

# Far Corners of the World

## The Far Corners of the World

Sand and Sun: Monsters of the Desert  
By James Jacobs



The desert is home to a wide range of creatures, from relatively normal monsters like monstrous vermin and spider eaters to powerful and dangerous entities like sphinxes, mummies, and dragons. Deserts also serve as havens for those that seek to avoid the law, such as bandits, brigands, and even rogue outsiders. The latter sometimes seek a place to hide and rebuild their strength after being forced to flee their home plane. The hostile environment quickly weeds out lesser creatures, leaving only the strongest and most tenacious monsters to threaten explorers of the sandy waste, guaranteeing that any creatures a group encounters are tough and difficult.

The three monsters presented here are no exception.

### **Boneworm**

#### **Gargantuan Undead (Fire)**

<b>Hit Dice:</b>	18d12 (117 hp)
<b>Initiative:</b>	-4
<b>Speed:</b>	30 ft.
<b>AC:</b>	17 (-4 size, -4 Dex, +15 natural), touch 2, flat-footed 17
<b>Attacks:</b>	Slam +14 melee
<b>Damage:</b>	Slam 3d6+13
<b>Face/Reach:</b>	30 ft. by 30 ft./15 ft.
<b>Special Attacks:</b>	Desiccation aura, disease, dreadful chanting
<b>Special Qualities:</b>	DR 15/+1, fire subtype, SR 20, undead traits
<b>Saves:</b>	Fort +6, Ref +2, Will +11
<b>Abilities:</b>	Str 28, Dex 3, Con -, Int 5, Wis 10, Cha 17
<b>Skills:</b>	Climb +15, Intuit Direction +3, Listen +5, Spot +5
<b>Feats:</b>	Power Attack
<b>Climate/Terrain:</b>	Warm desert and underground
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	12
<b>Treasure:</b>	None
<b>Alignment:</b>	Always chaotic evil
<b>Advancement:</b>	19-36 HD (Gargantuan), 37-54 HD (Colossal)

The dreaded boneworm is an amalgamation of dead desert-dwelling monks and priests. The insane tangle of bodies is fueled by a hatred of the deity and religion that failed to protect them all from starvation, thirst, and general insanity.

A boneworm is a massive creature that rarely measures less than 50 feet in length. Its wormlike shape consists of a mass of thousands of charred bones bound together by a thin membrane of tendons and scorched, leathery flesh. Hundreds of half-formed faces -- faces of the bodies the boneworm formed from -- press out of the leathery flesh at random points on the creature. These faces constantly contort into expressions of madness or rage, and they endlessly cry out twisted hymns and warped prayers to mock those deities they once revered.

The original boneworm came into existence when a large monastery located in the depths of a desert suddenly succumbed to a terrible disease known as bonefire. Some believe this disease came from one of the lower planes or even the Elemental Plane of Fire. In any case, the disease spread quickly, causing its victims to burn to death from the inside out as their skeletons became infused with terrible heat. It wasn't until after the victims died that the true purpose of the disease made itself known: The bodies of those who died of bonefire drew together and began to grow numerous new bones. The bones twisted together in a terrible braid of bone and dead flesh until it finally formed the monstrous abomination known as a boneworm.

Boneworms have little interest in communicating with anyone, but they do understand the Common tongue.

## Combat

A boneworm is a near mindless entity. The combined madness of the dozens of undead bodies that comprise its being leaves little room for organized thought or combat tactics. As a result, a boneworm simply slithers toward any living creatures it detects and attacks them by rearing up and slamming them with its body.

**Desiccation Aura (Su):** Living creatures within 30 feet of a boneworm are subject to the monster's desiccation aura. Each round, a victim of this aura must make a Fortitude save (DC 19) or suffer 1 point of Constitution drain as moisture seeps from his body through the skin and slips through the air toward the boneworm. The boneworm heals 5 points of damage each round its aura desiccates living creatures (despite the total amount of Constitution drain inflicted, since a portion of the moisture is lost to evaporation), gaining any excess as temporary hit points.

**Disease (Ex):** Any creature hit by a boneworm's slam attack must succeed at a Fortitude save (DC 19) or contract bonefire. The incubation period is instantaneous, and the disease deals 1d4 points of temporary Charisma damage and 1d4 points of temporary Constitution damage (see Disease, in the *Dungeon Master's Guide*). Victims of bonefire break into fevers as their bones pulsate with light and heat. They stink of cooked flesh, and their skeletons become visible from within their blistering bodies after two hours (unless the victim is treated effectively). Bonefire is highly contagious and is also transmitted by physical contact. Anyone who touches a person or creature diseased with bonefire (whether victims are alive or dead) must make a Fortitude save (DC 19) or catch the disease. A dead body remains infected with bonefire for a week after its death, whereupon the skeleton finally burns out in a spectacular flash of light. If at any time 18 or more bodies infected with bonefire are located within 30 feet of each other, the bodies rapidly meld together, as if drawn by a fell telekinesis, to a point at the center of the spread. Over the course of only 1 round, the bodies bind together and form a boneworm with a number of Hit Dice equal to the number of bodies that formed it.

**Dreadful Chanting (Su):** A boneworm's numerous mouths constantly chant half-remembered hymns and prayers. This chanting, consisting as it does of dozens of different hymns, sounds like a swarm of giant flies trying to mimic human voices with their buzzing. This effect unnerves and disturbs the living, especially those who can cast divine spells. A living creature within 90 feet of a chanting boneworm must make a Will saving throw (DC 19) against this mind-affecting, sonic fear effect or become shaken. Divine spellcasters suffer a -4 penalty on this saving throw. A shaken creature suffers a -2 penalty on all attack rolls, weapon damage rolls, and saving throws. Additionally, a divine spellcaster must make a successful Concentration check (DC 20 + spell level) to cast a spell in the area of the boneworm's chanting.

**Fire Subtype:** A boneworm is immune to fire damage but takes double damage from cold unless a saving throw for half damage is allowed. In that case, it takes half damage on a success and double damage on a failure.

**Undead Traits:** A boneworm is immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals it, and it is not at risk of death from massive damage but is destroyed at 0 hit points or less. A boneworm has darkvision (60-foot range). It cannot be raised, and resurrection works only if it is willing.

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## Fiery Sandhog

### Medium-Size Aberration

<b>Hit Dice:</b>	4d8+4 (22 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	40 ft., burrow 20 ft. (sand and loose soil only), climb 20 ft.
<b>AC:</b>	17 (+1 Dex, +6 natural), touch 11, flat-footed 16
<b>Attacks:</b>	4 bites +5 melee and 2 claws +0 melee
<b>Damage:</b>	Bite 1d4+2, claw 1d6+1
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	Heat ray +4 ranged touch, poison
<b>Special Qualities:</b>	Control sand, darkvision 60 ft., fire immunity
<b>Saves:</b>	Fort +2, Ref +2, Will +4
<b>Abilities:</b>	Str 15, Dex 12, Con 12, Int 7, Wis 10, Cha 11
<b>Skills:</b>	Climb +10, Hide +8, Jump +9, Spot +6
<b>Climate/Terrain:</b>	Warm desert
<b>Organization:</b>	Solitary, pair, or pack (3-12)
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually neutral

**Advancement:** 5-8 HD (Medium-size), 9-12 HD (Large)

The fiery sandhog is a brutish and constantly hungry creature that uses the sands of the desert to catch and immobilize its prey.

The fiery sandhog looks only superficially like a large, bald razorback hog. A spiny row of crystalline spikes runs down its back and bristles on its shoulders. Its powerful legs end in large, clawed flippers that can propel it through sand and loose earth with surprising speed. Its vaguely boarlike head splits at the snout into four long trunks, each of which ends in a fanged maw. A pair of beady, feral red eyes glares from its face, belying its underlying intelligence and cunning.

Fiery sandhogs hunt in packs and are constantly on the move through their desert hunting grounds. They do not make permanent lairs. Often, a particularly aggressive or brutal sandhog goes rogue and strikes out on its own; these sandhogs are usually much larger in size and are truly dangerous menaces.

Fiery sandhogs do not speak any languages themselves, although most of them can understand the Common tongue. They communicate with their own kind with a complex series of grunts and squeals.

### Combat

A fiery sandhog waits patiently under the surface of the sand for victims to come within range of its control sand ability so that it can immobilize them. Once its victims are caught, the sandhog burrows up as cautiously as possible to poison them. When the sandhog fights foes it cannot entrap with its control sand ability or affect with poison, it retreats and lashes out with its heat ray.

**Heat Ray (Su):** A sandhog collects heat from the sun in the spiny protrusions on its back and shoulders. It can focus this energy into a 70-foot-long ray of heat, which does 2d6 points of fire damage to the victim with a successful ranged touch attack.

**Poison (Ex):** The sandhog's poison causes the victim's muscles to burn with pain and cramp up, which reduces agility and eventually renders the victim immobile. A fiery sandhog delivers its poison (Fortitude save DC 13) with each successful bite attack. The initial and secondary damage is the same (1d4 points of temporary Strength damage).

**Control Sand (Su):** A fiery sandhog can control the density of sand, loose soil, and gravel to a range of 140 feet. It can affect a radius of 20 feet of sand. As a standard action, the sandhog can make the sand or soil in this area flow like water to a depth of 3 feet for a brief instant. Any Large or smaller creature in this area must make a Reflex saving throw (DC 13) to avoid losing its footing. Those who succeed stay atop the sand, while those who fail become trapped in the sand when it resumes its normal density a few seconds later. Such victims cannot move from their location and suffer a -2 circumstance penalty to their Dexterity scores until they escape. Escape from the sand is possible with a Strength check or an Escape Artist check (DC 21); each attempt requires a full round action.

## Siabrie

### Medium-Size Fey

<b>Hit Dice:</b>	15d6+75 (127 hp)
<b>Initiative:</b>	+9
<b>Speed:</b>	40 ft., fly 120 ft. (perfect)
<b>AC:</b>	26 (+9 Dex, +7 natural armor), touch 26, flat-footed 17
<b>Attacks:</b>	Touch +9 melee touch plus sandtouch, or sandblast +16 ranged
<b>Damage:</b>	Touch 1d10+7, sandblast 4d6
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	Gaze of ruin, sandtouch, sonorous voice, spell-like abilities Absorb fire, acid resistance 30, awaken desert, DR 25/+4, desert awareness, low-light vision, regeneration 5, sonic resistance 30, SR 29
<b>Saves:</b>	Fort +10, Ref +18, Will +12
<b>Abilities:</b>	Str 14, Dex 29, Con 20, Int 22, Wis 17, Cha 25 Balance +11, Bluff +14, Concentration +15, Craft (sculpture) +11, Diplomacy +9, Innuendo +8, Intimidate +9, Intuit Direction +4, Jump +7, Knowledge (arcana) +11, Knowledge (nature) +11, Listen +10, Perform (song) +8, Spellcraft +16, Spot +10, Tumble +16, Use Magic Device +22, Wilderness Lore +13
<b>Skills:</b>	

<b>Feats:</b>	Alertness, Combat Casting, Combat Reflexes, Dodge, Expertise, Mobility, Spell Focus (Evocation), Spring Attack, Track, Whirlwind Attack
<b>Climate/Terrain:</b>	Any desert
<b>Organization:</b>	Solitary, pair, or cabal (3-7)
<b>Challenge Rating:</b>	18
<b>Treasure:</b>	No coins, triple goods, double items
<b>Alignment:</b>	Usually chaotic neutral
<b>Advancement:</b>	By character class

The desert holds innumerable secrets. Those who penetrate to the depths of a vast desert and survive the inhospitable terrain, heat, and monsters always emerge with tales of how the desert itself seemed to rise up against them, repelling intruders from the true depths of its reaches. These explorers, unwitting or not, have encountered one of the most powerful and dangerous denizens of the desert: the mysterious siabrie.

The siabrie rarely appears to outsiders, and then usually when the intruder has earned its wrath. Few can survive the full focus of an angry siabrie, so word of their existence is slow to spread. A siabrie looks like a beautiful or handsome humanoid, with willowy arms and long, golden hair. Its skin is coppery and upon close inspection seems to be made of fine sand. Its wings are glimmering and crystalline, like stained glass, and its eyes are like the most beautiful of desert sunsets. But when angered, a siabrie undergoes a terrible transformation. Its skin runs like glass and glows with fire, and its face and eyes burn with a seething rage like the light of a thousand suns. An angry siabrie's form shifts rapidly between bestial and humanoid as its rage is made flesh.

A siabrie's territory in a large desert can extend over dozens of square miles, and each one is perfectly content to wander its dunes and cliffs alone. Nevertheless, every few hundred years, a siabrie can grow lonely and seek out the companionship of others of its kind. When a siabrie cannot find other siabries to visit at these times, it has been known to assume the form of a humanoid and visit communities for entertainment. Rarely, a group of up to seven siabries congregates in one area of the desert, either to share knowledge and companionship or to band together to repel a particularly dangerous or vile threat to their homes. For the most part, though, they avoid crowds and are content to live their immortal lives alone.

Siabries can understand and speak any language, as long as the speaker is in the siabrie's desert. Otherwise, they can communicate in Auran, Ignan, Sylvan, and Terran.

## Combat

An angry siabrie is a force to be reckoned with. It tries to repulse undesirables from its domain using its formidable spell-like abilities, its sonorous voice attack, and by awakening the very desert itself to drive them off. If these tactics fail, the siabrie manifests in the thick of the intruders and lays waste to them with its touch. A siabrie's touch burns and desiccates tissue, and it erodes away unliving targets like undead and constructs. Damage done is 1d10 points plus additional damage equal to the siabrie's Charisma modifier. The siabrie makes full use of Whirlwind Attack and Spring Attack with this devastating touch, and, against those creatures who can outrun it, the creature calls up stinging blasts of burning sand out of nothingness to strike at a distance of up to 100 feet (and up to 10 range increments).

**Gaze of Ruin (Su):** Anyone within 30 feet of a siabrie who meets the creature's glowing red eyes must succeed at a Will saving throw (DC 24) against this mind-affecting fear effect or become overwhelmed with feelings of hopelessness and despair; these victims can do nothing but sink to the ground and sob until the siabrie leaves or deactivates her gaze weapon. Such victims are considered to be helpless. Siabries are immune to their own gaze attacks and to those of others of their kind. They can suppress this gaze weapon as a free action; when it is active the siabrie's eyes shine with a blinding light that illuminates a 60-foot radius.

**Sandtouch (Su):** Any creature damaged by a siabrie's touch attack must make a Fortitude saving throw (DC 22) or turn to nonmagic sand. A creature slain in this manner can be restored to life only by a *miracle*, *true resurrection*, or *wish*.

**Sonorous Voice (Su):** As a full round action, a siabrie can lower the pitch of its voice and increase the volume so as to sound like the wind blowing over hollows in the rocks or dunes. The creature can maintain the sonorous voice for up to 1 minute by concentrating; each minute the radius of its effect increases by one mile. Each living creature with an Intelligence of 3 or greater in the area of effect must make a Will saving throw each round (DC 24) or become shaken. A shaken character who fails to save against this ability becomes frightened. A frightened creature who fails to save becomes panicked. A panicked creature who fails to save is rendered unconscious. All conditions imparted by this ability persist for 1d10 rounds after the siabrie ceases to use the ability. This is a mind-affecting, sonic, fear effect. A siabrie can use its sonorous voice once per hour.

**Spell-Like Abilities:** At will -- *barkskin*, *create water*, *cure moderate wounds*, *detect magic*, *endure elements*,

*faerie fire, flare, greater dispelling, heat metal, meld into stone, pass without trace, produce flame, protection from flame, spike stones, word of recall; 3/day--call lightning, control winds, flame strike, heal, shapechange, stone tell, wall of stone; 1/day--antipathy, control weather, creeping doom, fire storm, sunbeam, sunburst, sympathy, whirlwind, wind walk.* Caster level 15th; save DC 17 + spell level.

**Awaken Desert (Su):** Once per day, a siabrie can awaken the dormant spirits of the desert. Treat this as an *elemental swarm* spell cast by a 20th-level druid, except that all of the elementals appear at once. The elementals summoned can be of any type but water elementals. Air elementals summoned by this ability appear as swirling clouds of sand, and their attacks gain +1d10 bonus damage from the scouring grit. Earth elementals summoned by this ability appear as shifting humanoid mounds of sand. They are immune to piercing damage. Fire elementals summoned by this ability are incredibly fast. They gain a +4 haste bonus to their AC and have a speed of 80 feet.

**Absorb Fire (Su):** A siabrie can absorb any fire spell or effect that strikes it. This immediately negates the effect and grants a number of temporary hit points to the siabrie equal to the fire damage that normally would have been done. If the fire effect was a permanent magical effect (such as a flaming weapon), the effect is merely suppressed for 1d4 rounds.

**Desert Awareness (Su):** While in a desert, a siabrie uses the environment to best advantage. The creature cannot be flanked, can detect *invisible* creatures as if under the effects of a *see invisibility* spell (caster level 15th), and is immune to all mind-affecting attacks.

**Regeneration (Ex):** Damage dealt to a siabrie is treated as subdual damage, which automatically heals at a rate of 5 points per round. Cold and lawful attacks (this includes lawful spells that do damage, lawful weapons, and the natural attacks of lawful outsiders) deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and it does not restore hit points lost from starvation, thirst, or suffocation.

### Siabrie Characters

A siabrie's favored class is sorcerer, although many siabrie become druids, as well.

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**Next month, we look get a glimpse of some of the magic treasures you can find in the desert.**

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# Sand and Sun: Magic Items of the Desert

By James Jacobs



Although the desert is a cruel and inhospitable place, magic makes exploration of its secret dunes and empty wastes not only possible, but in many cases, almost comfortable. Items like the *robe of the burning lands*, the *cactus cloak*, and the *ring of sand* are much sought after rarities for adventurers who find themselves with a need to delve deeply into the desert. Unfortunately for the traveler, the desert harbors just as many offensive magic creations that find their way into the hands of its inhabitants. Items like the *sand of ruin*, *sand of the ages*, *scimitar of stonestriking*, and the *glass of entombing* have often given the denizens of the desert just the edge they need to defeat unwanted intrusions of adventurers. Of course, if an adventurer can weather these magical attacks, he or she can often claim these mighty treasures as his or her own.

Although many of these items retain their usefulness outside of desert environs, they rarely should be encountered outside of the sandy wastes of the desert, for the secrets of their creation are jealously guarded by the denizens therein.

**Cactus Cloak:** Hundreds of tiny cactus needles cover the green *cactus cloak*. When worn, the cloak moves and flows so that its wearer never need fear being pricked by the needles. The cactus cloak acts as masterwork armor spikes, even if the wearer isn't wearing armor. When used as armor spikes, the wearer gains proficiency in their use. They do 1d6 points of piercing damage (x2 crit) on a successful grapple and count as a light weapon when used as a melee weapon (see Armor Descriptions in Chapter 7 of the *Player's Handbook*). Once per day, the wearer can whip the cloak in a chosen direction and fire a volley of needles. This volley of needles fills a 30-foot-long cone; all creatures in this area must make a Reflex save (DC 17) or suffer 9d6 points of piercing damage. This damage is physical and is subject to damage reduction. Those who succeed at the saving throw take half damage.

Also, by wrapping the cloak about the body, the wearer can assume the shape of a Medium-size cactus; doing so is a standard action. The wearer can remain in cactus form for up to 9 hours. Once deactivated, this power cannot be activated again for 24 hours. The closest inspection cannot reveal that the cactus is anything other than a normal cactus, unless magic such as *detect magic* or *true seeing* is used. While in cactus form, the wearer can observe all that transpires around him as if he were in his normal form. The wearer's hit points and saving throws are unaffected. A wearer gains a +10 natural armor bonus to AC but has an effective Dexterity score of 1. The wearer is also immune to critical hits while in cactus form, and all clothing and gear carried or worn changes with him. The wearer can dismiss the cactus form as a free action.

**Caster Level:** 9th; **Prerequisites:** Craft Wondrous Item, *spike growth*, *tree shape*, creation must occur in a desert; **Market Price:** 24,700 gp; **Weight:** 2 lb.

**Glass of Entombing:** Only a few potent and terrible *glass of entombing* devices are rumored to exist; most of them belong to cruel despots of desert empires or powerful genies. A *glass of entombing* is a 1-foot-high crystalline hourglass set within a framework of wood and bone. The sands of the glass are golden and quite fine. It keeps perfect time; the sands take precisely an hour to drain from the upper container into the lower one. A *glass of entombing* must be attuned to an owner before it can be used; this requires the owner to meditate before the glass for 1 hour while she concentrates upon the sand flowing through the device. Once the glass is attuned, the owner gains the spell-like ability to cast a *dune tomb* spell (see Far Corners of the World: [Spells of the Desert](#)) once per day, as long as she remains on the same plane as her *glass of entombing*. Unlike the spell, she can target only one creature with each casting of the spell, but that creature need not be in contact with a sand dune. If the target succumbs to the spell, it is instead reduced in size and magically imprisoned in the sands of the *glass of entombing*. Once a creature is imprisoned, the glass flips over so the sand is in the upper receptacle, but the sand does not begin to drain into the lower receptacle. As long as the owner of the glass does not ask any questions of the imprisoned creature, the sand remains frozen in time and the victim remains trapped. While trapped, the victim is completely mobile and can wander the seemingly endless and lifeless dunes trapped in the glass. The victim does not age or suffer damage, and it cannot harm itself whatsoever. Nevertheless, the victim's thirst and hunger continue to grow in its mind (even though it cannot die of thirst or starvation), and the terrible loneliness of the eternal desert within the glass preys upon its mind and causes Wisdom damage as if it were under the effects of a *dune tomb* spell. (Each day that passes after the initial entombing, a victim must make a Will save (DC 21) or suffer 1 point of permanent Wisdom drain as its mind slowly begins to fall apart under the strain.)

As with the *dune tomb* spell, the caster can mentally communicate with the entombed victim (as with a *sending* spell). For the duration of this communication, the sand runs normally. Thus, the owner of the glass can communicate with her prisoner for up to an hour before the sand runs out. Once the sand runs out, or once the owner is slain, the imprisoned creature is immediately transported back to the location it was at just before it became entombed. A creature trapped in a *glass of entombing* is also released if the glass's owner traps a new creature in it, or if the glass itself is destroyed. Destroying a *glass of entombing* can be difficult, for it has hardness 25 and 150 hit points. As long as the item has hit points left, any damage done to a *glass of entombing* can be repaired by inverting the glass and allowing the sands to run out the hour; naturally, the glass cannot be so repaired if it is currently imprisoning a victim.

**Caster Level:** 15th; **Prerequisites:** Craft (glassblowing) 15 ranks, Craft Wondrous Item, *dune tomb*, *sending*; **Market Price:** 144,000 gp; **Weight:** 10 lb.

**Ring of Sand:** A *ring of sand* is a rough circlet of sandstone shot through with reds and yellows and oranges. This ring allows the wearer to pass over sand, gravel, or loose soil without leaving a trail. Tracking the subject is impossible by nonmagical means. The wearer of a *ring of sand* can also merge with any amount of gravel or sand large enough to hide his body completely, in a manner identical to that granted by a *meld into stone* spell. The wearer can maintain this condition for up to 2 hours, although he cannot move while melded with the sand. Finally, up to three times per day the wearer can use its *dimension door* effect, provided that the point of initiation and the destination are connected by a continuous reach of sand. When this power activates, the wearer of the ring appears to melt away into sand and then reform at the destination point.

**Caster Level:** 12th; **Prerequisites:** Forge Ring, *dimension door*, *meld into stone*, *pass without trace*; **Market Price:** 139,200 gp; **Weight:** --.

**Robe of the Burning Lands:** The *robe of the burning lands* is a thin robe that seems to be fashioned of opalescent silks and thin strands of gold wire, but nevertheless it is quite light. In fact, the *robe of the burning lands* is shockingly comfortable to wear. While worn, the robe protects the wearer from heat by granting her fire resistance 12. High temperatures hold no danger for someone wearing a *robe of the burning lands*. Additionally, the robe contains two deep pockets -- one on each hip. The left pocket can produce enough food for one person for one day, while the right is waterproof and can produce enough water for one person for three days (or for one day in hot climates such as a desert). Finally, a person wearing a *robe of the burning lands* always knows the direction of north from her current position. Determining the direction of north is a free action.

**Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item, *create food and water*, *know direction*, *resist elements*; **Market Price:** 29,500 gp; **Weight:** 1 lb.

**Sand of the Ages:** *Sand of the ages* shimmers and sparkles with a faint prismatic radiance. In truth, this sand consists of the pulverized fossils of ancient creatures. When a handful of this sand is poured upon the ground, it instantly transforms into an exceptionally strong and healthy dinosaur or dire animal. The creature immediately attacks any target indicated by its creator. If there are no targets to attack, it can be commanded to guard a particular area from intrusion. Once called up from the *sand of the ages*, the creature persists for 8 hours or until it is slain; once either of these conditions are met it crumbles into nonmagic sand.

There are three varieties of *sand of the ages*. Red *sand of the ages* summons a deinonychus or a dire ape. Golden *sand of the ages* summons a dire lion or a megaraptor. Black *sand of the ages* summons a dire tiger or a tyrannosaurus. Creatures summoned by *sand of the ages* gain a +4 enhancement bonus to their Strength and Constitution scores.

**Caster Level:** 5th (red), 9th (golden), 13th (black); **Prerequisites:** *summon nature's ally III* (red), *summon nature's ally V* (golden), *summon nature's ally VII* (black), Craft Wondrous Item; **Market Price:** 1,500 gp (red), 4,500 gp (golden), or 9,100 gp (black); **Weight:** --.

**Sand of Ruin:** The *sand of ruin* is a white sand with amazingly fine grains. It is carried in small pouches that can be thrown as grenade-like missiles with a range increment of 10 feet. Upon striking a solid surface, the pouch bursts and the sand within fills a 10-foot-radius spread. All living creatures caught within this spread must make a Fortitude save (DC 22) or turn to stone. All constructs caught in the spread must make a Reflex save (DC 22) or suffer 15d6 points of damage as they suffer the effects of accelerated erosion; this damage penetrates any damage reduction. Those who succeed at the saving throw take half damage.

**Caster Level:** 15th; **Prerequisites:** Craft Wondrous Item, *disintegrate*, *flesh to stone*; **Market Price:** 12,000 gp; **Weight:** --.

**Scimitar of Stonestriking:** The powerful *scimitar of stonestriking* looks like it was carved entirely out of a single piece of granite. Despite this appearance, it is a dangerous weapon and functions as a +3 *keen scimitar*. The *scimitar of stonestriking* is particularly effective against creatures made of stone or earth (including stone golems, clay golems, and any creatures with the Earth subtype). Against such creatures, the scimitar does +2d6 points of

additional damage on a successful hit and penetrates any damage reduction the creature may have. The scimitar's most terrible power, however, functions only against living creatures. If it scores a critical hit (which is a natural result of 15-20) on such a creature, the creature must make a Fortitude saving throw (DC 19) or turn to stone. If the creature resists, it still suffers the critical damage. If a petrified creature is struck with a *scimitar of stonestriking*, the creature shatters into a thousand pieces and is slain.

*Caster Level:* 11th; *Prerequisites:* Craft Magical Arms and Armor, *flesh to stone*, *keen edge*, *shatter*; *Market Price:* 138,315 gp; *Weight:* 4 lb.

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**Next month, we look at some interesting spells that can be found in the Underdark.**

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Sand and Sun: Spells of the Desert  
By James Jacobs



Welcome to the first installment of the Far Corners of the World series of articles! Each article explores unusual and rare spells, monsters, and magic items related to the distant and often inhospitable reaches of any campaign world. These spells, monsters, and items are presented in a world-neutral format so that you can adapt them easily to your own campaign world, where they can be discovered as rewards and punishments for a party of adventurers who choose to travel far from their homes in search of adventure. This article presents four such spells for use in any campaign, although their strengths can be realized truly only by those who understand the mysterious ways of the desert.

The desert is a beautiful place -- a beautiful place and a dangerous place. Civilization rarely penetrates far into the sandy and stony depths of the desert, for there is little to sustain it in the barren reaches. Nevertheless, many call the desert home and both love and respect its power. Nomadic tribes ply the trackless reaches, navigating by the sun and stars and camping at established oases. Criminals often live in exile in the desert, eking out a living and waiting for a chance to return home once society has forgotten their crimes. Druids live there as well; these solemn individuals possess a knack for finding life and comfort among the dunes and protectors, and they serve their chosen environs as diligently as those who live in less inhospitable climes.



Many of these denizens of the desert turn to magic to make their lives easier. A number of these spellcasters have developed unique spells tied to the sands and sun of the desert. Some have discovered ways to call up the wind and heat of the desert to leach the life from their enemies or to knock them prone with exhaustion. Others have developed ways to imprison their enemies below the sandy dunes for later interrogation. And others have gone even further by developing methods to become a living extension of their chosen home.

### Blood Sirocco

Evocation

**Level:** Drd 6

**Components:** V, S

**Casting Time:** 1 action

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

**Effect:** Cone

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*Blood sirocco* creates a hot, stifling wind that tears across the landscape, kicking up clouds of dust and sand and moving in the direction you are facing. The force of the *blood sirocco* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures caught in the area of this severe wind may be affected (see *Dungeon Master's Guide* for details about severe wind effects on creatures). Any creature is entitled a saving throw each round to ignore the effects of the *blood sirocco*.

Those who fail to save against the stifling winds of a *blood sirocco* quickly become dehydrated (see page 86 of the *Dungeon Master's Guide*) as the supernatural winds blow through their bodies, carrying away tiny streamers of blood and moisture and carrying it on the wind as a fine mist. Each round an affected creature remains in the area of effect and fails a Fortitude saving throw, this leaching of blood causes 1d6 points of damage and 1 point of temporary Strength damage. Additionally, a creature that suffers damage from a *blood sirocco* is dazed and can take no actions for 1 round. He can defend himself from attack. (Undead and constructs are not subject to any of these dehydration effects.)

If cast in an already dry region, such as in a desert, the *blood sirocco*'s duration increases by a number of rounds equal to the caster's Wisdom bonus.

**Dune Tomb**

Abjuration

**Level:** Clr 8, Sor/Wiz 8**Components:** V, S, M**Casting Time:** 1 action**Range:** Long (400 ft. + 40 ft./level)**Target:** Up to one creature/level within 60 feet of each other who are in contact with the same sand dune**Duration:** 1 day/level (D)**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell can affect only creatures who are in contact with a sand dune that is at least twice as large as the largest creature targeted. You can target up to one creature per level, but all of the targets must be within 60 feet of each other. All targeted creatures who fail to resist the *dune tomb* effect sink down into the dune to a depth equal to twice their height and are magically *held* for as long as the spell persists. During this time, they do not need to eat, drink, or breathe, and they do not heal damage (to hit points or to ability scores), but they do continue to age normally. Each day that passes after the initial casting, a victim must make another Will save or suffer 1 point of permanent Wisdom drain as their mind slowly begins to fall apart under the strain of the inky isolation.

As long as the spell remains in effect, the caster can communicate to any of the entrapped victims in a manner identical to that provided by the *sending* spell, save that there is no limit to the number of words that can be transmitted. Communicating in this manner requires concentration, and it removes the need for the victim to make a Will save to prevent Wisdom drain until another 24 hours pass after the communication ends. The victims can reply as they wish, but the caster can always opt to end the conversation as a free action, plunging the victim back into isolation. The caster can release any or all of the victims at will by dismissing the magic entrapping the victim in question. A mental ping informs you if the victim leaves the tomb.

The *freedom* spell can free the imprisoned person, but only if it's cast within 60 feet of where the person is entombed. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is entombed, but *discern location* does.

Desert spellcasters often use this spell to entrap enemies, promising them freedom in return for information.

**Material Component:** A hollow gold 1-inch square box containing sand and a mummified body part from any genie. The gold box must be worth at least 2,000 gp.

**Heatstroke**

Transmutation

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

You cause the targeted creature to suffer as if it had been toiling for hours on end under the merciless hammer of the desert sun. If the target fails to resist the spell, it immediately becomes fatigued. If the target is already fatigued, it instead becomes exhausted. The target suffers 2d6 points of subdual damage from the oppressive heat as well, even if he or she makes the Fortitude saving throw to avoid fatigue or exhaustion.

**Sandform**

Transmutation

**Level:** Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 minute/level

When you cast this spell, your body, along with all equipment worn or carried, transforms into living sand. You take the form of an ooze, and you are immune to poison, sleep, paralysis, stunning, and polymorphing, for the duration of the spell. You can still be affected by mind-affecting spells since, unlike oozes, you still possess a mind and retain your Intelligence, Wisdom, and Charisma scores. You are not subject to critical hits or flanking. You become blind, but gain the blindsight special quality, which allows you to sense vibrations and subtle

changes in the air around you, granting you "vision" of a sort to a range of 60 feet.

You also retain your base attack bonus, base saves, alignment, level, class, type (and subtype), extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities. You can cast spells for which you have components. The new form can be disorienting. Any time you are in a demanding situation (such as combat), you must succeed at a Will save (DC 19) or suffer a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes. Upon death, you revert to your original form.

Your new form makes you difficult to kill, and, as a result, you gain a number of bonus hit points equal to your size, as detailed on the following table.

Your Size	Bonus Hit Points
Tiny or smaller	--
Small	5
Medium-size	10
Large	15
Huge	20
Gargantuan	30
Colossal	40

While in sand form, you have a speed of 20 feet. You can pass through openings as small as a quarter of an inch in diameter, although passing through an opening two size categories smaller than you takes a full round action. You also gain a natural attack: an abrasive slam with a gritty pseudopod that grants 5 additional feet of reach. The number of times you can attack with this pseudopod each round is determined by your base attack, and you apply 1.5 times your Strength bonus on any damage done as if you were attacking with a two-handed weapon. A successful hit does a base of 1d8 points of slashing and bludgeoning damage.

In sandy deserts or on sandy beaches, you gain a +10 circumstance bonus on all Hide checks and one-quarter concealment (attacks against you suffer a 10% miss chance). This natural attack form is the only natural attack form you can use while in this state.

*Material Component:* A handful of sand taken from an elemental with the earth subtype.

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**Next month, we look at a handful of the more dangerous creatures to be found in the desert.**

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**Far Corners of the World**

# The Hidden Depths Below: Spells of the Deep Underdark

By James Jacobs



It is known by many names: the Night Below, Deepearth, the Underdark. An extensive, almost limitless region of caverns, tunnels, and lightless subterranean waterways, the Underdark has long been a tantalizing and dangerous realm to explore, if only for the wealth of strange and powerful magic to be found therein. Adventurers who return from forays into the depths below bring with them tales of strange monsters, alien landscapes, and potent magic. Many of these tales have since become well known to the dwellers of the surface world. The cruel and powerful drow, the inscrutable mind flayers, and the surprisingly benevolent svirfneblin have become fairly well known after numerous explorations into the tunnels. But the reaches of the Underdark are vast, and there are even more dangerous surprises awaiting discovery in the deepest trenches of the Night Below. These are depths into which even the drow fear to go -- depths that some say even the mind flayers have not fully explored.

Nonetheless, the bravest explorers can make amazing discoveries in these lightless trenches. There are stories of deserted underground cities, their walls covered with strange runes of forgotten magic; an intrepid traveler could learn much from the runes upon these walls. More likely, though, adventurers run afoul of these spells only when they are used against them by the dwellers in the hidden depths. Some of these spells manipulate the senses of the target, making it more or less difficult to navigate the lightless tunnels. One is rumored to grant control over the mindless oozes that lurk in the depths. Others take control of the stone itself, either by rapidly shaping deadly stalagmites or by infusing it with fell, sickening energy. The most bizarre of these spells is perhaps the *deepsong*, a spell that allows the caster to gain greater knowledge of her surroundings.

### **Deepsong**

Divination

**Level:** Drd 7

**Components:** V, S, F

**Casting Time:** 1 minute

**Range:** Personal

**Area:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

All that occurs in the depths of the Underdark is witnessed by the stone. Over the ages, an infinite legion of events has come to pass, and in their passing they have left their mark upon the stones of the Underdark. The *stone tell* spell allows you to "tap into" this resonance of events to a limited extent, but this bonding is only a scratching of the surface of the strange phenomenon known to a few as the *deepsong*.

With this spell, you can attune your mind so you can experience the *deepsong*. The *deepsong* can be seen, felt, heard, and tasted, and it even makes itself known in more mystical ways to the subject of this spell. If you are above ground, the *deepsong* is muted and difficult to hear, and you quickly become oppressed and despondent, suffering a -4 morale penalty on all checks and attack rolls.

While underground, however, you are filled with a sense of belonging and welcome as the susurruus of the *deepsong* envelops you. This grants a +2 morale bonus on all skill checks and attack rolls. While underground, you can also speak with the stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. You can also gain knowledge of up to three facts from among the following subjects: the general layout of caverns and tunnels, plants and fungi, minerals, bodies of water, people, general animal population, presence of elemental creatures, and the presence of powerful abominations and undead. Note that a stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for (as determined by the DM). You can speak with natural or worked stone.

**Focus:** A 5-pound lump of stone harvested from a depth of at least two miles below ground and that has never been exposed to the light of the sun, moon, or stars.

### **Ozepuppet**

Transmutation

**Level:** Sor/Wiz 6

**Components:** V, S**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Area:** One ooze**Duration:** 1 day/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You telekinetically take control of the targeted ooze, manipulating it and forcing it to move and attack as you see fit. You can force the ooze to perform as you desire, within the limits of its abilities. Controlling the ooze's actions for an entire round is a move-equivalent action for you. When not directed to move, attack, or undertake any actions by you, the telekinetic forces hold the ooze immobile. The ooze has no mind, but its base instincts still cause it to resist this telekinetic control. If you force the ooze to take a self-destructive action, the ooze gains a new Fortitude saving throw to negate the effects of the spell. Once control is established, you must have line of sight to the ooze to manipulate it, but distance is not otherwise a factor, unless you and the ooze are on different planes (at which point the spell ends). You can manipulate the ooze while *scrying* upon it, for example.

**Remove Scent**

Illusion (Glamor)

**Level:** Brd 1, Rgr 1, Sor/Wiz 1**Components:** V, S, M**Casting Time:** 1 action**Range:** Touch**Area:** Creature touched**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

The creature or object touched has all trace of an olfactory presence removed for the duration of the spell. The scent ability cannot detect a creature under the effects of a *remove scent* spell. It also negates the harmful side effects of the noxious stench exuded by certain creatures, such as ghosts, for the duration of the spell.

*Material Components:* A pinch of unscented candle wax.

**Sudden Stalagmite**

Conjuration (Creation)

**Level:** Drd 4, Sor/Wiz 4**Components:** V, S**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** No

A razor sharp stalagmite bursts forth from the ground to impale the targeted creature. Although the target gains a Reflex save to halve the damage done, the stalagmite itself is nonmagic and is not subject to spell resistance. Airborne creatures within 10 feet of the ground gain a +4 bonus on this save, and creatures higher than this cannot be harmed by this spell. The stalagmite is about 1 foot wide at its base and up to 10 feet tall. If it encounters a ceiling before it reaches full size, it stops growing.

The sudden growth of the stalagmite does 1d6 points of piercing damage per caster level (maximum 15d6). In addition, a target that fails to make a saving throw against this spell and takes damage from it is impaled on the stalagmite and cannot move from its current location until it makes an Escape Artist check (DC 15). The stalagmite can be removed in other ways, as well, such as with a *stone shape* spell. The victim can even break free with a successful Strength check (DC 25), although this deals an additional 3d6 points of slashing damage on the victim. The damage caused by this spell is nonmagical, but it penetrates damage reduction as if it were a +1 weapon.

**Transmute Rock to Sickstone**

Transmutation

**Level:** Clr 8, Drd 7, Sor/Wiz 8**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Area:** One Large size boulder, or one 5-foot-square section of stone, or one stone creature

**Duration:** 1 round/level**Saving Throw:** Fortitude partial (see text)**Spell Resistance:** No

In the deepest reaches of the trenches of the Underdark, the very stones are said to be imbued with a fell energy. These stones glow with an unhealthy color that does not exist on the surface world, and any who tread too near these stones sicken and die over the course of several days. This material is known as *sickstone*, and this spell imbues normal stone with these deadly properties and then magnifies these properties even further so the debilitative effects occur almost instantly.

*Sickstone* glows with a nauseating not-quite-green, not-quite-silver light that provides illumination to a radius of 40 feet. Any creature in range of this illumination must make a Fortitude saving throw each round or take 1d6 points of temporary Constitution damage. Only 1 point of temporary Constitution damage is taken if the saving throw is successful. Anyone who actually physically contacts the *sickstone* takes a -4 penalty on the saving throw, and any Constitution damage taken as a result becomes permanent Constitution drain. The damage caused by *sickstone* is caused by a magical disease, so creatures that are immune to magical diseases are immune to the effects of *sickstone*.

Some particularly cruel wizards have been known to grant stone minions like golems, elementals, or shield guardians the ability to transform themselves into *sickstone*. A stone creature under the effects of a *sickstone* spell does 1d6 points of permanent Constitution drain to anything it strikes, unless the target makes a Fortitude save against this spell, in which case only 1 point of permanent Constitution drain is dealt.

Once the spell expires, the affected stone becomes chalky and powdery. Its hardness is permanently cut in half (round fractions down) as a result. A stone creature with damage reduction has its damage reduction score lessened by 5/+1, as well. Stone lessened to a hardness of 0 or stone that gets lessened to a -1 in either part of the damage reduction score crumbles to dust. For example, if a stone creature originally has a damage reduction score of 5/+1, it gets lessened to 0/0 when the spell expires. If the creature had 10/silver as its damage reduction score, it changes to 5/-1 (silver), which means that it crumbles to dust.

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**Next month, we look at some threatening monsters that can be found in the Underdark.**

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**Far Corners of the World**

# The Hidden Depths Below: Monsters of the Deep Underdark

By James Jacobs



The twisting ways of the Underdark have spawned some of the most infamous and notorious creatures and races to haunt the nightmares of adventurers. Truth be told, though, the drow, illithids, umber hulks, purple worms, and beholders are merely a tiny fraction of the terrors that lurk in the hidden depths below. There exist creatures that not only have never seen the light of the sun or moon, but that have no idea that such things even exist! The majority of these obscure creatures are scavengers or parasites like the skitterhaunt, or efficient killers like the pale flenser. A few of them, however, are remnants of ancient civilizations long since lost. The sickstone golem is an example of this type since it is the last remaining trace of a truly alien race of deep dwelling monstrosities.

## Pale Flenser

**Medium-Size Plant**

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** +3

**Speed:** Fly 50 ft. (average)

**AC:** 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

**Attacks:** 6 tendrils +5 ranged

**Damage:** Tendril 1d4/18-20/x3

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Augmented critical, disease, explosive

**Special Qualities:** Blindsight 80 ft., plant traits, sunlight vulnerability

**Saves:** Fort +5, Ref +4, Will +3

**Abilities:** Str 10, Dex 17, Con 15, Int 8, Wis 15, Cha 10

**Climate/Terrain:** Any underground

**Organization:** Solitary, pair, cluster (2-5), or swarm (7-12)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Usually neutral evil

**Advancement:** 4-6 HD (Large); 7-9 HD (Huge)

The pale flenser may at first look like nothing more than a strange fungus inhabitant of the Underdark, but in truth these cruel and hateful plants are fairly intelligent. Despite this intelligence, the pale flensers seem to have no interest in forming societies or achieving anything apart from frugal survival. More likely, the actual needs and desires of these fungi menaces are so alien in nature that they simply cannot be comprehended by humanity.

A pale flenser consists of a collection of bulbous, leathery, gas-filled bags, each of which is about the size of a human head. From atop this mass of bags seethes a writhing forest of hundreds of 15-foot-long, terribly thin tendrils. These tendrils are studded with tiny razor-sharp barbs. The whole mass is either pale yellow or pale brown in color; the tendrils are milky and almost translucent. The pale flenser's leathery bags quickly fill with volatile gas, allowing it to float on air currents. It can propel itself through the air with great speed by venting this foul-smelling gas.

A pale flenser weighs about 80 pounds. They communicate with others of their kind with a complex sign language; although understanding of the languages of other creatures is not above their intellect, it certainly seems to be above their interest.

Pale flensers can grow to Huge size. Once a pale flenser becomes Huge, it can no longer fly and gains a ground speed of 5 feet.

## Combat

A pale flenser gains nourishment from feeding on the blood and other vital fluids of vertebrate creatures. It prefers to stalk and attack landbound creatures, and it takes advantage of its ability to fly and stay out of reach of dangerous melee attacks while lashing with its tendrils. Although a pale flenser has hundreds of tendrils, it can make a maximum of six attacks per round with them. The flenser's tendrils are treated as ranged attacks with a maximum range increment of 15 feet, similar to the way attacks with a whip are made. The flenser's tendrils inflict lethal damage on a hit and tend to carve large shallow wounds that provide the fungus with lots of blood to

settle down on and soak up. A flenser feeds only on helpless targets; the act of feeding inflicts no additional damage on the victim since the flenser feeds so slowly. A pale flenser has no melee attacks; if it is confronted in melee it attempts to flee and resume making ranged attacks.

**Augmented Critical (Ex):** A pale flenser threatens a critical hit on a natural attack roll of 18-20. On a successful critical hit with a tendril attack, it deals triple damage.

**Disease (Ex):** Anyone wounded by a pale flenser must succeed at a Fortitude saving throw (DC 13) or become infected by its spores. Pale flenser spores have an incubation period of 1d3 days, after which their growth manifests as itchy pale streaks just under the skin. The growth deals 1d3 points of temporary Dexterity damage (see Disease in Chapter 3 of the *Dungeon Master's Guide*).

**Explosive (Ex):** The gas filling the pale flenser's bags is quite explosive. If a pale flenser ever takes fire damage, it must make a Fortitude saving throw (DC 10 + half the fire damage it takes), or it explodes. This explosion has a burst of 20 feet and deals 3d6 points of fire damage to all in this area (Reflex DC 13 half).

**Blindsight (Ex):** A pale flenser is blind, but it maneuvers and fights as well as a sighted creature by detecting heat and subtle shifts in air currents. This ability enables it to discern objects and creatures within 80 feet. The pale flenser usually does not need to make Spot or Listen checks to notice living creatures within range of its blindsight.

**Plant Traits (Ex):** A pale flenser is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects.

**Sunlight Vulnerability (Ex):** A pale flenser is susceptible to sunlight and takes 1 point of temporary Constitution damage per minute of exposure to such conditions (no saving throw allowed). A pale flenser reduced to 0 Constitution in this manner melts into a steaming puddle of noxious white paste.

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## Sickstone Golem

**Large Construct**

**Hit Dice:** 24d10 (132 hp)

**Initiative:** +0

**Speed:** 20 ft. (can't run), climb 20 ft.

**AC:** 29 (-1 size, +20 natural), touch 9, flat-footed 29

**Attacks:** 2 slams +30 melee

**Damage:** Slam 2d10+13 plus sickening touch

**Face/Reach:** 5 ft. by 10 ft./5 ft.

**Special Attacks:** Nauseating aura, sickening touch

**Special Qualities:** Construct traits, DR 40/+4, magic immunity, sicken stone and metal

**Saves:** Fort +8, Ref +8, Will +8

**Abilities:** Str 36, Dex 10, Con --, Int --, Wis 11, Cha 1

**Skills:** Climb +21

**Climate/Terrain:** Any deep underground

**Organization:** Solitary, pair, or gang (3-4)

**Challenge Rating:** 15

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 25-36 HD (Large); 37-60 HD (Huge); 61-72 HD (Gargantuan)

In the deepest reaches of the Underdark, the lightlessness gives way to a sickly greenish glow. Desperate and lost explorers may mistake the glow for safety, when in truth their situation has gone from bad to worse, for in the deepest regions the stone itself is deadly. This glowing, sickening material is known as sickstone, a rare and dangerous material used by long-dead races for numerous projects. The most resilient of these projects is the terrible sickstone golem.

The appearance of the sickstone golem may be the only remaining clue as to the nature and appearance of their creators. A sickstone golem's lower body looks like a set of three centipedes joined at the head, though at this juncture a tangled mass of stony spikes rises. From within the spikes protrude a pair of multijointed arms with seven fingers arranged in a radial manner on the hand, and above the nest of spikes towers a leering spiny batlike head atop a serpentine neck. The entire thing is fashioned of small interlocking segments of greenish silver glowing sickstone, which is a material not quite metal and not quite volcanic stone. (Full details on this material can be found in next month's installment of the Far Corners of the World).

What service the sickstone golems provided for their ancient creators is a mystery. Today, these destructive and dangerous creatures patrol the deep reaches of the Underdark, possibly fulfilling their final orders as guardians.

When they come across intruders, their attacks are swift and decisive.

## Combat

Like most golems, the sickstone golem is a slow and lumbering creature. It lacks any sense of planning and simply lumbers up to its target and smashes at it with its arms until the foe is dead or victorious. When a sickstone golem is destroyed, the magical enhancements on its body fail and the resulting wash of magical energies cause the thing to crumble into inert silvery dust.

**Nauseating Aura (Su):** The magical properties of the sickstone golem's poisonous body are enhanced and magnified when it is created. These sickening energies provide a silvery-green illumination to a 60-foot radius. Any living creature in this area must make a Fortitude saving throw (DC 22) each round or become nauseated for the duration of that round. A new saving throw must be made each round.

**Sickening Touch (Su):** A living creature struck by a sickstone golem must make a Fortitude saving throw (DC 22) or take 1d6 points of permanent Constitution drain as the magical energies of the creature's sickstone body leach away life and energy. Stone or metal creatures struck by a sickstone golem are immune to this effect, but they may suffer from its ability to sicken stone and metal (see below).

**Construct Traits:** A sickstone golem is immune to mind-affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A sickstone golem has darkvision (60-foot range).

**Magic Immunity (Ex):** A sickstone golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 1d6 rounds, with no saving throw, while *transmute rock to sickstone* (see "The Hidden Depths Below: Spells of the Deep Underdark") {{link to October article}} heals it of all damage. *Stone to flesh* does not harm the golem, but it does make it vulnerable to any normal attack for the following round (this does not include spells, except for those that cause damage).

**Sicken Stone and Metal (Su):** Any stone or metal object that strikes a sickstone golem (or any stone or metal creature that comes in contact with it) must make a Fortitude saving throw (DC 22) or become infused with the magical energies that course through the golem's body. Each time an object becomes infused with these energies, its hardness is permanently reduced by 1d6 points. If an object's hardness is reduced below 0, it crumbles to dust. A stone or metal creature also takes 1d6 points of permanent hit point loss each time it fails to resist this ability.

## Construction

Although the exact method for creating sickstone golems has been lost for centuries, the details are given here should they be rediscovered (DM's option).

A sickstone golem's body is constructed from 7,000 pounds of sickstone fragments and shards, fitted together like a three-dimensional jigsaw puzzle. The golem costs 120,000 gp to create, which includes 2,500 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 23).

The creator must be 16th level and able to cast arcane spells. The creator need not be immune to the effects of sickstone, but since he must work with the stuff for quite some time, he should take suitable precautions. Completing the ritual drains 2,400 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *transmute rock to sickstone*.

## Skitterhaunt Spider

**Large Ooze**

**Hit Dice:** 4d10+27 (49 hp)

**Initiative:** +1

**Speed:** 20 ft., climb 10 ft.

**AC:** 12 (-1 size, +1 Dex, +2 monstrous vermin shell), touch 10, flat-footed 11

**Attacks:** Bite +4 melee

**Damage:** Bite 1d8+3 plus 1d6 acid

**Face/Reach:** 10 ft. by 10 ft./5 ft.

**Special Attacks:** Acid spray, infest vermin

**Special Qualities:** Blindsight 40 ft., ooze traits, sonic immunity

**Saves:** Fort +7, Ref +2, Will -4

**Abilities:** Str 15, Dex 13, Con 16, Int -- , Wis 1, Cha 1

**Skills:** Climb +10  
**Climate/Terrain:** Any underground  
**Organization:** Solitary  
**Challenge Rating:** 3  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 6-9 HD (Large)

Skitterhaunts are strange oozes that cannot exist on their own. They are parasites that live inside the shells of monstrous vermin they have infested and killed. To outward appearances, a skitterhaunt appears the same as a normal version of the monstrous vermin it has infested. Close observation reveals that the "vermin" is slower and less spry than usual, and that it seems to weep clear, sticky fluid from the mouth and cracks in its armor. If a skitterhaunt is slain, the sticky ooze that comprises its body quickly liquefies and runs out of the host, leaving behind an empty shell.

The skitterhaunt presented above uses a Large monstrous spider as the base creature.

### Combat

A skitterhaunt spider prowls the tunnels of the Underdark on the constant search for more vermin to infest or for anything else that moves (so that it can eat).

**Acid Spray (Ex):** Once every minute, the skitterhaunt spider can spray a line of acid out from any cracks or openings in its chitinous armor. To do so, the skitterhaunt spider makes a ranged touch attack against a target within 120 feet. If it hits, the target takes 3d6 points of acid damage.

**Infest Vermin (Ex):** If a skitterhaunt spider damages a living vermin, it can attempt to infest the creature. This is a free action for the skitterhaunt spider, although it can attempt it only once per round. The damaged vermin must make a Fortitude saving throw (DC 15) to avoid becoming infested. An infested vermin takes 1d8 points of temporary Strength damage per day. Once its Strength score reaches 0, the vermin dies and the skitterhaunt spider begins to ooze from its previous shell into the new host's exoskeleton, replacing the creature's internal organs with its own body. This process rebuilds the host creature's lost Strength slowly, at the rate of 1 point per day. During this time, the skitterhaunt is helpless and immobile. When the host creature's Strength returns to its previous value, the skitterhaunt has completely taken over the new vermin's body. It then awakens, fully mobile, and begins to seek out new vermin to infest.

**Blindsight (Ex):** A skitterhaunt's entire body is a primitive sensory organ that enables it to discern objects and creatures within 40 feet. The skitterhaunt usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell negates this ability and forces the skitterhaunt to rely on its vision (which is as good as a human's).

**Ooze Traits:** A skitterhaunt is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or flanking.

**Sonic Immunity (Ex):** Skitterhaunts are immune to sonic damage and effects.

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### Creating a Skitterhaunt

"Skitterhaunt" is a template that can be added to any vermin (referred to hereafter as the "base creature"). Vermin with this template become oozes.

A skitterhaunt uses all the base creature's statistics and special abilities except as noted here.

**Hit Dice:** Change to d10. A skitterhaunt also gains bonus hit points for its size as if it were an ooze.

**Speed:** Reduce by 10; if this reduces a speed type to 0 or less, the skitterhaunt cannot use that movement type.

**AC:** The base creature's natural armor bonus becomes an armor bonus for the skitterhaunt, as if the creature were actually wearing armor made from its host's exoskeleton. The reduction of the base vermin's Dexterity score reduces the skitterhaunt's AC by 2 points.

**Attacks:** As base creature.

**Damage:** The skitterhaunt deals an additional 1d6 points of acid damage on a successful hit.

**Special Attacks:** The skitterhaunt loses any special attacks that require the manufacturing of a substance from

the base creature's body. This includes poison, acid, and webs. Special attacks like improved grab and squeeze are unaffected. In addition, the skitterhaunt gains the following additional special attacks.

**Acid Spray (Ex):** Once every minute, the skitterhaunt can spray a line of acid out from any cracks or openings in its chitinous armor. The skitterhaunt makes a ranged touch attack against a target within 120 feet. If it hits, the target takes as many d6 of acid damage as the skitterhaunt has HD. For example, a 4-HD giant wasp skitterhaunt would inflict 4d6 points of acid damage with its acid spray.

**Infest Vermin (Ex):** If a skitterhaunt damages a living vermin, it can attempt to infest the vermin. This is a free action for the skitterhaunt, although it can attempt it only once per round. The damaged vermin must make a Fortitude saving throw (DC 10 + half the skitterhaunt's HD + its Constitution modifier) to avoid becoming infested. An infested vermin takes 1d8 points of temporary Strength damage per day. Once its Strength score reaches 0, the vermin dies and the skitterhaunt begins to ooze from its previous shell into the new host's exoskeleton, replacing the creature's internal organs with its own body. This process rebuilds the host creature's lost Strength slowly, at the rate of 1 point per day. During this time, the skitterhaunt is helpless and immobile. When the host creature's Strength returns to its previous value, the skitterhaunt has completely taken over the new vermin's body. It then awakens, fully mobile, and begins to seek out new vermin to infest.

**Special Qualities:** The skitterhaunt loses all the special qualities granted for being a vermin, but gains all those granted for being an ooze. In addition, the skitterhaunt gains the following special qualities.

**Blindsight (Ex):** A skitterhaunt's entire body is a primitive sensory organ. This enables it to discern objects and creatures within 40 feet. The skitterhaunt usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell negates this ability and forces the skitterhaunt to rely on its vision (which is as good as a human's).

**Sonic Immunity (Ex):** Skitterhaunts are immune to sonic damage and effects.

**Ooze Traits:** A skitterhaunt is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or flanking.

**Saves:** Same as the base creature, modified for new ability scores.

**Abilities:** A skitterhaunt's Dexterity gains a -4 penalty but its Constitution gains a +4 bonus. The skitterhaunt's Wisdom and Charisma scores both drop to 1. A skitterhaunt is an ooze, and as such it does not have an Intelligence score.

**Skills:** A skitterhaunt loses all the skills it had as a vermin and gains no new ones.

**Feats:** A skitterhaunt loses any feats it had as a vermin and gains no new ones.

**Climate/Terrain:** Any underground.

**Organization:** Solitary.

**Challenge Rating:** Same as the base creature +1.

**Alignment:** Always neutral.

**Treasure:** None.

**Advancement:** Same as the base creature.

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**Far Corners of the World**  
**The Hidden Depths Below:**  
**Magic Items of the Deep Underdark**

By James Jacobs



The denizens of the Underdark are, as a whole, quite adept with the ways of magic. Even the least experienced drow or svirfneblen or duergar can use some form of magic, for example. Combined with the hostile nature of the environment, it should come as no surprise that a large number of magic items exist in the deep caverns below. The search for such unique and powerful items is perhaps the primary attraction the Underdark holds for surface explorers and adventurers. Presented here is a sampling of several items that have been created by the various races of the Underdark. In most cases, time has shrouded the source of these items, but they remain useful and much sought after commodities nonetheless.

**Boots of the Xorn:** The dark grey, thick leather *boots of the xorn* allow the user to pass through stone and earth as a xorn, which slides through the ground as easily as a fish swims through water. Your passage through stone leaves behind no tunnel or hole, and it does not create any ripple or other signs of its presence. A *move earth* spell cast on an area containing someone burrowing with these boots flings the wearer back 20 feet, stunning the wearer for 1 round unless it makes a Fortitude save against the spell.

The boots grant a burrowing speed of 20 feet. Activating the boots is a standard action, but they function for only 10 rounds once activated, and they can be activated only three times a day.

*Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item, *meld into stone*; *Market Price:* 48,000 gp; *Weight:* 1 lb.

**Circlet of Self:** For some reason, many denizens of the Underdark have potent mind-affecting powers. The *mind blast* of the illithids, the enslave power of the aboleth, and the confusing gaze of the umber hulk are excellent examples. The first *circlets of self* were invented to grant resistance to these attacks.

When worn, a *circlet of self* grants a +4 resistance bonus on all saving throws against mind-affecting attacks. If the wearer of the circlet makes a saving throw against a mind-affecting attack, he can choose as a free action to absorb the portion of the effect that would have normally affected his mind. Once a mind-affecting attack has been absorbed in this manner, it automatically protects the wearer from the next attack of an identical nature. This causes the absorbed energy in the circlet to vanish. The wearer cannot absorb a mind-affecting attack if one is already absorbed by the circlet, and the wearer cannot voluntarily purge an absorbed attack from the circlet. After protecting the wearer from such attacks 50 times, the circlet crumbles to dust.

*Caster Level:* 12th; *Prerequisites:* Craft Wondrous Item, Iron Will, *resistance*; *Market Price:* 40,000 gp; *Weight:* 1 lb.

**Faceless Mask:** A *faceless mask* looks like a shallow oval stone bowl with the inverted impression of a face on the inner surface. When held against the face of any creature, the mask adheres to the creature's face and bonds with it, erasing the creature's facial features (eyes, nose, ears, and mouth) completely. Removing a *faceless mask* is a full-round action that causes great pain (and 2d6 points of subdual damage).

Although the faceless mask robs the wearer of the ability to hear, see, smell, and taste, and prevents the use of any bite attacks, the benefits granted by the mask outweigh these disadvantages. The wearer is immune to all attacks that require sight, hearing, or a sense of smell (such as gaze attacks, most language-dependent spells, sonic attacks, a harpy's captivating song, darkness, and a ghast's nauseating stench). In addition, the wearer of the mask gains the blindsight ability to a range of 50 feet. Blindsight allows the target to maneuver and fight as well as a sighted creature. Invisibility and darkness are irrelevant to the creature, though blindsight does not allow the creature to notice ethereal beings. The creature does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Finally, as long as the mask is worn, the wearer is sustained without food, water, and air.

A faceless mask uses the eye lens/goggle magic item slot when worn.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *alter self*, *blindsight*, *create food and water*, *water breathing*; *Market Price:* 74,000 gp; *Weight:* 1 lb.

**Ring of Stone Mastery:** The plain marble *ring of stone mastery* grants its wearer command and mastery over the stony tunnels of the Underdark. It functions properly only as long as the wearer is surrounded by stone,

although the stone may be worked or unworked. When worn on the surface, the ring becomes horribly heavy, reducing the possessor's speed to one-half of normal.

While worn, the *ring of stone mastery* grants the stoncunning ability possessed by dwarves. If worn by a dwarf, the bonus from the ring and the racial bonus from being a dwarf stack. The ring also thickens and hardens the wearer's skin to a stone-like pallor and texture, granting a +3 natural armor bonus.

The ring of stone mastery also allows the wearer to use the following three powers once a day each: *spike stones*, *stone tell*, and *sudden stalactite*.

Also once per day, the wearer of a *ring of stone mastery* can summon a Huge earth elemental to do his bidding, as if by the *summon nature's ally VII* spell.

**Caster Level:** 13th; **Prerequisites:** *spike stones*, *stone tell*, *sudden stalactite*, *summon nature's ally VI*, Forge Ring; **Market Price:** 138,500 gp.

**Sickstone:** Sickstone isn't actually a magic item. Rather, it is a rare form of magic stone that exists in the deepest reaches of the Underdark. Some believe that sickstone occurs naturally, while others believe the stuff is a remnant from an ancient civilization that wielded terrible magic on the rocks to bring them to their will. In any case, large portions of the deep caverns are shot through with sickstone deposits, making a dangerous region even worse.

Sickstone is easily distinguished from normal surrounding rock and stone, since it glows with an unhealthy silvery-green glow. This glow provides illumination to a radius of 40 feet from the edge of the field of sickstone. Living creatures within this illumination are quickly seized with dizziness, nausea, and a lurking feeling of dread and oppression as the magical energies in the stone slowly start to leach out their life forces. Upon first entering the illumination area, a living creature must make a Fortitude saving throw (DC 13) or suffer 1d2 points of temporary Constitution damage. This saving throw must be repeated every hour the creature remains exposed to sickstone aura. Creatures that are immune to disease are immune to the debilitating effects of sickstone.

Small amounts of sickstone (in isolated amounts of less than 50 pounds) do not inflict sickness in their area of illumination, but a living creature who comes in physical contact with any amount of sickstone must make the Fortitude save above to avoid suffering 1d2 points of temporary Constitution damage. Sickstone can be embedded into any bludgeoning weapon so that any living creature struck by the weapon must make the Fortitude save to avoid sickness. Note that the weapon's wielder must also save. Weapons made with fragments of sickstone cost an additional 2,000 gp to create.

Despite the amount of exposure, a creature is affected by sickstone only once per hour.

Apart from its glow and sickening aura, sickstone should be treated as normal stone, with the exception that natural sunlight causes it to crumble to chalky, inert powder in a matter of seconds if it fails a Fortitude saving throw (DC 15). Exposing a large vein of underground sickstone to sunlight via spells like *sunbeam* can cause a localized collapse if the sickstone fails to resist the attack.

The spell *transmute rock to sickstone* creates a field of powerful sickstone with a much stronger aura. This same technique is what gives the sickstone golem its enhanced aura as well. Raw sickstone is still dangerous, and many have been lured to its glow only to be slain by its emanations.

**Sour (Magic Armor Special Ability):** The sour magic armor special ability cannot be applied to shields. Sour armor exudes a horribly bitter taste that is quite unpleasant to all creatures. If a living creature makes a successful bite attack against someone wearing sour armor, the creature must make a Fortitude saving throw (DC 14) or become nauseated for 1 round. If a living creature successfully swallows a target wearing sour armor, the creature automatically takes the next round to spit up the swallowed target (a full-round action) and must make a Fortitude saving throw (DC 14) or become nauseated for 1d6 rounds. Sour armor provides no additional protection from damage caused by being bitten or swallowed, but it may cause creatures to avoid using such attacks against the target in the future.

**Caster Level:** 5th; **Prerequisites:** Craft Magical Arms and Armor, *stinking cloud*; **Market Price:** +1 bonus.

**Sundisc:** Surface travelers who found that certain denizens of the depths below could be combated with sunlight originally created *sundisks*. A *sundisc* appears as a 6-inch diameter golden disc depicting a carving of the rising sun. Upon command, a *sundisc* glows with sunlight and provides illumination in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. If the *sundisc* is placed inside of or under a lightproof covering, the effect is blocked until the covering is removed. If a *sundisc* is brought into an area of magical darkness (or vice versa), the two effects temporarily negate each other so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Once activated, the *sundisc* glows for 3 hours. Once this period expires, the *sundisc* crumbles to dust.

A glowing *sundisc* can be thrown as a grenadelike weapon (range increment of 10 feet). Upon impact, it detonates into a *sunburst* (as the spell). The *sundisc* is destroyed in this detonation.

*Caster Level:* 18th; *Prerequisites:* Craft Wondrous Item, *daylight*, *sunbeam*, *sunburst*; *Market Price:* 19,800 gp; *Weight:* 3 lbs.

**Violet Rod:** A *violet rod* is a gnarly, dull purple-grey rod covered with vibrant purple nodules and tendrils. Those who have encountered violet fungi before can recognize the rod as a petrified violet fungus tendril. A *violet rod* can function as a *rod of withering*, so attacks with it are made as with a +1 *light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of temporary Strength damage and 1d4 points of temporary Constitution damage to any creature touched with the rod (by making a melee touch attack). If the wielder scores a critical hit, the damage from that hit becomes permanent ability drain. The defender negates the effect with a Fortitude save (DC 14). Against plants, the *violet rod* does double the normal ability damage on a hit.

Three times a day, with the proper command word, the rod radiates an *antiplant shell* in a 10-foot radius, although this shell affects only fungi and not regular plants. Fungus creatures from the *Monster Manual* and the *Monster Manual II* affected by this antifungus shell include myconids, phantom fungi, shriekers, violet fungi, and the pale flenser from the previous article. Creatures composed of otherworldly fungus (such as the rukarazyll from the *Monster Manual II*) are not considered true plants, and as such are unaffected by this shell. Dangerous fungi such as yellow and brown mold are not forced back by the shell, but they are rendered inert and harmless as long as they are within the radius of the shell.

Finally, once a day you can *command fungi* (as *command plants*, but limited to fungi) by holding the *violet rod* aloft and verbally commanding the fungi to do your bidding.

*Caster Level:* 15th; *Prerequisites:* Craft Rod, *antiplant shell*, *command plants*, *poison*; *Market Price:* 71,000 gp.

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**Far Corners of the World**

# Snow and Ice: Spells of the Frozen Lands

James Jacobs



Winter is a time of wonder and beauty. The snows transform the world into a mystical realm and make the familiar into something magical. Beautiful icicles form on the edges of buildings and branches. But for all its beauty, the snow and ice of winter bring a fierce cold, and despite the beauty it brings, the return of warmer seasons are welcomed with great joy.

Yet some places in the world have never known the kiss of a springtime thaw -- places where the snow and ice are as permanent a fixture of the landscape as the mountains and seas themselves. In these regions, exposure to the elements can kill you as quickly as the strange beasts and creatures that lurk therein. These realms exist on distant shores far to the north and south -- far beyond any regularly established trade routes. They also exist in the remote peaks of great mountain chains. As with the denizens of other far corners of the world, the people of the snow and ice often turn to magic to help protect their lives and loved ones from its freezing claws. And as often as not, some seek to embrace the savagery and cruelty of the frozen realms and work its deadly ways into their magic, as well.

### Animate Snow

Transmutation

**Level:** Drd 6

**Components:** V, S, M

**Casting Time:** 1 action

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

**Area:** Up to a 20 ft. cube of snow

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You imbue a mass of fallen snow with mobility and a semblance of life. The snow to be animated may be natural or magically created (as with the *sleet storm* spell). Snow animated by this spell is treated as an animated object. You can animate 1d3+2 Large animated objects, 1d3 Huge animated objects, or one Gargantuan animated object (see the *Monster Manual* entry for animated objects for statistics). The animated snow can assume any basic shape you wish, and it attacks as directed by your vocal commands. Animated snow possesses the Blind and Trample special attacks as detailed on page 18 of the *Monster Manual* for animated objects. In addition, they have the cold subtype, and do an additional 1d6 points of cold damage on a successful hit.

Animated snow objects suffer 1d6 points of damage each round if they exist in a place with temperatures above freezing.

### Anticold Sphere

Abjuration

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** 10 ft.

**Area:** 10 ft. radius emanation, centered on you

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You bring into being a mobile, spherical energy field that protects against cold. All creatures within the area of the spell are immune to cold damage. In addition, the sphere prevents the entrance of any creature with the cold subtype. The effect hedges out such creatures in the area when it is cast.

**Note:** This spell can be used only defensively, not aggressively; forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier (see page 157 of the *Player's Handbook*).

### Ice Assassin

Illusion (Shadow)

**Level:** Sor/Wiz 9  
**Components:** V, S, M, XP  
**Casting Time:** 8 hours  
**Range:** Touch  
**Area:** One duplicate creature  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

The *ice assassin* spell is in many ways an improved version of *simulacrum*. Developed by powerful frost mages who have more than their fair share of enemies to fight, an ice assassin is an effective way to destroy an enemy without putting yourself at risk.

An ice assassin spell creates a living, breathing creature that is a near perfect duplicate of an already existing creature. The duplicate is formed entirely out of ice, but once the spell is in effect, it appears as an exact duplicate to all but its source, who always sees the ice assassin as an animated ice statue of himself. The ice assassin possesses all of the skills, abilities, and memories possessed by the original, but its personality is warped and twisted by an all-consuming need to slay the original. It also constantly uses *locates creature* on its duplicate at a caster level equal to your own. If its quarry is outside the range of this effect, the ice assassin must rely on its own cleverness or advice from you to track the original. In addition, the ice assassin has the cold subtype, which makes it immune to cold damage but imparts a weakness to fire damage (on a failed saving throw against a fire attack, the ice assassin suffers double damage). Creatures familiar with the original might detect the ruse with a successful Spot check. You must make a Disguise check (gaining a +10 circumstance bonus from the power of the spell) when you cast the spell to determine how good the likeness is.

At all times, the ice assassin remains under your absolute command. You possess a telepathic link to the ice assassin, and when you concentrate, you receive a clear image of the area surrounding the ice assassin as if you were scrying on it. Further, you can have any spell you cast on yourself affect the ice assassin as well; this includes spells with a target of "You" only. These benefits persist as long as you and the ice assassin remain within a mile of each other. If the ice assassin travels beyond this range, it continues to function and seek out its nemesis, but you have no direct control over it.

An ice assassin has no ability to become more powerful; it cannot increase its level or abilities. Damage caused to the ice assassin can be repaired only via a complex process requiring 1 day, 100 gp per hit point, and a fully equipped laboratory. If the ice assassin is reduced to 0 hit points by any damage save for fire damage, it explodes into a burst of icy shrapnel in a 20-foot radius that causes 1d6 points of cold damage for every other caster level you possess; a successful Reflex saving throw halves the damage done. An ice assassin slain by fire damage simply melts into a pool of water.

**Material Component:** This spell is cast over the ice statue of the creature to be duplicated. Some portion of the creature to be duplicated (hair, nail, and so on) must be placed inside the ice statue as it is constructed. In addition, the spell requires powdered diamond worth 20,000 gp.

**XP Cost:** 5,000.

### Mantle of the Icy Soul

Transmutation  
**Level:** Clr 6, Drd 5  
**Components:** V, S, M, XP  
**Casting Time:** 1 action  
**Range:** Touch  
**Area:** Creature touched  
**Duration:** Permanent  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

*Mantle of the icy soul* permanently adds the cold subtype to the targeted creature. The recipient of a *mantle of the icy soul* becomes immune to cold damage, but takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success or double damage on a failure. The skin, hair, and scales of the creature subtly change color to take on an icy blue tint, and its breath does not frost in cold temperatures.

**Material Component:** A handful of ice or snow that must be pressed to the target's body.

**XP Cost:** 2,000.

### Snowsong

**Enchantment [Compulsion, Mind-Affecting]**

**Level:** Brd 6

**Components:** V

**Casting Time:** 1 action

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

**Area:** 15-ft. radius, 30-ft.-high cylinder

**Duration:** 10 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Snowsong* fills the area of effect with a soft snowfall that melts and evaporates on contact with anything solid. When you cast the spell, you must designate any creatures in the area of effect as allies or enemies.

While the snow falls, all allies in the area hear a soft, lilting song that bolsters their spirits and confidence. At the same time, as the snow strikes their flesh, it melts and washes away scars, wounds, and filth. Allies under the effect of the snow gain a +6 enhancement bonus to their Charisma scores, a +4 morale bonus on all checks and attack rolls, and a +2 insight bonus to their Armor Class. In addition, the snow imparts fast healing 1 and cold resistance 30 to all affected allies.

Enemies in the area of a *snowsong* have a much different experience. To them, the snow is bitterly cold and leaves scabs and angry welts when it lands on unprotected skin. They perceive the music as a discordant jangle of crashes, scrapes, and howls. As long as they remain in the area, they suffer a -6 enhancement penalty to their Charisma scores, a 20% miss chance to all melee attacks due to the swirling snow, and a 20% spell failure chance (for both divine and arcane spells) when casting any spells with a verbal component. In addition, enemies in the area suffer 1 additional point of cold damage each time they suffer damage from a physical or magical attack. Enemies can resist the effects of a *snowsong* with a successful Will saving throw.

These benefits remain in place as long as the spell persists and as long as the target remains in the spell's area. If a creature leaves the spell's area, all effects stop until it returns to the *snowsong*'s area of effect.

### **Winter's Embrace**

**Evocation [Cold]**

**Level:** Clr 4, Drd 3

**Components:** V, S

**Casting Time:** 1 action

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

**Area:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*Winter's embrace* covers the victim with sheets of ice and lumps of snow. If the victim resists the spell, the ice and snow instantly slough from its body, causing a mere 1d4 points of cold damage and ending the effect. If the victim fails to resist, the ice and snow cling tenaciously to its body and cause 1d8 points of cold damage per round. Each round, the victim can make a new Fortitude saving throw to avoid suffering damage that round. The second time a victim suffers damage from a single casting of *winter's embrace*, it becomes fatigued. The fourth time it suffers damage from the same spell, it becomes exhausted.

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# Far Corners of the World

## Snow and Ice: Monsters of the Frozen Lands

*By James Jacobs*



A large number of monsters and creatures have adapted to life in the frozen lands. Some of these creatures, like the polar bear, the caribou, and the walrus, have developed thick layers of blubber and fur to shield themselves from the elements. Far more mysterious and dangerous are creatures like the frost worm, white dragon, and the winter wolf; magic creatures that have not only adapted to the cold, but have become one with the cold. These creatures are truly at home in the frozen lands, and they find higher temperatures uncomfortable at best and deadly at worst.

Presented here are three new additions to the frozen lands, all of which are born of the cold and revel in the frozen lands. First we examine the rime sprite, a mischievous fey that lurks on the shores of polar seas. Perhaps most terrifying of all are the dreaded shivhad, which are massive and deadly aberrations that rule entire glaciers. Finally we take a look at the tlalus, which is a huge and dangerous herd animal sometimes used by frost giants as mounts.

### **Rime Sprite**

**Tiny Fey (Cold, Aquatic)**

**Hit Dice:** 1/2 d6 (1 hp)

**Initiative:** +9

**Speed:** 40 ft., fly 80 ft. (perfect), swim 60 ft.

**AC:** 17 (+2 size, +5 Dex), touch 17, flat-footed 12

**Attacks:** *Ray of frost* +7 ranged

**Damage:** *Ray of frost* 1d3 cold

**Face/Reach:** 2 1/2 ft. by 2 1/2 ft./0 ft.

**Special Attacks:** Snow flurry, spell-like abilities

**Special Qualities:** Cold subtype, low-light vision, SR 5, water walk

**Saves:** Fort +0, Ref +7, Will +4

**Abilities:** Str 5, Dex 20, Con 11, Int 14, Wis 15, Cha 18

**Skills:** Balance +9, Bluff +7, Diplomacy +7, Hide +17, Knowledge (nature) +6, Listen +6, Move Silently +9, Spot +6, Swim +9, Tumble +9, Wilderness Lore +6

**Feats:** Dodge, Improved Initiative, Mobility

**Climate/Terrain:** Arctic coastlines and oceans

**Organization:** Solitary, pair, gang (2-4), band (6-11), or tribe (12-84)

**Challenge Rating:** 1

**Treasure:** No coins, 50% goods (metal or stone only), 50% items (no scrolls)

**Alignment:** Always chaotic neutral

**Advancement:** 1-3 HD (Tiny)

The mischievous rime sprite is the bane of sailors and fishermen alike. This tiny fey derives great delight in tormenting humanoids who live and work on arctic coastlines. Rime sprites stand just over 1 foot in height. They look like animated ice statues of beautiful or handsome elves with snow for hair.

Most rime sprites remain content playing harmless jokes on people, such as freezing unattended drinks, entangling people and boats in patches of seaweed, or creating minor images of valued personal objects afloat just out of reach in the water. Rime sprites are easy to anger, though, and if they even think that they are being threatened, their jokes quickly turn deadly and cruel.

Rime sprites speak Common, Aquan, and Sylvan.

### **Combat**

Rime sprites are fairly helpless in melee combat, and they know it. They prefer to use their spell-like abilities or *ray of frost* attacks from the air. They generally reserve their snow flurry ability to cover their retreats.

**Snow Flurry (Su):** Three times per day, a rime sprite can create a highly localized blast of windblown snowflakes at a range of up to 100 feet. A snow flurry fills a 5-foot cube, and any creature within this area

must make a Reflex save (DC 14) or be dazed for 1d4 rounds.

**Spell-Like Abilities:** At will -- *create water*, *dancing lights*, *ghost sound*, *open/close*, *ray of frost*; 3/day -- *entangle*, *minor image*, *obscuring mist*. Caster level 1st; save DC 14 + spell level.

**Cold Subtype (Ex):** A rime sprite is immune to cold damage but takes double damage from fire unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

**Water Walk (Su):** A rime sprite can walk on water at will.

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## Shivhad

### Gargantuan Aberration (Cold)

**Hit Dice:** 24d8+144 (252 hp)

**Initiative:** +2

**Speed:** 40 ft., burrow 40 ft., climb 40 ft.

**AC:** 34 (-4 size, +2 Dex, +26 natural), touch 8, flat-footed 32

**Attacks:** 6 bites +25 melee and 3 claws +20 melee

**Damage:** Bite 3d8+11/19-20, claw 2d10+5

**Face/Reach:** 20 ft. by 20 ft./20 ft.

**Special Attacks:** Ability drain, cold aura, crush 4d6+16

**Special Qualities:** Absorb cold, cold subtype, DR 40/+5, darkvision 60 ft., freezing blood, glacier bond, immunities, SR 31

**Saves:** Fort +14, Ref +10, Will +14

**Abilities:** Str 32, Dex 15, Con 23, Int 21, Wis 10, Cha 12

**Skills:** Climb +33, Listen +14, Spot +14, Swim +25

**Feats:** Dodge, Expertise, Improved Critical (bite), Mobility, Power Attack, Spring Attack, Whirlwind Attack

**Climate/Terrain:** Arctic mountains

**Organization:** Solitary

**Challenge Rating:** 24

**Treasure:** Double standard

**Alignment:** Usually chaotic evil

**Advancement:** 25-48 HD (Gargantuan), 49-72 HD (Colossal)

Only great wyrm white dragons can usually pose a threat to the massive and terrible shivhad when it comes to establishing territories. Thankfully, shivhads are quite rare, and they spend much of their time sleeping below their chosen glaciers.

A shivhad is roughly spiderlike in shape. Its eight spiny legs carry its spherical body high off the ground; most shivhad are well over 40 feet in height. Between each of the creature's legs extend long tentacles, three to a side, and each one is tipped with a slavering maw filled with sharklike teeth. Three long, grasping claws on multijointed arms dangle from its belly, and a number of savage black eyes glare with hatred from random points on its chitinous body.

Shivhads are incredibly intelligent, although their motives are alien to most other creatures. They do not seem to be driven to reproduce or expand their territories. They do tend to subjugate local tribes of intelligent creatures (often frost giants or ogres), using their might to establish themselves almost as gods to these creatures. All they typically demand of their minions is for the sacrifice of at least one intelligent being per week; such sacrifices are brought out to the shivhad's glacier and left alone for the creature to stalk, torment, and eventually eat.

A shivhad has an uncanny knowledge of languages and can speak all the tongues native to its area. A shivhad that acquires additional languages speaks them perfectly, without any trace of accent. When a shivhad speaks, it does so from all six of its mouths, creating a booming presence that is difficult to ignore.

## Combat

A shivhad makes full use of its feats in combat. Against single foes, it usually uses a Spring Attack tactic: burrowing up close to the victim, attacking with a bite, and then burrowing down into the ice out of reach. When presented with multiple foes, the shivhad enjoys wading into their midst and using its bites in a Whirlwind Attack. The shivhad usually sacrifices 5 points off its attack rolls to aid its Armor Class using the Expertise feat, as well; it rarely encounters creatures that it has difficulty hitting.

**Ability Drain (Su):** Any creature struck by a shivhad must make a Fortitude save (DC 23) or permanently lose 2 points from each ability score (or 4 points from each score on a critical hit). The shivhad heals 5

points of damage (10 on a critical hit) whenever it drains ability scores, gaining any excess as temporary hit points.

**Cold Aura (Su):** The shivhad radiates an aura of extreme cold. All creatures within a 60-foot radius take 3d6 points of cold damage per round (no saving throw). This aura extinguishes open flames in its area as well.

**Crush (Ex):** A shivhad can step on opponents three or more size categories smaller than itself as a full-round action, using its foot to crush them. A crush attack affects as many creatures as can fit under the shivhad's leg. Each creature in the affected area must succeed at a Reflex save (DC 33) or be pinned, automatically taking 4d6+11 points of bludgeoning damage. Thereafter, if the shivhad chooses to maintain the pin, treat it as a normal grapple attack (grapple bonus +41). While pinned, the opponent takes crush damage each round.

**Absorb Cold (Su):** Any spell with the cold descriptor targeted on the shivhad that fails to overcome its spell resistance is absorbed into the creature's body. This effect cures 5 points of damage per level of the spell absorbed. The shivhad gains any excess as temporary hit points.

**Cold Subtype (Ex):** A shivhad is immune to cold damage but takes double damage from fire unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure. Note that if the shivhad's spell resistance overcomes a spell with the cold descriptor, it absorbs the cold as detailed above.

**Freezing Blood (Su):** A shivhad's blood is very thin and well below the freezing point of water. Anyone who successfully damages a shivhad with a slashing or piercing melee attack must make a Reflex saving throw (DC 28) or take 6d6 points of cold damage. The shivhad's blood freezes an instant later, sealing the wound; a shivhad is immune to wounding effects and automatically stabilizes if brought below zero hit points.

**Glacier Bond (Su):** A shivhad has a mystical bond with its chosen glacier. As long as it remains in physical contact with this glacier, it can determine the exact location of any living creatures in contact with the glacier, up to a range of 10 miles. This knowledge grants it a +6 insight bonus to its Armor Class and Reflex saving throws against any creature in contact with its glacier, and it lets the shivhad pinpoint otherwise hidden or invisible targets with ease.

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## Tlalusk

**Huge Magical Beast (Cold)**

**Hit Dice:** 16d10+80 (168 hp)

**Initiative:** +0

**Speed:** 60 ft.

**AC:** 18 (-2 size, +10 natural), touch 8, flat-footed 18

**Attacks:** 2 hooves +26 melee and bite +24 melee and gore +24 melee

**Damage:** Hoof 2d6+12, bite 2d8+6, gore 1d12+6

**Face/Reach:** 10 ft. by 20 ft./10 ft.

**Special Attacks:** Bellow, charge, trample 3d6+18

**Special Qualities:** Cold subtype, darkvision 60 ft., fast healing 5, low-light vision, scent, SR 15

**Saves:** Fort +15, Ref +10, Will +6

**Abilities:** Str 34, Dex 11, Con 20, Int 5, Wis 12, Cha 11

**Skills:** Jump +20, Listen +10, Spot +10

**Feats:** Alertness, Improved Bull Rush, Multiattack, Power Attack

**Climate/Terrain:** Arctic hills and plains

**Organization:** Solitary, pair, or herd (3-18)

**Challenge Rating:** 12

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 17-32 HD (Huge), 33-48 HD (Gargantuan)

Although the tlalusk is an herbivore that feeds on roots and other tubers it digs out of the frozen ground with its tusks, it is notoriously ill-tempered, and most carnivores give the beasts a wide berth as a result.

A tlalusk looks something like a muscular horse the size of an elephant, except the creature has six legs and is covered with white fur. The beast's head is wider than a horse's, and it sports a pair of huge horns and razor-sharp tusks, as well.

Frost giants are fond of capturing and training tlalusks as mounts. A battalion of frost giants mounted on

tlalusks and armed with lances is a formidable sight indeed.

Tlalusks understand some Giant, but they cannot speak.

## Combat

A tlalusk's first instinct in combat is to use its bellow to stun the enemy. It then charges toward the perceived foe, often combining the charge attack with a bull rush. If the enemy still stands, the tlalusk remains to pound it into the ground with its hooves, and then root it out and finish the job with its tusks.

**Bellow (Su):** Once every minute, a tlalusk can bellow. This is a horribly loud blast of sonic energy that can be heard for miles. Worse, the blast of sonic power can be focused on any one creature within 120 feet of the tlalusk; a creature so targeted must make a Fortitude saving throw (DC 23) or be stunned and deafened for 1d6 rounds. A successful save indicates the creature is deafened for only 1d3 rounds.

**Charge (Ex):** A tlalusk typically begins a battle by charging at an opponent, lowering its head to bring its horns into play. In addition to the normal benefits and hazards of a charge, this allows the tlalusk to inflict double damage with its gore attack.

**Trample (Ex):** As a standard action during its turn each round, a tlalusk can run over Large or smaller opponents. This attack deals  $3d6+18$  points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 30) for half damage.

**Cold Subtype (Ex):** A tlalusk is immune to cold damage but takes double damage from fire unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

**Fast Healing (Ex):** A tlalusk regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the tlalusk to regrow or reattach lost body parts.

## Training a Tlalusk

It is nearly impossible to train a full-grown tlalusk (Handle Animal check DC 41), so most trainers opt to train newly born tlalusks instead (Handle Animal check DC 36). Still, it is a difficult task, and in frost giant society, tlalusk trainers are always held in the highest esteem.

Young tlalusks are worth 6,000 gp on the open market, although most cities that know anything about the beasts have made trafficking in tlalusks illegal within city walls because of the destruction even a young one can wreak. Professional trainers charge 20,000 gp to rear or train a tlalusk. Riding a trained tlalusk requires an exotic saddle. Up to four Medium-size or smaller creatures can ride on a tlalusk comfortably, although this requires an exotic saddle that costs four times the normal amount, and only one of the riders can attempt to control the tlalusk with Ride checks each round. A tlalusk can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (see Ride, page 72 in the *Player's Handbook*).

**Carrying Capacity:** A light load for a tlalusk is 3,728 pounds; a medium load, 3,729 - 7,456 pounds; and a heavy load, 7,457 - 11,200 pounds.

**Far Corners of the World**  
**Snow and Ice: Magic Items**  
**of the Frozen Lands**

By James Jacobs



In the frozen lands, magic items are often used to protect the user from the ravages of the environment. Explorers and adventurers who seek to travel in such dangerous climates all seek items such as the *boots of the winterlands*, the *cube of frost resistance*, and *rings of cold resistance*. Other items are bonded to the frozen lands, though; rare and precious items crafted by secretive frost giant sorcerers, arctic druids, clerics of icy deities, and even ancient white dragons. These items embody the strength and power of the frozen lands, and the lure of their capture has brought about the frozen doom of many adventuring parties in the past.

**Crystal Tear (Minor Artifact):** Legends in the frozen lands tell stories of a deity who suffered some great personal tragedy in the ancient past. The exact nature of this deity changes from region to region, but they all agree on one thing. The tears shed by this unknown deity fell to the ground and became frozen, and some of the deity's divine power and emotions became frozen along with them.

A *crystal tear* looks like a large tear made of ice with flashes of light sparkling in its depths. These are potent minor artifacts; their presence constantly exudes a strong *emotion* spell effect (as a 20th-level caster) in an emanation with a 15-foot radius. As a free action, the holder of the tear can choose which of the spell's six effects (despair, fear, friendship, hate, hope, or rage) the tear produces. Once an effect is chosen, it operates until the holder changes it. The tear continues to emanate the last emotion the holder chose if the holder puts down the tear.

Living creatures in the emanation can attempt Will saves (DC 16) to avoid the emanation's effects. Those who fail suffer whatever effect the tear is currently producing for as long as they remain within the radius of the emanation and for 1 minute after leaving. Those who successfully save cannot be affected by the tear's current emanation for 1 minute (but must save again if the holder changes the effect).

The holder of the tear finds that his own emotions are completely "drowned out" by the presence of the tear; this effectively keeps the user from experiencing any emotions at all but also has the fortunate side effect of rendering him completely immune to mind-affecting spells and spell-like effects.

Overlapping areas of effect from multiple *crystal tears* do not stack if they generate identical emotions.

*Crystal tears* do not melt if brought to warmer climates or if exposed to heat or flame; they always retain a cool temperature regardless of their environs. Despite this, the owner of a *crystal tear* can cause the tear to melt into liquid by targeting it with a spell that is at least 5th level and carries the fire descriptor. The spell cast is absorbed completely by the tear, which then melts immediately and evaporates in 2d4 rounds. If the melted tear is imbibed before it evaporates, it grants a +4 inherent bonus to one of the drinker's ability scores. The exact score to which the bonus is applied is determined randomly, although it does not apply to a score that already possesses an inherent bonus. If all of the drinker's scores already possess an inherent bonus, the +4 inherent bonus applies to the score with the lowest bonus.

*Caster Level:* 20th; *Weight* 4 lb.

**Gauntlets of Frost:** *Gauntlets of frost* are made of a pale blue metal and are adorned with light blue runes. The plates that make up the gauntlets always seem to be caked with frost and ice. The wearer of *gauntlets of frost* can use them to create a *ray of frost* at will as a standard action.

Three times a day, the user may imbue any melee weapon held in her hand with the frost weapon special ability as a standard action; this causes the weapon to do an additional 1d6 points of cold damage on a successful hit. The weapon retains this quality for 5 rounds.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *chill metal*, *ray of frost*; *Market Price:* 7,800 gp; *Weight:* 2 lb.

**Icemail Armor:** A suit of *icemail armor* appears to be a suit of transparent breastplate armor carved out of ice. Although it feels cold to the touch, *icemail armor* keeps the wearer warm and protected from cold, granting cold resistance 30. *Icemail armor* is much lighter than steel, and although it provides protection equal to that afforded by a suit of +3 *breastplate* armor, it is considered to be light armor. It has a maximum

Dexterity bonus to Armor Class of +5, an armor check penalty of -1, and an arcane spell failure chance of 15%. The arcane spell failure chance for casting spells with the cold descriptor drops to 0%, and the save DCs to resist these spells increases by +2.

Druids can wear *icemail armor* without violating their druidic vows, as long as they hail from an arctic climate.

*Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, Spell Focus (evocation), *chill metal*, *protection from elements*; *Market Price:* 52,000 gp; *Weight:* 15 lb.

**Icicle Rod:** An *icicle rod* looks like nothing more than a 3-foot-long icicle. The rod remains cold to the touch at all times but never melts. While it is held, the wielder gains cold resistance 30. It may be wielded in melee as a +1 frost short sword.

The wielder may fire a small icicle from it as a standard action. This icicle has a maximum range of 1,000 feet, and attacks made with it are resolved as ranged touch attacks that do 2d4 points of cold damage on a hit. Once it hits, the icicle quickly begins to spread frost and ice over the target, doing an additional 2d4 points of cold damage each round for a total of 5 additional rounds after the initial hit. This power may be used three times a day.

As a standard action, you may point the *icicle rod* at a single target within 250 feet and encase the target in sheets of ice. The victim gains a Reflex save (DC 15) to negate this effect. Failure indicates the victim's limbs are encased in ice, rendering him immobile. A winged creature affected by this power while it is flying falls to the ground. The ice grants the victim one-half cover (+4 cover bonus to AC, +2 cover bonus on Reflex saves), but its extreme cold causes 1d6 points of cold damage per round. The ice persists for 7 rounds, unless it is destroyed. Creatures other than the victim can attack the ice; it has 20 hit points and suffers double damage from fire attacks but is immune to cold attacks. Its break DC is 26, and the Escape Artist DC to wriggle out of it is 30. This power may be used twice per day.

Finally, once a day the wielder of an *icicle rod* can generate a maximized *ice storm* as a standard action.

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, Craft Rod, Maximize Spell, *ice storm*, *protection from elements*, *wall of ice*; *Market Price:* 121,000 gp.

**Ring of the White Wyrm:** The *ring of the white wyrm* is fashioned from the tooth of a great wyrm white dragon. The ring can perform the following functions on command:

- *Icewalking* at will (as *spider climb*, but the surfaces the wearer climbs must be icy)
- *Freezing fog* 2/day (as *solid fog*, but the effect also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The wearer of the ring is immune to the *grease* effect because of the *icewalking* power it imparts).
- *Wall of ice* 1/day

In addition, the wearer gains the ability to speak and understand the Draconic language as long as the ring is worn and grants the wearer cold resistance 15.

The primary function of the ring, however, is to infuse the wearer with the energies and power of the dragon. Once per day, the wearer may call upon the ring to transform her into a half-dragon. This is a full-round action that provokes an attack of opportunity, and the transformation lasts for an hour. While transformed, the wearer gains the following benefits:

- +4 natural armor bonus to AC
- Bite and claw attacks as a half-dragon of the same size as the wearer
- Breath weapon usable once per transformation (cone of cold, 30 ft. long, 3d6 cold damage, Reflex save DC 16)
- Immunity to cold damage
- +8 Strength, +2 Constitution, +2 Intelligence, +2 Charisma. These bonuses are considered racial bonuses and stack with other racial bonuses the wearer may have.

The ring's transformation power also changes the wearer's appearance into a draconic form. The wearer's general shape and size does not change, although her equipment is altered in shape so it can still be utilized. Unlike *polymorph self*, the user's equipment does not merge with the new form; it remains in place and fully functional while the user is in half-dragon form. Dragons and half dragons cannot benefit from the effects of the ring's transformation powers, although they can utilize the ring's other abilities.

Rumors abound that other rings exist that are keyed to different dragons and that grant different powers.

*Caster Level:* 15th; *Prerequisites:* Forge Ring, *polymorph self, protection from elements, wall of ice, solid fog, spider climb*, creator must be a dragon or half-dragon; *Market Price:* 175,000 gp.

**Vial of Icy Sheets:** The *vial of icy sheets* is a clear fluid that creates a region of slippery ice when its contents are poured upon the ground (a standard action). The fluid spreads from the point of origin to a radius of 10 feet, coating the ground with a thin sheet of slippery ice. All creatures caught in this area must make Reflex saves (DC 11) or slip and fall. Those that successfully save can move at half speed across the surface. Those that remain in the area must make a new saving throw each round to avoid falling and to be able to move.

Alternatively, the vial's contents can be poured upon an object. This encases the object with slippery ice, and if the object is carried or wielded, its wielder must make a Reflex save (DC 11) to avoid dropping the item. A new saving throw must be made each round the item is grasped.

Icy sheets last for 5 rounds before they evaporate away into nothingness. The *vial of icy sheets* automatically replenishes its supply of liquid once every hour.

The carrier of a *vial of icy sheets* can walk upon slippery surfaces without fear of falling.

*Caster Level:* 3rd; *Prerequisites:* Enlarge Spell, Craft Wondrous Item, *grease, ray of frost*; *Market Price:* 13,000 gp; *Weight:* 1 lb.

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# Far Corners of the World

## Toxic Paradise: Spells of the Rainforest

By James Jacobs



Viewed from the deck of a ship anchored well offshore, the tropical jungle may appear to be an inviting paradise -- a realm of hidden grottos of crystal clear lakes, verdant undergrowth soft enough to sleep on, and tree branches alive with the singing of countless beautiful birds. But those who have had to travel through these deceptive paradises know better. The lakes are more often than not infested with horrible parasites like leeches or voracious packs of carnivorous fish. The undergrowth is home to swarms of spiny insects and bloated spiders that carry enough venom to drop an ogre. The constant cacophony of birds above is more a source of madness than a source of relaxation.

Yet despite these uncomfortable and often dangerous features, they are really only inconveniences when compared to the true dangers of the rainforest. More than anywhere else, the traveler in the rainforest is aware of the constant oppression of life around him. It presses in like a green, leafy, buzzing, furry blizzard, constantly threatening attack from all directions. Explorers with spellcasting ability have naturally developed numerous specialized incantations and magic to aid them in their forays into the jungle, but they often return with tales of even more powerful spells wielded by those who call the rainforest home.

### Breath of the Jungle

Transmutation

**Level:** Clr 2, Drd 1

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Effect:** Mist spreads in a 20-ft. radius, 20 ft. high

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** No

With this spell, you enhance and bolster any toxins (poisons or diseases) in the area of effect. The DC for any poison or disease increases by +2 for as long as the poison or disease remains in the mist. This applies equally to natural toxins, such as a snake's poison or the disease spread by a dire rat, and to magical toxins, such as those created by spells like *poison* or *contagion*.

If this spell takes effect in a region dominated by rainforests, its effects are much greater. The spell actually draws forth minuscule amounts of venom and disease from the countless vermin and poisonous plants that infest these regions and then manifests these toxins as a thin green mist. This mist does not provide any level of concealment, but any creature that breathes in these noxious vapors must make a Fortitude saving throw or take 2 points of temporary Intelligence damage since the toxins cause dizziness and hallucinations. A new Fortitude saving throw must be made once per minute spent within the spell's mist to avoid further Intelligence damage. Animals, plants, and vermin, as well as creatures that are immune to disease or poison, are immune to this toxin.

### Green Oath

Transmutation

**Level:** Drd 7

**Components:** V, S, F/DF

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

Casting the *green oath* requires a 10-minute ritual while you chant invocations to the surrounding plant life, beseeching the vegetation to accept you as a sibling and friend. When the casting is complete, your flesh turns a lush shade of green and your hair grows tangled and sprouts leaves or even flowers. You exude an earthy scent for the duration of the *green oath*. This gives you a +10 circumstance bonus on your Disguise check if you are masquerading as a plant or plant creature and the observer is using only the Scent ability.

to observe you. It also raises the DC to successfully track you through natural environments by +10. You can now move through natural, magic, or enchanted thorns, briars, and overgrown areas and similar terrain at your normal speed and without taking damage or other impairment. Plant creatures take a -4 circumstance penalty on attack rolls against you; this penalty increases to -8 for grapple checks.

You also gain one of the following benefits of the plant type when you cast the spell. The benefit granted does not change for the duration of the casting, and you can choose a new benefit the next time you cast the *green oath*. If you wish, you can cast this spell on yourself multiple times; the majority of the benefits provided by the spell do not stack with themselves, but you can select a different benefit from the following list each time you cast the spell.

- Immunity to all poisons
- Immunity to sleep and paralysis
- Immunity to stunning and polymorphing
- Immunity to critical hits
- Immunity to one of the following mind-affecting effects: charms, compulsions, phantasms, patterns, or morale effects
- Low-light vision

The effects of this spell are temporarily suppressed if you enter a region with little or no natural plant life (such as a barren desert or city). The spell's duration continues to run down while in an area of little vegetation, and if you re-enter a verdant region before it expires, the effects instantly return.

**Focus:** A natural region with abundant plant life. Traditionally, this spell is cast in a region dominated by rainforest, but it functions in any wilderness region except for underground, barren deserts, glaciers, deep underwater, or in any civilized region such as a town or city.

## Junglerazer

Necromancy

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 action

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

**Area:** 5-ft.-wide path starting at you and extending to maximum spell range

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A path of destructive energy springs forth from you, instantly destroying all natural plant life in the area and leaving in its wake a neat path sprinkled with a fine layer of ash on the ground. Druids, fey, vermin, plants creatures, and animals caught in the path are horribly blackened and burnt as if by invisible fire and take 1d6 points of damage per caster level (maximum 15d6). Although the effects of this damage look like burns, the damage is caused by invisible and silent waves of negative energy.

**Material Component:** A pinch of ash from a burnt plant.

## Jungle's Rapture

Transmutation

**Level:** Drd 5

**Components:** V, S

**Casting Time:** 1 action

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

**Target:** One living nonplant creature

**Duration:** Permanent (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This terrible curse causes the targeted creature (excluding plant creatures) to slowly transform into a normal healthy plant. The creature targeted by this spell immediately takes 1d6 points of permanent Dexterity drain and loses the ability to digest food. This drain manifests as a hardening of the limbs and skin as the victim's flesh slowly turns to wood. Each day that passes, the victim takes an additional 1d6 points of permanent Dexterity drain. Any Dexterity points drained by this spell cannot be restored by anything less than a *greater restoration* spell, and even this potent spell cannot prevent further drain that may occur in following days. If the victim survives long enough, it eventually begins to starve to death. Rules for starvation appear in Chapter 3 of the *Dungeon Master's Guide*.

Once a victim of *jungle's rapture* is drained to 0 Dexterity, it immediately transforms into a normal plant of the same size as its original body. Aside from radiating an aura of Transmutation magic, the plant is a normal plant (with no Intelligence, Wisdom, or Charisma score) until it dies a natural plant death.

*Jungle's rapture* is a curse, and as such it cannot be dispelled. It can be removed with a *break enchantment*, *limited wish*, *miracle*, or *wish* spell. *Remove curse* works only if the caster is of an equal or higher caster level than your caster level at the time you cast *jungle's rapture*. The spell can be dismissed by the caster as a free action.

### Rankletaste

Illusion (Glamor)

**Level:** Drd 1, Rgr 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (see text)

**Spell Resistance:** No

This spell generates a false and powerfully wretched taste on the target. The target gives off no noticeable odor, but anyone who tastes the target must make a Will save or be nauseated for 1 round. This includes any creature that makes a successful bite attack against the target; the bite attack does not need to damage the target to force the attacker to make a Will save. A creature that swallows something affected by *rankletaste* must make the Will save each round for the spell's duration or become nauseated for 1d4 rounds. Once the creature becomes nauseated, it vomits the swallowed creature or object up and need not make further Will saves unless it again tastes the target.

*Material Component:* A tiny chunk of rotten meat that has been marinated in skunk's musk.

### Vortex of Teeth

Evocation [Force]

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 action

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

**Area:** Hollow cylinder (40 ft. radius, 20 ft. high with a 5-ft.-radius safe zone at the center)

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A vortex of teeth manifests as a swirling, spiraling storm of magically created incorporeal piranha that swim through the surrounding region. Unfortunately for creatures in the area of effect, the ravenous teeth of the magic piranha solidify upon contact with flesh. All creatures in the area of effect of a vortex of teeth take 2d6 points of damage per round. A successful Reflex save halves this damage. The damage caused is a force effect, and thus bypasses damage reduction and can harm incorporeal creatures. Objects cannot be damaged by a vortex of teeth.

*Material Component:* A piranha's tooth.

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**Far Corners of the World**

# Toxic Paradise: Monsters of the Rainforest

By James Jacobs



If one word can be used to describe a rainforest, that would be the word "alive." The rainforest is teeming with life, from the smallest ant that skitters across branches to the largest lumbering behemoth that plows through the forest with abandon. Many dangerous specimens lurk in the jungle, ranging from highly poisonous vermin to jaguars, but the true menaces of the deep rainforest are often as beautiful as they are deadly and strange. The verminvine is a unique plant that enslaves carpets of insects to serve as trained minions. Horrible undead creatures lurk in rainforests that have been plagued with hunters. And along the banks of rivers that wind through the deep jungle lurks the mysterious wharlysk, a creature that commands the very sounds of the jungle to its will.

## Restless Prey Elephant

**Huge Undead**

**Hit Dice:** 11d12 (71 hp)

**Initiative:** +0

**Speed:** 80 ft.

**AC:** 16 (-2 size, +8 natural), touch 8, flat-footed 16

**Attacks:** Slam +16 melee force touch, 2 stamps +11 melee force touch, or gore +16 melee force touch

**Damage:** Slam 2d6+11, stamp 2d6+6, gore 2d8+16/19-20

**Face/Reach:** 10 ft. by 20 ft./10 ft.

**Special Attacks:** Energy drain, fear aura, trample 2d8+16 (force)

**Special Qualities:** Damage reduction 20/+2, preserved hide, low-light vision, restless prey symbiosis, scent, undead traits

**Saves:** Fort +7, Ref +7, Will +4

**Abilities:** Str 30, Dex 10, Con --, Int 8, Wis 13, Cha 13

**Skills:** Hide +0, Listen +14, Move Silently +8, Spot +14

**Feats:** Improved Critical (gore), Power Attack

**Climate/Terrain:** Warm forest and plains

**Organization:** Solitary, pair, or pack (3-10)

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 12-22 HD (Huge)

**Energy Drain (Su):** Any living creature struck for damage by a restless prey elephant gains one negative level. For each negative level bestowed, the restless prey elephant heals 5 points of damage. If the amount of healing is more than the damage the creature has suffered, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 16) to remove it. Failure means the opponent's level (or HD) is reduced by one.

**Fear Aura (Su):** As a free action, a restless prey elephant can produce a fear effect. This ability functions exactly like a *fear* spell (caster level 11; save DC 16), except that it affects all creatures within a 15-foot radius around the restless prey elephant. Any creature that makes a successful saving throw against the effect cannot be affected again by that restless prey elephant's fear aura for one day.

**Preserved Hide:** A restless prey creature's natural armor toughens. In addition to its normal natural armor, it gains a bonus equal to the creature's Charisma modifier (minimum of +1; already figured into stats above).

**Trample (Ex):** A restless prey elephant can trample Medium-size or smaller creatures, dealing 2d8+16 points of bludgeoning damage. Opponents who do not make attacks of opportunity against the restless prey elephant can attempt a Reflex save (DC 25) to halve the damage. Damage done is force damage.

**Restless Prey Symbiosis (Su):** A restless prey elephant gains a +2 profane bonus to its Charisma score for each additional restless prey creature within 30 feet. This bonus persists as long as the creatures stay

within 30 feet of each other.

**Scent (Ex):** A restless prey elephant can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

**Undead Traits:** A restless prey elephant is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A restless prey elephant cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

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## The Restless Prey Creature Template

Poachers and hunters are naturally drawn to certain creatures whose body parts are valued as trophies. Unfortunately, beasts that are slain by hunters sometimes rise as undead monsters cursed to forever stalk those who inflicted such a distasteful end upon them. Restless prey creatures are filled with a burning hatred for all life, and their unholy energies gift them with intelligence far above that normally possessed by living creatures of the same type. Many restless prey creatures seek out the hunter who killed them to return the favor, but success in this endeavor does not bring release for the undead monster. Such creatures often remain to haunt the areas of their death or the homes of their victims.

### Creating a Restless Prey Creature

"Restless prey" is a template that can be applied to any animal, vermin, or beast. The restless prey creature's type changes to undead. It uses all the base creature's statistics and special abilities except as noted here.

**Hit Dice:** Hit Die type changes to d12.

**Speed:** A restless prey creature moves at twice the speed of the original creature. A restless prey creature with flight has average maneuverability.

**Attacks:** Although a restless prey creature has suffered from the brutal excision of its natural attacks, in its new form it has regrown these attacks as extensions of its once living body. A restless prey creature's natural attacks are composed of pure force and remain the same as those of the base creature, except that they are force attacks and they ignore armor, natural armor, and shield bonus, as touch attacks do. A restless prey creature's force attacks are not subject to damage reduction.

**Damage:** A restless prey creature's natural attacks deal force damage in the same amount of damage as the original creature's attacks, except that they gain a damage bonus equal to the creature's Charisma modifier (minimum +1). This bonus damage stacks with bonus damage from high Strength.

**Special Attacks:** A restless prey creature retains the base creature's extraordinary abilities. In addition, it gains the following two special attacks.

**Energy Drain (Su):** Any living creature that takes damage from a restless prey creature's attack gains one negative level. For each negative level bestowed, the restless prey creature heals 5 points of damage. If the amount of healing is more than the damage the creature has suffered, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 10 + half the restless prey creature's Hit Dice + Charisma modifier) to remove it. Failure means the opponent's level (or HD) is reduced by one.

**Fear Aura (Su):** As a free action, a restless prey creature can produce a fear effect. This ability functions exactly like a **fear** spell (caster level equals the restless prey creature's Hit Dice; save DC 10 + half the restless prey creature's Hit Dice + Charisma modifier), except that it affects all creatures within a 15-foot radius around the restless prey creature. Any creature that makes a successful saving throw against the effect cannot be affected again by that restless prey creature's fear aura for one day.

**Special Qualities:** A restless prey creature gains all the traits normally possessed by creatures of the undead type. In addition, they gain the following special qualities as well.

**Damage Reduction:** A restless prey creature gains damage reduction 20/+2.

**Preserved Hide:** A restless prey creature's natural armor toughens. In addition to its normal natural armor, it gains a bonus equal to the creature's Charisma modifier (minimum of +1).

**Restless Prey Symbiosis (Su):** A restless prey creature gains a +2 profane bonus to its Charisma score for each additional restless prey creature within 30 feet. This bonus persists as long as the creatures stay within 30 feet of each other. Additional profane bonuses to Charisma scores from additional creatures within 30 feet stack with each other. For example, each member of a group of 3 restless prey rhinoceroses gain a total +4 profane bonus to their individual Charisma scores, as long as all three remain within 30 feet of each other.

**Abilities:** A restless prey creature gains +6 to its Intelligence and Charisma scores, but being undead, it has no Constitution score.

**Skills:** Restless prey creatures receive a +8 racial bonus to Hide, Listen, Move Silently, and Spot checks. Otherwise same as the base creature.

**Feats:** Restless prey creatures gain 1 feat for every 4 Hit Dice (minimum of 1 feat).

**Climate/Terrain:** As base creature

**Organization:** Solitary or pack (2-10 restless prey creatures)

**Challenge Rating:** Same as base creature +2

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** As base creature.

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## Verminvine

**Large Plant**

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +1

**Speed:** 10 ft., climb 10 ft.

**AC:** 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

**Attacks:** Slam +6 melee

**Damage:** Slam 1d8+6

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Constrict 1d8+6, improved grab, insect plague, vineswarm

**Special Qualities:** Plant traits, tremorsense, verminbond

**Saves:** Fort +6, Ref +2, Will +1

**Abilities:** Str 18, Dex 12, Con 15, Int 5, Wis 11, Cha 10

**Skills:** Climb +12

**Climate/Terrain:** Warm forests

**Organization:** Solitary or patch (2-6), plus 50% chance of 1d4 miscellaneous vermin per plant

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 5-8 HD (Large); 9-12 HD (Huge)

A verminvine is a strange tropical plant that uses swarms of poisonous and carnivorous insects to gather nutrients and to defend itself.

A typical verminvine consists of a large mass of dark green foliage that grows on the base of a tree trunk or hangs from a tree's lowest limbs like sheets of thick moss. Large round leaves are tangled into this mossy mass, and the whole plant constantly sweats a runny red liquid that smells of fermenting fruit. Growing from the center of the mass is a long, fibrous, brown vine that can whip about like a tentacle when the plant is attacking.

Locals quickly learn to avoid places that smell of fermenting fruit in the jungle, for these regions are often the haunt of large patches of verminvine. The fluids the plant constantly weeps attract swarms of insects from the surrounding regions, which swarm all over the plant and drink the fluid. In so doing, the insects become little more than slaves of the verminvine and can be directed by the plant to attack its prey.

Verminvines cannot speak, but they understand and recognize simple words in the predominant local language and use knowledge gained in this manner to aid in securing food.

## Combat

A verminvine lashes out at any creature that passes near it with its single vine, attempting to hold a creature motionless while its enslaved swarm of vermin kill it. The dead body is then allowed to drop over the mass of the plant, where the thick round leaves slowly absorb nutrients from the decomposing flesh. If faced with creatures that use reach or ranged attacks, the verminvine retaliates with its insect plague ability

and tries to force such enemies within reach of its main attack.

**Improved Grab (Ex):** If a verminvine hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +11). If it gets a hold, it also constricts on the same round. Thereafter, the verminvine has the option to conduct the grapple normally, or simply use its vine tentacle to hold the opponent (-20 penalty on grapple check, but the verminvine is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

**Constrict (Ex):** With a successful grapple check, a verminvine can crush a grabbed opponent, dealing 1d8+6 points of bludgeoning damage.

**Insect Plague (Su):** As a full round action, the verminvine can direct its attending swarm of vermin to form a horde of creeping, hopping, and flying insects. This horde forms a cloud of vermin that acts differently than the normal attending vineswarm. First of all, it fills four 5-foot squares; the verminvine can shape the cloud into whatever continuous shape it wishes. The cloud can travel at a speed of 10 feet in any direction (not all of the vermin the swarm can fly, even though a fair portion of the cloud may be made of flying insects), to a limit of 60 feet from the originating verminvine. The cloud returns to the originating verminvine at top speed by the shortest possible route once the latter stops controlling it. This cloud blocks vision, and spellcasting within the cloud is impossible. Each creature inside the cloud takes 1 point of damage at the end of each round spent within it from the bites and stings. Invisibility offers no protection against this effect. In addition, every creature within the cloud must make a Will save (DC 12) each round or flee at its fastest possible speed in a random direction from the cloud; this is an extraordinary fear effect. Heavy smoke drives off the insects, as does fire or high wind. A single torch is ineffective against the insect plague, but any magical fire effect or nonmagical fire of at least Medium-size can disperse the cloud. If the plague is dispersed, it retreats to the verminvine.

**Plant Traits (Ex):** A verminvine is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

**Tremorsense (Ex):** A verminvine can automatically sense the location of any creature or object within 60 feet that is in contact with the ground.

**Verminbond (Ex):** The odor exuded by a verminvine causes all creatures of the vermin type to interpret the plant as an ally. Any vermin that comes within 15 feet of the verminvine must make a Will save (DC 12) or become attracted to the plant and remain in the immediate area for 1d3 hours before moving on. Each time a verminvine is encountered, there is a 50% chance that it is attended by 1d4 Medium-size vermin (usually giant ants). These vermin are present in addition to the vineswarm, though they act as individual creatures and should be accounted for as such in the encounter.

**Vineswarm (Su):** The verminvine is constantly surrounded by swarms of biting and stinging insects. Any creature that occupies a square that is threatened by the verminvine is attacked by this swarm, even when the verminvine itself cannot attack or threaten targets. Once a swarm is dispersed, it takes the verminvine 1 hour to attract a new swarm. See the vineswarm below for more information about a sample swarm.

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## Sample Vineswarm

### Medium-Size Vermin (Swarm of Fine Creatures)

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +3

**Speed:** 10 ft.

**AC:** 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

**Attacks:** Swarm

**Damage:** Swarm 1d4

**Face/Reach:** 5 ft. by 5 ft./0 ft.

**Special Attacks:** Distraction (DC 13)

**Special Qualities:** Swarm traits, vermin traits

**Saves:** Fort +5, Ref +4, Will +1

**Abilities:** Str 1, Dex 16, Con 13, Int --, Wis 10, Cha 2

**Climate/Terrain:** Warm forests

**Organization:** Swarm

**Challenge Rating:** 1

**Treasure:** --

**Alignment:** Always neutral

**Advancement:** --

The vineswarm gathers due to the will of the verminvine (see above).

### Combat

A vineswarm attacks to defend the verminvine or to assist the verminvine in gaining the nutrients it requires. See the verminvine for more about the vineswarm.

**Swarm Traits:** A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine creatures is immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects if the swarm has an Intelligence score and a hive mind. A swarm takes a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenade-like weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. Wind effects deal 1d6 points of subdual damage to the swarm per spell level (or Hit Die of the originating creature, in the case of effects such as an air elemental's whirlwind).

A swarm rendered unconscious by means of subdual damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its subdual damage.

A creature in the swarm who takes no actions other than fighting the swarm off takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage (as noted above).

**Distraction (Ex):** Any living creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 13 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

**Vermin Traits:** A vineswarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

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### Wharlysk

**Huge Aberration**

**Hit Dice:** 20d8+140 (230 hp)

**Initiative:** +2

**Speed:** 30 ft., climb 30 ft., swim 30 ft.

**AC:** 22 (-2 size, -2 Dex, +16 natural), touch 6, flat-footed 22

**Attacks:** Bite +19 melee and 6 claws +14 melee

**Damage:** Bite 2d10+6/19-20, claw 1d6+3

**Face/Reach:** 10 ft. by 10 ft./15 ft.

**Special Attacks:** Breath weapon, spell-like abilities

**Special Qualities:** Control sound, damage reduction 20/+2, darkvision 60 ft., immunity to sonics, regeneration 20, spell resistance 27

**Saves:** Fort +13, Ref +6, Will +14

**Abilities:** Str 22, Dex 7, Con 25, Int 16, Wis 14, Cha 16

**Skills:** Climb +22, Concentration +22, Hide -10\*, Listen +15, Spellcraft +18, Spot +15, Swim +14

**Feats:** Expertise, Improved Critical (bite), Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Quicken Spell-Like Ability

**Climate/Terrain:** Warm forest and aquatic

**Organization:** Solitary

**Challenge Rating:** 16

**Treasure:** Double standard

**Alignment:** Usually neutral evil

**Advancement:** 21-40 HD (Gargantuan); 41-60 HD (Colossal)

The semireptilian wharlysk lurks deep in the hearts of particularly moist jungles, often near rivers, where it uses its mastery over sound to capture prey.

A wharlysk's head combines the worst aspects of a warthog's and a viper's, down to the razor-sharp tusks and the forked tongue. It has a long, powerful neck attached to a bulbous, newtlike body, and a single row of six long tentacles tipped with scorpionlike pinchers writhe down the length of its striped back. The wharlysk's skin is always slimy, and its six legs end in powerful webbed feet armed with sharp claws to aid in climbs through the canopy above, when it can find trees large enough to support its weight.

Although fairly intelligent, wharlyisks have little interest in forming societies with others of their kind. They do adore adulation and worship, and they often subjugate nearby intelligent races and force them to attend its debased needs and to gather food and treasure for it.

A wharlysk is usually about 25 feet long, but it coils up on itself when in combat. The standard wharlysk weighs nearly 18,000 lbs.

Wharlyisks speak Draconic, but they can use *tongues* as a spell-like ability at will.

**Combat**

The wharlysk prefers to engage enemies from hiding, using its spell-like abilities to keep them from closing to melee range as a group so it can pick off its enemies one at a time with its bite or breath weapon. When fighting multiple creatures in melee, it always uses its Expertise feat to gain the maximum increase to its Armor Class (+5), and it often uses half its claw attacks to trip or disarm opponents they perceive as particularly dangerous. The creature is almost fearless, except when confronted by enemies that use electricity attacks. A wharlysk often flees before such attacks if its enemies look to be well organized and powerful, but it won't let the victors rest long before tracking them down and extracting vengeance for the previous humiliation.

**Breath Weapon (Su):** Once every 1d4 rounds, a wharlysk can emit a blast of sound from its maw in a 60-foot-long cone. Every creature caught in this area takes 10d6 points of sonic damage (Reflex DC 27 half). A creature that fails to save is also nauseated by the sound for 1d4 rounds.

**Spell-Like Abilities:** At will -- *ghost sound*, *message*, *shatter*, *silence*, *sound burst*, *tongues*, *ventriloquism*; 3/day -- *shout*. Caster level 20th; save DC 13 + spell level.

**Control Sound (Su):** A wharlysk is in constant control of all sound it can hear within 120 feet. This ability serves two functions. First, the wharlysk may use *sculpt sound* (as the bard spell of the same name) at will as a standard action. It can sculpt up to three different sounds simultaneously. A creature targeted by this ability may resist with a successful Will save (DC 26). Second, whenever the wharlysk is subjected to a sonic attack (other than its own breath weapon or that of another wharlysk), it absorbs the energy and can instantly redirect it as a ranged touch attack (+11 on attack rolls) against any one target within 120 feet. A successful hit inflicts the same amount of sonic damage on the target that would have normally been inflicted on the Wharlysk.

**Regeneration (Ex):** A wharlysk takes normal damage from electricity.

**Skills:** \*In forested regions, the wharlysk's natural coloration grants it a +16 competence bonus on all Hide checks.

# Far Corners of the World

## Toxic Paradise: Magic Items of the Rainforest

By James Jacobs



As with the other far corners of the world, numerous magic items are associated with the rainforests of the equatorial regions. Ancient civilizations that once thrived there developed strange and unique items that closely bonded to the natural world all around them. When these civilizations crumbled, much of the remnants of their achievements crumbled as well and were lost forever as the jungle reclaimed its own. The magic items, however, have often resisted erosion and other natural processes of reclamation, and today, explorers can find strange treasures of the toxic paradise. Along with these rediscovered treasures are a few magic devices that have been perfected by contemporary spellcasters to aid in jungle exploration.

**Cloak of the Couatl:** The *cloak of the couatl* is made from the shed feathers and scales of couatls and empowered with potent magical defenses to infuse its wearer with many of the couatl's qualities. The benign power of this cloak works only for good-aligned creatures that wear it; it simply doesn't work for neutrally aligned wearers. Evil wearers suffer one negative level for as long as the cloak is worn. This negative level cannot be removed without removing the cloak, but it never results in a permanent level loss.

When worn by a good creature, the cloak grants a +4 enhancement bonus to the wearer's Wisdom and Charisma. The wearer gains a +4 competence bonus on all Knowledge (arcana), Knowledge (history), and Knowledge (nature) checks and may make these as untrained skill checks. The wearer can also use the following spell-like abilities once per day: *invisibility*, *ethereal jaunt*, and *polymorph self*. Finally, the wearer can use *detect thoughts* at will. The wearer can send a telepathic message to anyone whose surface thoughts she is reading (allowing two-way communication).

**Caster Level:** 13th; **Prerequisites:** Craft Wondrous Item, 5 ranks in Knowledge (arcana), Knowledge (history), Knowledge (nature), *detect thoughts*, *ethereal jaunt*, *invisibility*, *polymorph self*; **Market Price:** 120,000 gp; **Weight:** 1 lb.

**Piranha Mask:** This unnerving mask gives the wearer the visage of a slavering piranha. Once worn, the mask bonds with the wearer's face (using the headband/hat/helmet magic item slot) and completely hides his true features. While worn, the wearer can make one natural attack (bite) per round (1d8 points of damage on a hit, plus any Strength modifiers). When worn underwater, the mask grants the wearer the Scent ability, as well as the ability to breathe water.

It is impossible to speak intelligibly while wearing a *piranha mask*; any words spoken by the wearer are garbled into a sloshing gurgle. Spells with verbal components cannot be cast at all while the mask is worn.

**Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item, *water breathing*, *magic fang*; **Market Price:** 40,000 gp; **Weight:** 2 lb.

**Poacher's Blade:** A *poacher's blade* is a sickly yellow glowing longsword with a serrated blade. These weapons were initially developed by poachers to aid in their cruel harvest of trophies, but many adventurers have found the qualities of the blade to be especially helpful when exploring areas infested with creatures that have natural attacks. Druids and other guardians of nature find poacher's blades to be sickening and overly cruel, but the swords themselves are not intrinsically evil.

A poacher's blade has all of the abilities of a +1 *bane versus animals keen longsword*. In addition, if the user successfully inflicts a critical hit on a creature that has a natural attack (such as a bite, claw, tentacle, or gore attack), the strike inflicts normal critical damage and renders one of the creature's natural attacks (determine which one randomly if the creature has more than one) useless until all the damage from the critical hit is somehow healed, either naturally or through healing magic.

**Caster Level:** 13th; **Prerequisites:** Craft Magic Arms and Armor, *keen edge*, *summon monster I*; **Market Price:** 50,315 gp.

**Ring of Exploration:** This plain bronze ring is highly valued by anyone who explores the far corners of the world, but they are especially useful for those who seek to penetrate jungle interiors since they protect from disease and poison as well as solve the problem of passing through dense undergrowth.

The wearer of a ring of exploration remains at a comfortable temperature during the most extreme weather conditions, as if he had *endure elements (cold)* and *endure elements (fire)* cast on her (negating 5 points of cold and fire damage per round).

The ring also continually provides its wearer with life-sustaining nourishment exactly as does a *ring of sustenance*.

The ring grants the woodland stride ability to its wearer, allowing the wearer to pass through natural thorns, briars, overgrown areas, and similar terrain (as long as it's not magically manipulated) at her normal speed without suffering damage or other impairment.

Finally, the wearer constantly knows what direction north lies in and can unerringly retrace her steps back to the exact point at which she last put on the ring, with no chance of becoming lost.

*Caster Level:* 7th; *Prerequisites:* Forge Ring, *create foodandwater*, *endure elements*, *freedom of movement*, *know direction*; *Market Price:* 41,000 gp.

**Vine of Brachiation:** This unique magic item looks like a small, fist-sized globe of green plant matter when not in use. Upon command, it untangles and grows into a long, thin vine of up to 50 feet in length. When one end of the vine is gripped in one hand, the user can mentally command the other end to quickly snake up and attach to any solid plant surface, such as a tree branch or a shrub growing on a cliff face. This is a move-equivalent action. Once the vine is attached, it can serve as a climbing aid. The main use, however, is to allow the user to swing from one location to another with shocking speed and ease. The vine magically lengthens and shortens as necessary, and it also provides the user with the momentum necessary to swing from one location to another. The user can perform one swing as a standard action. A swing can transport the user to any point within a 50-foot radius of the vine's anchor point. The user can detach a *vine of brachiation* from its anchor as a free action; this causes the vine to instantly retract into its spherical form in the user's hand. If the user lets go of the vine, it remains in vine form until grasped by a creature that wills it to return to spherical form.

If the user has at least 5 ranks in Tumble and carries one *vine of brachiation* in each hand, he can actually use the two vines to swing rapidly through any forested area. The vines magically guide the user, preventing him from hitting branches, trees, or other solid objects. Swinging in this manner is a full round action, but each round the user does this he has an effective fly speed of 100 with perfect maneuverability.

A *vine of brachiation* is quite tough and has hardness 8 and 20 hit points. It is immune to bludgeoning, electricity, and cold damage. It can support 1,000 pounds without snapping.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *entangle*, *plant growth*; *Market Price:* 4,500 gp; *Weight:* 3 lb.

**War Paint of Primal Rage:** This magical war paint typically comes in a ceramic jar that contains 5 doses. When a dose is applied to a creature's face, the magic of the warpaint bolsters the creature's convictions and beliefs, granting a +2 bonus to Will saves for 1 hour.

As a free action, the wearer of the war paint can opt to enter a primal rage similar in many ways to a barbarian's rage. While in a primal rage, the character gains incredible strength and agility, and her features grow feral and bestial. The character gains +4 to Strength, +4 to Dexterity, and her base movement rate doubles. Spellcasting is impossible while in a primal rage, and for the duration of the primal rage, the character suffers a -4 penalty to all Charisma-based skill checks. The primal rage persists for 5 rounds, after which the character becomes fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter. The war paint fades when the primal rage ends.

*Caster Level:* 7th; *Prerequisites:* Craft Wondrous Item, Iron Will, *emotion*; *Market Price:* 2,800 gp; *Weight:* 1 lb.

## Far Corners of the World

# Mire and Mud: Spells of the Wetland

*By James Jacobs*



Few regions of the world hold more secrets than the vast and trackless swamps and marshes. Too tangled for all but the smallest watercraft to navigate, and too flooded and unstable for overland travel or settlement, swamps have always lurked on the edge of civilization. They are an assault to the senses. Riots of color meet the eyes in the form of brightly colored and often deadly plants. The countless swarms of insects, birds, and larger denizens of the bog emit a droning dull roar of sound. The cloying stink of rotting vegetation, swamp gas, and exotic flowers clogs the air, which itself feels like a clammy warm sheet soaked in mold.

But as with the other far corners of the world, great treasures can be found in the depths of the swamp. Foremost among these are numerous spells, a few of which have been developed by explorers from civilized realms, but most of which come from true children of the fen -- spells researched and practiced by the denizens of the swampland.

### **Fengut**

Illusion (Phantasm) [Mind-Affecting]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1d4+1 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*Fengut* causes the victim's stomach to suddenly feel full and burbling with foul swamp mud. The rancid taste of rotting vegetation rises into the victim's throat and mouth, and his breath reeks of damp, rotting matter that is deep in the throes of putrefaction. The combined smell and taste is horribly nauseating to the victim, who becomes nauseated for the duration of the spell's effect. A nauseated creature cannot attack, cast spells, concentrate on spells, or do anything else that requires attention. The only action a nauseated creature can take is a single move action each round.

### **Gatorswarm**

Conjuration (Summoning)

**Level:** Drd 6

**Components:** V, S, DF

**Casting Time:** 1 round

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

**Effect:** 1d3 or 1d4+1 monstrous alligators

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell summons 1d3 exceptionally irate and hungry monstrous alligators from the surrounding waters. The alligators appear where you designate and act immediately, on your turn. You can issue vocal commands to the alligators on your turn as a free action; the spell grants these monstrous alligators the ability to understand your native tongue. If not commanded, the alligators seek out and attack any of your enemies; if no enemies are nearby, they sit patiently and await your command.

If you cast this spell in a swamp or similar environment (a wet region with lots of vegetation), the number of monstrous alligators summoned increases to 1d4+1, and they gain a +2 morale bonus on attack rolls and damage rolls.

Monstrous alligators have the following statistics (derived from the monstrous beast template in *Savage Species* and using a giant crocodile as the base creature):

**Monstrous Alligator:** CR 5; Huge magical beast (augmented animal); HD 7d8+28; hp 59; Init +1;

Spd 20 ft., swim 30 ft.; AC 16, touch 9, flat-footed 15; Base Atk +5; Grp +21; Atk +11 melee (2d8+8, bite) or +11 melee (1d12+8, tail slap); Full Atk +11 melee (2d8+8, bite) or +11 melee (1d12+8, tail slap); Space/Reach 15 ft./10 ft.; SA improved grab, poison; SQ darkvision 60 ft., DR 10/magic, hold breath 76 rounds, low-light vision; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

**Skills and Feats:** Hide +2\*, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide).

**Improved Grab (Ex):** To use this ability, a monstrous alligator must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the monstrous alligator establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Poison (Ex):** Injury, Fortitude DC 17, initial damage 1d6 Str, secondary damage 1d6 Str. The save DC is Constitution-based.

**Hold Breath (Ex):** A monstrous alligator can hold its breath for 76 rounds before it risks drowning.

**Skills:** Monstrous alligators have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*The monstrous alligator gains a +4 racial bonus on Hide checks in the water. Further, it can lurk in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

## Quagmire Vortex

Evocation [Earth, Water]

**Level:** Drd 9

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Area:** 80-ft.-radius spread

**Duration:** 1 round/level (D)

**Saving Throw:** See text

**Spell Resistance:** No

This devastating spell can be cast only in swampy or muddy environments; the entirety of the spell's spread must be located in this terrain or the spell fails.

When cast, the bog in this area lurches into a sluicing life, forming a vortex made of mud and peat not unlike a huge whirlpool. The violent churning motion of the vortex knocks down creatures, collapses structures, and inexorably pulls anything caught in its area toward its center.

Each creature standing in the area must make a Reflex save (DC 15) each round they remain in the area or fall down. Structures in the area take 50 points of damage per round. Any creature caught inside a structure that collapses takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble. A creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned creature falls unconscious, he or she must make a Constitution check (DC 15) or take 1d6 points of lethal damage each minute thereafter until freed or dead. Unfortunately, pinned creatures may be in for an even more terrible fate as they are drawn toward the center of the vortex.

Each round, all creatures that have fallen down and all structures that have collapsed move in the same circular pattern around the center of the vortex at a speed of 30. Each round, this motion draws objects 10 feet closer to the vortex's center.

Creatures on the ground that have not been knocked prone move in this manner as well, but this movement does not count against their maximum movement for the round, and, on their turn, such creatures can take move actions to move in any direction they wish. The thick mud reduces the base land speed of Large or smaller creatures to 5 feet, and it does not hinder creatures larger than this. If a creature has a natural swim speed, it may use this speed instead while in the mud.

Once an object or creature reaches the center of the vortex, it is pulled down into the mud at a rate of 30 feet per round to a maximum depth of 80 feet. Creatures pulled into the mud begin to drown whenever they can no longer hold their breath (see the Swim skill description in Chapter 4 of the *Player's Handbook*, and Drowning in Chapter 8 of the *Dungeon Master's Guide*). Characters held below the surface of the vortex can swim back toward the surface with a successful Swim Check (DC 35 + 1 per consecutive round of being under the surface).

Once the spell's duration ends, the vortex instantly calms. Trees and other natural vegetation are naturally returned to their positions before the vortex began, but creatures and artificial objects (including ruined structures) pulled down into the vortex become imprisoned in the mud; living creatures that do not have burrowing speeds quickly suffocate if not rescued.

## Raise Hummock

Transmutation [Earth/Water]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 10 minutes

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

**Area:** Two 5-ft. squares/level (S)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell can be cast in any swamplike area where mud, peat, or other unstable moist ground abounds. When cast, the spell causes the affected area to rise up into a low mound, so that two 5-foot squares per caster level are raised up above the surrounding terrain. The hummock rises up to 1 foot per caster level, and its edge slopes back down at a 45 degree angle to the level of the surrounding terrain (not necessarily to the surrounding water level). Any trees or other natural features in the area when the spell is cast are raised up as well, although features that are not fully encompassed by the spell's area are not raised. In this case, the rising mud and soil simply rises up around the stationary object. The raised hummock can be any shape you desire, but it cannot rise more than 10 feet vertically. The raised hummock is transformed into fertile soil, and it is solid enough to serve as a building's foundation or to grow crops.

Many wizards use this spell to create artificial islands deep in isolated regions of large swamps so they can build a library or research tower in the secluded area. It is theoretically possible to drain or destroy an entire swamp with multiple castings of this spell, although such a process would be costly and would no doubt enrage the local denizens.

*Material Component:* 1,000 gp of powdered gemstones, which must be sprinkled into the water in the region.

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## Far Corners of the World

# Mire and Mud: Monsters of the Wetland

*By James Jacobs*



Although the wetlands of the world are fecund with wildlife and plantlife, the true terrors of the stinking fens and endless saltmarshes of the far corners of the world are creatures that make even the boldest adventurers think twice before attacking.

The bog is home to more than just clouds of stinging insects, hungry alligators, and sinister lizardfolk. Strange and terrible creatures indeed lurk in the depths of the marshlands, far hidden from the eyes of civilized folk. Many of these creatures have become infamous in bardic tales and ancient songs; what adventurer hasn't heard about the relentless shambling mound, the ferocious hydra, the hateful will-o'wisp, or the dread black dragon?

Even more of these monsters lurk in the hidden depths, though. These creatures, such as the monstrous toeitzer, are merely a part of the swamp's ecosystem (although admittedly a dangerously large and hungry part), while others, like the maanvaki, have established primitive civilizations of their own in the trackless depths of the fen. And then some creatures lurk in the deepest, most dangerous swampland -- creatures of which legends are born and timeless tales of horror are woven. These creatures leave their victims broken and insane, if they leave them alive at all.

### **Maanvaki**

**Medium Monstrous Humanoid**

**Hit Dice:** 2d8+6 (15 hp)

**Initiative:** -2

**Speed:** 20 ft. (4 squares), climb 10 ft., swim 50 ft.

**Armor Class:** 17 (-2 Dex, +6 natural, +3 studded leather), touch 8, flat-footed 17

**Base Attack/Grapple:** +2/+6

**Attack:** Spear +5 melee (1d8+4/x3) or spear +6 ranged (1d8+3)

**Full Attack:** Spear +6 melee (1d8+4/x3) and bite +1 melee (1d6+1) or spear +6 ranged (1d8+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Entangle

**Special Qualities:** Damage reduction 5/piercing, darkvision 60 ft., improved woodland stride, resistant to critical hits

**Saves:** Fort +3, Ref +1, Will +4

**Abilities:** Str 16, Dex 6, Con 16, Int 7, Wis 12, Cha 15

**Skills:** Climb +10, Intimidate +3, Listen +5, Spot +5, Swim +9

**Feats:** Alertness

**Environment:** Temperate swamp

**Organization:** Solitary, pair, gang (3-4), or band (11-20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd-5th level)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** By character class

**Level Adjustment:** +4

*This humanoid creature has long, powerful arms and legs. Its feet look like flippers. It has a thick neck and a huge crocodilian snout. Bulbous eyes like a frog's protrude from its face, and it possesses great, winglike ears. Its skin is predominantly green with brown splotches and stripes, and thick scales and armor plating cover its chest and back. Numerous loose folds of skin hang down from the chin and arms.*

The maanvakis are primitive amphibious humanoids that dwell in the most tangled and overgrown sections of swamps and bogs. Their froglike eyes are each capable of independent movement, which gives them excellent peripheral vision. They have keen hearing as well, thanks to their big ears.

Maanvakis speak Draconic when they must, but they prefer to communicate with grunts and roars. Some bands speak Goblin instead of Draconic.

### **Combat**

A maanvaki's combat tactics are simple and to the point; charge in and stab and bite until the enemy stops moving. They prefer to fight with spears, since these weapons are both effective in underwater and tangled terrain and are particularly effective when fighting other maanvaki, who are all quite resistant to damage from slashing and bludgeoning weaponry. The most complex assault they use is to trigger their *entangle* ability while in melee, which allows them an easy route of escape if things turn sour.

**Entangle (Su):** Once per day, as a free action, a maanvaki can command the surrounding plantlife to writhe and grasp at anything moving. This duplicates the effects of an *entangle* spell (caster level 2 + the maanvaki's total class levels, if any; Reflex DC 13). The save DC is Charisma-based. The *entangle* effect has a radius of 10 feet around the maanvaki and remains stationary if the maanvaki moves out of the area.

**Improved Woodland Stride (Ex):** A maanvaki may move through any sort of undergrowth at his normal speed without taking damage or suffering any other impairment, even if the undergrowth is magically manipulated.

**Resistant to Critical Hits (Ex):** Maanvakis have many redundant internal organs, and no two are put together in exactly the same way. This makes it difficult to score critical hits against these resilient creatures. Any time a maanvaki takes additional damage from a critical hit or sneak attack, there is a 25% chance that the additional damage is ignored.

## Maanvaki Society

Maanvakis are brutal and warlike, and when there aren't any convenient nearby settlements to attack, they generally turn on themselves. Within a small group, infighting is fairly rare, but intertribal combat is common. They tend to be nomadic, always on the move and sleeping in the wild, if only to keep their enemies constantly guessing where the tribe can be located at any one particular time. Some tribes of maanvaki capture and rear giant swamp lizards or snakes as guards.

Most maanvaki have little time for worship; they usually defer to a tribal adept for what little religious needs they have. In maanvaki society, strength and power rule over the weak. Most maanvaki are barbarians, and this is their favored class.

## Monstrous Toebiter

**Large Vermin**

**Hit Dice:** 10d8+50 (95 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 squares), swim 40 ft.

**Armor Class:** 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

**Base Attack/Grapple:** +7/+19

**Attack:** Claw +14 melee (1d6+8)

**Full Attack:** 2 claws +14 melee (1d6+8) and 1 bite +9 melee (1d8+4)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Blood drain, improved grab, poison

**Special Qualities:** Camouflage, darkvision 60 ft., vermin traits

**Saves:** Fort +12, Ref +4, Will +3

**Abilities:** Str 26, Dex 13, Con 20, Int -- , Wis 10, Cha 2

**Skills:** Hide -3\*, Swim +16

**Environment:** Temperate swamp

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 11-20 HD (Large), 21-30 HD (Huge)

**Level Adjustment:** --

*The creature looks like leaf-shaped monstrous insect at least twice as long as a human is tall. Growths cover and mottle its back. Four of the creature's six legs end in paddle-like feet, but the front two end in huge chitinous hooks. The face is particularly loathsome and is dominated by two huge black eyes and a long, thin, pointed proboscis the size of a rapier.*

Despite its somewhat comical name, the monstrous toebiter, also known as the monstrous water bug, is a terrifying predator indeed. Smaller versions of this aquatic bug are notorious for latching onto the feet and toes of unwary waders. The monstrous toebiter might pose such a threat to a giant, but against Medium prey, it poses a much more dangerous threat.

When floating in swampy water, the bug looks remarkably like a partially submerged moss-covered log.

When it attacks, the toebiter's long, thin legs extend out in all directions.

Monstrous toebiters are at home in the water, but they do not breathe water. Nevertheless, they can remain underwater indefinitely by extending a long, thin breathing tube from their abdomen up above the surface. Often, this innocuous-looking tube is the only sign above water of a monstrous toebiter's presence.

## Combat

Monstrous toebiters are ambush hunters. They lurk on the edges of large open pools in swamplands and wait for their next meal to move out into the pool before they dart out to attack. Despite their size, they are skilled at hiding in undergrowth, and their coloration makes them especially adept at hiding in swamplands. Once a monstrous toebiter selects its prey, it focuses all of its attacks on that creature and tries to gorge itself with blood as quickly as possible before retreating to its underwater lair to digest its meal.

**Blood Drain (Ex):** A monstrous toebiter drains blood, dealing 1d4 points of temporary Constitution damage in any round when it begins its turn attached to a living victim. Once it has dealt 16 points of temporary Constitution damage, it lets its prey go and swims off to digest the meal. If its victim dies before the monstrous toebiter's appetite has been sated, the vermin drops the body and seeks a new target.

**Improved Grab (Ex):** If a monstrous toebiter hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its bite, dealing automatic bite damage. Thereafter, the monstrous toebiter has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the monstrous toebiter is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage plus poison.

**Poison (Ex):** A monstrous toebiter delivers its poison (Fortitude save DC 20) with each successful bite attack. The initial and secondary damage is the same (1d6 points of temporary Strength damage).

**Vermin Traits:** A monstrous toebiter is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). It also has darkvision (60-foot range).

**Skills:** A monstrous toebiter has a +4 racial bonus on Hide checks. In a swamp or marsh, the monstrous toebiter's coloration and the shape of its body looks just like a small lump of peat moss or mud protruding from the water, and its Hide bonus improves to +20.

## Swamp Linnorm

**Gargantuan Dragon (Aquatic)**

**Hit Dice:** 22d12+176 (319 hp)

**Initiative:** +0

**Speed:** 40 ft. (8 squares), fly 60 ft. (clumsy), swim 60 ft.

**Armor Class:** 31(-4 size, +25 natural), touch 6, flat-footed 31

**Base Attack/Grapple:** +22/+45

**Attack:** Bite +29 melee (4d6+11 plus disease)

**Full Attack:** Bite +29 melee (4d6+11 plus disease) and 2 claws +27 melee (2d8+5) and tail slap +27 melee (4d6+16)

**Space/Reach:** 20 ft./20 ft.

**Special Attacks:** Breath weapon, crush 4d6+16, disease, gaze of madness, spell-like abilities, spells, tail sweep 2d6+16

**Special Qualities:** Blindsight 60 ft., control undead, damage reduction 10/cold iron, immunity (disease, paralysis, sleep), keen senses, spell resistance 35

**Saves:** Fort +21, Ref +13, Will +18

**Abilities:** Str 32, Dex 10, Con 27, Int 15, Wis 20, Cha 18

**Skills:** Bluff +24, Concentration +28, Diplomacy +6, Intimidate +31, Knowledge (arcana) +22, Knowledge (nature) +27, Listen +32, Search +22, Spellcraft +4, Spot +32, Swim +39

**Feats:** Ability Focus (breath weapon), Alertness, Cleave, Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*poison*), Snatch

**Environment:** Any swamp

**Organization:** Solitary, plus 2d4 bog mummies (treat as normal mummies but without the vulnerability to fire)

**Challenge Rating:** 24

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** 23-28 HD (Gargantuan)

**Level Adjustment:** --

*The creature resembles a monstrously huge draconic snake, with two powerful forearms but no wings or hind legs. Its tail is long and flat, and it has ridges with hooks and jagged horns. The body and head are matted with thick tangles of mosslike hair. The creature's head resembles that of a massive feral crocodile with powerful jaws filled with ivory fangs.*

The linnorms are among the most powerful and dangerous of dragonkind. Feral and almost prehistoric in appearance, these dragons are universally cruel, hateful, and destructive. The *Monster Manual II* details three types of linnorms. The swamp linnorm presented here is one of the more elusive of these ferocious dragons.

A swamp that serves as a swamp linnorm's lair is immediately recognizable to those who have encountered these creatures before. Large sections of the swamp consist of deep black tarns and vast stretches of mud. Animal life in a region controlled by a swamp linnorm is always minimal, since creatures larger than turtles or birds flee the creature's monstrous hunger. On the other end, plants (especially aquatic ones) are numerous and thick. The only denizens that are commonly found near a swamp linnorm are the leathery-skinned bog mummies that serve it.

A close look at a swamp linnorm reveals that its fangs protrude from its lips, even when the mouth is closed. Thick strands of steaming bile and acid drip from its maw, but most terrifying are its huge, bulging orange eyes that smoke with hatred and madness.

Swamp linnorms are often worshiped as gods by lizardfolk, maavaki, and other swamp-dwelling creatures. They allow the linnorm to keep a vast tract of swampland as its own territory, and they work frantically to capture sacrifices to throw into the linnorm's territory in a desperate attempt to keep the creature well fed.

Swamp linnorms are amphibious and can breathe both air and water with equal ease.

## Combat

Swamp linnorms have a vast array of spells and magical abilities they can call on, but they tend to prefer to use their physical attacks and breath weapons in combat. A swamp linnorm makes sure to bite and infect as many of its enemies as it can with the dread decay. Swamp linnorms only rarely encounter creatures that can actually challenge their power, but they are not overconfident and proud enough to underestimate such intruders in their realm. When faced with a challenge, linnorms prefer to send wave after wave of bog mummies against the intruders to soften their foes up while they use their druidic spells to pelt them with damage from afar. If seriously threatened, a linnorm uses its ability to *transport via plants* to escape and regroup.

**Breath Weapon (Su):** A swamp linnorm may use its breath weapon once every 1d4 rounds. This weapon manifests as a 100-foot line of boiling acid. This attack deals 6d6 points of fire damage and 6d6 points of acid damage, half on a successful Reflex save (DC 31). The save DC is Constitution-based. On a failed save, a victim is knocked down as well.

**Crush (Ex):** A flying swamp linnorm can land on opponents three or more sizes smaller than itself as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the swamp linnorm's body. Each creature in the affected area must succeed at a Reflex save (DC 29) or be pinned, automatically taking 4d6+16 points of bludgeoning damage. The save DC is Constitution-based. Thereafter, if the swamp linnorm chooses to maintain the pin, treat it as a normal grapple attack. While pinned, the opponent takes crush damage each round.

**Disease (Ex):** Any creature hit by a swamp linnorm's bite attack must succeed at a Fortitude save (DC 29), or contract the dread decay. The save DC is Constitution-based. The incubation period is immediate, and the disease deals 2d6 points of temporary Constitution damage and 1d6 points of temporary Charisma damage (see Disease, in the *Dungeon Master's Guide*). This terrible disease cannot be cured until the victim is subjected to a *dispel evil*, after which point any magical means to cure the dread decay will halt its terrible progression. Anyone who dies of the dread decay immediately transforms into a mummy; if you have access to *Savage Species*, you can simply apply the mummified creature template to the victim.

**Gaze of Madness (Su):** Anyone within 30 feet of a swamp linnorm who meets the creature's smoking orange eyes must succeed at a Will saving throw (DC 25) or be driven permanently insane (as if by the *insanity* spell). The save DC is Charisma-based. Swamp linnorms are immune to their own gaze attacks and to those of others of their kind.

**Spell-Like Abilities:** At will -- *fly*, *control water*; 3/day -- *poison* (DC 18), *shapechange*, *transport via plants*; 1/day -- *dimension door*, *forbiddance*, *horrid wilting* (DC 22). Caster level 20th; save DC 14 + spell level. The save DC is Charisma based.

**Spells:** A swamp linnorm can cast arcane spells as a 17th-level druid. They cannot swap out prepared spells to cast *summon nature's ally* spells.

Typical Druid Spells Prepared (6/7/6/6/5/4/3/2/1; save DC 15 + spell level): 0 -- *detect magic, flare* (3), *know direction, resistance*; 1 -- *cure light wounds* (3), *entangle, longstrider, magic fang, obscuring mist*; 2 -- *bull's strength, fog cloud, gust of wind, resist energy, summon swarm, tree shape*; 3 -- *call lightning, cure moderate wounds* (2), *greater magic fang, plant growth, poison*; 4 -- *command plants, cure serious wounds* (2), *giant vermin, rusting grasp, scrying*; 5 -- *baleful polymorph, call lightning storm, cure critical wounds, transmute mud to rock, wall of thorns*; 6 -- *gatorswarm\**, *greater dispel magic, summon nature's ally VI, wall of stone*; 7 -- *control weather, heal, wind walk*; 8 -- *control plants, summon nature's ally VIII*; 9 -- *quagmire vortex\**.

\*This spell is detailed in the previous Far Corners of the World: "[Mire and Mud: Spells of the Wetland](#)."

**Tail Sweep (Ex):** A swamp linnorm can sweep with its tail as a standard action. The sweep affects creatures four or more size categories smaller than the linnorm within a 20-foot-radius half-circle centered on the linnorm's rear. Each affected creature that fails a Reflex save (DC 29 half) takes 2d6+16 points of damage. The save DC is Constitution-based.

**Control Undead (Su):** A swamp linnorm can control undead as a 20th-level evil cleric. It uses this ability to command any bog mummies created by its bite.

**Keen Senses (Ex):** A swamp linnorm sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 120 feet.

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## Far Corners of the World

# Mire and Mud: Magic Items of the Wetland

*By James Jacobs*



Explorers and denizens of the wetlands often employ magic to protect them from the dangers found therein. *Rings of water walking* are valued not only because they let the wearer move throughout the swamp with ease, but also incidentally provide complete protection from quicksand, mud pits, and similar hazards. Items that provide protection from disease and poison, such as *cloaks of resistance* or *periaps of health*, are also sought-after items. Yet there also exists numerous other magic items specifically designed to aid swampland explorers, and even more items draw upon the latent magical power of the wetland to provide dangerous and deadly offensive capabilities.

### **Bag of Endless Swarms**

This is a ratty-looking leather belt pouch cinched shut with a length of thick twine. The bag itself bulges and writhes, almost as if it were filled to near-bursting capacity with insects and vermin. In truth, this gives an excellent clue to the purpose of the bag.

As a standard action, you can open a *bag of endless swarms* and pull out a handful of writhing vermin. You can then hurl this handful of vermin at any target square within 760 feet. The ball of vermin remains compact until it reaches its destination (or impacts on a solid barrier), at which point it explodes into a swarm of biting flies and mosquitoes. Treat this swarm of biting swamp insects as a locust swarm. The swarm attacks any creatures occupying its area, and it is stationary after being summoned. You can use multiple swarms to create a wall of insects in this manner, hurling one swarm per round. You can also aim the swarm at a location in midair; when the swarm forms in midair, it hovers there. A swarm, once created, lasts for 9 minutes or until it is destroyed. The bag can produce up to nine separate swarms of insects a day.

Moderate conjuration; CL 9; Craft Wondrous Item, *insect swarm*; Price 54,000 gp; Weight 3 lb.

### **Blight Bracers**

*Blight bracers* look as if they are made of spongy, fungus-riddled and flaking wood, and they carry with them a faint odor of rotting vegetation. Nevertheless, the bracers are quite strong and possess powerful magic against plants. As long as they are worn, the wearer gains a +2 competence bonus on all attack rolls and weapon damage rolls made against plants, and he gains a +4 resistance bonus on all saving throws made against attacks from plant creatures. If the wearer must make a grapple check or Escape Artist check to defeat a plant creature's grapple check, the wearer gains a +10 competence bonus to his check to avoid becoming grappled. Finally, once a day the wearer can cast *blight* on a plant creature he touches, causing 10d6 points of damage to plant creatures (Fortitude saving throw for half damage) or instantly slaying a noncreature plant.

Moderate necromancy; CL 10; Craft Wondrous Item, *blight*; Price 54,000 gp; Weight 1 lb.

### **Cloak of the Lizardfolk**

The *cloak of the lizardfolk* is a cloak made from the shed skin of a lizardfolk, and it was magically treated to retain its coloration, flexibility, and toughness. When worn, the cloak infuses its wearer with the characteristics of the lizardfolk; her skin and features shift slightly to appear vaguely reptilian in nature while the cape is worn. Additionally, the cloak tapers into a long tail behind the wearer, which provides an excellent aid when jumping, swimming, and balancing.

As long as the *cloak of the lizardfolk* is worn, it grants a +2 enhancement bonus to the wearer's Strength and Constitution scores, and provides a +2 natural armor bonus. Additionally, the wearer can hold her breath twice as long as normal for her race. Finally, the counterbalance provided by the tail-like extension of the cloak grants a +4 competence bonus to Jump, Swim, and Balance checks.

Lizardfolk are naturally more inclined to trust and befriend those who wear a *cloak of the lizardfolk*, since lizardfolk druids create these magic items and present them as gifts to their allies or their chieftains. The wearer of a *cloak of the lizardfolk* gains a +4 competence bonus on Diplomacy checks against lizardfolk.

Moderate transmutation; CL 8th; Craft Wondrous Item, *barkskin*, *bear's endurance*, *bull's strength*, creator must be a lizardfolk; Price 31,000 gp; Weight 1 lb.

### Hildebrant's Boots of Swampwalking

Rumor holds that the first *boots of swampwalking* were created ages ago by a bard by the name of Hildebrant. After an unfortunate incident involving the king's birthday party, a feral bulldog, and a poorly timed *pyrotechnics* spell, poor Hildebrant found himself running for his life from a castle full of enraged royalty. And since this was the fifth time something like this had happened, Hildebrant had run out of civilized nations to live in without fear of royal revenge. So he was forced to move into the swamp.

Hildebrant refused to adapt to the swamp; instead he tried again and again to use his magic to make the swamp adapt to him. He did his best to keep his mud shack clean and his yard free of diseased swamp critters, but eventually realized his bardic lore wasn't helping. He began to study the way of the druid, and he slowly grew more and more comfortable with the swamp and knowledgeable in the ways of its magic. Eventually he created a pair of boots that not only allowed him to walk above the filthy waters of the swamp and ignore the filth and disease in the water, but it even allowed him to move from one end of the swamp to another in an instant by transporting him between the plants.

Ironically, once he finished the magic boots, he realized that his years of druidic study had instilled in him a love of the swamp. No longer worried about getting his feet wet or getting covered with filth, and now able himself to move through the plants with astounding magical ease, he gave the boots to a gnome explorer he rescued from a pit of quicksand. The gnome, a crafty character named Bezelkus, knew a good thing when he saw it. He returned to civilization and made himself a tidy profit selling copies of the magic boots to adventurers.

*Hildebrant's boots of swampwalking* protect the wearer from all forms of disease, supernatural or otherwise. In addition, they constantly keep the wearer clean of filth, mud, and grime. The wearer never need fear ruining the boots by walking through water, for they constantly allow him to walk on water (or similar surfaces, such as mud or quicksand). Finally, the wearer may *transport via plants* once per day.

Moderate transmutation; CL 11; Craft Wondrous Item, *remove disease*, *transport via plants*, *water walk*; Price 57,000 gp; Weight 1 lb.

### Maanvaki Grog

This vile concoction must be stored in glass containers; its high acidic content quickly eats through metal, wood, or stone containers, leaving nothing but a filthy stinking stain in its wake. Maanvaki grog is a thick, purple liquid that reeks of the swamp and tastes like rotting cabbage mixed with rancid chunks of cheese; the whole thing has a terrible burning sensation and a surprisingly powerful alcoholic kick. The maanvaki secrets of its distillation are unknown, mostly because the truth behind the grog's manufacture may be too horrible to bear.

Maanvaki enjoy drinking this vile concoction during their feasts and celebrations, and they often take part in drinking contests that can leave the loser mortally wounded as the acidic stuff eats the imbiber from within. Yet those who can stomach the vile stuff quickly realize that it has some potent and useful side effects.

Anyone who drinks a dose of maanvaki grog suffers 1 point of acid damage and must make a Fortitude save (DC 15 + the number of previous doses of grog imbibed that day) or become nauseated for 1d10 rounds. Assuming the drinker can stand the stuff, he gains a +2 enhancement bonus to his Strength score, a -2 penalty to his Wisdom, and +2d6 temporary hit points for 10 minutes. Each additional dose of maanvaki grog imbibed increases the Strength bonus by +2 and the temporary hit points granted by +2d6, to a maximum of +6 enhancement to Strength, -6 to Wisdom, and +6d6 temporary hit points. Multiple doses must be taken within 1 round for the effects to stack.

Maanvaki grog is not addictive, but it can be dangerous to drink in excess nonetheless. A character that drinks more than six doses a day must make a Fortitude saving throw (DC 15 + the number of doses of grog taken that day) or the grog begins to eat away at him internally, dealing 1d6 points of temporary Constitution damage per minute until the victim is saved. Any effect that neutralizes poison neutralizes this effect -- until the character is foolish enough to drink more grog.

Faint transmutation; CL 6; Craft Wondrous Item, *bull's strength*, *false life*, Craft (alchemy) 9 ranks; Price 700 gp; Weight 1 lb.



**Far Corners of the World**  
**Fire and Ash: Spells of the Volcano**  
*By James Jacobs*



Little can match the unleashed fury and power of the volcano. A massive explosion of molten rock and scouring ash borne on hurricane-force winds of superheated air can wipe entire cities and civilizations from the face of the world in a matter of moments. Yet even here, in perhaps the most dangerous and destructive of the world's terrains, seekers of power flock. Countless spellcasters have perished in attempts to learn how to harness or duplicate the volcano's power, yet the rewards for success are great.



Yet power-hungry wizards aren't the only spellcasters who have learned to draw power from the volcanoes of the far corners of the world. Druids (and some clerics) have long known how to tap the primal power of the volcano, and some cultures worship them as gods. Even some bards have tapped into the lore of the volcano to enhance their magical prowess.

#### **Calm Earth**

Abjuration [Earth]

**Level:** Clr 7, Drd 6

**Components:** V, S, M, DF

**Casting Time:** 1 round

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

**Area:** Circle with a 10 ft. radius/level

**Duration:** 1 hour/level

You infuse the area with powerful protections against earthquakes and upheaval. The area affected cannot be harmed by the effects of an earthquake or volcano (either natural or magical) and remains stable even during the height of such an event in the area. Collateral damage, such as structures tumbling into the area from beyond its limits, or clouds of hot ash or bombs of molten rock falling from above can still damage creatures in the area. The spell does divert lava flows that would normally enter the area along the ground during a volcanic eruption.

Creatures with the earth subtype become slow and languid in the area, and they suffer a -4 penalty to Armor Class and a -4 penalty on Initiative checks and Reflex saving throws. In addition, all of an earth subtype creature's speeds are cut in half. If the creature moves out of the spell's area, these effects immediately cease until the creature re-enters the spell's area.

*Material Component:* A sheet of adamantine worth at least 500 gp.

#### **Fire Dance**

Evocation [Fire]

**Level:** Brd 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal (see text)

**Area:** You and up to one ally per 3 caster levels, all of whom must be within 40 ft. of you; see text

**Duration:** Up to 1 round/level (see text)

The *fire dance* spell inspires you with the primal power of a volcanic explosion and catapults you into a wild and violent dance. When you cast this spell, you must immediately make a Perform (dance) check (DC 15). If successful, your body begins glowing with fiery light, smoke wreaths your hair and trails your flailing limbs, and your stomping feet generate a low rumbling sound. Each round you must make a new Perform (dance) check, and each round the DC for success increases by +2.

As long as you continue to make successful Perform (dance) checks, your dance continues. You radiate bright light to a radius of 40 feet and emit shadowy light an additional 40 feet. Each round, you make your Perform (dance) check as a standard action. You also can use a move action to move a distance equal to your land speed each round, but you cannot take any other action apart from maintaining the dance. You

gain an insight bonus equal to your Charisma modifier to your Armor Class and Reflex saving throws while you dance, and you are immune to fire damage. A creature that successfully damages you with a natural weapon or light weapon automatically takes 1d6 points of fire damage. The fire dance fires the blood and spirit of your allies as well; you may select up to one ally per three caster levels when you initially cast the spell. As long as you continue to dance and the chosen allies remain within 40 feet of you at the end of their turn, they gain a +2 morale bonus on attack rolls and Will saving throws (but no other benefits from this spell).

Once you fail a Perform (dance) check, or once a number of rounds equal to your level have passed, the dance ends. The fiery energies of the volcano you have collected in your body do not dissipate, however, and you can direct this energy from your outstretched hands as a single ray of brilliant heat. You can target anything within 120 feet with this ray, striking with a ranged touch attack. If you hit, the ray deals 1d6 points of fire damage per successful Perform (dance) check you made during the *fire dance*. If you choose not to fire the ray, the energy instead suffuses your body and heals 1d6 points of damage per successful Perform (dance) check you made during the *fire dance*. If the spell ended because you failed a Perform (dance) check, you immediately become fatigued.

You cannot voluntarily end the *fire dance*. If the dance is dispelled or otherwise interrupted by magic, the spell's effects immediately end and you become fatigued; you do not generate a ray of heat or gain any healing.

### Raise Volcano

Conjuration (Creation) [Earth, Fire]

**Level:** Drd 9

**Components:** V, S, M, DF, XP

**Casting Time:** 1 round

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

**Effect:** One volcano (see text)

**Duration:** Concentration

**Saving Throw:** Reflex partial, see text

**Spell Resistance:** No

The potent *raise volcano* spell opens a fissure deep in the earth that leads down to an underlying pool of magma and causes it to explode upward, creating a relatively small (but still quite devastating) artificial volcano.

You select a point to be the center of the volcano you create. Immediately, the ground in a 10-foot radius around that point swells into a cone 10 feet high, with a small vent at the peak. Every creature in this area must make a Reflex save or fall to the base of the cone, taking 1d6 points of damage. Structures in the area take 8d6 points of damage.

One round after the vent appears, an 80-foot-radius area around the center of the spell's effect is struck with a terrific tremor that duplicates the effect of an *earthquake* spell. At the same time, gouts of lava and ash blast from the central cone. Any creature inside of the cone (falling or flying up) takes 20d6 fire damage each round they remain inside the cone with no saving throw. Creatures and objects directly above the cone's rim (to a height of 10 feet per caster level) and within 10 feet of the cone's rim also suffer this fire damage, but they can make Reflex saving throws each round they remain in the danger zone to take half damage.

Each round you concentrate, the radius of cone and the radius of the earthquake effect grows by 5 feet, and the top of cone rises 10 feet.

Starting on round 4, the *earthquake* zone is pelted with burning chunks of molten rock, and all creatures and objects in this area take 2d6 points of fire damage per round (with a successful Reflex save negating the damage).

Starting on round 8, the entire *earthquake* zone is blanketed in a thick cloud of ash and smoke to a height of 5 feet per caster level; all creatures in this area suffer as if caught within a *wall of smoke* spell.

The volcano ceases to grow once it reaches its maximum radius of 5 feet per caster level. The *earthquake* zone ceases to grow once it reaches its maximum radius of 80 feet per caster level. The volcano's growth also ends if the spell's magic is dispelled or you cease concentrating on the spell. Once the spell's duration ends, the volcano stops erupting, and the cone collapses into a pit as deep and wide as the cone. One round later the pit closes up; anything inside the pit when it closes is crushed. Those inside the pit take 20d6 points of damage and become entombed in the ground; if they cannot escape via magic or burrowing, they remain there until they suffocate, die of thirst or hunger, or are rescued by outside forces.

**Material Component:** A block of obsidian that has been magically shaped into a miniature volcano, the caldera of which must be filled with rubies totaling no less than 5,000 gp.

**XP Cost:** 5,000 XP.

### **Volcanic Storm**

Conjuration (Creation) [Fire]

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** 30-ft.-radius spread

**Duration:** 3 rounds

**Saving Throw:** See text

**Spell Resistance:** No

*Volcanic storm* creates billowing clouds of volcanic ash and pelts the region with blocks of partially molten stone, subjecting the area to the effects of a localized volcanic eruption.

On the first round of this spell's duration, the area is blasted with a powerful pyroclastic wind. Living creatures in the area must make a Fortitude save or be nauseated for 1d4 rounds. The winds are hurricane force and have the appropriate wind effect on all creatures in the area.

On the second round, the wind stops as a whistling shower of fist-sized chunks of rock pelt the area. All creatures and unattended objects in the area take 1d6 points of damage per two caster levels (max 10d6); a successful Reflex saving throw reduces the damage by half. Any creature that fails this save must make a Fortitude save or be stunned for 1d4 rounds.

On the third and final round, these chunks of rock explode into torrents of lava. All creatures and unattended objects in the area take 1d6 points of damage per two caster levels (max 10d6), a successful Reflex saving throw reduces the damage by half.

**Material Component:** A javelin made of obsidian and tipped with a diamond head worth at least 100 gp. This javelin must be thrown as the spell is cast; it unerringly flies to the point directed by the caster to be the center of the spell's area as the spell is cast.

### **Wall of Smoke**

Conjuration (Creation) [Fire]

**Level:** Drd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Short (25 ft. + 5 ft./level)

**Effect:** Two 5-ft. squares/level that are 5 ft. thick (S)

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial, see text

**Spell Resistance:** No

This spell creates a thin but opaque wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall that cannot see over it gain concealment from each other (attacks have a 20% miss chance). A creature that breathes can pass through a *wall of smoke* with ease if it holds its breath; otherwise it must make a Fortitude save to avoid being nauseated for 1 round.

A moderate wind (11+ mph), such as from a *gust of wind* spell, destroys the wall in 1 round.

This spell does not function underwater.

## Far Corners of the World

# Fire and Ash: Monsters of the Volcano

By James Jacobs



Although they are one of the most destructive regions in the far corners of the world, volcanoes are far from lifeless wastelands. In fact, many creatures thrive on the barren slopes and boiling cauldrons of these locations. Fire giants, red dragons, thoquzas, azers, magma mephitis, and magmins are some of the more infamous denizens of these regions, but here visitors can find other creatures that rarely leave their fiery homelands that are just as dangerous.



### Lavabriar

**Medium Plant (Fire)**

**Hit Dice:** 2d8+12 (21 hp)

**Initiative:** +3

**Speed:** 5 ft. (1 square)

**Armor Class:** 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

**Base Attack/Grapple:** +1/-2

**Attack:** Tendril +4 melee (1d6-3) or lava spurt +4 ranged touch (2d6 fire)

**Full Attack:** 4 tendrils +4 melee (1d6-3) or lava spurt +4 ranged touch (2d6 fire)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Lava spurt

**Special Qualities:** Immunity to fire, low-light vision, plant traits, tremorsense 60 ft., vulnerability to cold

**Saves:** Fort +9, Ref +3, Will -4

**Abilities:** Str 4, Dex 16, Con 22, Int --, Wis 2, Cha 1

**Skills:** --

**Feats:** Weapon Finesse[B]

**Environment:** Warm mountains (volcanoes)

**Organization:** Solitary, pair, patch (3-4), or grove (5-12)

**Challenge Rating:** 2

**Treasure:** 1/10th coins; 50% goods; 50% items (no flammable objects)

**Alignment:** Always neutral

**Advancement:** 3-6 HD (Medium)

**Level Adjustment:** --

*This plant has a thick tangle of black thorny fronds growing from a central bulbous mass. A single short stalk emerges from the center of this mass, ending in a large black flower that glows a faint red.*

Lavabriars grow on the lower slopes of volcanoes, along active faultlines, or anywhere that pockets of magma are trapped near the surface of the world. The hardy plants thrive in regions where the sun is often blocked out by clouds of ash in the sky, and they actually draw their nourishment from the lava pockets below via a network of heat-resistant roots. If volcanic activity in an area subsides, the lavabriars can creep off to a new area, but they usually remain immobile when not in combat.

### Combat

The lavabriar is an unintelligent plant, and unlike many other dangerous plant creatures, it does not prey on living flesh. It is nevertheless a dangerous creature, for it has developed a highly effective way to defend itself. When the plant senses intruders, it lashes out with its tendrils and sprays lava at anything it perceives as a threat.

**Lava Spurt (Ex):** Once per minute, a lavabriar can expel a gout of lava from its flower. The lavabriar makes a ranged touch attack (attack bonus +4) against any target within 60 feet. A successful hit deals 2d6 points of fire damage, and those hit take an additional 1d6 points of automatic fire damage on the next round unless the lava is scraped off (a full-round action).

### Necroclasm

**Colossal Undead**

**Hit Dice:** 50d12 (325 hp)

**Initiative:** +8**Speed:** 30 ft. (6 squares), fly 80 ft. (perfect) (16 squares)**Armor Class:** 29 (-8 size, +4 Dex, +20 natural, +3 deflection), touch 9, flat-footed 25**Base Attack/Grapple:** +25/+58**Attack:** Slam +34 melee (4d6+17/19-20)**Full Attack:** 4 slams +34 melee (4d6+17/19-20)**Space/Reach:** 30 ft./30 ft.**Special Attacks:** Fiery aura, incineration, thunderous roar**Special Qualities:** Damage reduction 15/good, darkvision 60 ft., immunity to electricity and fire, spell resistance 26, undead traits, vulnerability to cold**Saves:** Fort +16, Ref +22, Will +27**Abilities:** Str 44, Dex 18, Con --, Int 6, Wis 6, Cha 16**Skills:** Balance +8, Intimidate +23, Jump +21, Listen +30, Spot +30, Tumble +30**Feats:** Alertness, Ability Focus (thundrous roar), Awesome Blow, Cleave, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Whirlwind Attack[B]**Environment:** Any volcano**Organization:** Solitary**Challenge Rating:** 25**Treasure:** Double standard (no flammable objects)**Alignment:** Always chaotic evil**Advancement:** 51+HD (Colossal)**Level Adjustment:** --

*What at first appeared to be a fast-moving cloud of volcanic ash resolves into something far more terrible. Thousands of burning bodies and blackened skeletons tumble and roil in the cloud. Periodically, huge tentacles formed of ash and bodies emerge from the cloud to swipe away buildings and great swaths of trees. The unliving bodies emit a constant thunderous scream, as if a volcano had learned to wail in agony from the fire in its core.*

The necroclasm is one of the largest forms of undead; fortunately, they are limited in range to the volcano that spawned them. A necroclasm forms when a large group of evil creatures are destroyed by a volcanic eruption. Typically, a city of evil-doers founded on the slopes of what was assumed to be a dormant volcano form the building blocks of a new necroclasm. The creature itself is, in some ways, similar to a swarm of burning undead bodies, although the creature displays few of the actual qualities of the swarm subtype.

Necroclasms possess some intelligence, but they have little interest in turning their evil outward into surrounding regions. They prefer to haunt a forty to sixty mile radius about the base of their parent volcano, and they constantly scour the landscape for living creatures to eradicate and absorb into their mass. A necroclasm must retreat to the cauldron of its parent volcano during the night; unlike most undead, these creatures are active only during the day. They retain their abilities and mobility at all times within the volcano itself, but they cannot physically move beyond the rim of its caldera until sunrise.

Necroclasms gain a deflection bonus to their AC equal to their Charisma bonus. Additionally, during the day they gain a +4 profane bonus to their AC.

## Combat

A necroclasm's preferred mode of attack is to simply charge into the midst of its enemies and become surrounded, after which it uses whirlwind attack to punish all creatures within reach. It usually saves its incineration ability for particularly dangerous creatures, or against targets quick and canny enough to remain out of reach of its melee attacks.

**Fiery Aura (Su):** The air around a necroclasm is heated to abysmal temperatures by the undead creature's burning body. All creatures within 30 feet of a necroclasm suffer 6d6 points of fire damage per round (no saving throw). This is continuous damage for purposes of disrupting spellcasting.

**Incineration (Su):** As a full-round action, a necroclasm can emit a line of white-hot ash to a range of 120 feet. All creatures affected by this line suffer 20d6 points of fire damage; a successful Reflex save (DC 38) halves the damage done. A creature slain by this damage is reduced to ashes and immediately drawn into the necroclasm's body, healing the necroclasm an amount of damage equal to that creature's normal maximum hit point total. The save DC is Charisma-based.

**Thunderous Roar (Su):** A necroclasm constantly emits a thunderous roar of rage, despair, and fear as the thousands of damned souls that constitute its body are forced to constantly relive the terror of their volcanic death. This roar drowns out all conversation within 60 feet of the necroclasm, deafening all creatures for as

long as they remain in the area. Additionally, all creatures in this area must make a successful Will saving throw (DC 40) or become shaken for as long as they remain in the area. A successful save makes a creature immune to the necroclasm's thunderous roar for one day. Thunderous roar is a mind-affecting fear effect, and the save DC is Charisma-based.

**Undead Traits:** A necroclasm is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

## Obsidian Ooze

### Large Ooze (Fire)

**Hit Dice:** 12d10+60 (126 hp)

**Initiative:** -5

**Speed:** 20 ft. (4 squares), burrow 20 ft. (4 squares)

**Armor Class:** 19 (-1 size, -5 Dex, +15 natural), touch 4, flat-footed 19

**Base Attack/Grapple:** +9/+18

**Attack:** Spine +13 melee (1d8+5/15-20 plus 1d6 fire)

**Full Attack:** 3 spines +13 melee (1d8+5/15-20 plus 1d6 fire)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Engulf, improved grab, skewer

**Special Qualities:** Blindsight 60 ft., immunity to fire and piercing and slashing weapons, molten core, ooze traits, vulnerability to cold

**Saves:** Fort +9, Ref -1, Will -1

**Abilities:** Str 20, Dex 1, Con 20, Int --, Wis 1, Cha 1

**Skills:** --

**Feats:** Improved Critical (spine)[B]

**Environment:** Underground (volcanoes)

**Organization:** Solitary

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 13-16 HD (Large), 17-26 HD (Huge), 27-36 HD (Gargantuan), 37+ HD (Colossal)

**Level Adjustment:** --

*This creature looks like a mass of obsidian with its edges polished and smooth. Yet when it moves, it gives the impression of a mobile snake made of glistening tar, with numerous razor-sharp lances of flexible obsidian writhing chaotically out of its mass.*

An obsidian ooze is a dangerous predator that lurks in lava tubes and other underground chambers near volcanic regions. The creature can burrow through solid rock with ease by melting its way through the ground; the tunnels formed remain stable for several days and resemble perfectly round lava tubes in shape. Obsidian oozes feed on the ash of organic matter.

A typical obsidian ooze resembles a 3-foot-wide, 14-foot-long snake. It weighs 35,000 pounds. They usually split into two to three smaller oozes upon growing to 36 Hit Dice, although rumors of colossal obsidian oozes that live in the heart of active volcanoes persist.

## Combat

An obsidian ooze coils like a snake when it locates prey but it does not strike when it attacks. Rather, it grows long lances of razor-sharp but flexible obsidian spines with shocking speed, skewers creatures in range, and then flows up these spines to engulf captured prey.

**Engulf (Ex):** As a standard action, an obsidian ooze can engulf any creature that it is currently grappling or being grappled by it. Once a creature is engulfed, the creature takes 4d6 points of fire damage per round from the ooze's molten interior. An engulfed creature can try to pound its way out with any natural or light bludgeoning weapons. Dealing a total of at least 30 points of damage to the interior of the ooze (AC 15) in this way creates an opening large enough to permit escape, but causes the molten interior to spill out in a 5-foot radius. All creatures in this range take 2d6 points of fire damage, or half on a successful Reflex save (DC 21). Once a single engulfed creature exits, the hole quickly hardens over; thus, another engulfed opponent must pound its own way out. An obsidian ooze can hold 2 Medium or 8 Small or smaller opponents. The save DC is Constitution-based.

**Improved Grab (Ex):** If an obsidian ooze hits an opponent that is at least one size category smaller than

itself with a spine attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

**Sharp Spines (Ex):** An obsidian ooze's spines have a critical threat range of 18-20, which the creature's Improved Critical feat increases to 15-20.

**Molten Core (Ex):** Piercing and slashing weapons deal no damage on a successful hit to an obsidian ooze, but they do have a chance of being damaged by the creature. Any weapon that inflicts damage to an obsidian ooze must make a Reflex saving throw (DC 21) or take 4d6 points of fire damage. If the weapon was a natural weapon, the attacking creature suffers this damage. The save DC is Constitution-based. Worse, the attack causes the creature's lava-like core to spray out in a gout. The attacking creature takes 2d6 points of fire damage, or half on a successful Reflex save (DC 21). The save DC is Constitution-based.

**Ooze Traits:** An obsidian ooze is blind (blindsight 60 ft.) and immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It is immune to poison, sleep effects, paralysis, stunning, and *polymorphing*. It is not subject to critical hits or flanking.

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## Far Corners of the World

# Fire and Ash: Magic Items of the Volcano

*By James Jacobs*



Just as the power of the volcano can be harnessed to create powerful and destructive spells, it can be captured or duplicated with potent magic items. These items, with the notable exception of the *boots of lavawalking*, are universally destructive and devastating. Volcano-worshiping cultists often carry items like those presented here, and many of them can serve as the basis for deadly traps. A *bottled eruption* balanced on top of a partially opened door can make a thunderous surprise for an intruder. Likewise, a large container of gravel or sand perched above a *volcano seed* makes a horribly simple and destructive trap, although this kind of trap isn't recommended for those who wish to preserve the surrounding environs.



**Boots of Lavawalking:** These black and red leather boots are stiff and somewhat uncomfortable to wear. The soles of the boots are made of some sort of strange, red, glasslike substance that is much stronger than steel yet still somewhat flexible. *Boots of lavawalking* allow the wearer to walk over liquid surfaces such as water. The boots also grant fire resistance 20, which is enough to allow the wearer to ignore damage from contact with lava and therefore allowing the wearer to tread upon molten rock with comfort and ease.

Moderate abjuration; CL 9th; Craft Wondrous Item, *resist energy, water walk*; Price 57,000 gp; Weight 1 lb.

**Bottled Eruption:** A *bottled eruption* looks like a large bottle made of thick, clouded glass and stoppered with gritty, gray wax. The bottle contains the magically captured sounds of a volcanic eruption. The eruption can be released in one of two ways: by opening the bottle or by smashing the bottle. If the bottle is opened (requiring a full-round action that provokes an attack of opportunity), the stored sound is emitted as a 60-foot cone of sonic energy that the wielder can aim. If the bottle is smashed (requiring a standard action that does not provoke an attack of opportunity), the stored sound is emitted as a 20-foot burst of sonic energy centered on the wielder. A *bottled eruption* can be thrown as a splash weapon with a range increment of 10; if it hits a solid surface at any time it must make a Fortitude save (DC 10) as an unattended object (Fortitude save +2 +1/2 caster level) to avoid being destroyed and releasing its eruption.

Although the sound released by a *bottled eruption* when it is opened or smashed is thunderously loud (DC -40 to hear with a Listen Check; thus, at a range of 400 feet the Listen check to hear the explosion is DC 0), only those in the cone or burst area suffer the full effects. All such creatures must make two successful Fortitude saves (DC 17). If both saving throws are failed, a creature becomes permanently deafened and is both knocked prone and stunned for 1d6 rounds. Creatures that make one of the saving throws are merely deafened for 1 minute and knocked prone. Creatures that make both saving throws are deafened for 1 round.

Once a *bottled eruption* is opened and the sound within escapes, it becomes a nonmagic item.

Strong evocation; CL 16th; Craft Wondrous Item, *greater shout, sculpt sound*; Price 4,000 gp; Weight 2 lb.

**Lavalash:** A *lavalash* is a +1 flaming burst whip that seems to be made of a thin strand of molten lava. The handle of the whip is made of obsidian and remains cool to the touch. Although the *lavalash*'s base damage deals nonlethal damage as a normal +1 whip, the additional fire damage can hurt creatures normally.

Three times per day you can cause the strand of lava to detach from the handle as you attack with it. This allows you to make a single ranged touch attack against any target within 60 feet. If you hit, the strand of lava wraps around the target and inflicts standard damage. Additionally, the whip can immediately make a free grapple check to wrap around the target; the whip attacks as though you were making the grapple check against the target. If the whip gets a hold, it holds the target immobile and inflicts 2d6 points of fire damage each round it maintains the hold. The strand of lava fades away into nothingness if it ever fails a grapple check, or after 6 rounds pass.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *entangle, flame blade, flamestrike*; Price 47,000

gp; Cost 23,701 + 301 XP.

**Stonemelt Powder:** Pouches of *stonemelt powder* typically come in obsidian containers that hold five applications of the magic dust, although smaller and larger containers are not unheard of. *Stonemelt powder* is quite heavy and granular, and it is warm to the touch. A single dose of the powder can be spread over a 5-foot-square area; applying the powder is a standard action that does not provoke an attack of opportunity. The user can apply the powder to any square she threatens.

*Stonemelt powder* is useless unless it is placed upon a stone surface (either worked or natural). One round after the powder is placed, it bonds with the stone and causes it to melt rapidly, but not instantly, into lava. All creatures in the affected area are allowed a Reflex saving throw (DC 22) to reach safety before the lava fully forms, provided they also move out of the area. These creatures take 2d6 points of fire damage. For the next 1d3 rounds they take 1d6 points of fire damage per round. A creature that fails its save or cannot flee becomes mired in the lava. Creatures mired in the lava sink until hip- or chest-deep, reducing their speed to 5 feet and giving them -2 penalties on attack rolls and AC. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet. Any creature mired in the lava takes 20d6 points of fire damage per round. This damage continues for an additional 1d3 rounds once the creature is free of the lava, but the damage is halved (10d6 points of fire damage per round).

If a dose of *stonemelt powder* is cast upon the ceiling of a cavern or tunnel, the resulting lava falls to the floor and spreads out in a pool with a depth of 5 feet. The falling lava and the ensuing cave-in deal 2d6 points of fire and 8d6 points of bludgeoning points of damage to anyone caught directly beneath the area, or half damage to those who succeed at Reflex saves (DC 22). For 1d3 rounds after this, creatures that made their saving throw take 1d6 points of fire damage per round until the lava cools. Creatures that fail this saving throw become mired in the lava as detailed above.

*Stonemelt powder* can horribly damage stone creatures or objects of Large or smaller size. The creature or object must make a Fortitude save (DC 22) when sprayed with *stonemelt powder* or take 20d6 points of fire damage per round for 1d3 rounds, starting 1 round after the initial application. A successful Fortitude save halves this damage. Any creature in contact with or struck by the melting object or creature takes 2d6 points of fire damage.

Lava created by *stonemelt powder* remains until a successful *dispel magic* restores its substance -- but not necessarily its form. Natural cooling causes the lava to turn to stone at the rate of 5 feet per 10 minutes, starting from the outer edge toward the center.

Strong transmutation; CL 15th; Craft Wondrous Item, *flamestrike* or *wall of fire*, *transmute rock to mud*; Price 9,000 gp per dose; Weight 5 lb. per dose.

**Volcano Seed:** A *volcano seed* resembles a lump of polished obsidian the size and shape of a chicken egg. Warm to the touch, it is in fact a destructive magic item as rare as it is potent. A *volcano seed* is activated by simply burying it under a few inches of gravel, soil, sand, or other earthy substance on the ground. This is a full-round action that provokes an attack of opportunity. The user can set a delay for the seed's activation from 1 round to 10 rounds after it is initially buried; after this time limit passes, the item triggers a *raise volcano* spell. A *volcano seed* works only once; it is consumed in the process of creating the volcano.

Strong conjuration; CL 17th; Craft Wondrous Item, *raise volcano*; Price 37,650 gp; Weight 5 lb.

**Far Corners of the World**  
**The Lost Coast: Spells of the Tides**  
*By James Jacobs*



The coastline of a newly discovered region is often the first place to become civilized. Most large cities are, as a result, the oldest cities in a nation, as well as the largest and most cosmopolitan. Nonetheless, vast reaches of uncivilized coastline stretch for miles, and these shores are often deemed too remote, too dangerous, or just too rugged to civilize. It was a combination of these three qualities that consigned a particular reach of coastline to perpetual wilderness; this far corner of the world has resisted numerous attempts at colonization, all of which have resulted in failure. It has become known as the Lost Coast.



### **Barlen's Crabwalk**

Transmutation

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

The story goes that this unusual spell was created by a somewhat unhinged wizard that lived on the Lost Coast. This wizard, a human named Barlen, became obsessed with tidal life, crabs in particular, and during high tide he spent his time researching spells to make a humanoid's body and limbs function more like those of his beloved pets. Most of these spells amounted to nothing, and many believe that his final spell, a variant on *polymorph*, turned him forever into a crab himself.

Of all his spells, *Barlen's crabwalk* alone has gained a bit of notoriety. Although Barlen doubtless designed this spell to allow a humanoid creature to approximate the erratic sideways scuttling of a crab, the spell's effects are quite effective in combat.

A creature under the effect of *Barlen's crabwalk* moves with increased speed, scuttling about to the left or right with disconcerting ease. The target's land speed is increased by 20 feet. (This adjustment is treated as an enhancement bonus.) Additionally, the target's quickness grants a +4 bonus to his Armor Class when he is attacked as a result of provoking an attack of opportunity.

*Material Component:* A crab's leg.

### **Healing Surf**

Conjuration (Healing)

**Level:** Clr 4

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Short (25 ft. + 5 ft./caster level)

**Target:** Caster, plus one additional creature per 3 caster levels

**Duration:** 1 hour/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

To cast this spell, you must be standing at least up to the knees in ocean surf; all additional creatures to be targeted by the effects of the healing surf must also be standing in the surf and within range of the spell. The surf qualifies as vigorous motion, and to cast in such conditions you must make a successful Concentration check (DC 10).

When the ten-minute casting time of this spell is achieved, you and up to three creatures per caster level selected by you are immediately healed of 5 points of damage per caster level (maximum 50 points).

Additionally, the healing surf removes all trace of disease on the targets, as well as the following conditions: ability damage (but not ability drain), exhaustion, fatigue, nauseated, and sickened. For the remainder of the spell's duration, the targets gain a +4 sacred bonus on all saving throws against effects that cause ability damage, exhausted, fatigued, nauseated, and sickened conditions.

Undead targets are damaged by the positive energy unleashed by this spell, and they take 5 points of damage per caster level (or half on a successful Will save). For the remainder of the spell's duration, any undead that survive this damage are treated as 4 Hit Dice lower than their actual total when determining the effects of turn or rebuke undead attempts.

*Material Component:* 500 gp in pearls.

### Kelpstrand

Conjuration (Creation)

**Level:** Drd 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** One strand of animated kelp/3 levels

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

This spell causes a number of long strands of tough kelp to shoot out of your outstretched hands. You make a ranged touch attack when you cast *kelpstrand*. If you hit a creature with the *kelpstrand*, you immediately make a special opposed grapple check against this creature as a free action without provoking an attack of opportunity, adding your caster level and Wisdom bonus to the result of your grapple check rather than your Strength bonus and size bonus. If you succeed, the target becomes entangled in the thick strands of kelp and is considered to be grappling. The target moves at half speed and takes a -2 penalty on attack rolls and a -4 penalty to Dexterity. The target doesn't threaten any squares and loses its Dexterity bonus to Armor Class entirely. Each round, the target can attempt to escape the *kelpstrand* by making a successful grapple check or Escape Artist check against the *kelpstrand*'s special grapple check. You are not considered grappling yourself while using this spell. Once you shoot your strands of kelp, you need not take any action to maintain the effect. If your attack misses, the spell's effect is wasted.

If you can create more than one *kelpstrand*, you can direct the strands at any different targets in range, or all against a single target. A creature targeted with multiple *kelpstrands* has to make separate Grapple checks or Escape Artist checks against every *kelpstrand* currently grappling him to escape.

If you cast this spell while you are within 300 feet of the ocean shore, the kelp is particularly strong and tenacious, and you gain a +4 bonus on any grapple checks made to determine the outcome of a *kelpstrand* grapple.

*Material Component:* A piece of dried seaweed.

### Red Tide

Evocation

**Level:** Drd 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Area:** Burst in the shape of a circular disk, 10 ft. wide/level, 5 ft. high

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial (see text)

**Spell Resistance:** Yes

This visually impressive spell causes a surging, frothing wave of thick, red seawater to wash over everything in the area. All creatures in the area of a *red tide* are immediately knocked prone and must make a Fortitude saving throw. Flying or swimming creatures in the area aren't knocked prone, but they suffer a -4 penalty on the Fortitude save.

A creature that makes its Fortitude save against a red tide is sickened for 1 minute and takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for that time. A creature that fails this saving throw is horribly ruined by the poisonous effects of the tide. Such creatures are immediately nauseated for 1 minute, and they take 3d6 points of temporary Strength damage. After 1 minute, the nausea ends but the creature must make a second Fortitude saving throw or take an additional 3d6 points of temporary Strength damage. Creatures that are immune to poison are immune to these effects of a red tide.

The tainted water evoked by this spell vanishes after a few seconds of turbulence, and any objects or creatures in the area do not emerge wet. All open flames in the area are nevertheless extinguished if they fail a Reflex save; likewise, all creatures with the Fire subtype take 1d6 points of damage per caster level (maximum 20d6), or half with a successful Reflex save.

### **Saltray**

Evocation

**Level:** Drd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

This spell creates an instantaneous thin beam of salt crystals. A creature struck by a *saltray* takes 1d6 points of slashing damage per 2 caster levels (maximum 5d6) and must make a Fortitude save or be stunned by the excruciating pain of the wound for 1d4 rounds.

If this spell is cast within 300 feet of the shoreline of a large body of salt water, a second *saltray* is created. You can target this second *saltray* as you see fit against any target in range of the spell.

### **Sirine's Grace**

Evocation

**Level:** Brd 4, Drd 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

*Sirine's grace* infuses you with the otherworldly grace and fey magic of the sirines that dwell along the shores of the Lost Coast. As this spell is cast, these energies suffuse your body and enhance your physical characteristics, granting you a +4 enhancement bonus to Charisma and Dexterity.

For the duration of this spell, you gain a deflection bonus equal to your Charisma modifier to your Armor Class and a +8 bonus on Perform checks. You also gain a supernatural touch attack that you can invoke once per round as a free action. Anyone hit by your touch attack takes 1d4 points of temporary Intelligence damage (or 2d4 points on a critical hit). Alternatively, you can use this touch attack to restore 1d6 points of temporary Intelligence damage caused by this spell or by a sirine's touch.

**Material Component:** A lock of hair, freely given to you by a living sirine.

### **Undertow**

Transmutation

**Level:** Drd 1, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell causes a sudden and violent current to tear through all liquids in the spell's area. Water in open containers splashes outward; open containers carried by creatures do not spill if their carrier makes a Fortitude saving throw.

The currents created by this spell in larger bodies of water (or other liquid) are quite strong. All creatures in contact with the water must make a Fortitude saving throw or be stunned for 1 round.



## Far Corners of the World

# The Lost Coast: Monsters of the Tides

*By James Jacobs*



The Lost Coast has a reputation as a dangerous region not only because of its remote location and the powerful storms that scour it every winter, but also for the large number of dangerous creatures that call the place home. Three of the more infamous denizens of the Lost Coast are presented here: the monstrous crab, the bloodthirsty razoreel swarms, and the horrifying brine naga.

### **Brine Naga**

**Large Aberration (Aquatic)**

**Hit Dice:** 18d8+90 (171 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares), swim 40 ft. (8 squares)

**Armor Class:** 27 (-1 size, +4 Dex, +14 natural), touch 13, flat-footed 23

**Base Attack/Grapple:** +13/+20

**Attack:** Bite +16 melee (2d8+4/19-20 plus poison)

**Full Attack:** Bite +16 melee (2d8+4/19-20 plus poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Poison, shimmering coils, spells

**Special Qualities:** Amphibious, damage reduction 10/good, darkvision 60 ft., immunity (disease, poison), resistance to fire 15, slime, spell resistance 25

**Saves:** Fort +11, Ref +10, Will +17

**Abilities:** Str 16, Dex 19, Con 20, Int 21, Wis 18, Cha 22

**Skills:** Concentration +26, Diplomacy +8, Escape Artist +25, Intimidate +27, Knowledge (arcana) +26, Knowledge (nature) +26, Sense Motive +25, Spellcraft +28, Swim +11

**Feats:** Augment Summoning, Empower Spell, Extend Spell, Improved Critical (bite), Iron Will, Spell Focus (conjuration), Weapon Focus (bite)

**Environment:** Any coastline

**Organization:** Solitary, pair, or nest (3-4)

**Challenge Rating:** 14

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** 19-36 HD (Large), 37-57 HD (Huge)

**Level Adjustment:** --



*This horrifying creature has the body of a sea snake, and the hues of its lithe shape form a dull rainbow of unhealthy colors. Thick clots of transparent slime cling to its body, and its head is a wretched half-snake and half-crone combination. Its forked tongue frequently slithers out from between its sharklike teeth to taste the air. The reek of brine accompanies the creature.*

Brine nagas are among the most dangerous of their kind. Their sheer power allows them to conjure large numbers of minions to serve them. They dwell in extensive sea caves and often make victims of sailors and pirates who sail off course and approach the secluded coastlines that brine nagas prefer to call home.

Brine nagas speak Abyssal, Common, Infernal, and Sylvan.

### **Combat**

A brine naga starts combat by summoning several monsters or nature's allies to fight its enemies, emerging to attack with spells from a range of about 60 feet once its summoned minions have engaged with the enemy. Brine nagas have no fear of melee combat, though, and use their shimmering coils special attack to great effect in such situations.

**Poison (Ex):** Injury, Fortitude DC 24, initial and secondary damage 3d6 Strength. The save DC is Constitution-based.

**Shimmering Coils (Su):** As long as a brine naga spends a move action to writhe and undulate her coils,

all creatures within 60 feet must make a Will saving throw (DC 25) or become sickened (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for 1 round by the dance of unhealthy color. Creatures within 15 feet of the brine naga who fail this saving throw instead become nauseated for 1 round. Blind creatures are immune to this mind-affecting compulsion. The save DC is Charisma-based.

**Spells:** Brine nagas cast spells as 14th-level sorcerers and can also cast spells from the druid spell list. The druid spells are considered arcane spells for a brine naga. The naga can add druid spells to its personal spell list. The naga does not need a divine focus to cast these druid spells.

*Typical Spells Known (6/8/8/7/7/7/6/3; save DC 16 + spell level): 0 -- acid splash, dancing lights, daze, ghost sound, know direction, message, prestidigitation, resistance, touch of fatigue; 1 -- entangle, grease, longstrider, summon monster I, summon nature's ally I; 2 -- barkskin, glitterdust, summon monster II, summon nature's ally II, web; 3 -- greater magic fang, protection from energy, summon monster III, summon nature's ally III; 4 -- air walk, Evard's black tentacles, summon monster IV, summon nature's ally IV; 5 -- cone of cold, cure critical wounds, summon monster V; 6 -- acid fog, summon nature's ally VI; 7 -- summon monster VII.*

**Slime (Ex):** A brine naga's skin is covered with a thick layer of clear slime. The slime is slightly toxic, and any creature that attacks a brine naga with a natural weapon, unarmed attack, or a light melee weapon must make a successful DC 24 Fortitude save or become nauseated for 1d4 rounds. This slime suffuses surrounding water, so when a brine naga is underwater, the slime also can affect all creatures within the brine naga's reach. Creatures that are immune to poison are immune to the effects of brine naga slime. The save DC is Constitution-based.

## Monstrous Crab

**Large Vermin (Aquatic)**

**Hit Dice:** 7d8+35 (66 hp)

**Initiative:** +2

**Speed:** 40 ft. (8 squares), swim 30 ft. (6 squares)

**Armor Class:** 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17

**Base Attack/Grapple:** +5/+19

**Attack:** Claw +10 melee (1d8+9)

**Full Attack:** 2 claws +10 melee (1d8+9)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Constrict 1d8+9, improved grab, powerful claws

**Special Qualities:** Amphibious, darkvision 60 ft., vermin traits

**Saves:** Fort +10, Ref +4, Will +2

**Abilities:** Str 22, Dex 14, Con 21, Int --, Wis 10, Cha 2

**Skills:** --

**Feats:** --

**Environment:** Temperate coastal

**Organization:** Solitary, pair, or swarm (6-10)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 8-10 HD (Large), 11-21 HD (Huge)

**Level Adjustment:** --

*This massive creature scuttles about with surprising speed and grace for its size. Its shell is brightly colored in shades of deep orange to bone white, and its twin claws are both sharp and large enough to behead a horse with one slice.*

Monstrous crabs are scavengers, and they feed upon the reeking bodies of dead sea creatures that wash up on shore. Despite this, they aren't above attacking still-living creatures upon sight, since monstrous crabs are always hungry.

## Combat

A monstrous crab is straightforward in combat. It lumbers forth toward the nearest target and attacks with its claws. Once a monstrous crab has a morsel or creature in each claw, it retreats into the water to feed. Creatures held in its claws when it does so soon drown if they can't breathe water.

**Constrict (Ex):** With a successful grapple check, a monstrous crab can crush a grabbed opponent, dealing 1d8+9 points of bludgeoning damage.

**Improved Grab (Ex):** If a monstrous crab hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts on the same round.

**Powerful Claws (Ex):** A monstrous crab always applies 1.5 times its Strength modifier to damage inflicted with its claws. Additionally, it gains a +4 racial bonus on grapple checks.

**Vermin Traits:** A monstrous crab is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

## Razoreel Swarm

Tiny Magical Beast (Aquatic, Swarm)

**Hit Dice:** 18d10+54 (153 hp)

**Initiative:** +14

**Speed:** 10 ft. (2 squares), burrow 10 ft. (2 squares), swim 90 ft. (18 squares)

**Armor Class:** 24 (+4 size, +10 Dex), touch 24, flat-footed 14

**Base Attack/Grapple:** +18/--

**Attack:** Swarm (4d6 + 1d6 Con)

**Full Attack:** Swarm (4d6 + 1d6 Con)

**Space/Reach:** 10 ft./0 ft.

**Special Attacks:** Constitution damage, distraction, penetrate damage reduction

**Special Qualities:** Blindsight 120 ft., darkvision 60 ft., evasion, immunity to weapon damage, low-light vision, resistance to acid 10, cold 10, and sonic 10, swarm traits

**Saves:** Fort +16, Ref +23, Will +8

**Abilities:** Str 2, Dex 30, Con 16, Int 2, Wis 10, Cha 2

**Skills:** Hide +27, Listen +2, Move Silently +19, Spot +9

**Feats:** Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (swarm), Iron Will, Lightning Reflexes, Stealthy

**Environment:** Temperate coastal

**Organization:** Solitary, pair, school (3-5), or shoal (6-12)

**Challenge Rating:** 11

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

**Level Adjustment:** --

*A shimmering cloud of red and silver, this swarm of foot-long eels swims with shocking grace and speed. Each eel possesses a set of razor-sharp transparent teeth and long thin serrated fins along its back.*

A razoreel swarm is a mass of writhing eels with a voracious appetite. Although they aren't amphibious, they can nevertheless slither about on land slowly for short periods of time. Their teeth and fins are sharp enough to cut through stone, and many razoreel swarms dwell in incredibly tangled nests burrowed directly into the solid rock that surrounds large tidepools.

## Combat

A razoreel swarm seeks to surround and attack any living creatures it encounters, and it pursues them for short distances onto shore if necessary. Some rocky beaches are particularly dangerous, for colonies of razoreels dig into the stone under the shore and create dangerous sections of weak stone that collapse when creatures walk over them.

**Constitution Damage (Ex):** Anyone damaged by a razoreel swarm must make a Fortitude save (DC 22) or take 1d6 points of temporary Constitution damage as well. This save DC is Constitution-based.

**Distraction (Ex):** Any living creature that begins its turn with a razoreel swarm in its space must succeed on a DC 22 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Distraction (Ex):** Any living creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 22 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

**Penetrate Damage Reduction (Su):** Razoreels are supernaturally sharp, and damage done by a razoreel swarm is treated as a magic weapon for the purpose of dealing damage to creatures with damage reduction. This damage also ignores all hardness an object or creature may possess.

**Evasion (Ex):** If a razoreel swarm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

**Swarm Traits:** A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects if the swarm has an Intelligence score and a hive mind. A swarm takes a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenade-like weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and it does not re-form until its hit points exceed its nonlethal damage.

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## Far Corners of the World

# The Lost Coast: Magic Items of the Tides

By James Jacobs



Those who have attempted to explore the Lost Coast find that, as with the other Far Corners of the World, specific and often customized magic items make the difference between abject failure and moderate success. The danger of the region is such that many of these items end up remaining in the Lost Coast when their users fall victim to the region's dangers. Some of these items, like the *selkie sash*, work best in coastline or underwater regions. Other items, such as the *fan of erosion*, are more universal and can pack quite a shock for those unprepared for their unique qualities.



**Boots of the Lost Coast:** A pair of *boots of the lost coast* looks like a well-worn set of knee-high black leather boots with thick soles. The boots are stiff and feel slightly slippery, but when put on they are surprisingly flexible and comfortable. The boots are waterproof, and water never leaks into them, even if the wearer stands in water deeper than the boot tops. While worn, the boots grant a +5 competence bonus on Balance and Swim checks, and as long as the wearer is within 30 feet of water or wading in water (but not swimming), she gains a +4 bonus on Initiative checks. Finally, the wearer of *boots of the lost coast* can activate *Barlen's crabwalk* (see The Lost Coast: Spells of the Tides) as a standard action for up to 11 rounds each day. The duration of the crabwalk effect need not be consecutive rounds.

Moderate transmutation; CL 11th; Craft Wondrous Item, 8 ranks in Swim, *Barlen's crabwalk*; Price 28,800 gp.

**Conch of Tidal Summons:** This beautiful shell is streaked with a rainbow of color. It can be blown like a trumpet, and it creates a mournful, low-pitched tone that carries for miles when the wind is right. A character who uses a *conch of tidal summons* gains a +5 competence bonus on any Perform (wind instruments) check made to play a tune or create an effect using the instrument. The *conch's* true powers, though, lie in its ability to summon creatures of the tides to do the user's bidding. Summoning a creature with a *conch of tidal summons* is a full-round action. Anyone can use the item to summon 1d4+1 sea cats or 1d4+1 monstrous crabs. If the user has at least 9 ranks in Perform (wind instruments), she can instead summon 1d3 orca whales or 1d3 adult tojanidas. Alternatively, if the user has at least 15 ranks in Perform (wind instruments), she can summon a single dire shark or a single razoreel swarm. All creatures summoned with the *conch* remain for 15 rounds or until slain, and they follow the spoken instructions of the one who holds the conch. The conch summons creatures once per day.

Strong conjuration; CL 15th; Craft Wondrous Item, 15 ranks in Perform (wind instruments), *summon nature's ally VIII*; Price 47,000 gp.

**Figurine of Wondrous Power (Limestone Crab):** A *limestone crab* appears as a miniature statuette, often badly eroded, of a crab. When the *figurine* is tossed down and the correct command word is spoken, it becomes a living monstrous crab. The monstrous crab obeys and serves its owner; it understands Common but does not speak. The monstrous crab can serve as a beast of burden, a mount, or a combatant as its owner desires. Unlike a normal monstrous crab, the *limestone crab* retains some of the qualities of stone when animated and has hardness 3. A *limestone crab* can be used twice per week for up to 6 hours per use.

If a *limestone crab* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

A *limestone crab* always feels damp to the touch, as if it had just been plucked from a tide pool.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects, stoneskin*; Price 10,000 gp.

**Gull Whistle:** This small whistle is carved from a seashell. When blown, it conjures a single sea gull to your location. The gull flies down to land nearby, at which time the whistle generates an *animal messenger* effect with the gull. Unlike the standard *animal messenger* spell, though, the recipient of the message can use an *animal messenger* effect on the gull as well, as long as she generates this effect within 10 minutes

of receiving the message and as long as the recipient of this second message is you.

Faint conjuration; CL 3rd; Craft Wondrous Item, *animal messenger*; Price 7,500 gp, Weight 1 lb.

**Ring of the Octopus:** A *ring of the octopus* appears as a strangely flexible ring made out of what appears to be braided octopus tentacles. When worn, the tentacles writh and grip the wearer's finger tightly, so that only the wearer can remove the ring with ease. A *ring of the octopus* allows the wearer's limbs to become surprisingly flexible and grants a +10 bonus on Escape Artist checks.

As a standard action, the wearer can transform the arm on which the ring is worn into a large octopus tentacle. This tentacle gives the wearer a natural tentacle attack that has a reach of 20 feet. The tentacle deals 1d4 points of damage on a successful hit, plus the wearer's Strength modifier. If the tentacle attack hits, the wearer can attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and immediately deals 2d8 (plus her Strength modifier) points of constriction damage.

Moderate transmutation; CL 9th; Forge Ring, *polymorph*; Price 87,000 gp.

**Selkie Sash:** This filmy sash of nearly transparent material always feels moist to the touch. Said to be infused with the fey magic of selkie druids, a nonfey creature that wears a selkie sash does so either about the waist, taking up a belt slot, or on the neck, taking up the necklace slot. As long as it is worn, the sash grants a +2 enhancement bonus to Dexterity, Intelligence, and Charisma. Additionally, the wearer gains a swim speed of 60 feet. Once per day, the wearer can *polymorph* into a seal (use the statistics for a dog, except with a swim speed of 60) as long as she is swimming in water at the time. The wearer can remain in seal form for as long as she desires; switching back to her true form is a standard action. The wearer reassumes her true form as well as soon as she emerges from the water.

Upon changing, the wearer regains lost hit points as if she had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

Moderate transmutation; CL 9th; Forge Ring, *polymorph*; Price 46,800 gp.

**Staff of the Tides:** This gnarled staff of driftwood is draped with seaweed and studded with brightly colored seashells. It allows use of the following spells.

- *undertow* (see The Lost Coast: Spells of the Tides) (1 charge)
- *fog cloud* (1 charge)
- *control water* (1 charge)
- *baleful polymorph* (into harmless tide pool denizen) (2 charges)
- *summon nature's ally VII* (creatures with the Aquatic or Water subtype only) (3 charges)

Strong conjuration; CL 13th; Craft Staff, *baleful polymorph*, *control water*, *fog cloud*, *summon nature's ally VII*, *undertow*; Price 83,000 gp.

**Trident of Red Brine:** Said by some to be the prototype of the infamous trident *Wave*, a *trident of red brine* is a +2 *keen bane vs. aquatic creatures trident* made of magically hardened red coral. On a successful critical hit, the *trident* causes an additional 2d6 points of damage as it draws off blood and water from the target's body, desiccating the target horribly. A creature that suffers this additional damage must also make a successful Fortitude saving throw (DC 14) or be nauseated for 1d4 rounds. Creatures that are immune to critical hits do not suffer this additional desiccation damage.

Strong necromancy; CL 15th; Craft Magic Arms and Armor, *horrid wilting*, *keen edge*, *summon monster I*; Price 72,315 gp; weight 4 lb.

**Underwater Action (Weapon Quality):** This weapon quality can be applied to both melee and ranged weapons. An *underwater action* weapon functions underwater as well as it does on land, as if its wielder were under the effects of a *freedom of movement* spell (but only for purposes of attacking with the weapon). Ranged weapons impart this quality upon any ammunition fired from them; an *underwater action longbow* can be wielded underwater with ease.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *freedom of movement*; Price +1 bonus.



**Far Corners of the World**

# Foundations of Stone: Spells of the Mountains

By James Jacobs



The dwarves have known for ages that powerful magic lies dormant in the mountains of the world. The tallest peaks, the grandest ranges, and even the lowly foothills are more than mere landmarks on the world -- they are foci of powerful forces. These spells provide but a small sampling of attempts to capture, harness, and focus these energies. Dwarven spellcasters originally researched the majority of these spells, but their use is so great that many other mountain-dwelling races and explorers have adopted them as their own.



### Avalanche of Devastation

Conjuration (Creation)

**Level:** Druid 9

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 40 feet (see text)

**Effect:** Cone-shaped avalanche 40 feet long (see text)

**Duration:** Concentration, maximum 1 round per level (see text)

**Saving Throw:** Reflex half

**Spell Resistance:** No

*Avalanche of destruction* causes jagged pinnacles of stone to erupt from the ground before the caster. The pinnacles rise to a height of 10 feet, then immediately crumble into rubble that flows and fills a 40-foot cone (aimed along the ground in the direction the caster chooses). The spell creates the effects of an avalanche within the cone. Each round the spell lasts, the avalanche advances another 40 feet, extending the cone (in both length and width). The leading 40 feet of this swath is the active portion of the avalanche, and the area behind the leading edge is filled with rubble. For example, in the second round, the avalanche fills an 80-foot cone, the 40-foot section closest to the point of origin is just rubble, and the outer 40 feet is filled with moving, grinding rock. On the third round, the spell fills a 120-foot cone, the 80-foot section closest to the point of origin is just rubble, and the outer 40 feet is filled moving, grinding rock.

If you move away from your initial position while concentrating on maintaining this spell, its effects continue but do not move along with you. The starting location of the *avalanche of devastation* is fixed at the point where you cast the spell. Once the spell ends, the stones (both the moving, grinding stones and the rubble behind them) vanish instantly, leaving behind a swath of ruin and devastation.

Any creatures, objects, or structures caught in the active portion of the avalanche must make a successful Reflex save or take 8d6 points of bludgeoning damage. Structures are particularly vulnerable to this damage, and they do not apply their hardness to the damage inflicted unless their hardness is 11 or higher.

A Huge or smaller creature or object that takes damage from this spell (even on a successful Reflex save) is buried by rubble. A buried creature takes 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of normal damage each minute thereafter until freed or dead. A creature can dig to freedom automatically if it has a burrow speed, otherwise it must make a successful Strength check (DC 24) to extract itself. Attempting a Strength check in this manner is a full-round action, and failure to escape automatically inflicts 1d6 points of nonlethal damage on the character.

The area behind the 40-foot-long active portion of this spell remains buried with rubble to depths of up to 10 feet as long as the spell lasts. Creatures buried here continue to take nonlethal damage, and those who enter this area of unstable ground move at half normal speed.

This spell can be cast only when you are standing on solid ground. If you cast it while in mountainous terrain, its effects continue for 3 rounds after you cease concentrating.

### Foundation of Stone

Transmutation

**Level:** Cleric 1**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature/level, no two of which can be more than 30 ft. apart**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

*Foundation of stone* infuses the targeted creatures with enhanced dwarven stability as long as they remain standing on solid ground. The creatures get a +4 bonus on ability checks made to resist being bull rushed or tripped. This bonus stacks with that granted by the dwarven stability trait.

If this spell is cast in mountainous terrain, all affected targets gain a +6 bonus against bull rush and trip attacks.

### Giant's Wrath

Transmutation

**Level:** Cleric 3, Sorcerer/Wizard 3**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Personal**Effect:** One pebble per 3 levels**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** None

You infuse a handful of stone pebbles with powerful transmutation magic. For the duration of the spell, you can hurl one pebble as a standard action that provokes an attack of opportunity. The instant the pebble leaves contact with your hand, its size and the force of its throw increase dramatically; the pebble transforms into a boulder as if thrown by a hill giant. The boulder has a range increment of 120 feet, and you must succeed at a ranged attack to strike a target with the boulder. If you hit the target, the boulder inflicts 2d6 points of bludgeoning damage. You gain an insight bonus equal to half your caster level on attack rolls and damage rolls with these boulders.

The size and nature of the hurled boulders increases as you gain levels. At 9th level, the boulder damage increases to 2d8 points of bludgeoning damage. At 13th level, the boulders deal an additional 2d6 points of fire damage on a hit. At 17th level, the range increment for the boulders increases to 180 feet and the critical damage multiplier for the boulders increases to × 3.

If you drop a pebble or give it to another creature, the pebbles' magic dissipates harmlessly.

**Material Component:** The pebbles to be transmuted.

### Magnetic Pulse

Conjuration (Creation)

**Level:** Druid 4, Sorcerer/Wizard 4**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Area:** 30-ft.-radius burst**Duration:** Instantaneous**Saving Throw:** See text**Spell Resistance:** No

You call upon the powerful magnetic forces of the vast lodes of metal hidden deep within the mountains to focus on a specific point in range. All unattended ferrous metallic objects that weigh less than 10 pounds per caster level are immediately hurled in a random direction to a point just beyond the area of the spell's burst. All creatures in the area take 5d6 points of damage. Alternatively, you can direct the spell inward, and all unattended ferrous metallic objects are hurled toward the center of the area; this inflicts 3d6 points of damage to all of the objects and to all creatures in the area. A successful Reflex saving throw negates the damage done by either type of *magnetic pulse*.

Attended ferrous metal objects are affected differently by this spell. Fairly small ferrous metal objects worn on the body (such as jewelry) are whisked off the creature's body unless he makes a Reflex save. Most jewelry pieces (especially magic items), however, are not made of ferrous metal. Characters in ferrous metal armor (which is most metal armor) are subjected to a trip attack made by a Large creature with an

effective Strength of 22 (the bonus on the trip attack is +4 for size and +6 for Strength for a total bonus of +10). Similarly, the spell makes a disarm attack (using your base attack bonus + 6 for the spell's effective Strength) against any ferrous weapons or objects held in an affected creature's hands. Creatures made primarily of ferrous metal (such as iron golems) are subjected to a bull rush attack from a Large creature. The effective Strength is 22 (+4 size and +6 Strength for +10 bonus on the check) in the direction of the pulse.

If this spell is cast in mountainous terrain, the area is doubled to a 60-foot-radius burst, and the pulse's effective Strength score increases to 30 (+10 Strength bonus).

*Material Component:* A lodestone.

### **Surefooted Stride**

Transmutation

**Level:** Bard 2, Ranger 2, Sorcerer/Wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

Your stride becomes confident and sure in mountainous terrain. You can move through dense rubble at full speed for the duration of this spell, and you can even run, charge, and tumble through such terrain as though it were clear terrain. You also gain a +2 competence bonus on all Climb checks. Additionally, you treat mountainous terrain as plains for the purpose of determining your overland movement through such terrain.

*Material Component:* A tiny walking stick set with a jacinth chip worth at least 10 gp.

### **Surefooted Stride, Mass**

Transmutation

**Level:** Bard 5, Ranger 4, Sorcerer/Wizard 5

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

**Target:** One creature/level, no two of which may be more than 30 feet apart

This spell functions as *surefooted stride*, except as indicated here.

*Material Component:* A tiny walking stick set with a fire sapphire chip worth at least 100 gp.

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**Far Corners of the World**  
**Foundations of Stone:**  
**Monster of the Mountains**

By James Jacobs



Numerous dangerous creatures lurk in the remote mountains of the world. This terrain favors creatures that can move with ease across vertical surfaces or that can climb or fly. This month, we look at three such denizens: the ravenous cliff raptor, the mysterious glitterhaunt, and the noxious and equally dangerous ulorixax.

### Cliff Raptor

**Medium Animal**

**Hit Dice:** 4d8+12 (30 hp)

**Initiative:** +3

**Speed:** 60 ft. (12 squares), climb 60 ft.

**Armor Class:** 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

**Base Attack/Grapple:** +3/+4

**Attack:** Talons +6 melee (1d6+1)

**Full Attack:** Talons +6 melee (1d6+1) and bite +4 melee (1d6) and 2 claws +4 melee (1d4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Leap

**Special Qualities:** Low-light vision, surefooted

**Saves:** Fort +7, Ref +7, Will +3

**Abilities:** Str 13, Dex 17, Con 16, Int 2, Wis 14, Cha 11

**Skills:** Balance +13, Climb +17, Jump +15, Tumble +18

**Feats:** Multiattack, Weapon Finesse

**Environment:** Temperate mountains

**Organization:** Solitary, pair, or pack (3-8)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-8 HD (Medium), 9-12 (Large)

**Level Adjustment:** --



*The creature looks like a long-legged lizard, save that it sports fairly brilliant plumage on its back and long thin tail. Each of its two hind feet are armed with a prodigiously oversized talon that almost overshadows its sharp teeth and razor-sharp claws in terms of intimidating natural weapons.*

A cliff raptor is a form of velociraptor that has adapted to a life on the sheer mountain faces of rugged badlands and cliffs. They skitter along the faces of these cliffs with shocking and almost terrifying ease. Cliff raptors hunt in packs, like wolves, and have little fear of humanoids.

A cliff raptor makes an excellent animal companion for characters from mountainous regions. A druid of 7th level or higher can take a cliff raptor as an animal companion.

### Combat

Cliff raptors prefer to begin combat with their leap, and they jump down upon their prey from above. If the victim of such a leap survives the next few rounds of combat, the raptor usually tries to clamber up above and leap down again to finish the prey off.

**Leap (Ex):** A cliff raptor that drops at least 10 feet before making an attack against a target gains a +2 bonus on attack rolls with its talons. If it hits, it deals an additional 2d6 points of damage.

**Surefooted (Ex):** The cliff raptor is especially surefooted, and it always lands upright and on its feet after taking a fall. Additionally, cliff raptors treat any fall as being 20 feet shorter than the actual height fallen for the purposes of determining falling damage. A cliff raptor gains a +4 racial bonus to resist being bull-rushed or tripped.

**Skills:** Cliff raptors gain a +8 racial bonus on all Balance and Tumble checks. They gain a +16 racial bonus

(+8 for having a climb speed plus an extra +8 bonus) on all Climb checks. In addition, they can always choose to take 10 on Climb checks, even if rushed or threatened.

## Glitterhaunt

**Medium Fey (Earth)**

**Hit Dice:** 12d6+60 (102 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), burrow 30 ft.

**Armor Class:** 21 (-1 Dex, +12 natural), touch 9, flat-footed 21

**Base Attack/Grapple:** +6/+11

**Attack:** Gemlance +12 melee (1d6+5/x4)

**Full Attack:** 4 gemlances +12 melee (1d6+5/x4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Prismatic flash, shardburst

**Special Qualities:** Absorb metal, damage reduction 10/cold iron, earth glide, immunity to acid and fire, resistance to cold 10, spell resistance 19

**Saves:** Fort +11, Ref +7, Will +8

**Abilities:** Str 21, Dex 8, Con 20, Int 14, Wis 11, Cha 21

**Skills:** Climb +20, Diplomacy +7, Hide +14, Knowledge (dungeoneering) +17, Knowledge (geography) +17, Knowledge (nature) +17, Listen +15, Sense Motive +15, Spot +15

**Feats:** Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (gelmance)

**Environment:** Any mountain

**Organization:** Solitary, pair, or cluster (3-8)

**Challenge Rating:** 8

**Treasure:** Standard coins, triple gems, standard magic

**Alignment:** Usually chaotic neutral

**Advancement:** 13-16 HD (Medium), 17-28 HD (Large), 29-36 HD (Huge)

**Level Adjustment:** --

*It rises up out of the stony ground. Its overall shape is humanoid, except its skin appears to shimmer, almost as if quicksilver dusted with a layer of sparkling powder undulated gently. Its eyes are large for its face, and they glisten like molten emerald. Tiny shards of multicolored crystals protrude from its body at random places and at random intervals. The creature glows with light of many hues.*

A glitterhaunt is a seldom-encountered spirit of the gemstone lode -- a physical embodiment of the beauty and mystery of all that glitters. They prefer to cavort and play along veins of gemstones hidden deep in the mountains, but where these crystal veins are exposed to the surface (often in mines), they sometimes gather to protect the crystals from those who would take them. Glitterhaunts often come into conflict with miners -- dwarves and gnomes in particular.

A glitterhaunt is about the height and weight of a human. It speaks Common, Sylvan, and Terran.

## Combat

A glitterhaunt attacks by forming long, thin crystalline spines from its body with sudden and powerful force. As a full attack action, a glitterhaunt can strike with four of these gemlances; a successful critical hit with a gemlance inflicts x4 damage. Against more powerful foes, a glitterhaunt prefers to use its spells or special attacks.

**Prismatic Flash (Su):** Once per day, as a standard action, a glitterhaunt can create a flash of multicolored energy that duplicates the effects of a *prismatic spray*. All creatures in a 20-foot burst centered on the glitterhaunt are affected. Saving throws, when applicable, are DC 21; this save DC is Constitution-based.

**Shardburst (Su):** Once every 1d4 rounds, a glitterhaunt can generate a lacerating spray of jagged, razor-sharp crystals from its body. The crystals explode in a 40-foot burst around the glitterhaunt, dealing 6d6 points of slashing damage to all creatures in the area. A successful Reflex save (DC 21) halves the damage done. The save DC is Constitution-based.

**Absorb Metal (Su):** As a free action once a round, a glitterhaunt can absorb forged metal into its body to heal damage. The glitterhaunt can either make a touch attack to absorb metal or it can attune its body to absorb the first forged metal weapon that strikes its body. In the latter case, the effect lasts until the beginning of the glitterhaunt's next turn, or until it is discharged. In either case the object takes 4d6 points of sonic damage. If the object is destroyed, it shatters into thousands of pieces that immediately melt and merge with the glitterhaunt, restoring damage equal to the object's maximum hit points. The glitterhaunt can use this ability only once per round, and it cannot affect an object that weighs more than 10 pounds.

**Earth Glide (Ex):** A glitterhaunt can glide through stone, dirt, or almost any other sort of earth -- including metal -- as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing glitterhaunt flings the fey back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

## Ulriax

### Gargantuan Plant

**Hit Dice:** 23d8+184 (287 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 squares), climb 20 ft., fly 40 ft. (perfect)

**Armor Class:** 33 (-4 size, -3 Dex, +30 natural), touch 3, flat-footed 33

**Base Attack/Grapple:** +17/+43

**Attack:** Bite +28 melee (2d8+14/19-20)

**Full Attack:** 3 bites +28 melee (2d8+14/19-20)

**Space/Reach:** 20 ft./20 ft.

**Special Attacks:** Breath weapon, spell-like abilities

**Special Qualities:** Immunity to electricity and sonic, plant traits, regeneration 20, wand mastery

**Saves:** Fort +21, Ref +4, Will +7

**Abilities:** Str 38, Dex 4, Con 26, Int 15, Wis 11, Cha 16

**Skills:** Climb +38, Concentration +22, Jump +8, Knowledge (arcana) +28, Spellcraft +28, Spot +26

**Feats:** Blind-Fight, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*lightning bolt*), Snatch, Weapon Focus (bite)

**Environment:** Warm mountains

**Organization:** Solitary

**Challenge Rating:** 17

**Treasure:** No coins, no goods, triple magic (at least half wands)

**Alignment:** Usually neutral evil

**Advancement:** 24-35 HD (Gargantuan), 36-69 HD (Colossal)

**Level Adjustment:** --

*This massive plantlike creature has a rubbery, almost spherical body that trundles across the mountainside, resembling a massive toadstool that has learned to walk on a dozen long spines. Suddenly, its back inflates with a thunderous boom, and the creature lifts off the face of the mountain and into the air with shocking grace. Trailing below it are four long, thin, brown tendrils, and three thick branches. The tendrils end in a tiny handlike shape, while the branches end in massive jaws.*

Several sages believe that powerful and insane druids created the first Ulriaxes ages ago. Although alien and strange in shape, a ulriax is in fact a rather intelligent creature. They have little interest in society or civilization, but they sometimes drift down into the foothills to raid settlements to add to their collection of magic. Ulriaxes seem to enjoy these raids as much as the plunder; sometimes they return to finish off the slaughter of a village once they have mastered the use of any stolen magic wands and items.

Ulriaxes have numerous mouthlike openings hidden along its body through which they can converse. Their voices are loud and earthshaking, as if a thundercloud had learned to speak. They fly through the air by the generation of prodigious amounts of buoyant gasses that are then vented from these openings to provide propulsion.

The ulriax speaks Common, Auran, and Druidic.

## Combat

An ulriax prefers to use its spell-like abilities to assault targets from afar before swooping in for the kill. In combat, it utilizes any wands it owns and attacks with its three stalked maws. Against particularly troublesome opponents, an ulriax uses its Snatch feat, then lifts up into the air to drop its foe.

**Breath Weapon (Su):** 60-foot cone, once every 1d4 rounds, damage 12d6 sonic, Reflex DC 29 half. The save DC is Constitution-based.

**Spell-Like Abilities (Sp):** At will -- *fog cloud*, *gust of wind* (DC 15), *wind wall*; 3/day -- *control weather*, *control winds* (DC 18), *lightning bolt* (DC 16), *whirlwind* (DC 21); 1/day -- *call lightning storm* (DC 18), *reverse gravity* (DC 20), *storm of vengeance* (DC 22). Caster level 23rd. The save DCs are Charisma-based.

**Regeneration (Ex):** Cold and fire deal lethal damage to an ulriax.

**Wand Mastery (Su):** The ulriax can use wands and other spell trigger items as if it had access to the druid spell list. Additionally, it can wield a wand in each of its four tendrils, and it can activate each wand

simultaneously as a free action, up to once per round per wand. The uloriax can activate up to four wands per round in this manner.

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**Far Corners of the World**  
**Foundations of Stone:**  
**Magic Items of the Mountains**

By James Jacobs



Mountains are ancient and indomitable. They divide nations and shelter entire regions from discovery by explorers. Those who can conquer the mountain can overcome these boundaries, and they can find amazing new regions as a reward. It should come as no surprise, then, that many magic items aid in the exploration and conquering of the mountains of the world. Yet those who sought to scale the mountain are not the sole creators of the magic items presented here; native dwellers of the far mountains of the world constructed many, such as the *alphorn of thunder* and the *Yrthak hunter's cloak*.



**Alphorn of Thunder:** This devastating magic alphorn can shrink down to the size of a flute upon the owner's command. In this form, it functions admirably as a masterwork flute, and it grants a +2 circumstance bonus on Perform (wind instrument) checks.

In its true form, the *alphorn of thunder* is a 15-foot-long instrument that weighs nearly 100 pounds. Although it functions as a masterwork alphorn in this form, its true power is much more destructive. Any user can use an *alphorn of thunder* to generate a single blast of sound that emanates from the end of the horn (any point 15 feet away from the character) and affects all creatures and objects in this area with a *shout* spell. A user can activate this ability up to three times per day.

In the hands of someone with at least 9 ranks in Perform (wind instrument), the alphorn of thunder can cast *call lightning*, up to three times per day.

If the user is a bard, the *shout* ability upgrades to *greater shout*, and the *call lightning* ability upgrades to *call lightning storm*.

Strong evocation; CL 10th; Craft Wondrous Item, *call lightning*, *shout*, creator must have at least one level of bard; Price 90,000 gp; Weight 1 lb. (as flute) or 100 lb. (as alphorn).

**Boots of Mountaineering:** The soles of these tough leather boots are studded with tiny metal spikes and hooks that magically extend or retract to aid in climbing. While worn, the boots grant a +10 competence bonus on Climb checks. Additionally, while the wearer is in mountainous terrain, the boots fill him with feelings of contentment and support, almost as if the mountain itself were watching out for him. When in mountainous terrain, the wearer gains a +2 insight bonus on all saving throws and a +5 competence bonus on Balance, Jump, and Survival checks.

Moderate transmutation; CL 5th; Craft Wondrous Item, creator must have 8 ranks in Balance, Climb, Jump, and Survival; Price 26,000 gp; Weight 1 lb.

**Hammer of Flatlander's Doom (Minor Artifact):** A somewhat unbalanced dwarf priest named Mardiak crafted these +4 adamantine warhammers. Mardiak had strange fears that those who dwelt in the lowlands surrounding his precious mountains had plans to raze the mountains down and transform them into plains and rolling hills. He forged no less than two dozen *hammers of flatlander's doom* before being carried off by a roc. The story goes that Mardiak killed the roc, but himself died when the bird plummeted into the heart of a large region of grasslands. Some say that Mardiak's insane ghost haunts the crater this fall created.

A *hammer of flatlander's doom* deals +2d6 points of damage when used against creatures native to nonmountainous regions. Additionally, against such targets, the hammer's threat range for critical hits becomes 19-20. A nonmountain-dwelling creature who is critically hit by a *hammer of flatlander's doom* must make a successful DC 18 Fortitude saving throw or be stunned for 1d4 rounds. The Dungeon Master is free to decide what creatures are not mountain dwellers. At a minimum, a creature whose environment entry does not include mountains is not a mountain dweller.

If used against a creature that dwells in mountainous regions, though, the hammer loses all of its magic properties for 24 hours, right after it bestows a curse on the wielder. The wielder can resist this curse with a successful DC 20 Will save; otherwise he loses all of his weapon proficiencies (including those gained from feats) until the curse is lifted.

Strong transmutation; CL 20th; Weight 5 lb.

**Magnetic (Armor Quality):** Item crafters can place this magic armor quality only on metal armor or shields. Magnetic armor generates a powerful magic magnetic field when struck with an iron or steel weapon. This magnetic field is limited entirely to the attacking weapon, and it does not negatively impact the wearer. (The shield or armor won't, for example, stick magnetically to an iron door or to other metal weapons carried by the character.) Each time a character is struck by an iron or steel weapon, she immediately makes a free disarm attack against the weapon in question without provoking an attack of opportunity; the attack roll is modified by the shield or armor's enhancement bonus. If the disarm attack succeeds, the weapon is wrenched out of the attacker's hands and sticks to the magnetic shield or armor. Wearers can retrieve a weapon stuck to their armor or shields as a move action, but anyone else must successfully disarm the stuck weapon from the wearer to retrieve it.

Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *magnetic pulse*; Price +2 bonus.

**Ring of Escape:** A *ring of escape* is a plain silver band set with strips of jade. While worn, it grants a +5 competence bonus on Escape Artist checks and grapple checks made to avoid being grappled (but not to grapple checks made to establish a hold). The ring's true value becomes apparent if its wearer is buried alive, either under a cave-in, in an avalanche, or even upon sinking into a region affected by *transmute rock to mud*. In such a case, the wearer can immediately use a *dimension door* effect to the nearest safe and clear area. This power is not without limits; it can activate only once per day, and the maximum range it can transport the wearer is 680 feet, so if there are no safe places within range, the magic fails.

Moderate conjuration; CL 7th; Forge Ring, *dimension door*; Price 16,000 gp.

**Rod of Mountain Mastery:** This jagged rod of basalt grants incredible powers over mountainous terrain, as long as it is held in one hand. The rod taps into the indomitable power of the mountain, and it warns you of danger while you travel in mountainous terrain; at such times, the rod grants a +2 insight bonus on Initiative checks and on saving throws against natural hazards like avalanches. It also grants a +5 competence bonus on Listen and Spot checks.

The wielder of the rod can also invoke the powers of the mountain for travel. While held, the wielder gains the benefit of *surefooted stride*. He can also use *greater teleport* once per day, as long as the point of departure and the destination are in mountainous terrain.

Finally, the wielder of a *rod of mountain mastery* can invoke the quiescent force of the mountain in even more impressive ways. Three times per day, he may create a *wall of stone* or generate *spike stones*. Once per day he may create an *earthquake*.

The most terrifying power of the rod, though, is its ability to create an *avalanche of devastation* once per day. The avalanche lasts for 1 minute; you do not need to continue concentrating to maintain the *avalanche of devastation*. Unleashing an *avalanche of devastation* is terribly taxing on the rod, though; each time this power is used, the rod loses all its magic powers for a day.

Strong conjuration; CL 17th; Craft Rod, *avalanche of devastation*, *earthquake*, *greater teleport*, *surefooted stride*, *wall of stone*; Price 181,000 gp; Weight 5 lb.

**Yrthak Hunter's Cloak:** A dwarven wizard originally invented this pale green cloak to outfit a specialized strike force of warriors formed to clean out a particularly strong infestation of yrthaks in a secluded mountain range. While designed to aid specifically against an attack by an yrthak, the cloak has proven to be quite helpful when fighting any creature that uses sonic attacks or is particularly vulnerable to sonic damage.

A *yrthak hunter's cloak* grants the wearer a +4 resistance bonus on all saving throws against sonic attacks, as well as sonic resistance 20. More impressive, the cloak can absorb one sonic attack that specifically targets the wearer; the cloak cannot so absorb sonic attacks that affect areas or multiple targets. Absorbing a sonic attack requires no action on the part of the user if the cloak is worn at the time, and the cloak wearer can use this power even during another creature's turn. The next time the wearer takes damage from a physical melee attack, the stored sonic energy explodes outward, dealing an amount of sonic damage to the creature that made the melee attack equal to the amount of damage the original source would have dealt. If no melee attack successfully strikes the wearer within 1 minute of the sonic attack's absorption, the energy dissipates harmlessly. A *yrthak hunter's cloak* can absorb a sonic attack only once per day.

Strong abjuration; CL 12th; Craft Wondrous Item, *protection from energy*, *resistance*, *shout*; Price 40,000 gp; Weight 1 lb.

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# Far Corners of the World

## Spells of the Woodlands

(Cathedral of Leaves)  
By James Jacobs



Although druids epitomize nature and venerate it in all its incarnations, there nevertheless remains one type of terrain that seems to hold special secrets and hidden power for them: the woodlands. Likewise, the majestic forests of the world often serve as the haunt of mysterious and often quite powerful fey creatures who command impressive magic. Dryads, nymphs, and satyrs are only a few such creatures. The fey and druids of the woodlands have always known that a special magic hides in the roots below and canopy above, and sometimes, they see fit to gift this magic upon particularly favored allies from outside the wooded ways. Those so gifted keep these spells as honored treasures, or they become coveted trophies by those foul enough to steal them for their own.



### Acorn of Far Travel

Transmutation

**Level:** Druid 2, Ranger 2

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One acorn

**Duration:** 1 day/level or until expended

**Saving Throw:** None

**Spell Resistance:** No

*Acorn of far travel* must be cast upon an acorn that is still attached to a living oak tree. As you cast the spell, the spirit of the oak tree wells into the acorn, which detaches into your hand once the casting is complete. As long as you carry the acorn (and as long as the acorn is not stored in an extradimensional space like a *bag of holding*), you are considered to be standing under that oak tree's canopy (and thus within an area of forested terrain). Whenever you cast a spell that has additional effects when cast in forested terrain (such as *deadfall*, *creaking cacophony*, *fey ring*, or *splinterbolt*), you can choose to use the acorn as an additional material component for that spell. Doing so consumes the acorn immediately, but the spell's effects manifest as if you stood in forested terrain no matter what your actual location. Likewise, you can use the acorn as an oak tree for spells like *tree stride* or *transport via plants*; this also consumes the acorn.

Dryads gain an additional benefit from this spell. If a dryad spellcaster casts this spell on an acorn harvested from her bonded oak tree, she is considered to be in contact with her tree at all times, despite the actual distance between her and the tree. A dryad spellcaster can thus use this spell to travel great distances from her tree without growing sick.

You can have only one *acorn of far travel* spell in effect at any one time. If you cast it more than once, any *acorn of far travel* spells you may have already in effect immediately end. The magic of the spell is not bonded to you, though. You can pass the infused acorn to others, allowing them to gain the benefits of this spell.

**Material Component:** A fallen leaf taken from the oak tree from which the acorn is to be harvested.

### Creaking Cacophony

Illusion (Figment) [Sonic]

**Level:** Bard 3, Druid 3, Sorcerer/Wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 40-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

*Creaking cacophony* fills the area with a cacophonous din, as if of hundreds of intertwined trees and branches

rubbing and creaking together in a chaotic melody of groans and creaks. The sound from the spell is as loud as a pitched battle and is audible far beyond the spell's area. Outside the spell's area, the sound is merely loud. Inside the spell's area the sound is overwhelming and maddening. All creatures in the area that can hear must make a Will saving throw each round or become both deafened and shaken for the duration of the spell, even if they subsequently leave the spell's area. Those who successfully save against the spell merely suffer a -4 penalty on Listen checks while they're within the spell's area. All creatures in the area gain vulnerability to sonic damage and take 150% normal damage from any attack that deals sonic damage as the *creaking cacophony* enhances and focuses the energy.

If this spell is cast in a forested area, saving throws to resist its deafness and shaken effects suffer a -2 penalty and the spell's duration is doubled.

### **Deadfall**

Conjuration (Creation)

**Level:** Druid 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Effect:** Mass of dead wood forming in a cylinder (20-ft. radius, 40 ft. high) (see text)

**Duration:** Instantaneous (see text)

**Saving Throw:** Reflex partial (see text)

**Spell Resistance:** No

Deadfall creates a tangled mass of huge branches, logs, and fallen trees on the ground. The deadfall immediately collapses in on itself with terrific force and noise. Creatures and objects in the area take 1d4 points of bludgeoning damage per caster level. A successful Reflex save halves the damage done. Creatures that fail the Reflex save not only suffer full damage, but are knocked prone as well.

Once you cast the spell, a considerable volume of dead wood remains behind. This pile of brush is 5 feet high, with a 20-foot radius. It costs 2 squares of movement to move into a square the pile covers. Tumble and Move Silently check DCs increase by +2, and running or charging through the pile is impossible. The deadfall provides soft cover.

If cast in a forested area, the damage done is at +1 per die, and creatures that fail the Reflex save must also make a Fortitude save or be stunned for 1 round.

### **Fey Ring**

Conjuration (Calling) [See text]

**Level:** Bard 6, Cleric 7, Druid 6, Sorcerer/Wizard 7

**Components:** V, S, DF, XP

**Casting Time:** 10 minutes

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

**Effect:** One called Medium or smaller fey

**Duration:** See text

**Saving Throw:** See text

**Spell Resistance:** No

By casting this spell, you cause a 5-foot-diameter ring of pale mushrooms to sprout from the ground. As soon as the spell is cast, a fey of your choice appears within the ring of mushrooms. The fey called is an average specimen, unless you know the name of a specific fey, in which case you can try to call upon that specific fey instead. If you call on a specific fey, it gains a Will save to resist the spell. A nonspecific fey does not gain a save to resist.

Once called, the fey's initial attitude depends on how different its alignment is from yours. If its alignment is identical to yours, it is friendly. If one component is different, it is indifferent. If both components are different, it is unfriendly. If the fey's alignment is opposite your own, it is hostile. When the fey appears, you immediately make an opposed Diplomacy or an Intimidate check. The DM makes the check secretly, and the check's result determines how the fey's attitude is adjusted for purposes of the spell's outcome. The result of the check plays out over the course of the next minute (or less) as noted below.

A hostile fey immediately attacks the caster (the fey acts as soon as the spell is complete). In this case, the fey ring itself withers into black sludge. Normally an attempt to influence a creature's attitude takes 1 minute, but you can break off the negotiation and take other actions beginning with your next turn after completing the spell.

An unfriendly fey mocks and insults the caster for 1 minute before returning from whence it came. During this time, you cannot act, because you are assumed to be attempting to sway the fey's attitude with your Diplomacy or Intimidate check. The fey cannot leave the confines of the fey ring unless it is attacked, in which case the fey

ring withers as detailed above. If someone attacks the fey, you can break off the negotiation and take other actions beginning with your next turn after the fey was attacked.

An indifferent fey answers 1d6 questions posed to it by you before it is released from the *fey ring* after 1 minute. It is under no compulsion to tell the truth, but it generally doesn't lie if it has no reason to do so. During the 1 minute the fey remains in the ring, you cannot act, because you are assumed to be attempting to sway the fey's attitude with your Diplomacy or Intimidate check. The questions you ask are assumed to be part of your actions you use to change the fey's attitude.

A friendly fey agrees to serve you in any relatively safe endeavor for up to 1 hour per caster level. It answers questions, serves as a guide, casts helpful spells, and otherwise assists you as you desire, as long as what assistance you require is not dangerous or abhorrent to the fey. You must complete your attempt to change the fey's attitude before the service commences.

A helpful fey agrees to serve you in the same manner as a friendly fey, save that it fights to defend you and takes unnecessary risks to assist you as you require, for up to 1 hour per caster level. You must complete your attempt to change the fey's attitude before the service commences.

Instead of spending 1 minute changing the fey's attitude with a Diplomacy or Intimidate check, you can do so as a full-round action. If you do so, you take a -10 penalty on the check. Determine the check result and then determine what the fey does next. A hostile fey attacks. An unfriendly fey mocks the caster for 1 minute. An indifferent fey answers 1d6 questions over the course of as much as 1 minute; asking the fey questions is a free action for you. A friendly or helpful fey serves you as noted above.

The *fey ring* itself remains in effect as long as the fey serves you. If you ever harm or betray the fey, the *fey ring* immediately melts away and the fey goes free to do what it will; it can return to where it came from via *teleportation* for up to 1 minute after the fey ring melts, after which the fey remains stuck in the area and must return home under its own power.

You cannot call a fey that has more Hit Dice than you do. When you use this spell to call a fey with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell is a spell of that type.

**XP Cost:** 500 XP. If you cast this spell in a forested area, you can substitute 2,000 gp worth of magic items as a material component in place of the XP cost.

### Splinterbolt

Evocation

**Level:** Druid 2, Sorcerer/Wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** One or more streams of splinters

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You cause a long, thin, sharp beam of splinters to lance out of your outstretched hand to strike a target in range. You must make a ranged attack (not a ranged touch attack) to hit the target; if you hit, the splinterbolt deals 4d6 points of piercing damage. The splinterbolt threatens a critical hit on an 18-20 and deals x3 damage on a successful critical hit.

You can fire one additional splinterbolt for every four levels beyond 3rd (to a maximum of three splinterbolts at 11th level). You can fire these splinterbolts at the same or different targets, but all splinterbolts must be aimed at targets within 30 feet of each other and fired simultaneously.

If you cast this spell in forested terrain, the splinterbolts are treated as cold iron magic weapons, and they deal an additional +4 points of damage on a hit.

*Material Component:* A splinter of wood.

**Far Corners of the World**  
**Monsters of the Woodlands**  
 (Cathedral of Leaves)  
 By James Jacobs



The forest is alive. Not only do plants and animals bring it to life, but more sinister creatures lurk in the dark recesses of the deadfall, the tangled pits of roots, and even in the looming canopies above. Many of these monsters have become notorious among adventurers, explorers, and others who wander the woodlands; what adventurer hasn't heard of the tendriculos, monstrous spiders as big as a horse (or bigger), ravenous owlbears, or worst of all, of green dragons? Yet other dangers lurk in the depths of the woods, dangers that rarely leave the heart of the forest . . .

**Mosslord****Large Plant****Hit Dice:** 20d8+180 (270 hp)**Initiative:** +1**Speed:** 40 ft. (8 squares)**Armor Class:** 29 (-1 size, +1 Dex, +19 natural), touch 10, flat-footed 28**Base Attack/Grapple:** +15/+30**Attack:** Tentacle +25 melee (2d6+11)**Full Attack:** 6 tentacles +25 melee (2d6+11)**Space/Reach:** 10 ft./10 ft.**Special Attacks:** Brainlance, improved grab, mossy transformation**Special Qualities:** Damage reduction 15/magic and slashing, immune to fire, low-light vision, mental reflection, plant traits, telepathy 100 ft.**Saves:** Fort +21, Ref +9, Will +12**Abilities:** Str 33, Dex 12, Con 28, Int 15, Wis 18, Cha 19**Skills:** Escape Artist +24, Hide +22, Jump +15, Listen +27, Move Silently +3, Spot +27, Use Rope +1 (+3 bindings)**Feats:** Combat Expertise, Combat Reflexes, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Stealthy**Environment:** Temperate forests**Organization:** Solitary or swath (one mosslord plus 1d4+4 shambling mounds)**Challenge Rating:** 16**Treasure:** Standard**Alignment:** Always chaotic neutral**Advancement:** 21-25 HD (Large), 26-35 HD (Huge), 36-40 HD (Gargantuan)**Level Adjustment:** --

*What at first seemed to be a moss covered deadfall suddenly lurches upright into a vaguely humanoid form, except that instead of a head and arms it merely has a writhing nest of six long, powerful tentacles. Its legs are stocky and splay outward, merging with the surrounding vegetation and uprooting with a nauseating wet rip as it moves.*

Some say the first mosslords are the unfortunate result of illithid experiments where they infused surface vegetation with powerful psionic energies. Why the mind flayers would seek to perform such experiments is unclear, although it likely has something to do with their endless pursuit of creating slave races that can exist and operate on the surface. Whatever the original reason, the illithids seem to have cut all contact with these creations, which have since established themselves as powerful menaces in many of the darker forests in the world. Often, increased shambling mound activity is a direct result of the arrival of a new mosslord.

Although they seem like mere plants, the mosslord is in fact a highly intelligent and dangerous predator. It relentlessly stalks all nonplant life in a large reach of woodland and seeks to eradicate all such life or transform it into something more pleasing. A mosslord becomes less aggressive once it has denuded a region of forest several square miles in size of all animal life, and it usually reacts to new intrusions with terrible focus. Rarely, a creature with a close bond to nature (such as a druid or fey) can approach close enough to a mosslord to try to communicate via the mosslord's telepathy. Mosslords sometimes take a liking to such creatures and refrain from attempting to transform them into plants. In fact, they often spend long hours conversing with them on topics that interest plant life.

A mosslord stands 15 feet tall and weighs 3,000 pounds.

Mosslords understand Common and Sylvan, and though they have no vocal apparatus, they can communicate telepathically with any creature that can speak a language.

## Combat

A mosslord is remarkably adept at hiding, despite its large size, and it usually lies in wait once it detects a nearby nonplant target. Once it attacks, it fights with great tactical skill, using the surrounding terrain as cover and brainlancing any spellcasters before moving in to crush foes with its tentacles and transform them into something more to its liking.

**Brainlance (Su):** Once a round, a mosslord can emit a powerful lance of focused psionic energy as a free action. It can target any creature with an Intelligence within 60 feet with this brainlance. The creature targeted must make a successful DC 24 Will saving throw or be stunned for 1d4 rounds and take 1d6 points of Intelligence damage. A successful Will save indicates that the target is dazed for 1 round, after which it can act normally; it is also immune to that particular mosslord's brainlance power for 24 hours. The save DC is Charisma-based.

**Improved Grab (Ex):** If a mosslord hits an opponent with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can use its mossy transformation attack on the creature grappled. Thereafter, the mosslord has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 penalty on grapple check, but the mosslord is not considered grappled). In either case, each successful grapple check it makes during successive rounds allows it to use its mossy transformation attack.

**Mossy Transformation (Su):** A nonplant, living creature grappled by a mosslord must make a successful DC 29 Fortitude saving throw each round or suffer 1d6 points of Dexterity drain; the victim must make a separate saving throw for each tentacle currently grappling it. A victim drained to 0 Dexterity collapses inward on itself, turning into an inert heap of dark green moss. Over the course of the next 1d4 rounds, the victim's mossy carcass swells and transforms into a shambling mound. The shambling mound is free-willed, yet regards the mosslord that created it as an ally and does what it can to serve its creator. A victim transformed in this manner is not dead, but it retains no memories, abilities, or skills from its past life. A *wish* or *miracle* can restore the victim to its prior form (restoring all drained Dexterity in the process). A *break enchantment* against DC 30 can also revert the victim to its true form (but its Dexterity score remains at 0 until other magic restores it). The saving throw DC is Constitution-based.

**Mental Reflection (Su):** A mosslord is a plant, and therefore it is immune to mind-affecting attacks. Worse, its powerful mind can usurp control over mind-affecting attacks that are initiated within the range of its telepathy (a 100-foot radius), no matter where they are aimed. Any creature that uses a mind-affecting attack while in this area has a 50% chance that the attack is reflected back upon him, as if the mosslord itself used the attack against him. If an attack is reflected, the original target of the attack is not affected by the attack. A mosslord always reflects mind-affecting attacks that target it specifically. This power has no effect on the brainlance power of other mosslords. This power also doesn't work against mind-affecting attacks delivered by touch or against effect and area mind-affecting attacks.

## Mulcher

### Medium Ooze

**Hit Dice:** 2d10+14 (25 hp)

**Initiative:** -5

**Speed:** 10 ft. (2 squares)

**Armor Class:** 9 (-5 Dex, +4 natural), touch 5, flat-footed 9

**Base Attack/Grapple:** +1/+1

**Attack:** Slam +1 melee (1d4 plus 1d4 acid)

**Full Attack:** Slam +1 melee (1d4 plus 1d4 acid)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Stench, trip

**Special Qualities:** Blindsight 60 ft., camouflage, immune to acid and cold, ooze traits

**Saves:** Fort +7, Ref -5, Will -5

**Abilities:** Str 10, Dex 1, Con 24, Int --, Wis 1, Cha 1

**Skills:** Hide -5\*, Jump -12

**Feats:** Improved Trip(B)

**Environment:** Temperate forests

**Organization:** Solitary, pair, or colony (3-8)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral**Advancement:** 3-6 HD (Medium)**Level Adjustment:** --

*A patch of branches, twigs, and pine needles stirs and rises up, as if something were buried below. In moments, it becomes clear that what lurks below the fallen bits of bark and pinecones is a shapeless swath of translucent sludge that reeks with a powerful acrid stench.*

The mulcher is a dangerous ooze that lurks under several layers of fallen debris along the forest floor. It slithers along the ground, covered by a protective layer of bark and branches, and is constantly on the prowl for a carcass to clamber into and feed upon. Yet they aren't picky eaters -- a mulcher won't usually seek out and attack other creatures, but if they come upon something sleeping in the forest, or if an unwary wanderer steps upon one, they can react with blind and terrible power.

### Combat

A mulcher's attack consist of a thin tendril that tries to wrap around a creature's leg and unbalance it. The acid exuded by a mulcher eats away only flesh and bone; it has no effect on vegetable matter or wood, stone, metal, or other substances.

**Stench (Ex):** When a mulcher moves, its body exudes a powerfully unpleasant acrid stink. All living creatures within 5 feet of a mulcher that make at least a move or a standard action must make a DC 18 Fortitude saving throw or be sickened for 1 round. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

**Trip (Ex):** Whenever a mulcher hits a creature that is flat-footed, or critically hits any creature, it can immediately make a free trip attack against the creature.

**Camouflage (Ex):** The mulcher's body is transparent, almost like water, and as such it is quite difficult to notice it when it is not in motion. A mulcher gains a +20 racial bonus on Hide checks in natural areas as a result.

### Murderjack

**Medium Fey****Hit Dice:** 15d6+60 (112 hp)**Initiative:** +7**Speed:** 50 ft. (10 squares), climb 50 ft.**Armor Class:** 21 (+3 Dex, +6 natural, +2 leather armor), touch 13, flat-footed 18**Base Attack/Grapple:** +7/+12**Attack:** Claw +13 melee (1d6+5)**Full Attack:** 2 claws +13 melee (1d6+5)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Frightening presence, sneak attack +7d6, spells**Special Qualities:** Damage reduction 10/cold iron, low-light vision, spell resistance 21, sudden lunge, woodland concealment**Saves:** Fort +9, Ref +12, Will +10**Abilities:** Str 20, Dex 17, Con 18, Int 15, Wis 13, Cha 22**Skills:** Bluff +24, Climb +31, Diplomacy +8, Escape Artist +21, Hide +21, Intimidate +8, Jump +13, Knowledge (nature) +22, Move Silently +21, Search +20, Survival +19 (+21 following tracks or in aboveground natural environments)**Feats:** Combat Reflexes, Combat Expertise, Improved Feint, Improved Initiative, Track, Weapon Focus (claw)**Environment:** Temperate forests**Organization:** Solitary, pair, or gang (3-8)**Challenge Rating:** 9**Treasure:** Standard**Alignment:** Always neutral evil**Advancement:** 16-45 HD (Medium)**Level Adjustment:** --

*The creature steps out from behind the gnarled tree on legs a bit too thin and a bit too long to be truly human. Its overall shape is humanoid, except it is emaciated nearly to the point of being skeletal. Its skin has a mottled brown and green hue, and it almost looks like tree bark in texture. Its long arms each end in three-fingered hands tipped with long, curved talons with cruel serrations along the inner curve. Yet the menace's head is perhaps the most disturbing. Roughly human-shaped, its face is that of a handsome elven man, except that the eyes and mouth are cold, dark gashes that flicker with tiny motes of light, like stars in the night sky.*

Stories where sinister humanoid shapes flit through the depths of supposedly haunted woods are strangely

common in some parts of the world. Sightings of murderjacks may inspire the majority of these stories. A murderjack is a cruel, capricious, and always sadistic fey that dwells in heavily forested areas. They are quite intelligent, and they often group together in tightly knit groups that hunt in packs. A group of murderjacks usually seeks out a solitary individual and uses the frightful presence ability to drive the victim deep into the forest where it becomes lost. The murderjacks then spend several days tormenting the poor soul, racing in to cut and slash at him until bleeding lacerations cover the victim's body. Eventually, when the victim collapses from fatigue, the murderjacks approach and cure his wounds, only to repeat the torment anew upon his waking. Only when the victim seems about ready to take his own life or escape do the murderjacks swarm, tearing the poor soul limb from limb and draping the red ribbons that remain over the trees for miles around.

A murderjack is 7 feet tall but weighs only 100 pounds.

Murderjacks speak Common and Sylvan.

### Combat

The murderjack has no interest in fair fights. It prefers to use hit-and-run tactics over the course of several hours or even days, leaving its victim both horrified and fatigued. Only when murderjacks are confident that they outclass their victim, or they outnumber him, do they attack. When in a group, they work together to flank foes and keep them confused and disorganized with their spells and frightful presence.

**Frightning Presence (Su):** When a murderjack charges or attacks, it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a DC 23 Will save or become panicked. Creatures with equal or more Hit Dice become shaken only on a failed save. If a victim (whatever its Hit Dice) is caught in the range of three or more murderjacks and fails to resist at least three of their frighteningpresence effects, she also suffers 1d4 points of Wisdom damage from the soul-numbing fear. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Spells:** A murderjack can cast arcane spells as a 10th-level bard (3/5/5/3/1). A typical murderjack knows the following spells: 0 -- *dancing lights, ghost sound, lullaby, mage hand, message, prestidigitation*; 1st -- *cure light wounds, expeditious retreat, sleep* (DC 17), *ventriloquism* (DC 17); 2nd -- *cat's grace, cure moderate wounds, detect thoughts* (DC 18), *hold person* (DC 18); 3rd -- *confusion* (DC 19), *cure serious wounds, deep slumber* (DC 19), *slow* (DC 19); 4th -- *dimension door, locate creature*.

**Woodland Concealment (Su):** In woodland areas, the murderjack's green and brown seems to blur and fade into the background. Attacks directed at the murderjack when it is in a woodland area suffer a 20% miss chance.

**Sudden Lunge (Su):** Once per hour, a murderjack can move up to its speed as a free action. A murderjack often uses this ability to rush an opponent during the surprise round so it can make a sneak attack.

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# Far Corners of the World

## Magic Items of the Woodlands

(Cathedral of Leaves)  
By James Jacobs



Unlike other far corners of the world, temperate woodlands are often easily reachable to explorers and adventurers. As a result, many magic items tied to the woodlands are already fairly accessible and recognizable. Items like the *staff of the woodlands*, the *sylvan scimitar*, and *Quaal's tree feather tokens* are well known. Yet these represent only a small number of the true wonders that have been created in the deepest, darkest heart of the vast woodlands. Some, like the *bracers of brachiation* and the *treebed*, were created by those who wished to make exploring the woodlands a safer prospect. But the denizens of the woodland itself created the most impressive of them. Few forget the awesome power of the *horn of the awakened forest*!



**Bracers of Brachiation:** The slim *bracers of brachiation* grant the wearer a climb speed of 20 feet in forested areas. The user gains a +8 racial bonus on all Climb checks, and it can always choose to take 10, even if rushed or threatened while climbing. In addition, while using its climb speed to move in forested areas, the creature gains a +2 insight bonus on initiative checks and Reflex saving throws.

Moderate transmutation; CL 7th; Craft Wondrous Item, *spider climb*, creator must have at least 10 ranks in Climb; Price 18,400 gp; Weight 1 lb.

**Bracers of Foesmiting:** The faces of these wooden *bracers of foesmiting* depict relaxing scenes of woodland majesty. The bracers allow you to preserve natural features in the area of destructive spells or spell-like abilities you cast. When you cast the spell with the acid, cold, electricity, fire, or sonic descriptor, the effects do not harm natural vegetation, ground cover, and any creatures of the animal or plant type in the area that you wish to exclude from damage. You do not need line of sight to an object to exclude it from the damage, but you must know the creature or object is there to prevent the damage from applying.

Faint transmutation; CL 5th; Craft Wondrous Item, creator must have the animal companion class feature; Price 16,000 gp.

**Cutting (Weapon Quality):** The cutting weapon quality can be placed only on a slashing weapon. A cutting weapon's blade becomes serrated, and it works especially well against plants and plant creatures. The weapon ignores a wooden object's hardness. Additionally, a cutting weapon deals an extra 2d6 points of damage against a wooden object or a plant creature.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *blight, keen edge*; Price +1 bonus.

**Feytracker:** A *feytracker* is a handheld hoop of cold iron about the size and shape of a magnifying glass, save that it is not set with a lens. This magic device aids greatly in tracking creatures not only in wooded terrain, but in any terrain, provided the creature being tracked is a natural being. The *feytracker* grants a +5 competence bonus on Survival checks made to track animals and plant creatures. It grants a +15 competence bonus on Survival checks made to track fey, rangers, and druids.

A *feytracker* can even track a creature that uses a *pass without trace* effect to avoid leaving tracks. In this case, the creature to be tracked gains a Will saving throw (DC 15). If the creature fails its save, it leaves behind faint traces that only a *feytracker* can detect. When a user looks through the *feytracker*, the user sees marks that resemble the tracked creature's footprints. Tracking in this manner otherwise works just like tracking a creature that did not use *pass without trace*. When tracking such a creature, you do not gain a circumstance bonus on Survival checks if the creature is an animal, plant, fey, ranger, or druid.

Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 22,500 gp; Weight 1 lb.

**Horn of the Wakened Forest (Minor Artifact):** The *horn of the wakened forest* looks like an oversized ram's horn, but closer examination reveals that it is carved from wood. In truth, these objects are fantastically powerful and rare minor artifacts that dryad druids purportedly carved from the living hearts of trees who were willing to give up their existence to help create an object of great power to help protect the forest.

Anyone can blow a *horn of the wakened forest* as a standard action, and doing so generates a low, rumbling

tone that seems to reverberate through the bones and branches of all creatures and trees within an the area.

If used in an area of civilization, the sound causes wooden buildings within an 80-foot spread to rumble and seethe as the spirits of the wooden planks and boards rise up in rebellion. All wooden buildings in this area immediately take 100 points of damage; this is enough to collapse a moderately sized wooden building with ease. Hardness does not reduce this damage. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble. Creatures that are pinned take 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

If used in an area not dominated by wooded terrain or civilization, the horn instead causes an explosive eruption of plant growth. Over the course of 1 round, the terrain in an 80-foot spread violently transforms into a dense forest. Any nonplant creatures in this area take 12d6 points of bludgeoning damage from the explosive growth; a DC 20 Reflex save reduces the damage by half. At the end of the round, creatures that fail their saves end up 3d4x10 feet in the air, suspended in the tangled branches of the trees. Creatures of Large size (or larger) cannot be supported by the branches and immediately fall. The user of the horn can select any creatures in the area to be immune to the effects of the explosive growth at the time the horn is sounded. The forest so created by this use of the horn is real, and if the surrounding terrain is hospitable, the forest thrives.

If used in a forested area, the horn's effects are even more astounding. In such a region, three effects simultaneously occur.

**{{bu}}**All of the undergrowth in an 80-foot spread animates and functions as an *entangle* spell against any creatures that would do you or the forest harm. This *entangle* effect is heightened to a 9th-level spell, for a base save DC of 19 modified by your Wisdom modifier. This effect fades after 24 hours.

**{{bu}}**All allies of yourself or the forest immediately gain fast healing 5 as long as they remain within 80 feet of where you initially sounded the *horn*. This effect fades after 24 hours.

**{{bu}}**Six trees within 80 feet of you are immediately transformed into treants with maximum hit points and a +4 bonus to their Strength and Constitution. These treants serve you without question, as long as your goals don't seem to work against the safety of the surrounding forest. The treants can travel beyond the initial 80-foot range of the effect, but once 24 hours have passed, they revert to normal trees.

Horn Treant (hp 80) see Monster Manual, page 244, except grapple +24, slam +14 melee (2d6+11), trample 2d6+15 (Reflex DC 24 half), Fort +12.

The power of a *horn of the awakened forest* is potent, and as such it cannot be used more than once per day.

Strong conjuration; CL 20th; Weight 5 lb.

**Tendriculos Seed:** This spherical brown object looks like a closed up pinecone. It rattles when shaken, and it feels heavier than it looks like it should. When placed on the ground and when the command word is spoken, the seed instantaneously opens and transforms into a fully grown tendriculos under the complete control of its owner. The tendriculos can understand simple spoken orders, like "Attack those creatures" or "Guard this grove of trees," but it can't follow anything more complex. The tendriculos remains for one day before wilting; a *tendriculos* seed may be used only once.

If the *tendriculos* seed is activated in a forested area, the tendriculos created is hasted and gains a +4 sacred bonus to its Strength, Dexterity, and Constitution.

Strong transmutation; CL 15th; Craft Wondrous Item, *control plants*; Price 6,000 gp, Weight 5 lb.

**Treebed:** A *treebed* looks (and functions) like an ordinary bedroll. If unrolled in the branches of a tree, though, it attaches to surrounding branches and the trunk in a manner similar to a hammock. A creature that sleeps in the *treebed* is protected from the elements (as if by *endure elements*) and remains dry and comfortable even in the most violent downpours. Finally, the *treebed* becomes warded with an *alarm* spell when so deployed.

Faint abjuration; CL 3rd; Craft Wondrous Item, *alarm, endure elements*; Price 2,750 gp; Weight 3 lb.

## Far Corners of the World

# Spells of the Lost City

(Shadows of Glory)  
By James Jacobs



This month, we take a look at another interesting far corner of the world. Whereas previous installments in this column explored deserts, jungles, mountains, and other remote locations, the "terrain" we focus on now is one that can appear anywhere in the remote reaches of your campaign world: the Lost City.

Ruins of former empires, be they in the form of a sand-hidden necropolis, a frozen capital, or a jungle-cloaked theocracy, have been a staple of **Dungeons & Dragons** since the beginning. Haunted by both the ancient legacies of their former masters and by newer denizens from the surrounding environs, lost cities can be set in any of the previous terrains and, as such, can give you ample opportunities to use any of the spells detailed in previous "Far Corners of the World" columns. Yet just like any other terrain, adventurers and explorers have developed specialized forms of magic to help cope with the unique dangers and situations that might arise during the exploration of these ancient places, or alternatively, capitalize on the unique terrain to create dangerous effects.



### **Expeditious Excavation**

Transmutation [Earth]

**Level:** Sorcerer/Wizard 7

**Components:** V, S, M, F

**Casting Time:** 1 minute

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

**Effect:** One opening, up to 10-foot-cube/level (S)

**Duration:** 1 hour/level (D), see text

**Saving Throw:** None or Reflex negates (see text)

**Spell Resistance:** No

A wizard named Kiolimar originally developed this spell. Frustrated after having one too many times been stymied by collapsed passageways or rubble-filled rooms while on his expeditions to a lost city to accumulate lore on the secrets of the ancients, he began using *telekinesis* to quickly move aside the rubble. Unfortunately, this method was still too slow for the impatient Kiolimar. His initial version of *expeditious excavation* used the fundamentals of *telekinesis* and magnified it greatly; with one spell, he could excavate entire hallways and chambers quickly, providing access to rooms beyond. Kiolimar shared his spell with his apprentices, otherwise it, like him, would have been lost the day the tunnels he excavated suddenly collapsed on him, burying him in a vault of the lore he so dearly coveted.

When this spell is cast, powerful telekinetic forces take hold of all loose rubble, stone, and earth in a space up to one 10-foot-cube per caster level. These forces push aside the stone and rubble, rebuilding the stone walls and floors and ceilings of the collapsed chambers and then holding the rebuilt room sound and true for the spell's duration. Non-earth or stone objects and creatures are unaffected; an *expeditious excavation* is a highly efficient method of recovering buried objects or allies. The telekinetic magic has no effect on solid tone or metal, but it can be used to dig a stable tunnel through gravel, sand, earth, mud, or soil. This spell has no power to restore anything of artistic or scholarly value to a collapsed wall; if a chamber's collapsed walls once held beautiful bas-reliefs and inscriptions, the images and words are not restored by this spell.

After the spell's duration, the telekinetic forces that hold the room together vanish, and the room collapses back into rubble in 1 round. Any creatures in the room when it is collapsing must each immediately make a Reflex save. If successful, the character must still use whatever means possible to escape the collapsing area; if she cannot escape the area in 1 round, she automatically fails her Reflex save. A failed Reflex save indicates the character becomes pinned and completely buried in the rubble as it fills in the area in a cacophonous crash. This inflicts 8d6 points of damage and buries the creature. Buried creatures take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead. Canny wizards have been known to use this spell to create escape routes, and then dismiss the spell to bury their pursuers.

This spell's effects can be made permanent with a *permanency* spell.

**Material Component:** 500 gp worth of diamond dust.

**Focus:** A miniature platinum pickaxe worth 500 gp.

### **Ghost Storm**

Necromancy [Death]

**Level:** Cleric 5, Sorcerer/Wizard 5

**Components:** V, S

**Casting Time:** 1 round

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

**Area:** 30-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

One thing the lost cities share, despite their diverse locations, is a history of loss and despair. Had no tragedy occurred, the city would have remained vibrant. Yet something -- some terrible fate, be it plague, disaster, war, madness, or worse -- befell the ancient citizens of the now empty city, and an echo or remnant of their final hours is firmly imprinted in what ruined stones still remain in their one-time homes.

*Ghost storm* calls upon the residual energies of anguish, fear, terror, and despair embedded in the stones of the region and magnifies them to a terrifying degree. As the spell is cast, dozens of wrathful, shrieking spirits rise out of the ground and ruined walls of the surroundings, filling the area with a whirling storm of wretchedness and agony. As the spirits move around and through any creatures caught in the area, their anguish and pain is transferred to any living creatures in the area.

All living creatures in a *ghost storm* who make a Fortitude save simply become shaken for 1 round. A new saving throw is required each round the creature stays in the *ghost storm*. Living creatures that fail this saving throw flail and claw at the ghosts in a hopeless attempt to prevent the spirits from assaulting them. The only action such a creature can take is a single move action per turn, and the creature loses its Dexterity bonus to Armor Class (if any). Worse, the unhealthy contact with the necromantic spirits of a *ghost storm* inflict one negative level for each failed Fortitude save. Negative levels imparted by a *ghost storm* fade at the rate of one per minute once a character exits the *ghost storm* area; no saving throw is required to remove negative levels gained from this spell, but otherwise the negative levels have their normal effects (see the Glossary). Any creature who gains negative levels equal to his Hit Dice is immediately slain.

Once created, a *ghost storm* remains stationary. A creature that enters the area must immediately save against its effects, even if he has already made a previous saving throw against the same spell.

This spell is far less effective in areas other than lost cities (a "city" is a community with a population 5,000; see page 137 in the *Dungeon Master's Guide*). If the spell is cast in a location where a city never existed, the ghosts produced fill only a single 10-foot square.

### **Hide the Path**

Abjuration

**Level:** Bard 6, Cleric 7, Druid 7

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** Anywhere in the area to be warded

**Area:** 60-ft. cube/level (S)

**Duration:** 1 day

**Saving Throw:** None

**Spell Resistance:** No

Denizens of the lost city understand that their lairs carry a unique mystique that beckons adventurers and explorers like flies to a carcass. Many use their magic or skills (or the magic and skills of their minions and slaves) to erect defenses, traps, secret doors, and other methods of protecting their lairs from intrusion. To these creatures, one spell is more dangerous than an entire legion of soldiers: *find the path*.

With this one spell, a party of adventurers can quickly and easily divine the safest, most direct route to a destination (often the lair of the creature in question). The response to this threat is *hide the path*, an equally potent (though much rarer) spell. *Hide the path* wards a large, continuous area with powerful abjuration magic that specifically defeats the *find the path* spell; this spell simply won't function in an area warded by *hide the path*. Yet the effects of *hide the path* extend beyond this simple (but valuable) effect.

*Hide the path* also interferes with other divination spells of 6th level or less. When casting or aiming such a spell within the area warded by *hide the path*, the spellcaster must make a caster level check with a bonus equal to

the divination spell's level (1d20+caster level plus divination spell level against a DC of 11 + the caster level of the spellcaster who cast the *hide the path* spell). If the check fails, the divination spell reveals nothing, but is not dispelled and the caster can try again if the divination spell's duration allows.

**Focus:** A 6-inch onyx sphere mounted upon an obsidian stand; the entire focus must be worth no less than 1,000 gp. Any creature in physical contact with the focus may cast divination spells without restriction from the *hide the path* effect. If the focus is destroyed or brought beyond the boundaries of the *hide the path* effect, the spell is immediately dismissed.

### Ruin Delver's Fortune

Transmutation

**Level:** Bard 4

**Components:** V

**Casting Time:** 1 free action

**Range:** Personal

**Target:** You

**Duration:** 1d4 rounds

More than other classes, bards are drawn by the mysteries and allure promised by the lost city. The thrill of discovering a forgotten civilization, of defeating strange and unusual monsters, of surviving perilous and deadly traps, and of restoring ancient legends from bygone ages are what the best of the epic bard tales are built on. Yet the field research into these areas can be quite dangerous. Bards who make their living on discovery and exploration often take pains to learn *ruin delver's fortune* as soon as possible, for it can often make the difference between life or death.

You can cast *ruin delver's fortune* as a free action, even when it's not your turn. Casting this spell counts toward the limit of one quickened spell per round. When the spell is cast, you call upon your hidden reserve of skill and love of life to enhance your abilities for a short period to cope with sudden peril. Choose from one of the following effects when you cast the spell. Once chosen, the effect cannot be changed for the duration of the spell. The benefits granted by *ruin delver's fortune* are fleeting, but often the benefits granted are just enough to get you out of a tight spot.

- Gain an insight bonus on Fortitude saving throws equal to your Charisma modifier; also gain immunity to poison.
- Gain an insight bonus on Reflex saving throws equal to your Charisma modifier; also gain the evasion class ability.
- Gain an insight bonus on Will saving throws equal to your Charisma modifier; also gain immunity to fear effects.
- Cure 2d8 + your Charisma modifier hit points of damage.
- Gain spell resistance equal to your bard level + your Charisma modifier.
- Gain an insight bonus to your Armor Class equal to your Charisma modifier.

Once the spell's duration expires, the surge of energy and skill vanishes, leaving you hollow and depressed. You become **fatigued** (see Glossary) unless you make a successful DC 15 Constitution check.

**Far Corners of the World**  
**Monsters of the Lost City**  
 (Shadows of Glory)  
 By James Jacobs



In the far corners of the world, extremes of terrain are the rule. Vast burning deserts, trackless insect-filled swamps, frozen wastelands, and desolate volcanic peaks present dangers of their own. As a result, lost cities located in these remote areas are often seen as shelters from the dangers of the environment by explorers. Unfortunately, the monsters of the region often have the same reaction, and worse, strange creatures that have survived prior ages (or perhaps were even spawned in the cataclysm that left the lost city abandoned) lurk in the ruins.



**Brood Monkey**

**Small Monstrous Humanoid**

**Hit Dice:** 2d8+4 (13 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), climb 20 ft.

**Armor Class:** 15 (+1 size, +2 Dex, +1 natural, +1 buckler), touch 13, flat-footed 13

**Base Attack/Grapple:** +2/-3

**Attack:** Club +2 melee (1d4-1)

**Full Attack:** Club +0/+0 melee (1d4-1) and bite -3 melee (1d3-1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Flurry of blows, spell-like abilities

**Special Qualities:** Darkvision 120 ft., immune to enchantment, low-light vision

**Saves:** Fort +2, Ref +5, Will +7

**Abilities:** Str 8, Dex 15, Con 15, Int 5, Wis 14, Cha 12

**Skills:** Balance +6, Climb +6, Hide +6, Jump +2, Listen +5, Spot +5, Tumble +6

**Feats:** AlertnessB, Iron Will

**Environment:** Any ruins

**Organization:** Solitary, pair, hunting party (2-5), brood (6-12 plus 1 leader of 1st-3rd level), or tribe (13-40 plus 1 cleric or druid of 5th-7th level and 1 3rd-5th level leader per 10 adults)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** By character class

**Level Adjustment:** +2

*The creature clammers face-first down the ruined wall, a small buckler strapped to one arm and a crooked wooden club clutched in a hand. Its legs and arms are unusually long, and its feet look similar to its hands, yet don't quite have opposable thumbs. It looks vaguely like a bald, tailless monkey with large ears and eyes, and its wide mouth is filled with tangled sharp teeth.*

Often when civilizations collapse, a fraction of the populace remains behind. Usually members of the lower class that others simply forgot or ignored find themselves reduced to the roles of scavengers in the ages to come. As the years turn to centuries, they grow more and more feral. The exact results of this regression can vary from civilization to civilization; the unhappy creature known as the brood monkey is an example of what might become of a civilization of highly religious humans that falls into decline.

A brood monkey, while once human, decreased in size and in mental faculties over many generations. Yet each one has retained its fierce loyalty to the priests and gods during its decline. However, while the desires and goals of brood monkeys may have narrowed over this time, their focus on achieving these goals only strengthened. Brood monkeys have no name for their own race; they can barely grasp the concept of society. Their skill at using crude tools, their frightening alacrity, and their faith are their greatest assets, and these factors alone often prove enough to grant them the tenacity to keep fairly large territories in many lost cities.

Some brood monkeys communicate among themselves with a crude language that consists of a few words of Common augmented with hoots, hollers, and wild gesticulations. Their leaders can often recite long and complex prayers to their ancient deities (in Common), yet few of them can grasp the actual meaning of the words, having learned them phonetically from their elders at a young age.

## Combat

Brood monkeys prefer to fight with clubs, since these weapons are plentiful and easy to use. Nevertheless, a brood monkey isn't above using other weapons it can scavenge; they are proficient in all simple melee weapons. In combat, a brood monkey attacks with a shocking burst of flailing weaponry and savage bites. In larger groups, one or two of them typically hang back to support the others with their spell-like abilities.

**Flurry of Blows (Ex):** A brood monkey can flail wildly with any simple melee weapon or unarmed attack as a full attack action. This grants the brood monkey an additional attack with his melee weapon, but all melee weapon attacks suffer a -2 penalty as a result. This penalty applies for 1 round, so it also affects attacks of opportunity the brood monkey might make before its next action. A brood monkey with at least 5 Hit Dice becomes more adept with his flurry of blows attack, and the penalty for using it drops to -1. A brood monkey with at least 9 Hit Dice has no penalty at all to his flurry of blows attacks. A brood monkey may attack with his bite as a secondary weapon in a round he performs a flurry of blows -- any penalties from his flurry of blows do not apply to his bite attack.

**Spell-Like Abilities:** 3/day -- *cure minor wounds*, *doom* (DC 12); 1/day -- *cause fear* (DC 12), *cure light wounds*, *shield of faith*. Caster level 2.

**Immune to Enchantment (Ex):** The brood monkey's fantastic faith and focus grant it complete immunity to all spells and spell-like effects of the school of enchantment. This extends to supernatural attacks and effects that duplicate spells of these schools, such as a vampire's domination gaze.

**Skills:** A brood monkey has a +8 racial bonus on Climb checks and can choose to take 10 on a Climb check even when rushed or threatened. A brood monkey's natural agility gives it a +4 racial bonus on Balance, Jump, and Tumble checks.

## Golem Remnant

### Large Undead (Incorporeal)

**Hit Dice:** 16d12 (104 hp)

**Initiative:** +8

**Speed:** Fly 40 ft. (perfect) (8 squares)

**Armor Class:** 15 (-1 size, +4 Dex, +2 deflection), touch 15, flat-footed 11

**Base Attack/Grapple:** +8/--

**Attack:** Incorporeal touch +11 melee (1d6 Wisdom damage)

**Full Attack:** 4 incorporeal touches +11 melee (1d6 Wisdom damage)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Possess object, touch of madness

**Special Qualities:** Darkvision 60 ft., fast healing 5, incorporeal traits, madness, spell resistance 18, undead traits

**Saves:** Fort +5, Ref +11, Will +6

**Abilities:** Str --, Dex 18, Con --, Int 2, Wis 3, Cha 15

**Skills:** Listen +8, Spot +7

**Feats:** Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility

**Environment:** Any ruins

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 17-48 HD (Large)

**Level Adjustment:** --

*A strange, shimmering sheet of vapor rises out of the ground -- a shapeless cloud of what could be steam or fog were it not for the burning eyes that lurk deep in the creature's core. Four tendrils of mist extrude from the nearest facing of the creature, questing hungrily for prey.*

With the passage of countless ages, the majority of any guardians and sentinels that survived the ancient cataclysm long since died or moved to different regions. Yet one category of creature in particular remained at their posts: constructs. The golems and other animated guardians created by the ancients simply remained at their posts, patient and silent, awaiting new orders that would never come. Eventually, the elements wore down even these ancient constructs, and their bodies fell apart from disuse.

Yet so strong was the binding magic that anchored the animating elemental spirits to these ancient golems that when the bodies died, their elemental "souls" died as well -- yet they did not return to the elemental planes once their bodies wasted away. Still bound to a body that no longer existed, these disembodied elemental spirits transformed into strange undead known today as golem remnants.

A golem remnant is a particularly unusual undead creature. The elemental spirits that create them are no longer bound to the Material Plane, yet their ages of idle torment that ended with dissolution universally leave them insane, and once freed, they seek out other statues, suits of armor, even dead bodies to inhabit and animate. With each new "body," their original programming becomes more and more corrupted, and the eventual fate of all golem remnants is to become a nearly-mindless killer locked into a ruined city by a purely psychological cage of insanity.

## Combat

A golem remnant prefers to spend its time within a solid object, and it uses this "body" to attack mindlessly. Once its body is destroyed, the remnant momentarily cannot inhabit a new body, and until it refocuses its animating energies, it lashes out at anything living with tendrils of vapor that infuse the mind with visions of madness and anguish. Golem remnants modify their melee attacks with their Dexterity modifier rather than their Strength modifier.

**Possess Object (Su):** As a standard action, a golem remnant can move into a square occupied by any Large or Huge object. This object immediately animates as an animated object (see *Monster Manual*, page 13). Damage done to the animated object is not transferred to the golem remnant. While animated, the object's natural attacks gain the benefit of the golem remnant's touch of madness (see below). The object does not gain the benefit of the golem remnant's fast healing, but if a golem remnant is damaged before it possesses an object, its fast healing continues to work on its own hit point total, so that when it is eventually forced out of the animated object it has likely healed most or all of the damage it may have already suffered. The possessed object does gain the benefit of the golem remnant's spell resistance.

A golem remnant can be forced to vacate its possessed body in one of two ways. Successfully targeting a possessed object with *dispel chaos* or *dispel evil* forces the golem remnant to vacate the object if it penetrates the creature's spell resistance and it fails a Will save (use the golem remnant's Will save, not the animated object's Will save). A golem remnant is also driven out of its possessed object if the animated object is destroyed. Once a golem remnant is driven out of a body, its animating powers are momentarily drained. It must wait for 1d4 rounds before using the power again.

**Touch of Madness (Su):** The golem remnant's touch inflicts 1d6 points of Wisdom damage, or 2d6 points of Wisdom damage on a successful critical hit. While the golem remnant is possessing an object, the animated object's natural attacks deal this additional Wisdom damage as well.

**Madness (Ex):** A golem remnant uses its Charisma modifier to adjust its Will saving throw rather than its Wisdom modifier.

## Ruin Wyrm

**Huge Dragon**

**Hit Dice:** 18d12+126 (243 hp)

**Initiative:** +3

**Speed:** 40 ft. (8 squares), fly 100 ft. (poor)

**Armor Class:** 33 (-2 size, +3 Dex, +22 natural), touch 11, flat-footed 30

**Base Attack/Grapple:** +18/+34

**Attack:** Tail +24 melee (2d6+8/19-20)

**Full Attack:** Tail +24 melee (2d6+8/19-20) and bite +22 melee (2d6+8) and 4 claws +22 melee (1d8+4) and 2 wings +22 melee (1d8+4)

**Space/Reach:** 15 ft./10 ft. (20 ft. with tail)

**Special Attacks:** Breath weapon, constrict 2d6+8, improved grab, spell-like abilities

**Special Qualities:** Blindsight 30 ft., damage reduction 10/magic, darkvision 60 ft., fast healing 10, immune to electricity, immunity to sleep and paralysis, low-light vision, resistance to fire 10, scent

**Saves:** Fort +18, Ref +14, Will +15

**Abilities:** Str 27, Dex 17, Con 24, Int 17, Wis 14, Cha 20

**Skills:** Appraise +24, Decipher Script +24, Jump +24, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (any one other) +24, Listen +25, Search +24, Spellcraft +5, Spot +25, Use Magic Device +26

**Feats:** Alertness, Flyby Attack, Hover, Improved Critical (tail), Iron Will, Multiattack, Power Attack

**Environment:** Any ruins

**Organization:** Solitary

**Challenge Rating:** 16

**Treasure:** Triple standard

**Alignment:** Usually lawful neutral

**Advancement:** 19-26 HD (Huge), 27-42 HD (Gargantuan), 43-54 HD (Colossal)

**Level Adjustment:** --

*This six-legged pale red lizardlike beast is the size of a small building. Its hook-shaped face resembles a beak,*

*and tiny red, intelligent eyes peek out from under a spiny brow. Its neck is short and powerful, with a pair of massive bat wings and six limber legs with seven-toed talons. The creature's tail is surprisingly long and prehensile, ending in a whiplike lash.*

These massive dragons seem drawn to lost cities, and they often make their lairs within. A ruin wyrm's territory can span several city blocks, often in excess of a mile radius, so only the largest of ruined cities can support more than one of these monsters without one killing the other over some perceived incursion. Ruin wyrms have little interest in creatures smaller than Large size, and they often dwell in relative peace with large tribes of humanoids who live in the ruins as well.

Much speculation as to the source of the ruin wyrm has bandied about explorers' circles, universities, and museums. Many believe that the ruin wyrm seems drawn to ruined cities simply to gather together what loot it can from the abandoned vaults and treasures, and the size of the average ruin wyrm hoard definitely speaks in support of these claims. Yet others believe that the ruin wyrms represent some sort of ancient guardians of these ancient cities; certainly they seem to have little interest in the cruelty exhibited by many other dragons.

Adventurers often seek out ruin wyrms as allies. A ruin wyrm made helpful with Diplomacy (normally, ruin wyrms are unfriendly toward adventurers) or other means usually lets the adventurers take shelter in its territory, providing a safe place to rest on extended forays into the lost city. For the right price (usually the same price it would cost to have a spellcaster cast the spells in question), a ruin wyrm may even acquiesce to using its spell-like abilities to aid the PCs.

Ruin wyrms speak Common, Draconic, and at least one other language (usually Giant).

## Combat

Although a ruin wyrm is just as likely to use diplomacy to solve conflicts, it has no true fear of combat, and when fighting becomes necessary, they seem to relish the battle. The wyrm's greatest attack is its tail, which is a highly prehensile member that has surprising reach. They can also attack with four of their six talons, their bite, and a buffet from each of their wings if necessary. A ruin wyrm's bite attack always receives the creature's full Strength bonus to damage rolls, even though it is normally a secondary attack.

**Breath Weapon (Su):** Once every 1d4 rounds, a ruin wyrm can breathe out a sphere of brilliant electricity, launching the sphere to any point up to a range of 100 feet. When the sphere reaches its target, it explodes into a 20-foot radius burst of dazzling energy, inflicting 14d8 points of electricity damage to all creatures in the area. A successful Reflex save (DC 26) halves the damage; a creature who fails this saving throw takes full damage and is blinded for 1d4 rounds unless it makes a successful Fortitude save (DC 26). The save DC is Constitution based.

If the ruin wyrm wishes, it can instead breathe out four spheres, aiming each at different locations. Each of these spheres deals 3d8 points of electrical damage, exploding in a 20-foot-radius burst and possibly causing blindness as well.

**Improved Grab (Ex):** To use this ability, a ruin wyrm must hit with its tail. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Spell-Like Abilities (Sp):** At will -- *arcane sight, detect secret doors, identify, summon monster I, tongues*; 3/day -- *dimension door, greater scrying, prying eyes, sending, summon monster V, vision*; 1/day -- *demand, spell resistance, summon monster VIII*.

# Far Corners of the World

## Magic Items of the Lost City

(Shadows of Glory)  
By James Jacobs



Although the lure of discovery and the thrill of exploration is often enough to beckon some adventurers into the remote lost cities of the world, these reasons pale in comparison to the relentless hunt for magic items. In many cases, the denizens of these ancient cities fled their homes, or may even have perished within them. Who knows what wondrous discoveries might still lie hidden in forgotten vaults buried under these exotic ruins? Certainly these ancient magic items are equally as exotic, and they are often as unusual in shape as they are in function. The entries below highlight several examples of ancient magic dredged up from the lost city.



**The Durakistad Coin (Major Artifact):** The citizens of the ancient city of Durakistad lived lives of comfort and ease. Their leaders, powerful wizards and sorcerers, were both benign and generous as they were powerful. They used their amazing magical powers to benefit the citizens of the city, providing for food, water, comfort, entertainment, and whatever else they desired. Then Durakistad's most arrogant noble announced his intention to allow visitors to join the city if only they would venerate his house with all the faith and fervor one would give to one's church. With this pronouncement, the gods finally grew weary of the city's hubris. They visited seven signs of their displeasure upon Durakistad, and as its citizens ignored or mocked each one, the next grew more dire and ominous. When the citizens used their magic to sweep aside the seventh plague (a flesh-rending wind) with ease, the gods decided to punish the entire city. If they deigned themselves as so great and important, it would be only just that their greatness be preserved for all eternity. With an instant's divine wrath, the gods transformed every person, every animal, and every building in the city to purest gold, and then shrank the city down to the size of a coin, where their splendor could last forever.

The transformation of Durakistad into a coin perpetually imprisoned the citizens of the city, yet did not blunt their awareness. Each of the city's cursed citizens is horribly, painfully aware of the passage of time, and of the passage of their city from uncouth hand to uncouth hand. Their only moments of respite come when someone realizes the true purpose of the coin.

Once per day as a **full-round action**, a person who holds the coin can transport himself into the coin's pocket dimension, along with any willing creatures (and any gear they carry) within a 20-foot-radius. Once inside this pocket dimension, the user and his allies find themselves in a thriving city with a golden sky -- a utopian paradise where plague, hunger, and warfare do not exist. Only during the visits of the coin's owner can the citizens of Durakistad once again enjoy life. Unfortunately, they must obey the every command and desire of the coin owner, and they can take no actions on their own to engineer their escape or the restoration of their city. Yet they do not treat the coin owner poorly, for to do so invites wrath and a return to horrible conscious imprisonment.

Time spent in Durakistad is not connected to time in the real world. No matter how long visitors remain in the coin city, time does not pass in the real world; when they return, they return to the same location and at the same time as when they activated the artifact. In this way, a group of adventurers can use the coin to rest, regain their spells, and heal wounds. If they bring along the raw materials necessary they can even use their stay in Durakistad to create magic items. Nothing "native" to Durakistad can be taken out into the real world, but objects and people can certainly be stranded there. The coin itself ceases to exist as long as its owner and his allies are staying in the city. Only the one who activated the coin in the first place can transport himself and his allies back to the real world; doing so is a free action for this individual. Any allies who wish to return with him must be within 20 feet of him at the time he activates the coin, otherwise they become stranded in the coin, trapped but conscious just as the citizens of Drakistad are. Stranded creatures cannot escape until someone else uses the coin in the real world to access the city. Citizens of Drakistad cannot be rescued from the city in this way. Since only willing subjects can travel to the coin, using it as a prison for one's enemies is difficult, but if you can trick an enemy to come along for the ride, escape is nigh impossible.

Unfortunately, a hidden danger exists for those who stay in Durakistad. Each day, visitors (but not the owner) must make a successful Will save (DC 10 + 1 per previous check). Failure indicates the victim suffers 1d20 points of **Wisdom drain**. A character drained to 0 Wisdom is immediately restored to his normal Wisdom score, but she has forevermore become a citizen of Durakistad and cannot escape the coin city until the artifact is destroyed.

The actual method of destroying the *Durakistad Coin* is unknown; the deities who created it certainly aren't talking. If, however, someone destroys it, the city could simply vanish forever, or it could return to its full glory on the **Material Plane**. The implications for such a sudden return could be great, especially if Durakistad's location has been resettled!

Overwhelming transmutation; CL 30th.

**Elixir of Treasure Finding:** Lost cities are ancient places, and more often than not countless adventurers and treasure seekers have explored them. Any items of obvious value were long ago looted in most cases, often leaving only the most hidden treasure vaults and catacombs under the city unspoiled. A particularly greedy sorcerer created the first *elixirs of treasure finding* since he had neither the patience nor the skill required to seek out by conventional means the treasures he knew were hidden just below his feet.

An *elixir of treasure finding* appears as a thin runny liquid, often kept in a plain clay or cheap crystal vial. When imbibed, the drinker is overwhelmed with a disorienting feeling of vertigo -- for 1d4 rounds, she is **stunned**. When this sensation passes, her senses seem more potent. Colors seem more vibrant, sounds seem clearer, and so on; this grants the character a +5 competence bonus on Listen, Search, and Spot checks.

The elixir's primary function, though, is to point the drinker in the direction of the closest sizable repository of treasure. When the character drinks the elixir, her mind momentarily expands to encompass her surroundings. Any treasure or magic items within 30 feet of the character at the time she drinks are considered too close, and they remain hidden due to the potent magic of the elixir itself.

Beyond this 30-foot radius "eye of the storm," the effects of the elixir extend outward 100 feet per character level of the drinker. The elixir homes in on the nearest sizable treasure horde and imprints the direction and distance to the hoard in the drinker's mind. For purposes of this elixir, a sizable hoard is any treasure hoard of an Encounter Level of 11 or higher, or the gear of an NPC of 8th level or higher. If no such treasure hoard or **nonplayer character** is located in range, the drinker can still enjoy the skill bonuses for the elixir's duration.

If the imbiber locates a suitable treasure, she can sense the direction and distance the treasure is located at from her current location. This treasure sense provides no indication of any dangers that may lurk along the route to the treasure, and it also does not indicate a path (although the drinker's improved sensory skills should aid in discovering a route). The effects of an *elixir of treasure finding* persist for only 1 hour, but once they fade, knowledge of the treasure's existence does not.

The wealth of the treasure is overridden by the proximity when the elixir is imbibed; the drinker might be within range of a dozen EL 20 treasures, but if the closest is only an EL 13 treasure, she does not gain any special insight into any other treasures; the elixir locates only a single stash of treasure.

Moderate divination; CL 11th; Craft Wondrous Item, *find the path*; Price 6,000 gp.

**Globe of Danger Detection:** This handy, one-shot magic item appears as a 2-inch diameter glass globe filled with sparkling white sand or powder. A *globe of danger detection* can be thrown up to 30 feet; when it strikes a surface, it shatters and the dust within coats everything in a 10-foot-burst. The dust can detect traps (both mechanical and magical), and it glows softly along triggering mechanisms and other dangerous parts of hidden traps that are located in this burst area. Creatures searching for traps in this area may do so as if they had rogue levels, and they gain a +10 **insight bonus** on their Search check to find any traps within the area. The dust within remains potent for 1d10 minutes once the item is activated.

Strong divination; CL 20th; Craft Wondrous Item, *find traps*; Price 2,000 gp; Weight 1 lb.

**Headband of Lore:** Adventurers, especially those who intend to explore lost cities, covet *headbands of lore*. The wearer of a headband of lore gains a +5 competence bonus on all Knowledge checks (including bardic knowledge checks). The wearer must have at least one **rank** in the Knowledge skill she's using to take advantage of this bonus. Once a day, the wearer can use an *analyze dweomer* spell. Also once per day, the wearer can perform a *legend lore* on an item or site by studying it for 1 minute.

Moderate divination; CL 11th; Craft Wondrous Item, *identify, legend lore*; Price 50,000 gp.

**Jade Talon:** A *jade talon* is a gauntlet made of jade slats that cover the wrist and hand. Long, curving jade talons extend out over the fingers. A *jade talon* functions as a +2 wounding spiked gauntlet, except that it deals slashing damage rather than piercing damage.

Yet the jade talon's most impressive function is tied to its religious roots. A successful DC 25 Knowledge (religion) check reveals that ancient cultists of evil sky spirits or avian deities used the talon; the deities demanded bloody sacrifice from their priests. If a successful hit with a *jade talon* ever reduces a living creature to negative **hit points** but does not kill the creature, the talon immediately generates a *death knell* effect heightened

to a 5th-level spell on the victim. A successful DC 17 Will save negates the effects of the *death knell*, otherwise, the victim is slain as the talons slash into the victim and pierce the heart (if the victim has one). The wearer gains 1d8 temporary hit points and a +2 bonus to Strength, and his caster level increases by +1. These effects last for 10 minutes per Hit Die of the subject creature. Note that the talon's retrieval of the victim's heart occurs with blinding speed -- the gauntlet is off the wearer's hand only for an instant, which allows him to continue with multiple attack sequences if possible.

*Jade talons* radiate strong evil. Although good creatures can wear them without immediate effects, constant use of the talon should eventually shift the wearer's alignment toward evil.

Moderate necromancy; CL 10th; Craft Magic Arms and Armor, *death knell*, *Mordenkainen's sword*; Price 72,305 gp; Weight 1 lb.

**Jaguar Mask:** The extravagantly bejeweled *jaguar mask* fits over the upper portion of a person's face, leaving the lower jaw exposed. The mask resembles a snarling jaguar's head, but with the lower jaw missing. When worn, the mask takes up the goggle item slot. While worn, the mask grants the wearer low-light vision and a +2 enhancement bonus to Dexterity. The wearer may speak with animals (felines only) at will.

Moderate transmutation; CL 8th; Craft Wondrous Item, *alter self* or wildshape ability, *cat's grace*, *speak with animals*; Price 16,000 gp; Weight 2 lb.

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# Far Corners of the World

## Spells of the Sky

(The Hidden Realm Above)  
By James Jacobs



The Far Corners of the World has traditionally turned its eye upon the remote corners of wilderness far from civilization. For this installment, however, we look not to the horizon, but up.

Just as the steaming jungles and frozen glaciers have magic and creatures of their own, the skies above are far from empty. Even beyond the classic myth of the castle in the clouds, plenty of reasons exist to explore the upper limits of the firmament. The celestial bodies have always held a fascination for terrestrial creatures; what exactly are they? What is it like to stand upon the moon? What exactly is the nature of a star? These questions have driven spellcasters to extremes in researching new magic, and much to their delight, they find that magic sometimes awaits them above the highest cloud and beyond the deepest blue -- wondrous discoveries from the hidden realm above.



### **Cloud Spear**

Evocation [Air]

**Level:** Druid 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Spearlike beam of moonlight

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial, see text

**Spell Resistance:** Yes

A shaft of roiling white vapor extends from your hand. You handle this beam almost as if wielding a spear (gaining the benefit of any feats that apply, such as Weapon Focus or Improved Critical). Attacks you make with the cloud spear are melee touch attacks. The cloud spear cannot leave your hand while the spell lasts. A cloud spear deals 1d8 points of piercing damage on a successful hit, +1 per two caster levels (maximum of +7). Since the spear is immaterial, your Strength modifier does not apply to the damage. Any creature that takes damage from a cloud spear must make a Fortitude save to resist being transformed into white vapor for 1 round. A creature so transformed is treated as if under the effects of a *gaseous form* spell, but cannot move or voluntarily return to solid form.

Creatures with the Earth subtype take 2d6 points of damage, +1 point of damage per caster level (maximum of +15) when hit by a *cloud spear*, and they take a -2 penalty on saves against the gaseous form effect.

### **Skyhurling**

Transmutation

**Level:** Druid 6, Sorcerer/Wizard 6

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Target:** A Large or smaller creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You envelop the target creature in a globe of wind and fog and then hurl it violently into the air. You determine where the creature lands, although the landing point must be within the spell's range. The maximum height the victim's flight reaches is equal to 5 feet per caster level, otherwise, the caster chooses the height when casting the spell. When the victim lands, it takes the appropriate amount of falling damage as set by this maximum height.

Creatures may take incidental damage from objects in the path of their trajectory, such as tree branches, flimsy roofs, or other yielding barriers. If this is the case, the victim takes an extra 2d6 points of damage in addition to

the standard falling damage.

A creature that would strike an unyielding surface before it reaches the height of its upward fall cannot be targeted by this spell.

Rather than hurl targets into the air, you can use this spell to hurl airborne creatures to the ground. The targeted creature must be within 5 feet/level of the ground, and, if it fails to resist the spell, it is hurled to the ground and takes damage as if it had fallen from the appropriate height.

If you cast this spell outside and the victim does not encounter any yielding barriers during his upward fall, the maximum height reached is doubled (10 ft./caster level).

### **Skyrift**

Illusion (Shadow)

**Level:** Sorcerer/Wizard 9

**Components:** V, S, M, F, XP

**Casting Time:** 1 hour

**Range:** Touch

**Area:** One mile radius

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

*Skyrift* cloaks a large circular region with a radius of one mile in eternal night. The focal point of this region must be an obsidian stele of at least 10 feet in height carved with arcane runes by the caster. Once the spell is cast, the sun never seems to rise in the region. The affected area is either dark or lit with shadowy light, depending on the conditions outside. For example, the area has shadowy light when the sun is up on a clear day. Artificial light sources work normally within the affected area. Creatures and magical effects that rely upon night to work can function at all times in an area that a *skyrift* cloaks. Likewise, beings and objects that sunlight harms can exist with comfort anywhere in a *skyrift* at any time of day.

This spell may be cast in outdoor areas only, although its area can contain structures provided they are wholly within the area affected. Viewed from outside, a region blanketed under a *skyrift* seems to be dark and gloomy, as if on an overcast day late in the afternoon.

**Material Component:** A scepter of onyx and obsidian worth no less than 5,000 gp which must be broken upon the face of the spell's focus.

**Focus:** An obsidian stele. Preparing the stele takes one week and costs 2,500 gp.

**XP Cost:** 500 XP.

### **Storm Prison**

Evocation (Air) [Electricity]

**Level:** Sorcerer/Wizard 6

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature or object

**Duration:** 1 round/level

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

A sphere of crackling energy shoots out of your outstretched hand to strike a single creature or object. The ball of lightning deals 1d6 points of electricity damage per caster level (maximum 15d6) to the creature struck, and then encases the creature or object struck in a sphere of lightning and powerful wind. A successful Reflex save halves the damage done and allows the target to escape being caught; in this case the spell's duration ends immediately.

If the target fails its Reflex save, it becomes trapped in the resulting sphere. The creature floats in the center of the sphere, held in place by the powerful wind. Projectiles cannot pass into or out of the sphere. A creature caught in the sphere must make a successful DC 20 Concentration check to cast a spell. Any creature that comes within 10 feet of the trapped creature immediately takes 3d6 points of electricity damage (a successful Reflex save halves this damage).

As a standard action, you can move the sphere by mental will to the limit of the spell's range. The sphere moves at a fly speed of 30 feet (perfect). You can attempt to bull rush or overrun a creature with the sphere. It has an

effective Strength score of 20 and Large size, for determining the modifiers to the attempt. Any creature successfully bull rushed or overrun with the sphere takes 3d6 points of electricity damage (Reflex save half). If the sphere is empty, a creature that fails this Reflex save also becomes trapped in the *storm prison*. A creature inside a *storm prison* as it is moved suffers no ill effects from any regions or hazardous areas you move the prison into, since the powerful winds and electricity around the creature shield it. Once the spell ends, though, this protection ends as well. If the creature was in the air at the time, it falls for the appropriate amount of falling damage.

You cannot cause a *storm prison* to move through water or other liquids.

### **Vertigo**

Illusion (Phantasm)

**Level:** Bard 2, Sorcerer/Wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

With this spell, you attempt to fill the target's mind with the inescapable sensation of being perched over a terrible precipice. If the victim makes its Will save to avoid the effects of the spell, it merely experiences a brief bout of vertigo for no apparent reason and takes a -2 penalty on Balance checks, Jump checks, and Reflex saving throws for 1 round.

If the victim fails to resist the spell, it perceives that the surroundings change suddenly and become horrifyingly vertiginous. A person standing in an open field may suddenly believe that the ground has fallen away save for a narrow pinnacle upon which she stands. A victim on a ship may suddenly see a massive waterfall nearby and believe his ship balances on the edge of it. A target in the air may see the ground below drop away at a dizzying speed, or perhaps rush up toward her. In any case, the victim realizes that to move from its position is to invite certain doom. A victim that can fly believes that for some reason its ability to fly has failed; perhaps it believes its wings have vanished, as an example. It also takes a -4 penalty on all Dexterity-based skill checks, ranged attack rolls, and Reflex saving throws, and it is considered flat-footed. The victim is not otherwise helpless, and it can act to attack or defend itself; the victim perceives other creatures nearby as suddenly being able to fly or walk on the air, if necessary.

A victim of *vertigo* is not physically prevented from moving, though. The creature can, at any time, choose to step off its perch and into the perceived abyss, at which point it is filled with the sensation of falling for 1 round before it hits the cold unyielding ground. At this point, the victim can make a second Will saving throw against the spell, but this time at a -2 penalty. Success means the victim is dazed for the remainder of the round. Failure indicates that the victim takes 1d6 points of nonlethal damage per caster level (maximum 10d6) as it perceives itself to strike the ground with terrible force. The next round, the victim may save against this spell again (at normal chances). Success indicates the spell's effects end, but failure indicates that the victim believes it has in fact landed on yet another horrifying perch over an abyss.

A victim that is bull rushed or otherwise forced to move is treated as if it moved voluntarily.

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# Far Corners of the World

## Monsters of the Sky

(The Hidden Realm Above)  
By James Jacobs



The skies above are far from devoid of life. Birds soar on the great thermal drafts, scouring the land below for food. Insects swarm in writhing clouds or buzz alone while moving about on their mindless tasks. Bats flutter through the air at dusk and during the darker hours, filling the skies with tiny shrieks. And other creatures, such as manticores, chimeras, arrowhawks, rocs, dragons, flop and flap through the air on massive wings -- often seemingly too large to be supported by the air, yet too menacing to ignore.

In the distant heights of the hidden realm above, far beyond the powers of the naked eye to spy from the ground below, other creatures dwell. As creatures uniquely suited to this landless realm, they may never feel the touch of the ground beneath them, even in death.



### Airjelly

#### **SmallOoze**

**Hit Dice:** 2d10+18 (**hp** 29)

**Initiative:** +6

**Speed:** Fly 80 ft. (16 squares) (perfect)

**Armor Class:** 17 (+1 size, +6 Dex), **touch** 17, **flat-footed** 11

**Base Attack/Grapple:** +1/-5

**Attack:** Tendrils +8 **melee** (1d3-2 plus 1d6 electricity)

**Full Attack:** Tendrils +8 **melee** (1d3-2 plus 1d6 electricity)

**Space/Reach:** 5 ft./5 ft. (10 ft. with tendril)

**Special Attacks:** Electricity

**Special Qualities:** **Blindsight** 60 ft., immune to electricity, ooze traits, translucent

**Saves:** Fort +9, Ref +6, Will -5

**Abilities:** Str 6, Dex 22, Con 28, Int --, Wis 1, Cha 1

**Skills:** --

**Feats:** Weapon Finesse[B]

**Environment:** Any sky

**Organization:** Solitary, pair, clot (3-8), or mass (9-21)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-6 HD (Small), 7-12 HD (**Medium**), 13-18 HD (**Large**), 19-30 HD (**Huge**), 31-45 HD

(**Gargantuan**), 46+ HD (**Colossal**)

**Level Adjustment:** --

*This strange creature has a spherical body about 2 feet in diameter. Its translucent body contains unusual blobs of color that shimmer and morph. Dangling from its underside are several dozen, if not hundreds, of 10-foot long tendrils surrounded by a foul-smelling hissing white mist.*

The airjellies occupy a strange dual role in the skies. The smaller majority of them often cluster in sizable groups. Other airborne creatures, such as thunderspikers, subsist on them. Yet those airjellies that survive can grow to monstrous size and proportions, and in so doing transition to the other end of the food chain.

An airjelly is composed almost entirely of electrically charged gas. A thick, slimy membrane encases it, and by venting the gas in pressurized jets, the creature can skip and shoot through the sky with shocking speed. Airjellies feed on tiny airborne particles of moisture, so they usually draw what little sustenance they require from rain clouds and the like.

### Combat

Airjellies are unintelligent, and they react to any form of external stimuli in the same way: They lash at their perceived foe with their tendrils. These tendrils do little damage on their own, but they can emit a fairly painful jolt of electricity with each tendril strike.

**Electricity (Su):** Once per hour, an airjelly can concentrate its electrical charge and cause it to explode in a 10-foot burst. All creatures within this area must make a DC 20 Reflex save or take 1d6 points of electricity damage per 2 Hit Dice possessed by the airjelly and be dazed for 1 round. Those who make the save take no damage and are not dazed.

**Ooze Traits:** An airjelly is blind (blindsight 60 ft.) and immune to *gaze* attacks, visual effects, illusions, and other attack forms that rely on sight. It is immune to poison, sleep effects, *paralysis*, *stunning*, and *polymorphing*. It is not subject to critical hits or flanking.

**Translucent (Ex):** The airjelly is naturally translucent, and it gains the benefit of *concealment* (20% miss chance). Blindsight (and the Blind-Fight feat) cannot be used to target these ephemeral creatures; this may be the only thing that keeps large groups of airjellies from lashing out at each other. They simply don't realize other airjellies exist.

**Advancing an Airjelly:** An airjelly's reach with its tendrils is always double its space. When the airjelly increases in size, the additional damage inflicted by its tendril attack increases as if it were a physical attack.

## Thunderspiker

### Large Plant

**Hit Dice:** 10d8+50 (95 hp)

**Initiative:** +7

**Speed:** Fly 50 ft. (10 squares) (average)

**Armor Class:** 19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16

**Base Attack/Grapple:** +7/+13

**Attack:** Gore +8 melee (2d6+3 plus 1d6 electricity) or spike +9 ranged (1d4+2 plus 1d6 electricity)

**Full Attack:** Gore +8 melee (2d6+3 plus 1d6 electricity) or 6 spikes +9 ranged (1d4+2 plus 1d6 electricity)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Powerful gore, spikes, thunderclap

**Special Qualities:** Death throes, electricity, *low-light vision*, immunities (electricity and sonic), plant traits, vulnerable to fire

**Saves:** Fort +12 Ref +8, Will +5

**Abilities:** Str 15, Dex 17, Con 21, Int 1, Wis 10, Cha 11

**Skills:** Balance +5, Jump +4, Tumble +16

**Feats:** Hover, Improved Initiative, Iron Will, Lightning Reflexes

**Environment:** Any sky

**Organization:** Solitary, pair, squall (3-6), or storm (7-16)

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 11-16 HD (Large), 17-30 HD (Huge)

**Level Adjustment:** --

*This conical-shaped plant floats point up. The circumference of its base is a writhing forest of wide-veined leaves on flexible stalks that paddle the air and seem to serve as rudders. Its body glistens in various shades of green, and sharp, translucent green spines cover it. The conical body tapers to the top into a single branch tipped with a large emerald-tinted transparent hook or horn. Motes of electricity seem to dance over its body, arcing from spine to spine.*

The thunderspiker is a strange breed of airborne carnivorous plant that preys upon small airborne creatures like birds and airjellies. Its body generates large amounts of buoyant gas to keep the plant afloat; once a thunderspiker dies, the gas quickly becomes unstable and causes the plant to explode in a flash of lightning.

Thunderspikers are nearly mindless, and they fill a role in the skies far above similar to those filled by sharks in the seas below.

## Combat

When a thunderspiker attacks, it generally opens with its spikes, firing them at anything that remotely resembles some sort of prey. Against larger creatures, they often close to melee with their central blade-tipped branch and then hack away at the enemy with stunning force. All these attacks are charged with powerful bursts of electricity, which adds to the thunderspiker's dreadful efficiency as an airborne hunter.

**Powerful Gore (Ex):** The thunderspiker's primary gore attack is quite powerful, and it adds 1.5 times its Strength modifier to attacks with it at all times. Additionally, any creature that suffers a critical hit from a thunderspiker's gore attack must make a Fortitude save (DC 20) or be stunned for 1 round.

**Spikes (Ex):** Thunderspikers are covered with hundreds of knifelike spikes. By exerting pressure on these spikes, they can fire them with surprising force. These spikes have a **range increment** of 100 feet.

**Thunderclap (Su):** Once per day, a thunderspiker can generate a thunderous bolt of electricity from its primary spike. This bolt is a 60-foot line of electricity that inflicts 8d6 points of electricity damage to all in its path (DC 20 Reflex save for half damage). Anyone within 20 feet of a thunderspiker when it uses its thunderclap ability must also make a DC 20 Fortitude save or become **deafened** for 1d10 rounds.

**Death Throes (Ex):** When a thunderspiker is reduced to negative hit points, it loses 1d4 hit points per round rather than the normal 1 per round as the gasses within its body quickly deteriorate. When a thunderspiker reaches -10 hit points, it explodes in a burst of lightning and spines, with a radius equal to twice its reach (typically a 20-foot radius). All creatures caught in this blast take 8d6 points of damage, half of which is electricity and half of which is piercing (DC 20 Reflex save for half).

**Electricity (Su):** A thunderspiker's body carries a constant and powerful electrical charge. Any creature that strikes a thunderspiker with a **natural weapon** automatically takes 1d6 points of electricity damage.

## Zyern

### Gargantuan Aberration

**Hit Dice:** 28d8+168 (294 hp)

**Initiative:** +3

**Speed:** Fly 50 ft. (10 squares) (clumsy)

**Armor Class:** 31 (-4 size, -1 Dex, +26 natural), touch 5, flat-footed 31

**Base Attack/Grapple:** +21/+45

**Attack:** Bite +30 melee (3d8+12)

**Full Attack:** Bite +30 melee (3d8+12) and 6 tentacles +24 melee (2d6+6)

**Space/Reach:** 20 ft./20 ft.

**Special Attacks:** Breath weapon, constrict 2d6+18, **frightful presence**, improved grab

**Special Qualities:** Damage reduction 15/magic and piercing, darkvision 60 ft., immunities (cold and electricity), regeneration 10, spell resistance 28

**Saves:** Fort +15, Ref +10, Will +19

**Abilities:** Str 34, Dex 8, Con 22, Int 5, Wis 17, Cha 12

**Skills:** Hide +9, Move Silently +12

**Feats:** Awesome Blow, Flyby Attack, Hover, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (bite), Wingover

**Environment:** Any air

**Organization:** Solitary

**Challenge Rating:** 18

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** 29-34 HD (Gargantuan), 35-84 HD (Colossal)

**Level Adjustment:** --

*This massive bloated menace floats idly at the edge of the thundercloud. Its body vaguely resembles that of a massive purple and gray six-armed cuttlefish with thick webbing between its tentacles. Leprous mounds of thick, blubbery flesh heaped on its dorsal surface culminate in a hideous massive toothy-beaked head with five eyes the size of tower shields.*

Of the many creatures that haunt the skies above, few are as repulsive and deadly as the zyern. Hateful of all life, especially their own kind, these asexual monstrosities possess an uncanny gift of hiding at the edge of high thunderclouds, where they wait patiently for rocs, dragons, enormous airjellies, and other creatures to blunder close enough to them to allow the zyern lunge at them.

Zyerns are, despite their appearance, somewhat intelligent. Most can speak a few words of Auran, but they only rarely have any interest in speaking with other creatures, which they almost universally view as food.

## Combat

A zyern almost always lunges into combat from a hiding place within a cloud, and it initiates combat with its breath weapon and **frightful presence**. It then tries to snatch as many creatures as possible with its tentacles before retreating back into the cloud to hide.

**Breath Weapon (Su):** 90-foot cone of poison gas, once every 1d4 rounds, **poison** (DC 30 Fortitude save, initial and secondary **damage** 3d6 Strength). The save DC is Constitution-based.

**Constrict (Ex):** A zyern deals 2d6+18 points of bludgeoning damage with a successful grapple check.

**Frightful Presence (Ex):** When a zyern charges or attacks, it inspires terror in all creatures within 60 feet that have fewer Hit Dice or levels than it has. Affected creatures must succeed on a DC 25 Will save or become **shaken**, remaining in that condition as long as they remain within 30 feet of the zyern. A successful save leaves that opponent immune to that zyern's frightful presence for 24 hours. The save DC is Charisma-based.

**Improved Grab (Ex):** To use this ability, a zyern must hit with a tentacle attack. It can then attempt to start a grapple as a **free action** without provoking an **attack of opportunity**.

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# Far Corners of the World

## Magic Items of the Sky

(The Hidden Realm Above)  
By James Jacobs



Unlike most other remote terrains, the hidden realm above has relatively few native civilizations to call its own. With the exception of the odd cloud-based castle, most of this realm's inhabitants are simply too bestial or alien to form societies as terrestrial creatures know it. As a result, explorers in the hidden realm above don't often return with unusual magic items to show for the efforts of their exploration. Far and above the majority of items associated with this realm come from those from the ground who have made it their path in life to explore its reaches. The magic items presented here represent a small selection of the wondrous items and magic devices developed for this environment.



**Cloud Cloak:** A *cloud cloak* is a wispy white cloak that seems almost to be made of mist. When worn about the shoulders, it wreathes the wearer in a fine, cool mist that protects him from the extremes of temperature as if he were under the effects of *endure elements*.

In addition, the wearer of a *cloud cloak* can see through mist and fog with ease. Creatures never gain **concealment** from the wearer under such conditions. The wearer can also move through all types of clouds with ease, with no **penalty** to his movement rate. *Solid fog*, *acid fog*, and similar **spells** do not impede his movement, although if the spell also does **damage** or has some other effect, that effect still occurs as normal.

Moderate **abjuration**; CL 9th; Craft Wondrous Item, *endure elements*, *freedom of movement*, *true seeing*; Price 31,500 gp; Weight 1 lb.

**Gauntlet of the Vortex:** A mithral *gauntlet of the vortex* is fashioned so that swirling patterns of spirals and vortices coil over its every surface. When worn, the air around the gauntlet shimmers, and its wearer constantly seems to be standing in a brisk breeze since her hair and clothing flutter and dance about. The gauntlet's basic function is to serve as a +1 *shocking burst gauntlet*, but it also has three additional powers.

First, its wearer can call upon the gauntlet to create a *gust of wind* at will.

Second, whenever the wearer **critically hits** a creature with the gauntlet, it unleashes a powerful blast of wind against the creature struck. This wind blast manifests even if the creature struck is normally immune to additional damage from critical hits; the effects are not considered damage, and thus they affect such creatures in the same way they affect anything else. This blast of wind is hurricane force, but it affects only the creature struck. This creature must make a DC 20 **Fortitude save** to resist the wind. A **Medium** or smaller creature is blown away; creatures on the ground are knocked down and roll 1d4x10 feet, taking 1d4 points of **nonlethal damage** per 10 feet. A flying creature that is blown away is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffering. **Large** creatures that fail to resist are merely **knocked down**. **Huge** creatures are **checked**, and cannot approach any closer to the wearer for the remainder of the **turn**. Flying creatures are treated as one size category smaller than their actual size for purposes of determining the effects of a failed **save**.

Finally, the wearer can use the gauntlet to create a *whirlwind*, as the spell of the same name, once per day.

Strong **evocation**; CL 15th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*, *gust of wind*, *whirlwind*; Price 110,500 gp; Cost 55,500 gp + 4,420 XP.

**Ring of Weatherproofing:** The plain silver *ring of weatherproofing* grants the wearer incredible defense against wind and lightning. The *ring of weatherproofing* protects its wearer with a constant *endure elements* effect as well as electricity resistance 20. More impressively, the wearer is immune to the effects of high wind; he never need make a Fortitude save to avoid being checked, knocked down, or blown away. Likewise, the character can make **ranged weapon** attacks without modification, although his **ranged attacks** immediately become susceptible to any ambient wind effects once they travel beyond the first **range increment**.

A character who wears a *ring of weather proofing* gains a +2 resistance **bonus** on all saving throws made against effects caused by weather, magical or otherwise.

Moderate abjuration; CL 12th; Forge Ring, *endure elements, protection from elements, resistance*; Price 76,500 gp.

**Rod of Vapor Control:** The *rod of vapor control* is formed from pale blue crystal that seems to be hollow, and within it drifts a pale white mist. The wielder of a *rod of vapor control* can use the device to manipulate clouds, mists, fogs, and even gaseous creatures by merely aiming the rod at the target and concentrating. All of the rod's effects are manifested as a **standard action**.

The most minor use of a *rod of vapor control* is to create a *fog cloud*; this power may be used at will.

If used against a cloud or vapor, the owner can affect a 20-foot diameter sphere at a time. He can choose to decrease the opacity of the mist to an extent that it no longer confers concealment in this area, or he can increase it to such an extent that it provides total concealment. He can also alter the substance of extant nonmagical vapor by transforming the vapor in the affected 20-foot sphere into a solid fog, as the spell of the same name. The solid fog effect can be used up to three times a day while the negation of concealment effect can be used at will.

The user can also use a *rod of vapor control* to reshape the area of any cloud-based spell, as if it had the Shapeable quality. If he attempts to shape a cloud-based spell cast by another caster, he must first make a successful level check (DC = 10 + the spell's caster level).

Finally, you can use a *rod of vapor control* to control the movements of creatures in **gaseous form**. This includes creatures with bodies that are gaseous, such as belkers and air elementals. You can target any one such creature within 30 feet of you; the creature can resist this control with a successful **Will save** (DC 18). Failure indicates you can force the creature to remain motionless, or you can force it to move at a **flyspeed** of 30 feet (good maneuverability). Control over a gaseous creature lasts as long as you concentrate, or up to 1 minute. A creature that is controlled is considered **flat-footed** and cannot move on its own, but is otherwise in full control of its body, and can **attack, cast spells**, or otherwise take **actions**. You can activate this power up to three times per day.

As long as you are carrying a *rod of vapor control*, you gain a +4 resistance bonus on all saving throws against gaseous effects and cloud-based spells.

Strong **transmutation**; CL 12th; Craft Rod, *control weather, fog cloud, solid fog*; Price 96,000 gp.

**Thunder Armor:** Although when the user is not wearing the full plate armor suit called *thunder armor* it seems old and somewhat dilapidated, the armor is anything but mundane in appearance once donned. At this time, the dull gray metal begins to seethe and flow, growing transparent and wispy like thick gray mist. At times, the armor seems to fade away completely, while at others it seems as solid as the strongest suit of plate. Every once in a while, tiny fingers of lightning arc through the cloudy metal.

*Thunder armor* functions as a suit of +2 **electricity resistance full plate**, yet it also carries three additional qualities that make it much sought after by those who would explore the vast gulfs of the skies above. First, it allows the wearer to fly at a speed of 40 feet, with good maneuverability. Second, when the wearer enters any sort of cloud, fog, or mist (including that generated by magic, such as *obscuring mist* or *fog cloud*), the armor's enhancement bonus increases to +4 and its electricity resistance increases to improved electricity resistance (electricity resistance 20). Finally, once per day, the wearer may cast *call lightning*. When she does so, the lightning and clouds of her armor darken and roil, and any bolts called forth emanate from the armor rather than from above. The spell manifests at **caster level** 10, so the user may call up to ten bolts over the course of 10 minutes once this power is activated. Each bolt deals 3d10 points of electricity damage on a hit (Reflex DC 14 halves).

*Thunder armor* is much lighter than normal full plate. It is treated as medium armor. Spell failure chances for *thunder armor* are decreased by 10%, or by 20% if the spell being cast has the air or electricity descriptor. Maximum **Dexterity** bonus is increased by 2 and armor check penalties are lessened by 3 (to a minimum of 0).

Moderate abjuration; CL 10th; Craft Magic Arms and Armor, *call lightning, resist energy*; Price 114,500 gp.