the target. For example, an orc may be led to believe that he is really an elf, a lizardfolk that they are human, or a gnome that they are a goblin. The abilities or stats of the affected target do not change nor can the target suddenly speak in a different racial language, the affected target merely believes that they are of another race and may naturally act differently towards members of its own race or members of the delusional race.

Delusive Limp

Illusion/Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: One Target

Duration: 2 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to feel a sensation of pain in one of their ankles. The actual suffering is caused by the effects of the enchantment on the target's mind, and not by any actual physical condition. Due to the sense of discomfort, the target's movement rate is reduced in half.

Material Component: A dozen toenails from the feet of goblins

Divulgence

Enchantment (Compulsion, Memory)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 Round

Range: Touch

Target: Person Touched

Duration: 10 minutes/level

Saving Throw: Will Negates

Spell Resistance: Yes

Divulgence allows for the probing and collection of confidential information. Often without the target being aware that they are undergoing such an examination. The target slips into a deep trance and under questioning provides the information as required on a successful Gather Information roll. If the question asked is of a highly confidential nature (DC20 or higher) then the target is allowed a new roll to save for each piece of information asked, if they succeed they snap out of the trance and are dazed for 1d3 rounds. [Gossip DC 10, Private Information DC 15, Sensitive Information DC 20, State Secrets DC 25+].

Material Component: A leaf of a blank spellbook.

Dog Treachery

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3, Bard 3, Clr 4

Components: V, M

Casting Time: 1 action

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

Targets: All canine animals (dogs, wolves, dire wolves, etc.) within target range.

Duration: 3 hours /level

Saving Throws: Will negates

Spell Resistance: Yes





This spell causes all domesticated canine creatures within the range area of the spell to turn on their masters and/or humanoid (or non-humanoid companions/masters of comparable intelligence) companions. If such individuals are not within the immediate range of the animals, these creatures will do everything in their power to track down their masters/companions and attack them unmercifully.

Despite the powerful potential of the spell, there is a slight flaw. If any of the affected canines (whether it be dog, wolf, dire wolf, or whatever) are in fact wild and not domesticated, the creature instead will immediately attack the nearest humanoid (or creature of such comparable intelligence) instead. Often this has happened to be the one casting the actual spell.

Material Component: An old soup bone.

Dominate Vegetation

Enchantment (Compulsion)

Level: Drd 6, Sor/Wiz 8

Components: V, S, F

Casting Time: 1 Action

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

Target: All vegetation in a 10 ft/level radius

Duration: 10 days/level

Saving Throw: Will Negates

Spell Resistance: No

Sometimes hindering a trespasser is not enough, be it a tomb that needs watching or a Mage requires a more subtle form of guardianship than the usual tricks, traps and monsters. *Dominate Vegetation* is capable of warding an area with a bewildering array of difficulties. Be it the vines that seem to trip, to the poison that seems to be almost targeted as it drips from the sap of an over head tree, paralysing the unwary. This spell also allows the caster to be aware of intruders, and to provide a small amount of direction as to what the plants should be attempting. The exact effects of the defences are dependent on what vegetation is in the area.

Arcane Focus: A crystal Icosahedron left in the vicinity to act as a scrying focus.

Dream Talk

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 2

Components: S

Casting Time: 1 action

Range: Touch

Targets: One Humanoid Target

Duration: 2 hours (less if target is awakened)

Saving Throws: Will negates

Spell Resistance: Yes

When the caster touches the target of the spell, the target begins to talk softly in their sleep. Getting the target to dream about a specific topic and thus reveal certain secrets may be difficult and could risk waking the subject (thus prematurely ending the spell), but the target will mutter and whisper a constant description of what they are dreaming about without any effort from the caster.

Dyslexia

Enchantment (Compulsion) [Mind Altering], [Language Dependent]

Level: Sor/Wiz 1

Components: V, M

Casting Time: 1 Action

Range: Touch

Target: Person Touched

Duration: Permanent, until triggered

Saving Throw: Will Negates

Spell Resistance: Yes

Often hidden within books and scrolls, mundane and magical, it is triggered by reading the correct page. When triggered the target suffers an inability to coherently read or write anything in any language. Whatever is read/written becomes pure gibberish, the effect lasts for 1d6 rounds.

Material Component: Two pages of writing, ripped up and mixed together.

False Rememberances

Enchantment (Memory)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 Round

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

Target: One Person

Duration: Instantaneous

Saving Throw: Will Half (see text)

Spell Resistance: Yes

There is but one punishment for repeated infractions of the Third. That is expulsion and the use of this flexible spell. All memories of the Schools are scoured clean from the target and replaced by a crafted set of alternative memories, often prepared in advance in case of this very use. One whole year of memories may be replaced per caster level above 11th and these are all but indistinguishable from real memories. If the Save is made then similar effects to those listed for *Altered memory* above occur, sometimes leading to insanity and other undesirable effects. In the last few years this spell has 'leaked' from the Schools and is becoming more widely known.

Material Component: A sheet of paper shredded and re-glued together and a dusting of chalk that is scattered about the targets possessions.

Gaudiness

Enchantment (Compulsion)
[Mind-Affecting]
Level: Sor/Wiz 1, Bard 1, Clr 1
Components: V, M
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: 1 intelligent target
Duration: 2 days/level
Saving Throws: Will negates
Spell Resistance: Yes

This spell causes the target to lose all sense of restraint when it comes to purchasing and wearing clothing, jewelry, and adornments. Likewise, they lose all sense of fashion, and gain a particular attraction for very large pieces of jewelry and brightly patterned items of clothing. This spell is fairly common amongst crooked merchant wizards who have a few of such items that they really need to unload on someone for a good price.

Material Component: A handful of cloth tatters of different colors.

Heightened learning

(Memory)
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 Action
Range: Personal
Target: Self
Duration: 2 hours/level
Saving Throw: Will Negates (Harmless)
Spell Resistance: No (Harmless).

Everyone needs a little help when learning new things and those who make an early effort often find this Cantrip useful, when they search the library. This spell while in effect provides a +2 modifier to all rolls where a piece of information needs to be learned quickly.

Herd Panic

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 3, Bard 3, Clr 3
Components: V, M
Casting Time: 1 action
Range: Medium (100 ft + 10 ft/level)
Targets: 1 intelligent target
Duration: 2 minutes/level
Saving Throws: Will negates
Spell Resistance: Yes

This spell causes up to 4d6 HD of animals to go berserk in a panicking state and flee the area in random directions. Animals with 5 or more HD are unaffected and animals with the fewest HD are affected first.

Material Component: The crumbled remains of a datura leaf mixed with the crushed chunks of a peridot worth at least 50gp.

Ill-mannered Body

Enchantment (Compulsion)
Level: Sor/Wiz 0, Bard 0
Components: V, M
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: 1 target
Duration: 1 hour/level
Saving Throws: Fortitude negates
Spell Resistance: Yes

This causes the target's body to emit a reasonably steady flow of belches and noisy, reeking bouts of flatulence. There is little that the target can do to control the fits and trying to concentrate on belching or the flatulence only makes things worse. If the target is a spellcaster, they suffer a 5% risk of losing any spell requiring a verbal component. Likewise, the target suffers a -2 to Charisma-based skill checks except when dealing with the more coarse of subjects, including orcs, ogres, trolls, and goblinoids. When dealing with these types of individuals, the effects of *ill-mannered body* actually gives the target a +1 to Charisma-based skill checks.

Material Component: A bud of garlic and a handful of elderberries

Illusion Flux

Enchantment (Compulsion)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: One Target spellcaster
Duration: 2 hours/level
Saving Throws: Will negates
Spell Resistance: Yes

This spell causes an affected target to be wounded by stray amounts of energy discharge from any illusion spell that the affected target casts. The *illusion flux* enchants the target and thus causes minor energy overflow problems with their casting of such spells. When casting an illusion spell, the target must succeed a Fortitude saving throw (DC 15) or be wounded for 1d6 points of damage.

Material Component: A handful of broken shards of colored glass.

Illusionary Backlash

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 2, Bard 2, Clr 2
Components: V, S, M





Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: One Target spell caster
Duration: 2 hours/level
Saving Throws: Will negates (plus additional saving throws)
Spell Resistance: Yes

This spell causes an affected target to become a potential victim to any illusion spell that they attempt to cast upon another individual. The illusion spell is not re-directed from the intended target (that individual is also subject to resisting it's effects) but rather simply affects both the caster and the subject. When the target spell caster who's affected by *illusionary backlash* uses such an illusion spell, they must succeed a saving throw against their own spell in the same manner as the intended subject or suffer the same effects. If the spell happens to require the continued concentration of the affected spell caster, then the spell is immediately broken. If the spell caster affected by *illusionary backlash* succeeds the saving throw against their own illusion, then the affected spell caster is immune to the effects of that particular spell.

Material Component: An orange newt and a pinch of blue colored sand.

Image Imprint

Enchantment (Memory)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 Round
Range: Personal
Target: Self
Duration: Instantaneous (see text)
Saving Throw: Will Negates (Harmless)
Spell Resistance: No (Harmless).

Everyone has images in their minds they wish to keep forever. This spell allows for the retention of a single image of the mind, for as long as required. The caster is able to bring to mind an exact image as they saw it, details remain sharp and even the smallest of things are recorded in clarity. But like a portrait the image so captured is static and does not show everything. The image remains until this spell is cast again.

Material Component: Five camel hairs scattered to the winds.

Interrogation Shivers

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Touch
Targets: One Humanoid Target

Duration: 1d4 hours
Saving Throws: Will negates (plus special additional saves)
Spell Resistance: Yes

This spell causes the target to become subjected to painful, violent shivers any time they are asked a question and attempt to block out the answer or lie instead of barking forth the full truth. The only way to fully avoid the shivers altogether is to immediately answer any question asked as honestly and fully as possible. So painful are the shivers that the subject must succeed a Fortitude save (DC 12) or take 1 point of subdual damage time the target refuses to provide an immediate, honest answer. If the victim falls unconscious from the shivering damage then the victim is not subject to any further damage from unanswered questions that were asked while the target was in a state of unconsciousness. Likewise, if the target cannot hear such a question well enough for their mind to fully comprehend it's meaning or otherwise understand it, then the target is not subject to a shivering spasm for not barking forth the answer.

So awful are the shivers that often the targets lose all control of their bodily functions, and are often found afterwards slumped over in a puddle of their own fluids and vomit.

Interrogation Tremors

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Touch
Targets: One Humanoid Target
Duration: 1d4 hours
Saving Throws: Will negates (plus special additional saves)
Spell Resistance: Yes

A step up from *interrogation shivers*, this spell causes the target to become subjected to horrible, violent tremors any time they are asked a question and attempt to block out the answer or lie, instead of immediately spitting forth a full, truthful answer to the question asked. The only way to fully avoid the tremors altogether is to immediately answer any question asked as honestly and fully as possible. So painful and physically damaging internally are the shivers that the subject must succeed a Fortitude save (DC 15) or take 1 point of damage each time an immediate, honest answer is not forthcoming. Unlike *interrogation shivers*, the damage of *interrogation tremors* is potentially fatal and thus not subdual. If the victim reaches zero hit points from the internal physical damage caused by the tremors then the victim falls unconscious and is dying. The victim is

not subject to any further damage from unanswered questions that were asked while the target has zero or less hit points.

Likewise, if the target cannot hear such a question well enough for their mind to fully comprehend it's meaning or otherwise understand it, then the target is not subject to a tremor spasm for not barking forth the answer. So awful are the tremors that often the targets lose all control of their bodily functions, and usually begin to bleed from all orifices.

Irritate Sleeper

Enchantment (Compulsion)

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, M

Casting Time: 1 action

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

Targets: 1 item used for sleeping (includes beds, blankets, and bedrolls)

Duration: 3 days/level

Saving Throws: See Below

Spell Resistance: Yes

This spell causes any target object that's used for sleeping with, including a bedroll, bed, or blanket, to seem to bring out their worst aspects, causing the owner to lose sleep. Though the effects of the spell are actually affecting the mind of the sleeper, causing them to believe that the item is discomforting, most victims of this spell often believe that their bed or blanket has become cursed and is out to annoy them. Blankets seem to tangle, roll off the sleeper at night, or shorten somehow, causing body parts to be exposed to the night air. Bedrolls and beds feel lumpy and uneven. Anyone attempting to sleep with such an affected item must succeed a Will save (DC15) or fall under the influence of *irritate sleeper* and thus gain only 2 hours of rest for every 4 hours that they attempted to sleep using the item.

Material Component: A handful of dried peas.

Itchy Clothing

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 0, Brd 0

Components: V, S

Casting Time: 1 action

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

Targets: 1 set of clothing

Duration: 3 hours/level

Saving Throws: See Below

Spell Resistance: Yes

This spell is placed upon a set of clothing that a target is either currently wearing or may put on. Though nothing has physically changed about the clothing, every little brush against the skin makes the target feel as though the fabric is stiff, itchy, and

otherwise irritating their skin. So influencing is this effect that the target must make a Will save (DC15) or immediately rip off the affected clothing.

NOTE: *Permanence* may be placed on items affected by *itchy clothing*.

Kleptomantic Urges

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3, Bard 3, Clr 4

Components: V, S

Casting Time: 1 action

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

Targets: One Humanoid Target

Duration: 2 days/level

Saving Throws: Will negates (plus special additional saves)

Spell Resistance: Yes

This spell causes the target subject to gain sporadic, spontaneous urges to steal, even if the target is normally appalled by the act of theft. Once every 1d4 hours that the target is awake and aware the urges take effect. Upon seeing some object at this time that the target desires, they must succeed a Will save (DC15) or attempt to pocket it. If the object is small enough and the character has the Pick Pocket skill, they may use that skill but will suffer a -3 penalty due to a sense of hastiness caused by the lust for the object. The item need not be valuable, just something in the character's immediate attention that they would want. Whether or not the target succeeds their saving throw or is otherwise forced to steal, the urges quickly pass until the target gets another craving to steal yet another item.

Mad Lust

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, S

Casting Time: 1 action

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

Targets: One Target

Duration: 1 hour/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to become madly lustful and make advances/attempt to woo anyone who is of the target's sexual and/or racial preference. The target is unable to think clearly and holds no regards towards alignment, wealth, attractiveness, personality, or social caste. Depending on the target's normal personality, such advances may be overly romantic and excessively materialistic (flowers, hired performers, etc.) or more of a savage, primitive nature.

NOTE: *Mad lust* cancels out the effects of *null romantic*.





Memory Man

Enchantment (Compulsion, Memory)

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 Round

Range: Touch

Target: Person Touched

Duration: 1 day

Saving Throw: Will Negates

Spell Resistance: No.

Whereas *Image Imprint* holds a single, snapshot image of a scene, *Memory Man* allows for the retention of everything sensed in a single 24 hour period. *Memory Man* is most often used to gather information from hard to reach places, turning a willing participant into a being capable of walking through a tower and idly flicking through a library and then carrying that library out within his memory. Also used by scribes to record official transcripts exactly.

Material Component: A small clay tablet with the spell inscribed upon it. *XP Cost:* 500 xp

Mental Block

Enchantment (Compulsion)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 Action

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

Target: Person with whom eye contact has been made.

Duration: 1 minute/level

Saving Throw: Will Negates

Spell Resistance: Yes

This spell causes the target to fail to remember how to perform a familiar action, such as drawing a sword or reading or writing. The length of this effect depends on the action described in the spell and can range from the casters level in rounds for the drawing of a sword, to caster level in minutes for Reading/Writing. No matter how hard the target tries they are unable to perform that specific action.

Mind Rash

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3, Clr 3

Components: V, M

Casting Time: 1 action

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

Targets: One Target

Duration: 1 round/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to experience horrible itching sensations all over their body. Though not actually inflicted with any real physical element, the delusion of itching is so great that it the target

unable to perform any action that it is not related to attempting to relieve the persistent suffering. Likewise, the irritation actually causes the target to wound their bodies in the process of trying to relieve the itch. Any sort of thing to scratch and scrape away at the sensations, including stones, weapons, and bits of metal are used. Each round during the duration of the mind rash the target wounds their body for 1 point of damage.

Material Component: A bit of dried poison ivy.

Muddled Mind

Enchantment (Memory)

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Person Touched

Duration: 1 action (see text)

Saving Throw: Will Negates

Spell Resistance: Yes

Muddled Mind causes the next spoken account by the target to be garbled. Facts get confused, out of sequence and occasional digressions are all possible effects. The victim is unaware of this as he continues his report or story, to the bewilderment of all. This effect lasts until the end of the account.

Name Scatter

Enchantment (Compulsion) [Mind-Affecting]

[Language Dependent]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, S

Casting Time: 1 action

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

Targets: 1 intelligent target

Duration: 4 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to get mixed up with the names of others. As *name scatter* is mind-affecting, the target sincerely believes that they have got another person's name right even though they are way off. Calling your wife by the name of "Robert" and sincerely believing that's her name and what you have always known her as is a good example of the spell's less than savory effects.

Necromantic Doubt

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3, Bard 3, Clr 4

Components: V, M

Casting Time: 1 action

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

Targets: One Target Spellcaster

Duration: 3 hours/level

Saving Throws: Will negates
(plus additional saving throws)

Spell Resistance: Yes

This spell causes the target to great amounts of difficulty towards the casting of necromantic school spells. Anytime an affected character attempts to cast a necromantic spell, they must succeed a Will save (DC18) or the spell and action are ruined and thus wasted.

Material Component: A pinch of powdered bone marrow and a bit of sawdust.

No Smell/Taste

Enchantment (Compulsion)

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, S

Casting Time: 1 action

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

Targets: One Target

Duration: 2 days/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to lose their sense of smell and taste. Scent (Ex) for the target is rendered useless and while the target can breathe normally, the effect is every bit the same as having a severe cold that knocks off such senses.

Null Romantic

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, S

Casting Time: 1 action

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

Targets: One Target

Duration: 1 hour/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to become completely and disinterested in any form of romance. Advances by those who the target would normally find attractive are turned down and the spouses and/or lovers of the target note a sudden coldness and absolute disinterest as far as any sort of affection is concerned.

NOTE: Null romantic cancels out the effects of *mad lust*.

Opinionated Outburst

Enchantment (Compulsion) [Mind-Affecting]

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

Components: V, S

Casting Time: 1 action

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

Targets: One Humanoid Target

Duration: 1 hour/level

Saving Throws: Will negates
(plus special additional saves)

Spell Resistance: Yes

The target is nearly unable to hide their true feelings about anything, and will burst out such statements whether asked how they feel or not. Stopping such outbursts require the character to succeed further Will saves (DC 12) each time something catches their eye. If the target succeeds, they are able to suppress the compulsion though they might look particularly uncomfortable the whole time. If they fail, the target immediately expresses their feelings about something, in a very loud, verbal manner. For example, if someone walks by with an attractive woman, a male target must succeed a Will save or be forced to yell out something in the degree of "Dear Sir, I lust for your wife like I have lusted for no woman who has ever stood before me!" If a woman of great wealth and nobility happens to be wearing an excessively decorated dress, a female target may have to try to resist shouting "My pathetic royal cow, what a lovely dead peacock of a gown you are flaunting!"

Perfume Bane

Enchantment (Compulsion)

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

Components: V, M

Casting Time: 1 action

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

Targets: 1 intelligent target

Duration: 2 days/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes any perfume or cologne that the target is either currently wearing or may apply during the duration of the spell to become foul and putrid in odor. The perfume likewise becomes very difficult to wash off and the smell seems to linger and linger after several washings.

Material Component: The hair off the tip of a skunk's tail.

Pocket Twitch

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4, Bard 3

Components: V, S

Casting Time: 1 action

Range: 2 miles

Targets: Up to 12 targets

Duration: 2 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell was originally created to contribute an effective sense of crowd control in streets that





were heavily polluted with pick pockets and young scoundrels. Casted upon areas with up to a dozen individuals at a time, *pocket twitch* helped ensure a sense of protection against theft.

Those affected by the spell are in for a rather nasty surprise if they attempt to use their Pick Pocket skill check to obtain an item. Whenever an affected target makes such an attempt, the skill check automatically fails and the target goes into a screaming, twitching fit as soon as they attempt to pocket the item or otherwise hide it on their person.

This fit lasts for 1d4 rounds. After which, the target recovers and but is subject to additional fits as long as they keep attempting to pick pocket items for the duration of the enchantment of *pocket twitch* upon the target.



Ringing Ears

Enchantment (Compulsion)

Level: Sor/Wiz 1, Bard 1

Components: V, S

Casting Time: 1 action

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

Targets: 1 target

Duration: 1 hour/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target's ears to ring in an irritating, painful manner. Though no real damage to hearing is actually caused, the target suffers a -4 penalty to Listen checks and a -2 to Concentration checks for the duration of the spell.

Shoes of Discomfort

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 0, Brd 0

Components: V, S

Casting Time: 1 action

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

Targets: 1 set of footwear

Duration: 3 hours/level

Saving Throws: See Below

Spell Resistance: Yes

This spell is placed upon a set of footwear that a target is either currently wearing or may put on. Though nothing has physically changed about the shoes or boots, the target believes that the footwear is itchy, too small, or otherwise discomforting. So influencing is this effect that the target must make a Will save (DC 15) or move at half their movement rate as long as they have to wear the affected shoes or boots, convinced that the affected footwear is hurting their feet and slowing them down.

NOTE:

Permanence may be placed on items affected by *shoes of discomfort*.

Skipping Demise

Enchantment

(Compulsion)

[Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, M

Casting Time: 1 action

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

Targets: 1 intelligent target

Duration: 5 minutes/level

Saving Throws: Will negates

Spell Resistance: Yes

This causes the target to have a mental block that causes any attempt that they make at running to end up in a joyous skipping motion that is the equivalent of their normal movement rate plus 10 ft. A character, for example, that can normally move 30 ft will skip for 40 ft. Armor and weight restrictions also apply.

Material Component: A handful of daisies.

Sleep Noggin

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1, Brd 1

Components: V, S

Casting Time: 1 action

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

Targets: 1 cap, hat, helmet or other headwear

Duration: 3 hours/level

Saving Throws: See Below

Spell Resistance: Yes

This spell is placed upon a cap, hat, helmet or headwear that a target is either currently wearing or may put on. Though nothing has physically changed about the hat, wearing the item makes the target feel tired. So influencing is this effect that the target must make a Will save (DC 18) or become exhausted.

NOTE: *Permanence* may be placed on items affected by *sleep noggin*.

Sour Stomach

Enchantment (Compulsion)

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, S

Casting Time: 1 action

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

Targets: One Target

Duration: 2 hours/level

Saving Throws: Will negates (plus additional saving throws required)

Spell Resistance: Yes

This spell causes the target to have a nervous stomach, thus experiencing severe digestion discomfort and cramping upon the engagement of any event that's moderately stressful or excitement inducing. So terrible is this form of indigestion that the target must succeed a Fortitude save (DC 14) or find a means to relieve their situation within 4 to 7 rounds (1d4+3) or have an "accident" that results in potential embarrassment and potential discomfort. The triggering event of such inconvenience could be most anything, from running into an encounter to finding treasure of mysterious properties to even meeting some stranger along the road. Each worthy event during the full duration of the compulsive enchantment can cause another potential outbreak of discomfort, thus requiring another Fortitude save.

Spell Jumble

Enchantment (Memory)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 Round

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

Target: Any valid Target for a *Magic Missile*.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

To all who view this spell it appears as a *magic missile*, including damage and all other effects including being blocked by a *shield* spell. However if the missile manages to strike the intended target the next time the target tries to cast a spell she utters a random spell that is available to her. This should be determined randomly and the effect lasts for 1d4+1 times the target tries to cast a spell, this should be rolled secretly by the DM.

Spendthrift

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, S, M

Casting Time: 1 action

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

Targets: One Target

Duration: 2 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes a target to believe that they are "rich as trolls" and thus spend lavishly without reasoning or logic. Despite the actual amount of coin that the target may have upon them, the target will attempt to purchase anything that catches their eye. They may also order the finest food and drink at the inn without possibly being able to pay for such afterwards, and offer various gifts of coin and token to virtually everyone around them.

Material Component: A pinch of powdered copper.

Stun Good Hand

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2, Clr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: One Target

Duration: 2 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target's good hand to become temporarily paralyzed by turning off the signals between the brain and the nerves in the hand. As such, the target must attempt to use their weaker/lesser hand to perform needed actions or to hold weapons.





Tabula Rasa

Enchantment (Compulsion, Memory)

Level: Sor/Wiz 9

Components: V, M, F, XP

Casting Time: 1 Round

Range: Touch

Target: Person Touched

Duration: Instantaneous

Saving Throw: Will Negates

Spell Resistance: Yes

Tabula Rasa is a frightening spell. When cast it instantly and totally erases the mind and personality of the victim. They instantly lose all identity of who they are and seem to slip into a stupor. The subject is capable of learning things and indeed retains their intelligence but it is a blank slate. In effect they drop to 0 level character and have to relearn everything. This may indeed leave them as a completely new individual. Learning is however at an accelerated rate as the mind tries to regain what it has lost. This spell can be reversed only with a *miracle* or *wish* spell.

Material Component: A small, cast, platinum effigy of the target, costing no less than 50,000 gp.

XP Cost: 1,500 xp per Target's Character level.

(GM NOTE: This Spell can be used as an alternative to killing a character off or writing them out, if the player is becoming bored with her present character then this spell can be used to allow for a new one to be created).

Tankard of Drunkenness

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 0, Brd 0

Components: V, S

Casting Time: 1 action

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

Targets: 1 tankard, mug, or other drinking vessel

Duration: 3 hours/level

Saving Throws: See Below

Spell Resistance: Yes

This spell is placed upon a tankard or other drinking vessel. Everytime a target finishes a serving of an alcoholic beverage from the vessel, the target must succeed a Will save (DC 15) or fall to the temptation of having the vessel immediately refilled from which the target drinks again. There is no limit on the repeated checks caused by this spell other than the target's physical ability to keep from passing out.

NOTE: *Permanence* may be placed on items affected by *tankard of drunkenness*.

Temper Tantrum

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, M, S

Casting Time: 1 action

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

Targets: 1 intelligent target

Duration: 2 rounds/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to fly into a childlike temper tantrum, reducing even the most solemn of individuals into a kicking, screaming fit that lies on the floor. The target becomes a hideous thing to look at and hear as he or she rages forth with an array of crying, wailing, and pouting. It's also not uncommon to see the subject stick their lower lips out at the caster while shaking their heads back and forth in denial and making muffled wails. If approached within touching range or attacked the target will strike out with a fit of kicking, punching, and biting (treat as unarmed attacks) but is too influenced by the effects of *temper tantrum* to make any rational attack.

Material Component: A bit of dried colicroot.

Toad Mind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2, Clr 2

Components: V, S

Casting Time: 1 action

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

Targets: 1d4 Humanoid Targets (3 hit die maximum for each)

Duration: 2 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes 1d4 targets (each with a maximum of 3 hit dice/levels) to think that they are normal toads. Their perception is knocked out of kilter and the affected targets hop around on all fours and attempt to catch flies with their tongues in the same manner that many normal toads and frogs do. As the intelligence level of the target is reduced to 1 point, the creatures affected by the spell cannot be reasoned with by any degree of intellectual and social means. Likewise, targets of *toad mind* are considered to be more or less helpless though a few may reply to attacks against their body with an array of bites.

Tone Deaf

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2, Clr 2

Components: V, S

Casting Time: 1 action

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

Targets: One Target

Duration: 2 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to become tone deaf, thus destroying their ability to play music or sing. Bardic music is rendered useless for the target and also during the duration of the spell any Perform check that involves singing or playing music suffers a -6 penalty.

Traitor's Aura

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3, Clr 3

Components: V, S

Casting Time: 1 action

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

Targets: One Target

Duration: 1 hour/level

Saving Throws: Will negates
(plus additional special saves)

Spell Resistance: Yes

This spell causes the target to produce a foul, mystical aura that causes individuals of the same exact alignment as the target to be repulsed with a deep anger and want to immediately attack the target. (*Example:* Placed upon a neutral good character causes other neutral good characters to become repulsed. Lawful good or chaotic good individuals do not sense the aura. The aura is not noticeable until the individuals are within 20 ft of the target and enraged feelings subside within 2d4 rounds of the character leaving the area though the individuals affected by the aura may still remain confused and distrusting of the character for an additional 2d4 hours following.

Whenever the target runs into individuals of their own alignment, such individuals must succeed a Will save (DC 12) or be driven to a potentially violent rage from the aura that the target is emitting. The affected individuals see the target as being the worst of traitors, though not exactly knowing why, and may angered enough by the effects of the aura to cause harm to the target.

Trembling Grasp

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2, Bard 2, Clr 3

Components: V, S

Casting Time: 1 action

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

Targets: One Target

Duration: 1 round/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target's hands and wrists to tremble and shake violently when they attempt to wield or hold an object of any amount of size, including weapons and shields. Though the target can strike normally with an unarmed attack (as they are not holding an object to do as such), attempting to use a

weapon causes the target to suffer a -4 penalty to attack rolls. Attempting to use shields is worthless, and if the target must use any sort of tool or object for Skill checks, the target likewise suffers a -4 penalty. If a target is a spell caster, the target suffers a 20% chance of failure when attempting to cast any spell that uses a material component or focus object that must be held.

Uncontrollable Snickers

Enchantment (Compulsion) [Mind-Affecting]

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

Components: V, S

Casting Time: 1 action

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

Targets: One Humanoid Target

Duration: 1d4 hours

Saving Throws: Will negates
(plus special additional saves)

Spell Resistance: Yes

Somewhat similar in nature to *opinionated outburst*, this spell forces the target to reveal their true feelings about things they find to be rather pathetic or humorous. *Uncontrollable snickers* causes the target to giggle, snicker, and laugh at anything even the most remotely humorous. Due to such behavior, the target receives a -1 to Charisma. Due to such outbreaks, if the target is a spell caster, the target must succeed a Will save (DC 12) whenever casting a spell or succumb to whatever subtle humor that the target may find in the spell components or nature of casting. If the target fails this save, they lose the spell in mid-casting and both the action and spell are wasted.

Vengeance of Donkeys

Enchantment (Compulsion) [Mind-Affecting]

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

Components: V, S

Casting Time: 1 action

Range: 1 Mile

Targets: All donkeys in the target area

Duration: 10 minutes/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes all domestic and wild donkeys within the target area of the spell to enter a mad vicious rage. The animals will attack anything moving that is not a donkey and will fight to the death. Once the duration wears off, these animals return to normal and behave as though nothing has happened.

Vocal Jiggle

Enchantment (Compulsion) [Mind-Affecting]
[Language Dependent]

Level: Sor/Wiz 1, Bard 1, Clr 1

Components: V, M





Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Targets: 1 intelligent target
Duration: 1 hour/level
Saving Throws: Will negates
Spell Resistance: Yes

This spell causes the voice of the target to alter, bend, and warp in any manner that the caster chooses. The caster must indicate the exact change while casting the spell but the effects can be nearly endless. The voice may become high pitched, low pitched, echoed, burbling, giggly, etc. Likewise, due to the change, the victim suffers a -2 to Perform checks and has a 10% chance of losing any spell that they might try to cast that involves a verbal component.

Material Component: A slice of dried lemon peel

Well-wished Wiggles

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 1, Bard 1, Clr 2
Components: V, S, M
Casting Time: 1 action
Range: 2 miles
Targets: Amphibian animals
Duration: 2 hours/level
Saving Throws: Will negates
Spell Resistance: Yes

This spell causes all varieties of normal, animal class amphibians within the casting area to locate the nearest wells and inhabit them. Included in this category are frogs, toads, and newts. These creatures are compelled by the spell to seek out such structures and enter them, thus mass populating and thus potentially polluting the water of the wells. Though the influence of the spell wears off after so many hours, the amphibians may actually decide to stay in the well or for the most part become trapped and cannot escape. Creatures that are hibernating are not affected by this spell.

Due to the massive saving throws that would normally be required to use this spell (in addition to the figuring of the exact population of creatures), Use the following chart below to find out exactly how many creatures enter the well:

Climate	No. of Amphibians in each well
Severe Cold Areas	None
Temperate Winters	None
Dry Temperate/Warm Area	5d12+20
Wet Temperate/Warm Area	5d20+200
Dry Hot Area	1d12 (except deserts)
Wet Hot Area	5d20+20

Material Component: The body of a dead newt dropped into a nearby well as the spell is cast.

CHAPTER 5: TOMES OF KNOWLEDGE

The Arcane Inspiration of Knowing Someone's Heart and Mind

By Keladane Lorecrafter

Though written nearly a hundred and fifty harvests ago, this tome is often joked as being “the latest half-witted rite of passage to quick and easy power” amongst young wizards. Though perhaps half true in a few certain aspects, the study does require a good amount of time and the power is certainly possible... at times.

Keladane's success at unlocking the mind of the subject is actually somewhat fascinating, especially how it seems to instill a strange, supernatural ability of sorts into the reader. Though not always useful, it is possible to pick up the basic thoughts of the mere passerby and Keladane has provided a written set of instructions on how to achieve such power. The butt of the joke, however, is the great amount of means that Keladane went to make her knowledge profitable.

Deciding that her work was perhaps the most important of all treatises and research guides to ever be found, Keladane spared no expense when it came to hiring scribe after to scribe to produce additional copies of her tome for the purpose of sale. Hundreds, if not thousands, of copies were written and various attempts were made to circulate these manuals. Though originally having riches that perhaps only the finest of kings could ever realize, Keladane was soon left for broke as her last tome was chucked out the door and into the hands of hired street peddlers. Waiting patiently, Keladane expected to see the coins roll in. Instead, all she saw was the misery of hundreds of unwanted books and ever growing poverty.

Gradually succumbing to starvation and losing all will to carry on, Keladane eventually died. Her body was treated to the proper burial of vagabonds at the time, which consisted of throwing the body into a nearby cave filled with scavengers. Ironically, within just a few short seasons upon her passing, Keladane's book became a huge success, causing even more and more copies to be made.

While considered to be a mere novelty at the very least and perhaps a tome of somewhat dubious magical value at the very best, *The Arcane Inspiration of Knowing Someone's Heart and Mind* is still often found resting on a wizard's bookcase.

While usually covered in a mound of cobwebs and dust, this book is actually somewhat worthwhile if anyone can bother long enough to read it from start to finish. Those who do, however, gain the following supernatural ability:

Grasp Thought (Su): Three times per day the character is able to merely stare at a target (can be the same target or two or three different targets but only one particular target per use) and thus attempt to gain a quick insight to the target's thoughts. In order to prevent this, the target must make a Will save (DC 15) or their immediate thoughts (ten seconds of maximum time of thought) are sent directly to the character and translated through the illusion of voices and imagery. These thoughts could contain any sort of topic, from the location of hidden treasure to what one should put into a winter stew to give it more body. Often, if the subject was fully aware of the character attempting to pick their brain then the actual thought is of resistance. Typically though, the Will save is usually activated by the character's subconscious, which sense that "something is wrong". The thoughts (at the DM's option) could be specific and useful or trivial and mostly worthless.

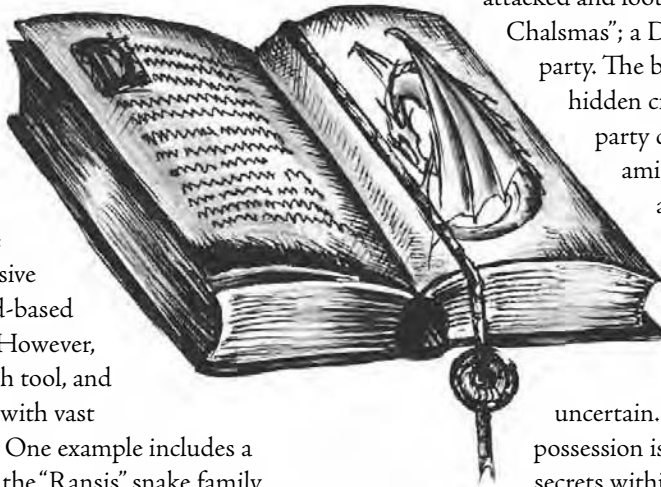
The book is not very uncommon at all and thus usually only brings around 100gp for general interest, functional ability, and a sense of nostalgia that's typically only found amongst the very wealthy.

Biologies and Cosmologies

By Fellthaur of Quades'l

This plump, two-volume set is held together by a time-worn brownish vellum binding. It is about 9½" tall, 7" wide, and 4" thick, giving it the dimensions of a generic academic tome. The 787 pages therein are a massive encyclopedia, giving a broad-based survey of the title subjects. However, the book is a subpar research tool, and the facts within are riddled with vast gaps and outright mistakes. One example includes a section where only some of the "Ransis" snake family are described as being poisonous, when in fact there are at least a dozen more of the kind. Another passage refers to a Warrior star-constellation of "Firaxis", whose coordinates at zenith do not correspond to any known collection of stars. Inaccuracies and half-truths run through the entire book, and most scholars worth their weight would hold the work to be the product of poor research and outright laziness. Of course, they would be missing the point...

The Elven mage "Fellthaur of Quades'l" (an Elven word which in his dialect translates literally to "nowhere") was the most puckish of all of Jasthiner's three disciples. An extremely talented Enchanter and gifted intellectual, he delighted in the unpredictability



of interpersonal interaction and often prided himself in his ability to root out truth by thinking outside of convention. Far from denying the supremacy of Law, Fellthaur believed that the presence of chaos in the universe was a current within a much grander scheme of things. To codify and calculate too swiftly was to deny a portion of the bigger picture. His individualism often led to accusations of chaotic behavior and the betrayal of the basic tenets of the Order. Nevertheless, it was creations such as *Biologies and Cosmologies* which silenced even the harshest critic.

The Encyclopedia is actually a massive spellbook which has been encrypted through non-magical means. Scattered throughout the nearly 800 pages of text are bits and pieces of arcane formula hidden as plain text. They need only to be strewn together to craft spells. Fellthaur created a single cipher code which pointed to which syllables, from which words, on which pages, would make which spells.

In his later years, Fellthaur passed the book on to Emnenbruul, his former apprentice and newly-appointed Gear. He was to use the book and its cipher as a guide for the encryption of further works, and to devise a larger system that the Order might eventually use. Emnenbruul's ownership over the book proved short, as he was killed when his private Tower was attacked and looted in by the "Fingers of Chalsmas"; a Devil-cultist adventuring party. The book was taken, but the well-hidden cipher was overlooked. The party collapsed soon thereafter amidst internal strife and the apparently useless book was pawned off by a survivor. The cipher was retrieved by the Order, by the book's present whereabouts are uncertain. Whoever holds it in their possession is most likely unaware of the secrets within.

The many decipherable spells are: *hold portal, summon monster I, colorspray, glitterdust, mirror image, suggestion, locate object, explosive runes, hold person, gust of wind, haste, dimension door, fire shield, magic jar, cloudkill, feeblemind, permanency, antimagic shield, mass suggestion, domination trap, circle of death, mass haste, finger of death, plane shift, binding*

Whenever a player reads through the book, the DM can make a discreet skill check to see if the player notices factual inaccuracies in the text. [Knowledge (Nature) or Knowledge (Astronomy) DC 20; roughly every 25 pages read] A successful discovery reveals only the mistakes, but does not divulge the greater nature of the book.





In the event that the character is unusually knowledgeable, he may be able to detect that some of the inconsistencies in the text correspond to the components of certain magical formula. If the character is able to detect at least three inconsistencies in the book, the DM may then make a secret skill check to see if his knowledge of arcane magic allows him to stumble across the book's cipher. [Knowledge (Arcane) DC 40] Characters who are aware that the encryption exists, and begin to actively attempt to break the code must still use their Knowledge (Arcane) skill, but do so at DC 35. Retries are not permitted, unless the character gains knowledge to new informational resources, such as an extensive library. Cracking the encryption or gaining the cipher allows access to all spells within the book.

Caster level: 17th; *Prerequisites:* Craft Wonderous Item, Skill: Decipher Script Rank 15, any spell to be encrypted. *Market Price:* 35,000 gp. Valued for both the magical spells, and the encryption method used within. *Weight:* 4 lbs.

Charm Maker: The Grand Tome of Articorus Banedrake

By Articorus Banedrake

Though having to make a rather hasty exit with his great tome, *Charm Maker*, Articorus still had the great fortune to polish up a few unfinished areas of the tome after gaining the favor of Deludra. Upon his binding to the emerald of a great crown, however, the tome slipped into the hands of different owners and has traveled as such ever since.

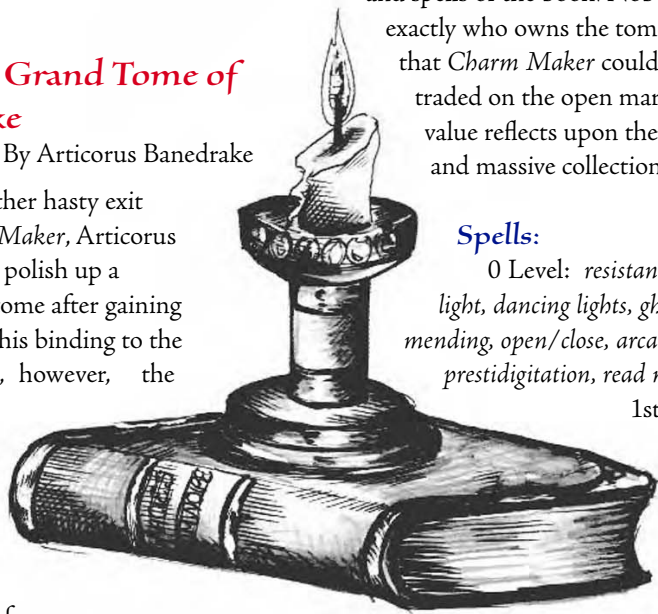
The book is of masterful quality and contains a massive amount of spells. In addition to his own research, Articorus was skilled at gaining other spells when needed, often by "hook or crook" if necessary. As a result the Circle of Middlemen are all that much more eager to lay their hands upon the missing manuscripts. Not only did Articorus betray the way of the order and devise a magical means to enforce criminal activity, but he also managed to walk out with copies of some of the very best kept spells that the Circle had. Likewise, Articorus himself plots and plans to retrieve his old tome but there is little that he can do to obtain this goal as long as he remains trapped inside a gem.

Charm Maker is somewhat dilapidated condition. In addition to the time taking its toll on the tome, several unsuccessful attempts to unlock, decipher, or destroy the ancient manuscript have added to the beatings.

Still though, for a book of its age and history of abuse, *Charm Maker* is in comparably fine condition.

Most of the locks, hinges, and mystical traps have long since been destroyed or neutralized. What does remain, however, are the assorted applications of *illusory script* and *secret page*, which have made the tome very difficult to decipher.

While the tome is one of a kind and thus highly valued, most of it's spells, both the original workings of Articorus as well as those learned through his constant schooling, have long since copied into the master tomes of Deludra's followers. As such, the remaining possession of *Charm Maker* was deemed to be more of a hindrance (thanks to the efforts of the Circle of Middlemen to destroy it) than it was to keep it around. As such, the tome was sold on the open market for a little bit of nothing. After passing several hands in such a similar matter, it is believed that the tome was finally picked up by a series of wizards who have all tried to unlock the full secrets and spells of the book. Nobody is really to sure as exactly who owns the tome now, but it is speculated that *Charm Maker* could bring up to 150,000 gp if traded on the open market place. This enormous value reflects upon the book's history, research, and massive collection of spells.



Spells:

- 0 Level: *resistance, ray of frost, daze, flare, light, dancing lights, ghost sound, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic*
- 1st Level: *alarm, hold portal, shield, mage armor, obscuring mist, summon monster i, unseen servant, charm person, hypnotism, sleep, magic missile, change self, color spray, silent image, ventriloquism, animate rope, burning hands, erase, feather fall, jump, spider climb, dream talk, shocking grasp, reduce, message, mount*
- 2nd Level: *arcane lock, obscure object, fog cloud, glitterdust, summon swarm, web, flaming sphere, shatter, blur, continual flame, hypnotic pattern, invisibility, magic mouth, misdirection, alter self, dark vision, knock, levitate*
- 3rd Level: *dispel magic, explosive runes, nondetection, sleet storm, stinking cloud, hold person, suggestion, gust of wind, wind wall, illusory script, invisibility sphere, secret page, kleptomaniac urges*
- 4th Level: *charm monster, confusion, emotion, lesser geas, fire trap, stoneskin, remove curse, ice storm, dimension door, interrogation shivers*
- 5th Level: *permanency, dominate person, feeble mind, hold monster, mind fog, interrogation tremors*

The Exquisite Charm of Domination

By Allura, Enchantress of the Glittering Forest

Despite its haughty, if not somewhat sadistic sounding title, *The Exquisite Charm of Domination* is a tome held sacred by many enchanters, good and evil alike. The tome was written during an ancient time when the different schools of magic were waging great battles against one another. The enchanters were feared for their ability to hold direct control of the subjects of their spells. Amongst the worst of enemies were the necromancers, who were often using large squadrons of animated undead to destroy and defile entire covens of enchanters.

Though there was some hope of an alliance for the enchanters from the covens of illusion, these bonds were quickly broken when the illusionists decided that it was in their best interest to work against the enchanters than against the enchantment. The covens of enchanters and charmers were quickly breaking away and it seemed that this school of magic would soon fade away into being little more than legends. Then, much to the relief of the enchanters, a heroic figurehead arose from their scattered ranks.

Allura, though having shown an obvious interest and devoted study towards the arts of spell casting and alchemy, was thought to probably amount to little more than another pampered sibling in the rosters of spoiled noble offspring. The orphaned niece of a local baron, Allura lived high in a far tower in an old palace that stood within the secure comforts of a mystical forest. There she was allowed to spend her evenings studying the skies in peace or performing one of her various little experiments.

Although a fair share of exotic creatures inhabited their land, the noble residents of the small palace hardly ever witnessed any real form of danger. Then, towards the dusk of a mild summer evening, the battle parties stormed into the forest. Their torches blazed the trees and their blades poured forth the blood of any creature, great or small, that didn't get out of their way in time. The violators were part of an alliance of spell casters from the schools of illusion and necromancy. Dreadful creatures of rotting flesh and bone accompanied these foul wizards, and where ever they went strange lights and images flashed across the forest and the clouds in the sky.

While the exact purpose for destroying the forest was unknown, it was no mystery that the horrible, destructive vandals were on their way to lay waste to a large outpost of exiled enchanters. Though the enchanter's haven was still many miles away it seemed that the army of wizards were intent on keeping entertained and combat ready by testing their skills on the very forest itself. With bitter tears in their eyes,

the small community of frightened nobles and their servants stood before the arched windows of their secure palace, watching these individuals wreck havoc to the woodlands below. Above the gathering of mourners was Allura's tower, where the young woman stood at the open observation area at the very top, with a strange glow of power enhancing the look of anger in her eyes.

Though no one had previously known just how powerful the young woman really was, they were about to get their first lesson. Arms outstretched before the gruesome army, Allura lifted her head to the skies and cried out a mysterious, ancient chant. Fignets of colored light flickered around her fingers and then sped towards a large gathering of illusionists, necromancers and skeletons that were upon the edges of the courtyard.

Suddenly, as if under some mysterious control, the illusionists turned on the mindless skeletal servants, hammering at the rot encrusted bodies with magical staves. Acting to attack any sense of opposition as they had always been previously instructed to do, the skeletons responded with their claws and crumbled teeth. In the confusion the illusionists began firing spells at random and striking away madly with their daggers. Mass confusion quickly engulfed the villainous trespassers, and the whole army turned on it's own kind. Using her magic to fly down from tower, Allura stood proudly in the palace courtyard, just a wee bit away from the bloodshed and confusion. Adding her bit of help here and there with a few more offensive spells, the bulk of the army was quickly torn into a few small groups of survivors, which the palace guard quickly advanced upon and overtook.

Having a new sense of respect and authority within her palace home, Allura was charged under royal authority to question the few remaining survivors and decide what a proper punishment for their actions should be. Since execution was obviously too good for such scoundrels, Allura decided upon a torture that was much more fitting. Since it was the enchanters of the hidden outpost that the villains were seeking, it would be the enchanters that the villains would get.

Seeking out the outpost herself, Allura brought forth gifts, news, and a royal bargain to the weary enchanters. It was decided that the enchanters were to return with Allura to the palace, where they would be provided protection and a place to further their studies. In return the enchanters would work with Allura on charming every bit of information out of the prisoners that was possible. Using the most mentally violating and cruelest of spells and persuasions, Allura and the enchanters were able to draw out secrets pertaining to both mystical research as well as the general strategic battle plans of the necromancers as far as the war against the enchanters were concerned. With this knowledge,





Allura was able to help the enchanters reunite their covens and rise up against the acts of destruction that had been forced upon them.

Having learned a great deal of magical secrets from her allies, Allura set out to write her own great book of mystical philosophy and spell research. Thus, before entering the last few years of her life, Allura completed *The Exquisite Charm of Domination*.

The Exquisite Charm of Domination is a remarkable tome of great interest, containing both philosophy and magical research. Allura tells her story with a sharp sense of wit and great sense of understanding of the problems and misunderstandings that arise amongst the various schools of magic. She champions the cause of the enchanters, declaring their study as “misunderstood” at the very worst and “superior to all other forms of magical practice” at the very best. Though starting her career as dabbler in all schools of magic, it seems that Allura had always had a special knack for enchantment spells and thus decided to devote the rest of her life to the broad study of charms and compulsions. Such study paid off, as *The Exquisite Charm of Domination* quickly became a devoted standard amongst the master enchanter and the apprentice alike. While the philosophy and insight alone are enough to make Allura’s tome worthy of resting on the shelves of many a wizard’s library, the addition of Allura’s spell research is enough to make the book well worth its weight in gold. Included amongst various insights into the newer studies of casting, a few rare and much sought after spells are introduced as original creations by Allura herself. These spells are *confuse familiar*, *necromantic doubt*, *illusionary backlash*, *delusional kindred*, and *illusion flux*.

While at one time hundreds, if not thousands, of known copies of this great tome existed, only a few dozen are still to be found on open circulation. Such a copy is typically sold for a minimum of 3,000 gp on the marketplace.

The Good Charmer’s Herbal

By Burlo Cottagebroom

Those who remember good Burlo Cottagebroom knew of a man who devoted his life to helping others. Though his days of adventure left him with need for anything in life, he had a natural desire to help those in his community. His work with the poor and even not so poor was never done with the expectancy of coin, and Burlo was known for curing the cough of many a child and setting the broken bones of the poor farmers’ livestock. It seemed that since he had married late in life and had no children of his own, Burlo’s only real unfulfilled desire in life was to see that those in need had a little bit of help here and there.

While his work with the poor took up most of his time, Burlo still had a bit of a passion for his career as an enchanter. Instead of taking on the occasional “out of retirement” adventure or journey, Burlo would take a bit of time each night to research his arts and the ties that was shared with herbals. After many great experiments, Burlo discovered that virtually all material based components for enchantment spells could be substituted by a wide variety of plants. Happy with the results of his research, Burlo decided that he should write a book about his findings. Thus *The Good Charmer’s Herbal* was created and while only a few copies exist, the book is famed amongst charms and enchanters throughout the land.

The benefits of reading *The Good Charmer’s Herbal* are quite simple. Once that the enchanter has carefully studied the manuscript they gain the following special feat below:

Enchanter’s Herbal Substitute (Metamagic)

The spellcaster can substitute the material components of any enchantment spell with a variety of local plants.

As there are only three copies known to exist in circulation, *The Good Charmer’s Herbal* is none the less extremely expensive. The original manuscript is valued at 20,000 gp while the other two copies are worth 12,000 gp each. While a close history of the ownership of these books was once kept by the village that Burlo once lived in, such research has sadly fell away over the last ten harvests or so. Now it’s believed that the owners of the books may be living in lands far, far away from Burlo’s home. The original copy was written over fifty harvests ago and all three are believed to still be in extremely fine condition.

The Grand Book of Monstrous Enchanters

By unknown authors of “The Lost Mountain Archives”

Long ago a group of brave adventurers were high along the mountainous trails when a severe summer storm struck the area. Seeking shelter, they ran along the edges of the cliff walls in search of a cave entrance or at least a worthy overhang of rock. As the lightning tore away at the trees around them, the soaked and weary group finally spotted what appeared to be an entrance. The edges of the entrance were strangely uniform and through the bursts of lightning they spotted what appeared to worn patterns of runes and artistic engravings over the front of the opening. It seemed that this shelter might not be an ordinary cave after all.

Once inside, their suspicions were confirmed. It appeared that the mountainous shelter was actually some sort of lost archives, apparently left behind by some ancient race of humanoids. Ancient tomes and

scrolls were scattered about various stone shelves and along the floors. What appeared to have been once a large barrel of ink sat in a corner, its contents long since hardened up from exposure to the elements. The remains of torches rested in old, rusty sconces that lined the rock walls and it seemed that they were virtually blanketed in one layer of cobwebs after another.

Gaining both the courage and desire to see more, the adventurers spotted an opening to further, deeper reaches within the mountain archives and decided to follow the trail. While the rest of the contents were mostly empty and reasonably void of life, there was indeed one interesting find still left. Resting on a stone podium in the farthest room of the archives was an ancient book. This book, scribed in the draconic language, was an informative guide to various monsters that had either enchantment like abilities or who were enchanters through the arts of spell casting.

Surprised that the book was not only full of in depth information but also in immaculate condition, the adventurers took this treasure back to their native land and presented it before the royalty, who rewarded the party handsomely for such a tremendous find.

The Grand Book of Monstrous Enchanters was carefully studied by the noble's wizards in the royal archives and its information was carefully guarded for many years. Then, during a terrible war, the archives fell under siege and the book along with many other items of great importance and value. Since then, the book has been sought after but its exact whereabouts remains a mystery. The two warring nations have long since found peace but the book's captors are not certain of what became of the treasures from the archives. It is believed that *The Grand Book of Monstrous Enchanters* may have been divided up along with other items considered to be "mercenary loot". Various rewards have been posted for the book in the past but it seems that the book is all but lost. If found, *The Grand Book Of Monstrous Enchanters* may bring up to 10,000 gp or more for both its rich style of writing, usefulness, and history.

As far as benefits, any character that keeps the book with them and researches it on a regular basis gains a +4 to saving throws against enchantment spells and spell like effects from encounters who are either monstrous humanoid or aberration.

A Most Foul Boiling of the Charmer's Blood: A Guidebook of Terrible Evil, Dark Sorcery, and rather Naughty Enchantments

By Mulkavex the Wicked

A Most Foul Boiling of the Charmer's Blood: A Guidebook of Terrible Evil, Dark Sorcery, and rather Naughty Enchantments is a terrible and disgusting bit of

literature that is held sacred by the most debased of evil sorcerers. Its foul, blood stained pages were originally written Mulkavex the Wicked, a horrible and ruthless individual who is best remembered as being one of the most sadistic human beings to have ever walked the lands. In his time, Mulkavex rose to a high position of authority on the merits of his cruelty rather than power. Though a sorcerer of somewhat moderate success, it was Mulkavex the Wicked's penchant for murder and torture that gained him the favor of his ruling nobles rather than his accomplishments for magic. A collector of skulls with a taste for cannibalism, Mulkavex was first given the position of a war general. Often seen on the battlefield devouring the body parts of the fallen, often while they were still alive and struggling to crawl away, the mad baron realized the great influence that Mulkavex could have on his people. After the sorcerer was encouraged to write down his memories as a form of an educational guide for young, aspiring soldiers and court officials, Mulkavex decided that it would be his life's work to teach such students about the "beauty" of debauchery and destruction. His book began shortly after being promoted to the position of high torturer after the wars of his lands, and as thus Mulkavex opens his book with a few colorful insights on torture, including what it's like to bite the fingers and toes off his subjects. Mulkavex even goes as far as to admitting that he knew deep down that his prisoners honestly did not know the answers to his questions, but the delights of the torture were too fulfilling for his black heart not to turn down. "It's not the duty of the job," he writes, "but simply the duty of debauchery. When one lowers themselves to the worst and most disgusting of standards, that is when the truly debased and foul truly rise to power, beauty, and prestige. Whether it may be gouging out someone's eye in the heat of battle or senselessly whipping a prisoner for the sheer delight, it is at this time that one discovers a subtle creativity in the most detestable of wicked and vile acts. Those who are truly sadistic and perverse, honor and love pain and destruction, particularly when it's their own."

It was not originally the honor of Mulkavex the Wicked's to gain such a measure of pain and destruction for his own demise. While in his later years he begged the mad ruler to impose upon him the worst of executions and tortures, the sorcerer's weak and sickly frame was granted no such punishment. Vomiting, pock marked, and trembling from the worst of his many battle wounds as well as the diseases acquired from constant exposure to the filth of the dungeons, Mulkavex scrawled out the last chapter upon the bed of his death. Angry and depressed for having to die in such a humble manner, Mulkavex even made an attempt of sorts to apologize for the wickedness of his life. Hearing that Mulkavex was possibly sorry for the nature of his





evil life, the mad baron fumed with anger and ordered for the tired and fading Mulkavex to be brought to him. Shaking with a new sense of hatred towards the baron for letting him fall into such a sorry demise, the sorcerer showed little care for what may become of his last days. Mulkavex admitted regret for his many murders as well as the pain and suffering of his victims. So enraged at this display of mercy from the sorcerer, the baron ordered his trained wolves to attack Mulkavex. Upon the command these beasts executed the screaming, pleading sorcerer with their fangs and claws. Sitting back and laughing, the baron welcomed the sorcerer to the “honorable” and bloody death that he had originally wished for. Too weak to fight back, the once vile sorcerer had to personally experience in that short amount of time a sample of all the evils that he had forced upon his prisoners in the past. Considered to be somewhat of a fitting ending, the sorcerer fell victim to all the horrors that he so ruthlessly placed upon the innocent and undeserving his whole life.

Written with a hideously warped and entirely sick sense of humor, *A Most Foul Boiling of the Charmer’s Blood* is Mulkavex the Wicked’s deeply personal and heart felt reflection on his life as sorcerer, high torturer to the drooling mad baron, and accomplished murderer. With an eloquent sense of the pen, Mulkavex adds an unusual sense of grace to otherwise terribly morbid memories. While the book is too disgraceful for anyone of good or even neutral alignment to bear reading, sorcerers of evil alignment have found the book to be inspirational, informative, and encouraging. In fact, any evil sorcerer who carries *A Most Foul Boiling of the Charmer’s Blood* with them and refers to it on a regular basis is able to cast enchantment spells more effectively, adding a +2 bonus to the spell’s DC score.

While many copies of the book were once made, *A Most Foul Boiling of the Charmer’s Blood* is now somewhat of a rare find. Considered to be too disgusting and morbid for the general population, such copies of the book are commonly found amongst the private libraries of spell casters and in places of ruin. This book is often worth up to 2,000 gp if found in reasonable and complete condition, but sale on the open market is normally rare. In fact, many lands have rather old laws declaring the ownership or possession of *A Most Foul Boiling of the Charmer’s Blood* to be forbidden and thus punishable by time in prison.

NOTE: Though the wolves more or less torn the body of Mulkavex from limb to limb, it is believed that the sorcerer actually returned from the grave as a ghost. Many legends still speak of a hobbling, ghost like creature with a twisted body that looks like it once had been torn apart but was somehow stitched back together in the grave by the foul, wicked hands of necromancers.

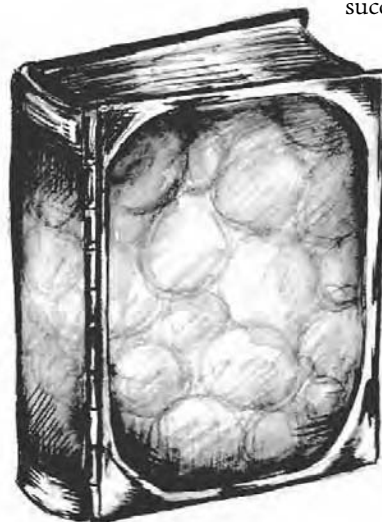
Nellalok’s Guide to Corrupting the Goblinoids

By Nellalok the Spiteful

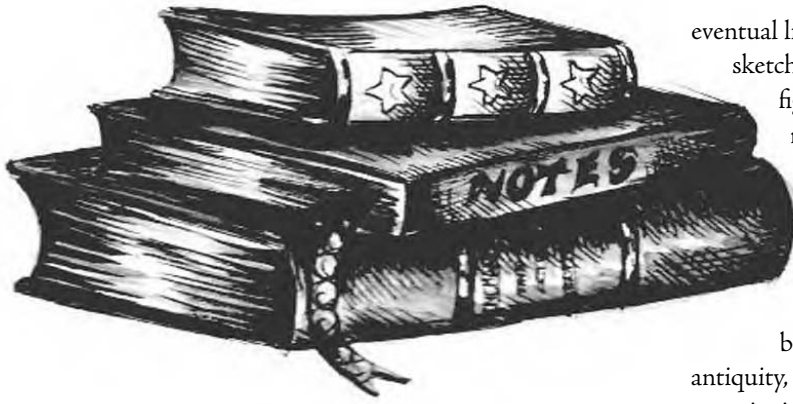
This tome contains the lost principles, research, and philosophy of Nellalok the Spiteful. Nellalok was an unusually intelligent goblin who learned to hate the ways of his more ignorant kin at a very early age. Earning the curiosity of a somewhat evil though powerful wizard known as Larkus Wither, Nellalok was soon initiated into the arts of enchantment and charm. Though Larkus had figured Nellalok to amount to little more than an intelligent and potentially useful pet, Nellalok advanced to become greater in power than anyone would have expected. Killing Larkus as his little ceremony of graduation from apprenticeship, Nellalok set out on his greatest conquest of all, the destruction of his own kind.

Through his many adventures Nellalok was able to observe the goblinoid races in a manner that he had not seen before. He was for the first time the bully as well as a powerful outsider looking in. Various practices of torture revealed to him both the races’ mental and physical weaknesses, and to his amazement Nellalok learned how easily goblinoids could be tricked or charmed into performing actions against their better judgement and sense. Growing rather old and tired towards the career, Nellalok realized that his goals would never be accomplished unless he was to pass on his knowledge to others.

Nellalok’s Guide to Corrupting the Goblinoids is an extremely useful though rather sick piece of work. There are entire chapters dedicated to little more than discussing the various virtues of inflicting torture upon the goblin kind. From amputating bugbear toes with a rusty, dull saw blade to ripping off the ears of young goblin scouts by hand as they scream and beg for mercy, it seems that the sick and depraved Nellalok tried it all. In fact the enchanted book is so perverse with a lust for pain and destruction that non evil characters must succeed a Will save (DC 15)



or be inflicted with a shaking, nauseating illness from reading such cruel filth for a total of 2d8 days. (The illness is not a normal disease and thus cannot be treated as such. During this time the character has a -3 penalty to all action rolls, including skills and attacks. A *miracle* or *wish* spell can negate



the illness before the normal time period has lapsed.) Likewise, only evil characters can fully gain the benefits of the writings in the tome.

Beyond the vivid display of Nellalok's disgusting outlooks on torture and pain, there are various bits of useful information that are of a great benefit to enchanters and charmers. Nellalok expresses the workings of a goblinoid's thinking and mentality in such a way that enchanters who have read the book and keep in their possession are more potent spell casters towards goblinoid targets than those who do not keep Nellalok's philosophies on hand. When resisting the enchantment and/or charm spells from a spell caster who keeps a steady reference of Nellalok's tome, goblinoids suffer a -3 penalty to their saving rolls.

In addition, any character who studies *Nellalok's Guide to Corrupting the Goblinoids* on a regular basis gains a +2 bonus to any Charisma, Intelligence, or Wisdom based skill when a member or members of the goblinoid races are the targets.

At one time the tome was rather popular and often it was the duty of evil apprentice wizards to scribe multiple copies for their masters to give to their friends, the circulation and reproduction of Nellalok's writings have long since fallen by the wayside. The original tome was written well over ten generations ago and it's been a little more than five generations since the last known era of reproduction of *Nellalok's Guide to Corrupting the Goblinoids*. Most of the tomes have long since worn away or been destroyed and now only a dozen or so are fully confirmed to still exist though it's rumored that there may be a few more stashed away in abandoned lairs and other such ruins. Structurally sound, complete copies of the tome are known to bring around 2,000 gp or more on the marketplace due to both the book's usefulness and rarity.

Quakewaver's Most Notable Lives

This as-yet unfinished 9-volume set is a series of thick, leatherbound editions which span roughly four to five hundred pages for each volume. This ambitious endeavor is Maycog Quakewaver's contribution to contemporary literature, as well as the sum result of his

eventual life's work. Within its pages are biographical sketches and analysis of history's most prominent figures, hailing from the fields of government, military, philosophy, and art. It is a well-researched and highly respected work of scholarly significance, which has been oft supplemented by the wizard's own journeys and interviews throughout the years. Many consider it a great honor to be marked in pages alongside the figures of antiquity, and numerous Heads of State have issued open invitations should Quakewaver find the time for a chat. Many sections currently circulate in limited publication, and this has helped to build the sage's reputation as well as scholarly anticipation over the volumes.

Academic adoration has not deterred Maycog from maintaining his commitment to delivering fair, balanced, and truthful accounts of history's most notables. To ensure that the interviews and invitations remain forthcoming, the more critical sketches have been kept under lock and key. They will likely remain so until the series is released in its entirety.

Dungeon Masters should tailor *Quakewaver's Most Notable Lives* to their needs, using it as a way to flesh out the history of their campaigns, and its most important figures. PCs can find passages and biographies of note, which may provide clues and essential background information for their endeavors. As a work in progress, Quakewaver still travels the world in labor of his opus. PCs might encounter him on his journeys, or be approached as sources for his study of a local King, notable villain, etc.

Or, if the party is extremely well-renowned, they might find themselves a potential subject of inquiry.

Some sample biographies:

- ♦ **Temerius**, Civil Engineer and Beuracrat of the city-state of Tonger Ellis, developed the world's first state-sponsored library system.
- ♦ **Versthengok II**, Blue Half-Dragon Monarch of Sae, ruled the mountain kingdom with an iron fist for over two centuries and made war upon many neighbors, slain finally by a company of Good-aligned High Priests.
- ♦ **Prak Thethers**, potent Sorcerer and influential painter, he pioneered a philosophy of art which stressed the portrayal of landscape as a character unto itself.

Non-Magical. *Market Price*: 250 – 1,000 gp. As the book is incomplete at present, its circulating fragments vary wildly in price. The completed set could be worth a small ransom to city libraries, and the collections of affluent sages.





Vorthelz's Literary Notes

This ragged journal looks more like the workbook of some struggling artist than of anything bearing arcane significance. A wax-stained and half-rotted binding of thin, treated wood barely holds together the book's three dozen irregularly-sized pages. Yellowed and water-damaged sheets jut out at every angle, giving the appearance that the whole mess could at any moment spill onto the ground and scatter to the four winds. The bulk of the book details various character synopses, story ideas, and plot hooks, all inked in a rambling and inconsistent lettering. What is not immediately clear to the untrained reader is that the notes are not the outline of a potential work of fiction, but are instead a cataloging of previous magical experiments.

"Vorthelz of Aimok" was a twisted and thoroughly evil Enchanter who fancied himself a skilled writer of "fictionry". His tool was not the written word, but the living mind. Using potent magics he devised, Vorthelz would wipe clean the mind of unwitting individuals and impress upon them new identities of his own design. He enjoyed making puppets of free men, and delighted in befouling the sanctity of previously existing relationships. His most ambitious projects involved recrafting entire communities as the slate for his own trite tales. The everyday lives of innocent villagers would become the chapters of absurd melodramas, trite romances, and hackneyed mysteries. For reasons that he took to his grave, Vorthelz opted to end his days by writing himself into the last of his stories. In "The Riddle of the Sturgvale Baker", Vorthelz's perennial protagonist, Steelgood Hammerly, stumbled upon a murder to be solved as he puts his feet up for the night in a small village. Vorthelz apparently cast himself in the role of the victim, and allowed himself to be slain by the mysterious culprit at the story's onset. (It turned out to be the Baker).

After the solving of the "Riddle", *Vorthelz's Literary Notes* somehow found its way out of the village and passed from hand to hand in anonymity. After a handful of years, the book was sought out and eventually found by Joryym Sindikus. The Custodian had heard of Vorthelz's projects and wished to meet him. The book proved just as good as the man himself. After Sindikus' demotion, the book was confiscated by the *Nodes* and placed into deep storage. The copy which he secretly transcribed remains in his care.

The appendix of *Vorthelz's Literary Notes* outlines four spells: *dominate person*, *feblemind*, *mind scour*, and *Vorthelz's novel*. It also details the special paper bleaching process which is required as a material component for the last spell listed. The procedure requires: 4 oz whale oil, shredded paper from a dominate person spell, 1 crushed star sapphire, 6 drops of the subject's blood, 2 oz Id Moss, 4 fl. oz Black Dragon Acid

Two Sample Stories

"The Passion of the Fiery Flower": "Steelgood Hammerly wanders into a deadly Love Triangle, where the third endpoint is murder. Can he solve the crime, or will a woman with a dangerous secret push him to the limit and ignite his own passions?" This story was thrust upon the citizens of the small village of Tarmaple. Their condition was eventually discovered by a travelling Mage after Vorthelz had left, and they were freed.

"The Riddle of the Sturgvale Baker": "After the murder of an elderly sage, travelling hero "Steelgood Hammerly" must get to the bottom of the case and find the culprit." After his murder, it is likely that Vorthelz's story carried out exactly as he planned it. The location of "Sturgvale", or whatever the town might really be called, remains a well-sought after to this day. Many sages have reasoned that many of the old Enchanter's secrets, as well as some of his possessions maybe hidden somewhere in the community. Sindikus has poured over the "Notes" for clues, but has never found anything substantial. The answer may lie in Steelgood Hammerly, who is believed to still wander the free lands, seeking adventure and mystery.

Non-Magical. Market Price: 50,000gp or more. The two unique spells within are highly sought by many mages, as well as the details of Vorthelz's experiments, and clues to the location of "Sturgvale".

Vorthelz's Novel

Enchantment (Memory) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M, XP

Casting Time: See Below

Range: Touch

Target: One Person

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This complicated and dreaded dweomer allows the caster to craft a new psychological identity for any humanoid, using living flesh as the text for a character of his own creation. When invoked, the wizard establishes a telepathic link with the subject which allows him to implant knowledge, memories, and desires; all the makings of a living mind. This psychic connection eliminates the need for verbal communication, and allows for the rapid transfer of information through thought alone. The spell automatically fails if cast on anything but an empty mind, and is therefore usually preceded by *mind scour*.

The new identity can be as complex or as simple as the caster desires. Underdeveloped personas generally lack the capacity for independent thought, and will have severe difficulty performing anything but a basic routine. Even those which are elaborately made

will generally seem awkward and two-dimensional to normal society, given their inherently contrived natures. There are four areas of a character's personality that a caster must develop:

Alignment: The persona must have an alignment of some kind. This affects his world-view and measures the acceptable boundaries through which he may pursue his motivation. Since the new alignment is brought forth from the caster's understanding, it may reflect his own misperceptions. For example, a chaotic spellcaster may not fully comprehend the workings of an ordered mind, and may instill chaotic tendencies in his "Lawful" characters. Likewise, a good spellcaster may have difficulty understanding the foul depths of an evil mind, and this may result in making villains that are uncharacteristically generous, forgiving, or are simply crude stereotypes. Especially knowledgeable casters may not face this problem. The effects of such miscalculations are left to the DM.

Language: The subject is granted proficiency of a language which may or may not have been previously known to him, but must be known by the caster. The subject may learn as many languages as his intelligence multiplier plus 1 per every four levels of the caster. The number of languages cannot be lower than one.

History: The caster decides how elaborate he wishes to make the persona's background. He can place within the subject's mind any story, memory, or sensation, drawing upon his own life experience. The more developed the history, the more developed he will be, and the more depth and interaction he will likely be capable of. The caster need not go into great detail for each day of the subject's life to the present, but can give a rough outline and add more detail to salient points (the subject's first love, first fight, best day, worst day, important lessons, etc.). Vivid memories can create any sensation within the mind's eye (The smell of a waterfall's moisture, the feel of a diamond, the roar of a dragon), so long as the caster himself has experienced it. A subject will usually not question the simplicity of his background (as he accepts this is his life), but it may serve to make him quite shallow. A persona with a thinly developed history, whose only vibrant memory is the incident where he killed a kobold in the old mine, is likely to make that the centerpiece of any conversation and the lens through which he views the world. Generally speaking, the more salient points are present, the more well-rounded a character will appear.

Motivation: The caster determines what the subject desires from the world, and to what degree this is important to him. A casual desire to visit the nearby forest on weekends, an unshakable urge to court the blacksmith's daughter, or an all-consuming obsession for revenge against a treacherous business partner,

are all possible. Motivation draws upon a persona's history and guides him in his present day. Contrary or impossible goals will likely result in the subject being conflicted and tormented, unable to ever achieve what he truly seeks. The persona's alignment tempers how he goes about achieving his ends.

Attribute scores cannot be modified by *Vorthelz's novel*. This can cause complications for a character if he tries to act out a life for which he is not inherently suited (A guard with a low strength, a sage with a low intelligence, etc.). Programming each category takes at least one hour for the most basic of personas. Casting time becomes more longer as a persona is made more complicated, stretching up to ten hours for the most complex of characters. The caster must have total concentration for the entire duration of the spell. If he is interrupted at any time before completion, the spell is disrupted and he must start from scratch. When the spell is finally complete, the subject falls asleep for 1d6 hours, then wakes up with his new persona. Once in effect, it is permanent. People can run out the course of their days living their lives, advancing in level, and loving whomever they wish, under the persona which has been made for them.

Anyone under the effects of *Vorthelz's novel* radiates a "Strong" aura of magic under a *detect magic* spell. The spell can be removed through the use of a successful *dispel magic* against the caster's level, effectively "killing" the new persona (an issue to be considered, perhaps) Also effective in this respect is *feblemind*, which seems to wipe clean the persona. *Greater restoration*, *limited wish*, *miracle*, and *wish* can be used to simultaneously eliminate the new persona and restore the old personality. *Mind scour* is ineffective against *Vorthelz's novel*, as an artificial personality can not be consigned to dormancy in the subconscious. Unlike many spells, the caster cannot cancel his own spell at will. He must remove it through one of the aforementioned means.

Arcane Spell Component: A page of paper, which has written on it all of the details of the new identity being crafted. The paper must have been made from a tree which is older than the subject upon which the spell is being cast. Before use, the pages must be erased through a special bleaching process detailed in *Vorthelz's Literary Notes*.

XP Cost: A new persona costs 25 xp per hour that has to be spent creating it, for a maximum of 250 xp. The number of hours is at the DMs discretion, based upon the complexity of a character. In addition, there is a cost of 10% of the xp of the new persona's level. (i.e. 2nd-level character costs 100 xp, 3rd Level character costs 300 xp, etc.) A persona's maximum starting level is equal to ¼ the caster's total levels, rounded down.



CHAPTER 6: WONDROUS MAGIC ITEMS

Amulet of Internal Realignment

An uncommon and fiendish creation that has been known to cause strife when employed correctly. These amulets crafted during the time of Nixus were another of his many methods of holding sway over those he wished to dominate and use. Though known of and remembered by a few these a recent discovery has cast doubt in the minds of some. The only known Amulet in recent years was recovered from a student in a far away College, with a few refinements. The chain was made, instead of the original silver, from fine Adamantine links that blended into the setting (made of platinum) for a deep, rich, red coloured amber stone. The original settings in the original having been made from silver and the stones from Opals. This rediscovery is a worrying thought to the Schools. When worn the wearer's alignment shifts to one of those with the Evil descriptor and suffers the effect of a *tabula rasa* spell but enjoys the effects of a permanent *heightened learning* spell.

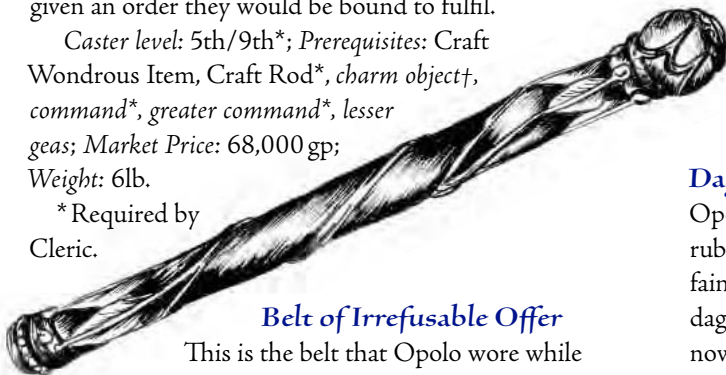
Caster level: 7th; *Prerequisites:* Craft Wondrous Item, *alignment shift*†, *heightened learning*†, *image imprint*†, *tabula rasa*†, *emotion*; *Market Price:* 52,000 gp; *Weight:* —

Baton of Command

Nixus Redwold carried but one item of magical worth with him. His ever present, baton, essentially a small version of a staff that he created with the aid of a cleric that supported him. Combining their skills the two managed to fashion an instrument that suited the avaricious and paranoid Nixus perfectly. Made from a dark wood that was found near his homeland and inlaid with silver and white gold, this Amethyst tipped Baton was used by Nixus to keep order amongst those he doubted. When struck by the Baton the victim could be given an order they would be bound to fulfil.

Caster level: 5th/9th*; *Prerequisites:* Craft Wondrous Item, Craft Rod*, *charm object*†, *command**, *greater command**, *lesser geas*; *Market Price:* 68,000 gp; *Weight:* 6lb.

* Required by Cleric.



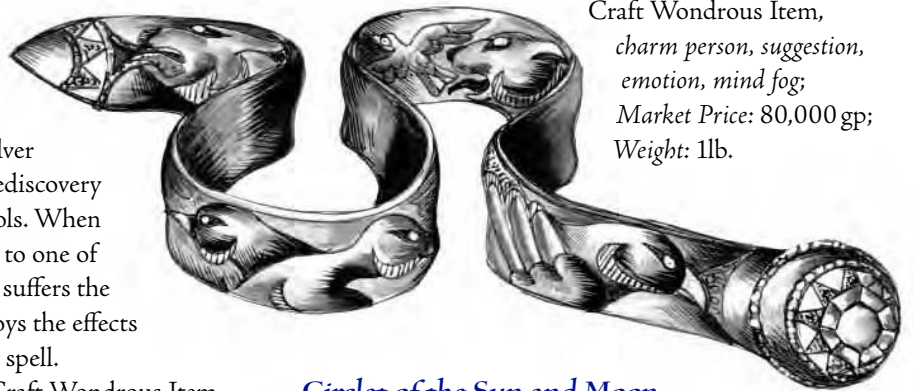
Belt of Irrefusable Offer

This is the belt that Opolo wore while acting as negotiator for his king and acts as a spell store for spells of the Enchantment School. When released these spells are at one level higher than

the caster level of the character. The belt is made from a wide strip of brown, tanned leather that is worn and supple from use of the years. Finely tooled are stylised designs of animals and birds. Inlaid into some of these designs, often depicting glinting eyes of the animals and birds are small disks of red coloured jade, that waver and gleam in the light of the fire or sun. At the clasp, part of an intricate mechanism that can be commanded to lock with a built in arcane lock, is a large, octagonal Sapphire that provides a focus for the belts abilities.

Caster level: 15th; *Prerequisites:*

Craft Wondrous Item, *charm person*, *suggestion*, *emotion*, *mind fog*; *Market Price:* 80,000 gp; *Weight:* 1lb.



Circlet of the Sun and Moon

There are more than men and monsters that can be charmed. The very plants themselves can be wooed with the right words and gestures. Secrets known only to the elves and a few skilled rangers or druids. Locked within this powerful item is all that knowledge. Made from beaten white gold, worked into the shape of a wreath of leaves of many different leaves, with each leaf holding either a cabochon of palest pink, rose quartz, or shining, varihued moonstone, that glint and glister as the circlet moves with its wearer. The Coronet allows the wearer to set guardian plants around a certain area to watch and report what happens as well as convincing hostile plants and other vegetation to avoid the wearer.

Caster level: 16th; *Prerequisites:* Craft Wondrous Item, *charm object*†, *charm vegetation*†, *dominate vegetation*†, *speak with plants*; *Market Price:* 250,000 gp; *Weight:* 2lb; *Special:* Caster Must be an Elf.

Dagger of Clear Thought

Opolo's dagger. A simple dagger of iron with a single ruby as a pommel stone this dagger also glowed with a faint bluish light, similar in strength to Faerie Fire. The dagger never left its master's side during his life but is now believed to be lost to the world. All that is known is that it made Opolo almost impervious to the effects of Charms from others and allowed him insight into where the effect was originating, even if concealed. If

it could be recovered the Schools would pay handsomely for its return.

Caster level: 18th; *Prerequisites:* Craft Wondrous Item, *faerie fire*, *mind blank*;
Market Price: 125,000 gp; *Weight:* 1lb.

Dunce Cap

This item appears to be some sort of wizard's cap and radiates with obvious magical properties. When placed upon one's head, however, the wearer must make a Will save (DC 20) or be treated as though feblemind had been cast upon them. The effects of the dunce cap last as long as it's continued to be worn. While taking off the dunce cap removes it's influence, doing so is no easy task. The base of the dunce cap wants to grip tightly around the head of the wearer with mystical force and it takes a great act of physical strength (DC 22) to tug it off the wearer's head. Miracle, or wish spells can also remove a dunce cap.

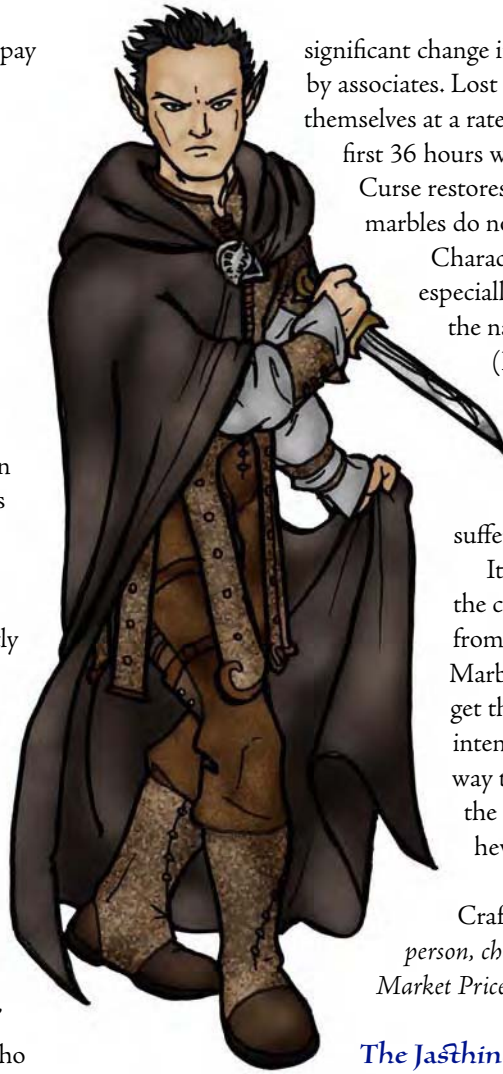
Caster level: 11th; *Prerequisites:* Craft Wondrous Item, *feblemind*;
Market Price: 4,000 gp, *Weight:* —

Guarantee's Agreeable Marbles

As the tale goes, "Guarantee of Ruthnok" was a potent and scheming Enchanter who once made a gift of elaborately painted marbles to the beautiful princess of his kingdom. Within weeks, she appeared to fall madly in love with him, and promised him her Father's kingdom. Adventurers loyal to the King eventually uncovered that foul magics were afoot, and Guarantee himself was hanged. The marbles, however, played their role to perfect.

These innocuous-seeming marbles are about an inch in diameter and have a transparent coloring. When placed within 5 feet of any creature of "large" size or smaller, they reduce his Wisdom score 1 point for every 6 hours in proximity. Spell Resistance applies each time a check must be made, but no saving throw is allowed. A loss in Wisdom effectively reduces the person's "Willpower" saving throw, and makes them more susceptible to mind-affecting spells. DMs may roll a discreet check to see if a character can objectively detect a change in his own behavior (Sense Motive: DC 30), but this grows more difficult as his Wisdom spirals downward.

The marbles have, in the past, been hidden within the fabric of clothing, in bed chambers, and in any place where a person is likely to repeat some sort of daily routine. Wisdom may not fall below a score of 3, and unless measurers are taken to mask the effects, a



significant change in behavior will be noticed by associates. Lost points begin to restore themselves at a rate of 1 every day, following the first 36 hours without exposure. Remove Curse restores the points outright. Multiple marbles do not stack penalties.

Characters and races who are especially attuned to the workings of the natural world and their bodies (Monks, Elves, Druids) will feel drained while under effects of the Marbles (-1 to Constitution), and may believe themselves to be suffering from some sort of illness.

It should also be noted that the creator and user is not exempt from the penalties imposed by the Marbles, so will usually work fast to get them off his hands and onto the intended target. The one known way to prevent the effects is to place the Marbles inside of a pouch hewn of lead.

Caster level: 7th *Prerequisites:* Craft Wondrous Item, *charm person*, *charm monster*, *bestow curse*.
Market Price: 4,500gp, *Weight:* —

The Jasthiner Lenses

The Jasthiner Lenses are probably the most powerful items native to the Order, and were designed to facilitate the Custodial search for the truth of mortal nature. These monocles are made of a scratch-proof and unpliant material, far stronger than glass. Each fits over a single eye. Unlike many other magical lenses, only one is required for proper usage. The Lenses are granted to members of the "Fifth Hour" and higher, and ownership of the item is permitted only while the office is occupied. All abilities of the Lenses are use-activated, unless otherwise mentioned:

- Blue Triangle (Pendulums): *detect magic*, *comprehend languages* (read only), *jasthiner's hunch*, *see invisible*, *detect thoughts* (2/day)
- Purple Square (Nodes): *detect magic*, *comprehend languages* (read only), *jasthiner's hunch*, *see invisible*, *detect thoughts*, *true seeing* (2/day)
- Black Circle (Obregal): *detect magic*, *comprehend languages* (read only), *jasthiner's hunch*, *see invisible*, *detect thoughts*, *true seeing*, *analyze dwoemer* (2 / day)

The secrets of the Lens' creation are known to only a handful at any given time, and are guarded well.

Caster level: 11th; *Prerequisites:* Craft Wondrous





Item, see *invisible*, *detect magic*, *comprehend languages*, *jasthiner's hunch*, *darkvision*, *detect thoughts*, *true seeing*, *analyze dwoemer*; Market Price: 138,600 gp (Blue Triangle), 217,800 gp (Purple Square), 349,800 gp (Black Circle); Weight: —

Mirror of Endless Gazing

This item appears to be little more than a normal standing mirror of fine quality. When an intelligent creature happens to stare into the mirror of endless gazing, however, they must make a Will save (DC 20) or become entranced, refusing to move away from the view of the mirror and refusing to do anything more than stare endlessly at the mirror's reflection. The target will continue with this behavior until they collapse unconscious from exhaustion. Upon awaking, if the target happens to gaze upon the mirror of endless gazing again, they must make another Will save or fall back into the trance all over again.

Caster level: 6th; Prerequisites: Craft Wondrous Item, *hypnotism*; Market Price: 5,000 gp, Weight: 250 lbs.

Pipe of Charming Presence

This item resembles little more than a well made gentleman's smoking pipe of briar, meerschaum, or bone. Whenever a blend of fine tobaccos or dried herbs is smoked in the pipe, it's mystical properties become active. Anyone who comes within contact with the freshly puffed smoke from the pipe (no greater than 10 ft from the smoker), must make a Will save (DC 20) or behave as charm person had been placed upon them by the smoker. The duration of the charm lasts for a total of eight hours.

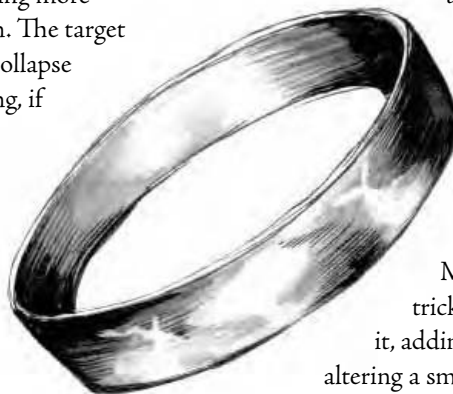
Caster level: 6th;
Prerequisites: Craft
Wondrous Item, *charm
person*; Market Price:
8,000 gp, Weight: —



Quilt of Endless Sleep

This item appears to be little more than a normal patchwork quilt. When a target happens to crawl underneath it, they must make a Will save (DC 18) or fall into a deep, comatose slumber that they cannot be awoken from unless the quilt is removed from the sleeping body. During this time, however, the body does not age and does not require any degree of substance. Likewise, if the quilt of endless sleep is placed upon a dying character, the character's wounds are immediately stabilized and the character's state can be thus maintained until proper treatment is available.

Caster level: 16th;
Prerequisites: Craft
Wondrous Item, *sleep*,
binding; Market Price:
30,000 gp, Weight: 4lbs.



Ring of Recall

Memory has a habit of playing tricks upon those who rely on it, adding things, removing others, altering a small detail here and generally proving itself to be its own worst enemy.

Fashioned from the rare and obdurate lilac obsidian, the Ring of Recall overcomes most of these difficulties, augmenting and expanding the wearers capacity for details and the divulgence of them.

Caster level: 17th; Prerequisites: Forge Ring, *divulgence*+ *image imprint*+, *memory man*+; Market Price: 122,500 gp; Weight: —

Minor Artifacts

Diadem of the Seventh Hour

This minor artifact is crafted from a fine black wire and has a large, polished blue gem inset in center. The gem has been cut so that it appears to have the hour markings of a clock. When donned so that the gem is centered on the forehead, the headband grants a +6 enhancement bonus to intelligence and a +6 bonus to AC. When worn in conjunction with the Black Jasthiner Lens, the Headband also gains all the abilities of a Helm of Telepathy: Detect Thoughts at will, telepathy with anyone whose thoughts he can read, Suggestion (once per day) Possession of the item by outsiders can be especially risky for them, for it also holds one additional property: the traits of an Amulet of Inescapable Location, in respect to divination spells cast by the Nodes. This is a fact, which has not always been made clear to the Obregal himself.

Caster level: 20th; Weight: 1 lb

Ganymede's Grandfather Clock

This unique, ornate device is a 8 ft tall grandfather clock created from a variety of strange materials and infused with potent supernatural powers. The exterior casing is made from a rare wood known as "Cuthider", and is furnished with Darkwood highlights. The clock within is an instrument of absolute precision, and is crafted from metal taken from the discs of the Outer Plane Mechanus. The gears and switches which make the clock operate were brought from that same plane of absolute law, through negotiation with some rather high-ranking Modrons. The most mysterious apparatus is the pendulum, which is crafted from an unidentifiable crystalline substance which is as hard as mithral. One Custodial sage has discreetly speculated that is actually the hair of dozens of sirens strewn together tightly. This might explain its hypnotic properties.

The clock was created by Ganymede, the second of Jasthiner's disciples. Of the three, he was the most fervently devoted to the dogma of the Custodians, a trait he instilled in his prized pupil Gisaro. After Jasthiner's retirement, Ganymede ascended to the rank of Obregal and guided the organization in its pursuits for over a decade. He was a leader who measured success in the long-term, and realized well that the Order's goals would take many lifetimes to realize. To ameliorate the blow that his eventual absence would surely cause, he crafted a device which he felt would keep the group focused in its aims long after he was gone. He searched for years to find the aforementioned components of the device, as well as several unknown others. Upon finding them, he contributed ten levels and three points of constitution to the arcane formulae

which brought the device into existence. After its creation, Ganymede vanished and was never seen by the Custodians again. He took with him the knowledge of how to craft the Grandfather Clock.

Ganymede's Grandfather Clock causes a gradual shift in alignment towards lawful for anyone who hears its ticking, over time. For every hour of clock activity which the subject is exposed, there is a slight but eventually distinct shift in his thoughts, beliefs, and eventually actions. The change is gradual but inevitable for those under its influence. The subject is not entitled to a saving throw. Due to the large number of hours required for change, the Grandfather Clock is generally only effective when placed in an area the subject is likely to frequent. The powerful enchantment of the Clock remains buried deep in an individual's mind, and thus the number of hours he is exposed to remains cumulative over his entire lifetime. Distance from the clock over time does not erase the presence of previously exposed hours.

Characters of a "Chaotic" alignment are shifted in exactly 1200 hours. Those of a "Neutral" alignment (with respect to law and chaos) are shifted in 600. Characters begin to manifest subtle changes when $\frac{1}{4}$ of that time has elapsed, and begin to demonstrate outward differences when $\frac{1}{2}$ of that time has passed. Characters add 10 hours to the amount of time needed to shift them for every bonus modifier they have of wisdom, or per point of bonus they receive against enchantment spells (*i.e.* Elves)

The enchantment is insidious, in that it leads the afflicted to believe that the alignment change is a natural evolution of character within the person. The subject might come to believe that things make more sense in his new framework, or that his new world-view is the product of intellectual growth.

Jellies, Oozes, constructs, outsiders, and those with no aural capacity are unaffected by Ganymede's Grandfather Clock. Only Wish or Miracle may restore a subject to his original alignment, and erase the effects of all exposed hours. A character's restoration may have psychological effects, if he comes to realize that his long-standing personal philosophy has been the product of external effects.

The clock is currently in the possession of "Obregal" Kizus Blue, having been given by Gisaro the Pious. The clock remains in the office of the former, and is slowly changing his personality. Gisaro is well aware of the effects of the clock made by his former master, but does not realize that it exerted some change over him as well, over the years. A well-placed Miracle or Wish may change the character of one of the Order's most important members, and alter the nature of the group itself.

Caster level: 20th; Weight: 60 lbs.





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