

CHAPTER 9

MAGIC OF HABOLOLY

This section describes the new magic that is available on Habololy. There are some new spells, some new magical items, and several new and several altered clerical domains. Also described in this section are some of the best-known artifacts and relics that exist on Habololy and a listing of the requests available to Shaman and their effects.

Magical Items

Azucal: Not a magical item, Azucal is a highly precious metal that has inherent magical qualities. These qualities make it much easier to enchant than most metals. Any item made from Azucal reduces the cost in experience its creator must pay by 20%.

The metal is most often mined in the hills in the Grean Republic. It was once found deep in the Great Plateau, but it has been two centuries since any was mined there. Eager miners flock to places where even a small amount of Azucal is reported, hoping to strike it rich. Spellcasters of all types will travel hundreds of miles for the metal.

Azucal is sometimes called “Blue Metal” because of its color, light blue.

Market Price: 2000 gc per pound.

Drunnbaric Hammer: Not a magic item, but rather an anti-magic item, the Drunnbaric Hammer is blessed by Drunnbar and his clerics to neutralize magical items and enchanted creatures. The hammers come in all shapes and sizes, but are all made from a mixture of lead and adamantium.

When the hammer strikes a magic item, an enchanted item, or an enchanted creature, it has the ability to disrupt or destroy magic. If the wielder of the hammer strikes an enchanted creature, the wielder and the target make opposed willpower saving throws. If the wielder of the hammer wins the opposed roll, the target loses its enchantment. If the enchantment is permanent, then it is simply neutralized for ten minutes. If the target is a magic item or enchanted item, the wielder of the hammer must succeed with a willpower saving throw at a DC equal to the level of the creator of the item or caster of the enchantment.

There is no additional effect on the wielder if the opposed role is lost. The hammer’s ability can be used ten times per day. Although it grants no bonus to attack roles or damage, the Drunnbaric Hammer is considered magical for purposes of damage reduction.

Caster Level: 9th; *Prerequisites:* Craft Magical Arms & Armor; *Market Price:* varies.

Elemental Ebul: The invention of the Grean wizard Rutorn, the Elemental Ebul, or firearm as it was once called, is one of the most feared weapons on Habololy. These devices are enchanted so that they can trap elementals of any type and expel them in deadly blasts, which in the process destroy the trapped elemental. The enchantments that are required to create one are so precise that they have only ever successfully been made out of Azucar.

The standard Elemental Ebul can trap up to 100 hit dice of elementals. The elementals can be expelled in a ray or a cone. The ray deals 1d8 points of damage per hit die the wielder chooses to expel, to a maximum of 10. It requires a ranged touch attack role with standard modifications. It has a range of 50 feet. The cone deals 1d4 points of damage per hit die the wielder chooses to expel, to a maximum of 10. It extends 20 feet out and follows the rules for a cone-shaped spell. Anyone caught in the cone receives a reflex save at DC equal to 10+ half the Hit Die of the elemental used. If successful, they take only half damage.

The wielder of an Elemental Ebul may attempt to trap an elemental by releasing the back casing of the weapon and touching it to the elemental the wielder wishes to trap. The wielder was succeed in a

DC15 Use Magic Device skill check and elemental must fail a willpower save at DC25 to be trapped. If the wielder traps more than 100 hit dice of elementals, the elemental ebul goes dormant for one day and the trapped elementals are released.

Caster Level: 9th; Prerequisites: Craft Wondrous Item ; Market Price: varies.

Fiery Site: First designed by Amatine wizard, the Fiery Site was widely produced by the Tinkocracy. Usually made to look like a small spyglass, it attaches to the barrel of a crossbow, firearm, or ebul. When activated, the site magically illuminates the target viewed in the site with an aura of usually red fire. Only one target may be illuminated at a time, and the illumination fades if the target is over 300 feet away from the wielder.

The effect of this fire is only to illuminate the target, not to injure. If there is enough light in the area around the target to see normally, then the fire only provides a +1 circumstance bonus to hit. In low light areas, the bonus increases to +2. In complete darkness, the bonus is +4 to hit. Regardless of lighting, the fire imposes a -20 to all attempts to hide made by the target.

Caster Level: 9th; Prerequisites: ; Market Price: varies.

Patch, Amatine Assassin: The Amatine Assassins all possess magical patches given as rewards for accomplishing feats. When an assassin successful completes a mission of substantial merit, he is given a patch that is sewn into his armor. This patch has a depiction of the type of creature with which the assassin dealt, and also provides an enchantment designed to aid the assassin in future encounters of a creature of that type. As long as the patch is worn, the assassin benefits from the enchantment.

Several examples of powers that a patch might provide are: *resistance* 10 against a particular element after the assassin defeated an elemental, immunity to sonic-based spells after the assassin defeated a bard, etc.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, others vary by patch type; Market Price: varies.

Ring, Arcane: This ring always appears as a golden ring with a blue metal pearl circle set into one side of it. Its only purpose is to allow the wearer to cast arcane spells while on the island of Thynkizland.

Caster Level: 11th; Prerequisites: Forge Ring, limited wish; Market Price: 50,000 gc.

Ring, Bullet Shield: These rings have existed since shortly after the first firearm was successfully fired. They came into prominence during the reign of the Tinkocracy, when every soldier would give any item he or she had for one. Many still exist, although the fall of the Tinkocracy greatly diminished their value.

While active, the ring provides the wearer a +20 bonus to armor class against bullets fired from firearms or ebul. The wearer activates the ring by turning it 180 degrees. It remains effective for up to one hour per day.

Caster Level: 7th; Prerequisites: Forge Ring; Market Price: 15,000 gc.

Ring, Personal Illusion: While worn this ring allows the wearer to alter his or her appearance as if affected by a *Programmed Image*. The wearer may spend one minute concentrating and programming a new image into the ring. At the end of the minute, the wearer must succeed with an Intelligence check at DC 20. If successful, the wearer may use the new programmed image. If unsuccessful, the wearer may try again after an hour. The ring may hold up to three images at any one time. The wearer may switch from one image to another at will by using a standard action. If a new image is programmed in, the oldest image in the ring is lost.

Caster Level: 11th; Prerequisites: Forge Ring, programmed image; Market Price: 40,000 gc.

Banned Spells

In the year BC0AC, or pre-213 in the Asticlean calendar, Habastly and the Council placed on ban on the use of spells that allowed the creation of something from nothing. This was done as a response to

the rampant creation of lands and creatures by the deities, and more importantly, by Amat. Under this ban, the following spells cannot be used. If they are attempted, they simply do not work.

Level	Wizard/Sorcerer	Cleric
0		Create Water
1 st		
2 nd		
3 rd		Create Food and Water
4 th	Minor Creation	
5 th	Major Creation	
6 th		Heroes' Feast
7 th		
8 th	Clone	
9 th		

Clerical Domains

The clerical domains work on Habololy in the same way as is described in the player's handbook. Listed below are the domains in which changes have been made from the player's handbook, and then the new domains are listed and described.

Chaos

Granted Power: Once per day, the cleric may attempt to disrupt a non-chaotic creature. The creature, if disrupted, moves one step closer to the alignment of chaotic, lawful to neutral or neutral to chaotic, for one hour plus one hour per level the cleric is higher than the level or hit dice of the creature. This is an extraordinary ability. The target receives a Willpower saving throw at DC equal to 10 + the cleric's casting level + the cleric's charisma modifier to avoid this effect.

Destruction

Granted Power: The power is similar to the one described in the player's handbook except that it may be used once per day per clerical spellcaster level. It also ignores the hardness of non-magical items.

Evil

Granted Power: Once per day, the cleric may attempt to corrupt a non-evil creature. The creature, if corrupted, moves one step closer to the alignment of evil, good to neutral or neutral to evil, for one hour plus one hour per level the cleric is higher than the level or hit dice of the creature. This is an extraordinary ability. The target receives a Willpower saving throw at DC equal to 10 + the cleric's casting level + the cleric's charisma modifier to avoid this effect.

Good

Granted Power: The granted power is similar to the corrupt power given to a cleric that possesses the Evil domain. The difference is that it uplifts the target. The target goes from evil to neutral or neutral to good.

Healing

Granted Power: For all healing spells cast by the cleric, multiply the amount of hit points healed by 150%. This is applied before other feats which enhance a healing spell.

Law

Granted Power: The granted power is similar to the disrupt power given to a cleric that possesses the Chaos domain. The difference is that it orders the target. The target goes from chaotic to neutral or neutral to lawful alignment.

Luck

Granted Power: This ability functions the same as the one described in the player's handbook except that it is usable once per day per clerical level. A re-roll may not be re-rolled.

Peace

Granted Power: Anyone wishing to attack the cleric must make a Willpower saving throw at DC 10 + the cleric's clerical levels to do so. If the cleric attacks at anytime during an encounter, this ability is unusable or ended. The attack may be physical or magical in nature, and does not have to be directed at a creature being affected by this ability. This is a supernatural ability. It only affects living creatures.

Table 9-1: Peace Domain Spells

1	<i>Calm Animals</i>	Calms 2d4+1/lvl Hit Dice of animals
2	<i>Calm Emotion</i>	Calms 1d6 creatures per level
3	<i>Remove Curse</i>	Frees object or person from curse.
4	<i>Emotion</i>	Arouses strong emotion in subject. (Hope or Friendship)

5	<i>Atonement</i>	Removes burden of misdeeds
6	<i>Heal</i>	Cures all damage, diseases, and mental conditions.
7	<i>Refuge</i>	Alters item to transport its possessor to you.
8	<i>Symbol</i>	Triggered rune turns others to caster's alignment. (of Persuasion)
9	<i>Foresight</i>	"Sixth Sense" warns of impending danger.

Protection

Granted Power: Same as described in the player's handbook, except that the ability may be used once per day per clerical level. A creature may not have multiple protections from the same cleric at the same time.

Psionic

Granted Power: The cleric may communicate telepathically with any being it could normally communicate with via spoken or sign language. The cleric must know a language that the creature being spoken to knows and be within a reasonable distance of the creature, usually a maximum of one hundred yards. This is an extraordinary ability that is always active.

Table 9-2: Psionic Domain Spells

The following powers are described in the psionic's handbook. For any level dependant effects, use the cleric's clerical levels only. At first level, a cleric must choose either a Telepathic power train or a Clairsentient power train. Once chosen, the cleric cannot switch to the other.

Telepathic

1	<i>Mindlink</i>	You forge a limited mental bond with another creature.
2	<i>Read Thoughts</i>	Detect surface thoughts of creatures in range.
3	<i>Mind Trap</i>	Drain 1d6 power points from anyone who attacks you with a telepathy power.
4	<i>Dominate, Psionic</i>	Control target telepathically.
5	<i>Mind Probe</i>	You discover the subject's secret thoughts.
6	<i>Mind Switch</i>	You switch minds with another.
7	<i>Mind Blank, Personal</i>	You are immune to scrying and mental effects.
8	<i>Mind Blank, Psionic</i>	Subject immune to mental/emotional effects, scrying and remote viewing.
9	<i>Psychic Surgery</i>	You repair psychic damage or impart knowledge of new powers.

Clairsentient

1	<i>Precognition</i>	Gain a +2 insight bonus to one roll.
2	<i>Object Reading</i>	You know about an object's past.
3	<i>Ubiquitous Vision</i>	You have all-around vision
4	<i>Aura Sight</i>	You can read things in others' auras.

5	<i>True Seeing, Psionic</i>	See all things as they really are.
6	<i>Precognition, Greater</i>	Gain a +4 insight bonus to one roll.
7	<i>Sequester, Psionic</i>	Subject invisible to sight and remote viewing, renders subject comatose.
8	<i>Hypercognition</i>	You can deduce almost anything.
9	<i>Metafaculty</i>	Subject cannot hide name or location from you.

Strength

Granted Power: Same as described in the player's handbook except the ability is usable once per day per clerical level.

Sun

Granted Power: May cast the *light* spell at will. The *daylight* spell is considered a 2nd level spell for clerics with the Sun domain.

Time

Granted Power: The cleric is always aware of the correct time and the exact amount of time it has taken to perform a particular activity. A successful Wisdom check at DC 10 will allow the cleric to know the exact time of day down to the minute. A similar check will reveal the date. A Wisdom check at DC 15 will allow the cleric to estimate the time it took to perform an action or task down to the second. To do this, the cleric must have actually performed the action or observed it in its entirety.

Table 9-3: Time Domain Spells

1	<i>True Strike</i>	Add a +20 insight bonus to your next attack roll.
2	<i>Contingent Action*</i>	Prepares a readied action.
3	<i>Haste</i>	Extra partial action and +4 AC.
4	<i>Time to Act*</i>	You may make a single skill check in the same round you cast a spell.
5	<i>Permanency</i>	Makes certain spells permanent; costs XP.
6	<i>Contingency</i>	Sets trigger condition for another spell.
7	<i>Vision</i>	Gives information about an event through a vision.
8	<i>20 Minutes*</i>	You make take 20 on a check in a single round.
9	<i>Time Stop</i>	You act freely for 1d4+1 rounds

Artifacts

Items of such power that they cannot simply be created; Artifacts are brought into existence through extreme events or circumstances. Some have an intelligence that is their own, while others simply possess a will to compel their wielder or owner to a goal.

Blessed Armor of the Queen

The holiest item to the Order of the Blessed Armor, the armor was forged centuries ago for a queen. Whomever it was forged for died battling the devils and demons of the lower planes. A paladin who had traveled to a gate to the lower planes to close it recovered the armor. Although he was not able to close the gate, he returned to his homeland with the armor. As the years passed, the legend of the armor grew. It was indestructible. It had obviously been crafted to fit a woman, but no female could successfully don the armor. The paladin traveled Habololy in search of answers. He died without finding those answers. Upon his death, his one time squire brought the armor from the paladin's homeland to the place his master had died. A shrine was built and the armor was placed in it. Since that time, many have come to examine and pray over the armor. Legends have come to be that whomever fits into the armor will bring order to Habololy.

The armor is +5 *Heavy Fortification* Full Plate. It allows the wearer to wear the armor while sleeping without any negative effects on the next day. It provides the wearer with SR 15, damage reduction 5/-, and elemental resistance 10 to all elements. It also allows the wearer to take full advantage of her Dexterity bonus despite being full plate.

The Blooming Blade

Also known as the flower sword, this ancient weapon has nine forms. Each form of the weapon corresponds to a different flower and a different alignment. It has existed for as long as any on Habololy have kept track of such things. The weapon is always discovered in a bed of flowers of the type that it resembles. Once it is found by a creature that can wield it, the blade attached itself to the life of that creature. When its wielder dies, so does the blade until it is reborn again in the next spring.

Alignment	Flower Type	Sword Type	Powers
Lawful Good	Daffodil	Broad Sword	Merciful
Lawful Neutral	Iris	Greatsword	Defending
Lawful Evil	Violet	Bastard Sword	Mighty Cleaving
Neutral Good	Tulip	Short Sword	Brilliant Energy
True Neutral	Chrysanthemum	Broad Sword	Thundering
Neutral Evil	Rose	Long Sword	Flaming, Wounding
Chaotic Good	Daisy	Long Sword	Keen
Chaotic Neutral	Poppy	Scimitar	Dancing, Speed
Chaotic Evil	Orchid	Greatsword	Vorpal

In all of its forms, the sword is +4. Depending on its alignment, the sword is *Holy* or *Unholy*, and/or *Axiomatic* or *Anarchic*. It can detect those of opposing alignments, in a 60 foot radius at will. Once per hour, it can *Command Plants* as per the spell, cast at 12th level. The wielder receives a +4 bonus to saving throws against natural poisons. The sword also possesses other special properties dependant in its alignment. These are defined in the above table.

City Cleaver

Once the mightiest of Orcish blades, the sword known as City Cleaver has been lost for nearly four hundred years. At the height of the Orcish Empire, the armies marched from land to land and city to city, claiming everything in the name of the deity. The "Shir Cannus", or general, of the Orcish army always wielded the same mighty sword. After several centuries of use, the "Shir Cannus" would merely have to wave the sword at a city and its walls would collapse. When the Orcish Empire finally began to decline at the hands of Amat, the sword was ordered back to the Orcish capital. Amat heard of this plan and intercepted the weapon. Unable to destroy it, and lacking the patience to determine how to do so, Amat hid the sword. It was next seen in the hands of the bugbear Borkon the Rusted, who used it to drive the drow from the humanoid cities and form the nation of Borkondof. No scholar has ever determined

how Borkon came to wield City Cleaver. Once again, the sword was lost in the early fourth century AC by the progeny of Borkon, who was making a foolish attempt to siege the Orcish Empire.

City Cleaver is a double-sized +4 *Mighty Cleaving Keen* Bastard Sword. It provides the wielder with SR 20. It ignores the hardness of any object when dealing damage and reduces the damage reduction of any creature by 5 if it doesn't already ignore the damage reduction because of its magical bonus.

The Clock Raven

It is the last remaining relic of the deity Highlander. The Clock Raven is a metallic raven with a clock embedded in its belly. It looks to be made of adamantium and has clear pearl eyes. Legends say that it had a hand in the downfall of the deity and that it could one day destroy Habololy. It has not been seen since the deity's destruction, and most scholars are thankful for that. The Clock Raven is credited with the ability to traverse the river of time, an ability most clerics, wizards, and bards doubt, but one they can't refute.

The true abilities of the Clock Raven are unknown.

The Gemblade

The Gemblade first appeared in the hands of the then mortal Stasis. It helped him accomplish many of the great feats that lead him to becoming a deity, including banishing Amat and founding the Kingdom of Icefia. Since his ascension, his descendants, the kings and queens of the Kingdom of Icefia, have used the Gemblade to further the cause of their deity and their kingdom. The evil deities and cults have oft tried to destroy and banish the noble blade, but have never succeeded. Some legends say that the Gemblade was created by the Council to bring a balance to Habololy, for the Hunter of Paladins had long gone unchecked. Shortly after the Gemblade first appeared, the Kingdom of Icefia imprisoned the Hunter of Paladins for the first time.

The Gemblade is a +4 *Keen Vorpal Sunblade* Bastard Sword. It radiates a strong aura of lawful good and trails light that resembles a cloud or tongue of smoke whenever its held and drawn. By placing a diamond in the clasps of the hilt the blade is empowered with a strong aura of spell resistance. When held and drawn the wielder gains SR 60 for a number of minutes equal to the worth of the stone divided by 100. The diamond is consumed when exhausted. The wielder may call forth the power of the blade three times per day and invoke a *Sunray*, as per the spell except that it inflicts damage on all evil creatures with a connection to another plane (i.e., outsiders in addition to undead). Targets may make a Willpower save at DC 20 to avoid the effects. The ray has a range of 180 ft. The blade is capable of recharging 10 Ioun stones per year at a rate of one every two weeks. Alternately the blade's power may be conserved and once per year an Ioun stone may be enchanted to grant a wish.

A Halfling's Basket

When the first Halflings came to live in the great forest that would one day bare their name, they were near defenseless. They are not a powerful race, and their best defense was using stealth and fighting in massed numbers. Habastly smiled favorably on the race that took such great care not to harm the forest and the life it held. He went to the leader of the largest community and offered him any item that would best help defend him and his community. Thinking as most Halflings do, he said that the greatest threat would be a famine. The leader asked for a basket that would always be filled with food if needed. Habastly granted the Halfling's wish, but also gave the basket other abilities that would aid the Halflings for generations. As time passed, the basket's owners were able to determine many of its powers. They also learned that the basket had a will of its own, and that using certain powers of the basket evoked a different reaction from whatever intelligence inhabited it.

The basket has powers that are of three different types. Depending on which type of power is being used by the owner, the basket tries to influence its owner in a different way. The first and most commonly used types of powers are that of creation and animal friendship. An owner of the basket may use the following spell-like abilities: *Create Water* (at will), *Purify Food and Drink* (at will), *Goodberry* (1/minute), *Animal Friendship* (1/minute), *Detect Animals* (1/minute), *Animal Messenger* (1/hour),

Charm Animal (1/hour), *Speak with Animals* (1/hour), *Create Food and Water* (3/day), *Dominate Animal* (3/day), *Animal Growth* (2/day), *Minor Creation* (2/day), *Major Creation* (1/day). These powers are used as by a 12th level cleric. When the owner uses these abilities, the basket influences its owner to aid animals and nature in all ways possible.

The second type revolves around transportation. The owner may use the following abilities: *Dimension Door* (at will), *Teleport* (1/minute), *Teleport without Error* (1/hour), *Teleportation Circle* (3/day). These powers are used as by an 18th level wizard. When an owner uses these abilities, the basket takes on the persona of a joking adolescent halfling.

The final powers are those of summoning and conjuration. The owner may use the following abilities: *Summon Monster I, II, III, IV, V, VI, VII, VIII, IX* (each 1/day), *Summon Nature's Ally I, II, III, IV, V, VI, VII, VIII, IX* (each 1/day). These powers are used as if by a 20th level wizard. When the owner uses these powers, the basket takes on the persona of a frightened child.

As soon as the owner has activated a power, he may only use power from that type for the rest of the day. As soon as the sun rises, the owner may use powers from another type. Only halflings may use the basket's powers. To any creature but a halfling, the basket will not radiate magic, although non-magical means could be used to determine the basket's true nature.

The Hunter of Paladins

The first records of The Hunter of Paladins date back over fifteen hundred years. Before its appearance, paladins were known throughout the lands of Habololy as a force for good and law. They held the evils of the world in check and aided the unfortunate and helpless whenever there was a need. The Hunter of Paladins changed that for a millennium and more. Unaware that an evil stalked them, the paladins were caught off guard. Hundreds were slain before the true nature of the danger was revealed: a sword that possessed evil warriors and drove them to slay paladins. The sword managed to escape anyone that captured it and find another warrior who thirsted for power to control. By the fifth century BC, no paladins roamed the land freely, and Habololy was a more dangerous place.

It came to a paladin named Hammel (see p. 212) and the Gemblade family to finally defeat and imprison the Hunter of Paladins in the early third century AC. The sword remained locked in the tower of Falan in Castle Gemblade for three hundred years. During that time, paladins crept back into the lives of the people of Habololy. Although many were unfamiliar with their ways, they were thankful for the aid. Times changed again when the Day of Falling Death occurred in 518 AC. The tower of Falan, where the Hunter of Paladins had been trapped, was destroyed and the sword disappeared.

In the years since its release, the Hunter of Paladins has tried to once again rid Habololy of paladins. Luckily, the Order of the Banished Hero and the Gemblade family are devoted to the re-capture of the Hunter of Paladins and constantly seek it.

The Hunter of Paladins is a +5 *Unholy Vampiric Paladin Bane* Bastard Sword. It provides the wielder with SR 50 against the divine spells of a good cleric or creature. The wielder is constantly aware of paladins that are within one mile. The wielder can concentrate for one minute to discern the exact location of any paladin within that mile.

The Inquisition

Soon after Hemator left the Council, a swell of hatred for cultists grew among the devote followers Everentual, Han~Sui, and Gruweas. This feeling was nearly tangible in the lands of the Council where the judges held sway. The clerics of those deities joined together and looked to harness the hatred of millions. Their inspiration came in the form of a weapon. It took five years of forging and praying to create the Inquisition. It is a four-foot heavy mace. It has been given to the greatest warrior who champions the causes of the Council for the last five hundred years. Unlike many Artifacts that are difficult to locate and rare wielded, the Inquisition is a highly visible reminder of the hatred that exists between the Council and the cults.

The sword is a +5 *cultist bane* heavy flail that grants the wielder SR25. In order to wield The Inquisition, one must have a 20 Strength. The wielder may also attempt to dispel any divine spell cast by a cult cleric. To succeed in dispelling a spell, the wielder must be in the area of effect of the spell and

succeed in a Willpower save at DC equal to the spellcaster's level plus the level of the spell. Any cultist that touches The Inquisition with their bare skin takes 10d6 points of *holy* damage.

The Slaying Daggers

The weapon of the deity Dedestroyt was once a great-serrated sword capable of slaying any creature that it wounded. When Dedestroyt tried to kill Habololy, he swung the sword at Habastly, the deity of life. It failed to slay Habastly and was shattered into ten shards. Various races around the world found the shards. Every smithy that found a shard quickly realized the quality of the metal and was compelled to forge a dagger with the shard. Ten daggers were forged, each with the ability to slay a different race and the daggers compel their wielder to do exactly that. Legends say that if the daggers were all brought back together, they could be reunited, and Dedestroyt's sword could be reformed.

The daggers that have been formed since the destruction of the sword are each devoted to the death of one of the following races: human, elf, dwarf, gnome, Gree, Nipit, giant, dragon, orc, lizardfolk. Each dagger is a +4 *bane* weapon and slays any member of the particular race unless they succeed in a Willpower save at DC 50. The wielder of a dagger possesses all of the racial traits of the race the dagger is designed to slay, but is not considered to be a member of that race. For example, the wielder of the elven slaying dagger would gain low-light vision and immunity to *sleep*-like effects, but would not be considered an elf for purposes of using elf-only magical items.

If all of the daggers were brought together, legend has it that they could be reformed into the original slaying sword. That sword had the ability to slay any creature that it wounded. Some bards say that this has been tried many times in the past, but no one has ever been able to collect more than seven of the daggers. While some of the daggers have been seen and are possessed by an individual or nation, others haven't been heard of or mentioned in centuries.

Spectacles of the Diviner

Originally worn by the diviner Rucel, high wizard of Yellowia and grand diviner of Thynkizland, the spectacles have been coveted by scholars and kings, by wizards and treasure hunters. They are a simple iron wrought pair of spectacles fit to be worn by any near human sized creature. The glass in them is a quarter inch thick and the bar curls back so as to completely hook behind the ear. At different times, the glass appears to have a blue, red, green, or yellow hue.

After Rucel died, the spectacles were passed to the next grand diviner of Thynizland, who died while on an expedition. Since that time, five hundred years ago, the spectacles have been seen on occasion in the possession of a variety of people. They were last known to be in the possession of the quasi-deity Melodi, who insists she awarded them to a courageous bardic student at her college some years ago.

The spectacles provide the owner the following bonuses only when worn in the proper way: a +10 bonus to all saving throws and checks against illusions, a + 10 bonus to all Spot and Search skill checks, the ability to read any language and any magical text, and a +4 bonus to all saving throws and checks vs. visual attacks, such as *Color Spray* or a Basilisk's *petrifying gaze*. If the wearer is the target of a visual attack that does not normally allow a saving throw, he is given a Willpower save at DC 20 to avoid the effect.

While worn, the spectacles can provide the wearer with the following spell-like abilities at will: *Arcane Sight*, *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Detect Secret Doors*, *Detect Snares and Pits*, *Detect Undead*, and *See Invisible*. These abilities are used as if cast by an 18th level caster. They are active for as long as the wearer is conscious. Only one ability may be active at a time. The wearer must be able to touch the frame of the spectacles with a finger to activate or change the current ability. The following abilities may be active for at most ten minutes per day: *True Seeing* and *Arcane Sight, Greater*.

Shaman Requests

The following is a listing of the different requests a Shaman may make. After the listing is a complete description of how the request works.

Table 9-4 Shaman Requests

1st level	Chill, Sense, Signal, Spook, Glow
2nd Level	Apparate, Mimic, Watch, Bolster
3rd Level	Follow, Guide, Possess, Question, Appear
4th Level	Disrupt, Find, Gather, Parley
5th Level	Guard, Torment
6th Level	Greater Possess
7th Level	Age
8th Level	Haunt, Remain
9th Level	Inhabit, Vacate

Request Format

All of the requests have the same style of description. The section below describes how to read the request entries.

Name: The name the request is most commonly known by.

Level: This is the level of power prescribed to a request.

Range: The maximum distance the spirit can be from the shaman and still be bound to perform the request.

Area of Effect: The listing of how many creatures or how much area the spirit performing the request can affect.

Duration: The length of time during which the spirit can continue to perform the request.

Saving Throw: Whether a target of a request is allowed a saving throw, and what saving throw applies if one is allowed.

Descriptive Text: This describes exactly what the request is for and how the spirits usually go about accomplishing it

Requests

The requests are listed in alphabetical order.

Age

Level: 7

Range: 500 feet

Area of Effect: One creature

Duration: Permanent

Saving Throw: Willpower negates

The shaman requests that the spirit torment and terrorize a creature in such a way that the creature is physically aged by the ordeal. The spirit can affect only creatures that age naturally. The shaman must be able to direct the spirit to the target. If the target fails its saving throw, than it is aged by 3d8 years. Apply all of the physical effects of aging, but none of

the mental effects to a target that has been aged in this way.

Apparate

Level: 2

Range: 10 feet

Area of Effect: one spirit

Duration: 1 minute/level

Saving Throw: none

The shaman hides the presence of a spirit. By masking the aura of a spirit behind his own, the shaman can hide the presence of a lesser spirit. The spirit cannot be found by any spell or form of detection short of a lesser miracle or lesser wish. The spirit must remain within 10 feet of the shaman and may not perform any requests for the duration of the request.

Appear

Level: 3

Range: 25 feet

Area of Effect: 25 foot radius

Duration: 1 round/level

Saving Throw: Willpower

The shaman requests that a spirit appear. This has an unnerving effect upon those that are not used to or expecting such things. Any creature within 25 feet of the spirit must make a willpower save at DC 15 or become unnerved for as long as the spirit is visible. Even if they leave the area of effect, the presence of the spirit continues to unnerve them. An unnerved creature receives a -2 penalty to all saving throws, attack rolls, and skill checks. Spellcasters that are unnerved must make a concentration check, without the -2 penalty, at DC 15, to cast any spell. Failure means the spell is wasted.

Bolster

Level: 2

Range: 25 feet

Area of Effect: personal

Duration: 1 round/level

Saving Throw: none

The shaman requests that the spirit lend moral and mental support. The spirit partially inhabits the body of the shaman, having the effect of granting the shaman a +2 bonus to all saving throws.

Chill

Level: 1

Range: 25 feet

Area of Effect: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

The spirit passes over the targeted creature, attacking its will and spirit. This has a chilling effect on the target that results in 1d8 points of subdual damage.

A fortitude save reduces the damage by half. Creatures that do not have a spirit of their own; such as the undead, golems, or non-intelligent creatures are unaffected by this request.

Disrupt

Level: 4
Range: 100 feet
Area of Effect: One creature
Duration: 1 round/level
Saving Throw: none

The spirit attempts to continually disrupt the concentration of the target. While the target is being disrupted, all attack roles suffer a –1 penalty. All skill checks suffer a –3 penalty. If the target being disrupted attempts to cast a spell, they must succeed in making a concentration check at DC 20 to successfully complete the spell. A psion or psychic warrior must succeed in a concentration check at DC 15 to perform any psychic ability.

Find

Level: 4
Range: 1 mile
Area of Effect: 1-mile radius
Duration: 1 hour/level
Saving Throw: none

The shaman requests that the spirit find an item or creature. The spirit searches for the duration of the request. If it locates the item or creature, the spirit immediately returns to the shaman and relays the information. While searching, the spirit may use the shaman’s spot, search, and listen skill checks in order to find its target.

Follow

Level: 3
Range: 500 feet
Area of Effect: One creature
Duration: 1 hour/level
Saving Throw: none

The shaman asks the spirit to follow one creature. The spirit follows the creature for the duration of the request. While following the creature, the spirit may use any of the shaman’s skills in order to keep in contact with the target, such as spot, listen, etc. While following the target, the spirit also receives a +5 bonus to all checks involving finding the target. At the end of the duration of the request, the spirit returns to the shaman and reports on where the target is and has been. The shaman could also follow behind the spirit instead of waiting for it to return.

Gather

Level: 4
Range: 1 mile
Area of Effect: 1-mile radius

Duration: 1 hour

Saving Throw: none

This request is similar to the question request, except that more information may be collected, and the spirit gives more than just the answer to one specific question. One example of a gather request is, “Find out everything about the local wizard.”

Greater Possess

Level: 6
Range: 500 feet
Area of Effect: One item
Duration: 1 day/level
Saving Throw: none

Similar to the possess request, the shaman binds a greater spirit to an item. The greater spirit may possess any item that weighs up to 250 lbs. The item may be up to the size of a warhorse. Consider the item to be a 7th level fighter for purposes of attack rolls and combat.

Glow

Level: 1
Range: 25 feet
Area of Effect: One spirit
Duration: 1 hour/level
Saving Throw: none

The shaman requests that a spirit take an ectoplasmic form that gives off some light. The spirit’s form is visible, but too blurred to be understood. The light given off is equivalent to the light of a full moon. It extends for a 20 foot radius around the spirit.

Guard

Level: 5
Range: Touch
Area of Effect: One creature or item
Duration: 1 hour/level
Saving Throw: none

The shaman requests that the spirit guard one particular creature or item. The spirit does this for the duration of the request or until the item or creature is destroyed or taken to a different plane. While guarding, the spirit may use any 1st level request in order to protect the target. If the target is destroyed or taken to another plane, the spirit immediately relays that information to the shaman.

Guide

Level: 3
Range: Touch
Area of Effect: One creature
Duration: 1 hour
Saving Throw: none

With its supernatural abilities, the spirit attempts to guide an individual. This guidance always involves transportation, not advice. While being guided, the

target receives a +2 bonus on all Search and Spot skill checks. The target also receives a +2 bonus on any Track feat checks. If the spirit is familiar with the area that it is guiding the target through, it may pass along simple knowledge about the area, such as: "There is fresh water through the forest on your right." This request can be used in combination with the Gather request, so that a spirit can gather information about an area and then guide a target through it.

Haunt

Level: 8
Range: 100 feet
Area of Effect: One item
Duration: Permanent
Saving Throw: none

The shaman attempts to force a spirit to be permanently attached to one particular item. While attached to the item, a spirit may not go more than 100 feet away from the item. It has no power to possess the item, but is attached to it. To force a spirit to be attached to an item, the shaman must make a Willpower save at DC 20 for lesser spirits, DC 30 for greater spirits.

Inhabit

Level: 9
Range: 100 feet
Area of Effect: One building, structure, place
Duration: Permanent
Saving Throw: none

The shaman binds a spirit to one particular location. Lesser spirits are automatically bound. The shaman must succeed in a Willpower save at DC 30 to bind a greater spirit to a location.

Mimic

Level: 2
Range: 50 feet
Area of Effect: Personal
Duration: 1 minute/level
Saving Throw: none

The shaman requests that a spirit mimic the noises, and possible voice, of a particular being. The spirit can only mimic sounds, not appearance. The spirit may mimic any creature that it has spent 1 hour or more observing.

Parley

Level: 4
Range: 10 feet
Area of Effect: Personal
Duration: 1 minute/level
Saving Throw: none

Through the spirit, the shaman is able to communicate with any intelligent creature. No actual

words are spoken, but the spirit is able to relay emotions, sensations, and meaning from the target to the shaman and visa versa.

Possess

Level: 3
Range: 10 feet
Area of Effect: One item
Duration: 1 day/level
Saving Throw: none

A spirit takes control of an item. While possessing the item, the spirit may move it, levitate it, and attack with it. If attacking, treat the spirit as a 3rd level fighter for purposes of attack bonus. The spirit may only possess an item that weighs less than 25 lbs. It may not possess anything larger than a suit of plate mail armor.

Question

Level: 3
Range: 10 feet
Area of Effect: 1 mile-radius
Duration: 1 hour/level
Saving Throw: none

The shaman asks the spirit to find out the answer to one specific question. The spirit travels within the area of effect in an attempt to discern the answer. It may listen and search for the answer. When it has found the answer, or the duration of the request ends, the spirit returns to the shaman with the result of its quest. One example of a question request is, "What is the name of the largest inn in town?"

Remain

Level: 8
Range: 25 feet
Area of Effect: One creature
Duration: Permanent
Saving Throw: Willpower

Rarely used by non-evil shaman, this request is one that most spirits would rather refuse. The shaman calls upon a recently deceased being to have its spirit remain in the world of the living. The spirit's body must have died within one round of the request. If the spirit wishes to remain, it may choose to fail the saving throw. If the save is failed, the spirit has missed its change to enter the realm of its deity. It now needs another mortal influence to allow it to enter the realm of its deity. Unlike other requests, the shaman does not need the presence of any spirit other than that of the recently killed creature.

Sense

Level: 1
Range: Touch
Area of Effect: Personal
Duration: 1 round/level

Saving Throw: none

The spirit assists whomever the shaman has requested in all of his or her skill checks. For the duration of the request, the target receives a +1 bonus on all skill checks that have a base in any skill except Strength.

Signal

Level: 1

Range: 50 feet

Area of Effect: one creature

Duration: instantaneous

Saving Throw: none

The shaman requests that the spirit give a signal to a creature within the range of the request. The target must be expecting the signal to receive it. The spirit cannot speak to the target. It can only cause a sensation in the target that something is about to happen. The signal is undetectable by anyone other than the target.

Spook

Level: 1

Range: 50 feet

Area of Effect: One creature

Duration: instantaneous

Saving Throw: Willpower negates

The spirit attempts to spook the target, which is allowed a Willpower saving throw to avoid the effect. If the saving throw is failed, the target must make its best effort to leave the area for one minute. At the end of that time, the target is free to do what it wants.

Torment

Level: 5

Range: 500 feet

Area of Effect: One creature

Duration: 1 day/level

Saving Throw: none

For the duration of this request, the spirit focuses its attention on one target. While focusing on the target, the spirit may perform one 1st level request per hour on the target. The spirit will continue to torment the target until the target dies, moves to a sacred location or another plane, or the duration of the request ends.

Vacate

Level: 9

Range: 10 feet

Area of Effect: One spirit

Duration: Permanent

Saving Throw: none

The shaman requests that a spirit in the area permanently leave. Lesser spirits are forced to leave automatically. To force a greater spirit to vacate, the shaman must make a willpower saving throw at DC 30. If successful, the greater spirit is forced to leave the area. Since the majority of greater spirits are

bound to one location, this often has the effect of banishing the spirit to another plane of existence.

Watch

Level: 2

Range: 50 feet

Area of Effect: One item

Duration: 1 hour/level

Saving Throw: none

The spirit watches over one item for the duration of the request. The spirit may follow the item anywhere the spirit can go. At the end of the request, the spirit returns to the shaman and answers any questions about the item in the time the spirit spent watching it.