

Ink & Quill

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Chapter 1: Introduction

All of civilization's great achievements pale in comparison to the impact of the written word. The written word captures ideas, expresses thoughts and records history, enabling the sharing of collective knowledge and wisdom among all races and beings. It gives imagination and concept a vehicle to spread the author's vision throughout the universe. It prompts debate and stirs emotions within domains previously deemed inaccessible. It shapes and defines communities, providing a universal heritage and language among diverse entities. Without its constant, pervasive presence, civilization decays into a morass of anarchy, barbarism and ignorance.

Writers occupy a myriad of roles within any society. Some chronicle historical events, ensuring the preservation of a common legacy for future generations. Religious leaders record their patron deity's deeds, dogmas and traditions, proselytizing converts through the recitation of their god's words and actions. Civil authorities draft codes of law, establishing organized rules governing itself and its citizens. Wizards channel arcane energy onto the page, converting its mystical power into words. Professional writers entertain, educate and inspire others through a variety of diverse and unique mediums. Regardless of their motivations, the ideas expressed by writers influence society more than any other force.

In that vein, this supplement endeavors to provide players the opportunity to expand their characters' horizons and abilities, not just by the might of the sword or the power of magic, but through the force of words. By mastering the nuances of language and sound, characters embark on a unique journey, attaining fame and wealth through creative ingenuity in addition to traditional adventuring skills. Of course, might and magic share the spotlight as well.

Ink & Quill presents a number of diverse abilities, classes and items allowing characters to attain this goal. A host of new feats specializing on the use of language and sound supplement the arsenal of any character, regardless of her previous background. In addition, skills such as Decipher Script, Profession and Perform undergo a startling transformation, while the Knowledge skill expands dramatically.

Prestige classes play an important role as well. From the enigmatic cryptographer, the master of encryption, to the hedonistic musical composer, their special features and abilities rely entirely upon their manipulation of language and sound. Many prestige classes also generate substantial

incomes and achieve fame through the creation of original and scholarly written works. Whether they seek to entertain, educate, enlighten or inspire, the eight prestige classes complement nearly any adventuring party.

Spellbooks and scrolls also receive special treatment. Spellcasters personalize their spellbooks and scrolls, selecting their materials including cases, covers, pages and ink as well as mechanical and magical safeguards. Several new protection spells designed especially for spellbooks also appear, adding an additional layer of security to a wizard's most treasured possession.

A vast library of manuals and magical books bestow a number of special abilities and powers upon their readers. Using the foundation previously provided for spellbooks, these chapters expand on the rules for creating manuals and magical books. In addition, the backgrounds and dreadful powers of history's most infamous and dangerous books reveal their author's twisted and demented egos.

The written word imparts knowledge and wisdom, attributes necessary for survival, but unattainable through the force of might. Without it, the most powerful wizards become impotent, nations crumble and the world sinks into barbarism and stagnation. Simply stated, it spans the chasm from ignorance to enlightenment.

Chapter 2: The Writer's World

As is customary with most professions, writers organize into small groups and communities, sharing their passions, ideas and creations with their fellow artists. Some of these congregations gather purely for business reasons, while others function as eclectic and loosely affiliated entities, serving little practical aim other than sharing a common interest. Regardless of their purpose, these associations provide a valuable resource for the writing community. Within the creative halls of these social fraternities, writers exchange bold new ideas, constantly expanding the creative boundaries of their craft. Poets debate the virtues of free verse, playwrights challenge traditional theatrical conventions, and composers echo the emotions stirring deep within their murky souls. The organizations' structure often embodies the cultural values espoused by society in general.

Clearly, permanent establishments are also the most visible and easily recognized forms of writing communities. Churches, monasteries, universities and courts provide a solid foundation for burgeoning writers as well as fulfilling societal needs and expectations. The institutions' inherent discipline results in the prolific production of well-written and scholarly texts. Unfortunately, stability usually breeds complacency and conformity. The rigid and stoic bureaucracy administering many of these entities often vehemently dismisses radical and unconventional thoughts. Creativity frequently stagnates in the quagmire of ideological suspicion, superstition and suppression, while impassive pragmatism runs amok. Despite the imposing obstacles, some adventurous writers buck authority and promulgate daring concepts contradictory to traditional teachings. Vigorously debunked by the entrenched establishment, these intellectual clashes arouse public sentiment and in some rare instances, spark a firestorm of rebellion within the community's membership.

Private and semi-private institutions, such as concert halls and theaters also exist, however their autonomy does not always exempt them from censorship. Governments maintain a wary eye on the fledgling institutions, closely monitoring them for immoral and politically damaging content.

Writing Institutions

Churches

In many primitive, sedentary societies, churches represent the only bastions of education and knowledge. Tucked away within the church's

inner recesses, scribes tirelessly labor in the building's scriptorium, painstakingly transcribing its collection of books. Despite the endless reproduction of these valuable texts, most churches covetously hoard their stores of knowledge, unwilling to share them even with their congregations. In fact, many clergymen consider an illiterate and uneducated populace a blessing. Unable to intellectually challenge the church's dogmas and supremacy, the citizenry unquestioningly accepts the societal values imposed by its clerics. Because of the strict limitations placed on individual creativity, scribes are the only writers that emerge from these churches.

In more sophisticated, cosmopolitan societies, churches play a more active role in the education and enlightenment of their congregations. Although censorship still exists, the church provides free elementary education to all children and shares some of its knowledge with its constituents. While these churches vigorously denounce controversial ideas, their proponents are graciously encouraged to rejoin their group, rather than face violent persecution. And although scribes and scholars are still the most prevalent groups of writers in these churches, some playwrights and musical composers specializing in morality plays and hymns also exist amidst their ranks.

Of course, the church's ultimate outlook depends entirely upon its patron deity. The clergy of an evil god of chaos and murder undoubtedly prefers ignorant, fanatical followers, while a good deity of magic assuredly demands educated and articulate devotees. Lawful deities train and retain some of their clerics as barristers, promulgating the church's dogmas and doctrines through legal authority.

Monasteries

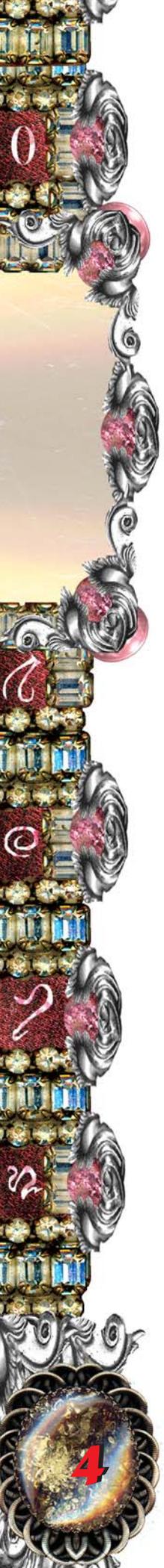
Often secluded from the outside world, monasteries provide an unspoiled sanctuary of contemplation and reflection. Despite the monastery's emphasis on inner peace, regimentation and discipline abound within its fortified walls. Similar to a church, monasteries also employ scribes, charging them with the task of duplicating the monastery's vast collection of documents. Unlike churches though, monasteries strongly encourage individual creativity and greatly admire brazen intellects, provided that their proponents curtail their proliferation outside of the monastery's walls. Monasteries jealously



guard their intellectual secrets, sharing their knowledge with only a handful of privileged individuals.

Despite its rigorous and cloistered lifestyle, a few writing styles flourish within its confines. Scribes, accustomed to its harsh and rigid conditions, comprise much of its ranks. Scholars also thrive, gleefully immersing themselves in its

endless volumes of books and tomes. Because of their highly suspicious nature, some monasteries employ the services of cryptographers; document experts specifically trained to detect forgeries. Many of its residents view the monastery as an oasis of enlightenment in a dark desert of ignorance.



Universities

Devoid of the religious dogmas of churches and the regimentation of monasteries, universities provide a fertile foundation for the budding intellects of its adolescent pupils. Despite their sprawling size and virtual self-sufficiency, they are usually located within or on the outskirts of large, cosmopolitan cities, relying heavily on the support of its infrastructure as well as its population for prospective students. Because of its intricate ties to the community, universities and city governments are often interconnected; a number of the same individuals hold offices with both entities. The relationship proves lucrative for both parties. Through the generosity of wealthy alumni and steep tuition fees, universities amass substantial libraries rivaling those of their institutional counterparts. Naturally, their exorbitant costs limit enrollment to only the wealthiest and brightest students. The universities reciprocate by attracting rich merchants and their families into the city, infusing a steady stream of cash into the local economy.

As an income generating business, universities seek to include as many diverse disciplines as possible without lowering their high standards of admission. For this reason, universities provide extensive programs in a number of liberal arts including poetry, literature, music and social sciences. Scholars comprise most of the university's general faculty and administrative positions, while renowned artists teach the specialized fields. Because of their unwillingness to lose revenue, universities avoid confrontations with students regarding creativity issues. They reserve such challenges only for the most violent and politically insensitive ideologies, preferring to handle such matters with the utmost discretion and secrecy.

Universities are the havens of barristers, scholars and the patrons of lyrical poets, musical composers and playwrights. Even after graduating, many of these individuals return to their alma mater, engaging in the open and unbiased exchange of fresh ideas and beliefs with their former instructors and classmates.

Courts

Established for the purpose of resolving legal disputes, courts are the only institution controlled directly by the government. As an instrument of the government, courts exert and maintain their authority over the citizens through the creation, enactment, implementation and application of law. Governed by volumes of strict regulations, courts

perform their duties based upon an intricate set of rules, often befuddling ordinary citizens unaccustomed to its unique jargon and strict protocol. Consistent with its approach towards its proceedings, courts strictly monitor rulings, and generate many briefs and memos. Frivolous and baseless legal arguments perpetrated by any party, especially barristers, result in the swift censure of its proponent. Courts permanently or temporarily prohibit the barrister from practicing law, while ordinary citizens expounding these ridiculous legal challenges face hefty fines and occasionally incarceration.

Despite the rigidity of this institution, masterful and innovative pieces of legislation and legal thought continuously stream through its hallowed halls. Some legal interpretations presented within its confines prove so compelling that they establish new precedents in the implementation and application of various laws. Courts largely remain the domain of barristers, although a handful of scholars and scribes occasionally dabble in its proceedings.

Theaters

Theaters occupy a unique niche in the writing community as a hybrid linking the conventional and the unconventional. Although a fully functioning business entity, theaters lack the administrative support inherent in traditional institutions. Instead, groups of actors known as companies operate and manage the theater's financial affairs while also writing and performing its repertoire of plays. Despite its autonomy, many local governments carefully scrutinize the plays' content, immediately censoring politically or morally inflammatory content. In the most successful theaters, one company produces all of the theater's annual productions, however the industry's economic volatility often mandates several companies mutually sharing its costs and proceeds. Fortunately for the genre's admirers, this competitive relationship between rival companies spurs the competitive juices of its playwrights, who constantly strive to supersede their colleagues' literary triumphs. The system's most distinguished playwrights eventually graduate from the theater system and obtain permanent positions in royal courts and on wealthy citizen's estates. Bereft of the necessity of commercial success, these playwrights pen literature's darkest and most provocative character studies. Theaters are the exclusive domain of playwrights.





Concert Halls

Unlike theaters, concert halls are predominantly owned and operated by wealthy benefactors usually in loose affiliation with the local or regional governments. Although relieved of the financial responsibilities of ownership, musical composers encounter a number of unique hurdles. Its relationship with government officials ensures some regulatory oversight of its musical content. However, its primary obstacle is its proprietors' lack of musical expertise and appreciation. Performances are frequently obtained through bribery, flattery and nepotism rather than artistic merit. Intrigues abound behind the gilded walls of the concert hall, as inept and less talented composers benefiting from this system repeatedly stifle the efforts of more prodigious composers to acquire commissions. Despite its obvious shortcomings, perseverance and dedication eventually reward intrepid composers whose astounding works capture the public's forlorn imaginations. In many instances, the formulaic musical pieces composed by its owners' relatives and sycophants fade from collective memory, replaced by the captivating melodies of its greatest talents. Concert halls are the exclusive domains of musical composers, especially practitioners of the operatic form.

Writing Groups

On the other hand, the disorganized, bohemian gatherings of writers spawn a myriad of stimulating and innovative new ideas. These groups lampoon the foibles of traditional convention, and instead explore untapped nuances of language and sound. While the quality of work produced usually exceeds that of their organized counterparts, the quantity remains sorely lacking. Undisciplined and often without direction, few of their conceptual experiments capture enough of their attention to sustain them to fruition. Many ideas wither in the planning stages, unable to stir their author's creativity beyond conception. Of course exceptions exist, and the intrepid individuals that persevere through the morass of inaction achieve artistic immortality, penning some of civilization's greatest literary and musical masterpieces.

Poetic Societies

Meeting primarily in large, cosmopolitan cities, poetic societies afford aspiring poets an outstanding opportunity to acquire acclaim among their fellow poets as well as hone their developing craft. Usually founded by an established poet or circle of poets, these informal gatherings include

esoteric debates on poetic devices and recitations of its members' newest poems. Criticism flows freely from its members, although senior poets temper offensive and defamatory remarks. Devoid of any formal membership requirements, societies experience significant turnaround as poets enter and leave the society in rapid, unabated succession. Despite the continuous turmoil, a solid core of dedicated poets ensures its continued survival.

Troubadours

Eclectic bands of wandering entertainers, troubadours travel a well-worn circuit of taverns, lavish homes and royal courts. Their ranks primarily include lyrical poets and musical composers as well as the occasional playwright and, of course, bards. Although their nomadic lifestyle impinges significantly on their creative output, their diverse travels expose them to new literary and musical styles unknown to sedentary performers. Rarely specialized in one artistic discipline, many troubadours possess a diverse background of literary and musical talents rarely found in their urban counterparts. Unfortunately for many, the constant turmoil of life on the road eventually impacts their health and stamina, forcing their premature retirement.

Nomadic Societies

Only recently emerging from the oral tradition, nomadic societies boast the most substantial populations of warrior poets. Refining and transcribing epic poems bequeathed from past generations, warrior poets informally gather, debating the nuances of words and phrases translated from ancient forms of their native language. As a result of the anonymous authorship of most ancient epic poems, warrior poets care little about receiving credit for their work, freely exchanging and borrowing lines and even entire passages from another poet's creation. Although unburdened by the stigma of plagiarism, the subject matter and rhyme scheme closely adhere to a standard formula, effectively limiting their creative expression.

Thieves Guilds

Operating in the shadowy and nefarious world of criminal enterprise, guilds demand the services of skilled cryptographers to communicate with field operatives and pen fraudulent documents. Their loosely connected infrastructure depends upon secrecy for its very survival. To this end, cryptographers play a critical role in the development of these guilds, keeping their

membership informed without compromising their identity. In an effort to combat these organizations, governments also employ cryptographers, hoping to decipher their codes and arrest their members. These faceless adversaries covertly duel one another, desperately seeking the necessary pieces to unravel the opponent's mysterious codes. These incessant struggles precipitate the creation of even more complex encryption methods. In more sophisticated cultures, guilds also employ a small staff of barristers to defend its members during criminal proceedings. Initially recruited from its own ranks, these legal practitioners ply their trade exclusively for their guild, while still participating in its criminal enterprises.

Roleplaying Writers

Common interests alone do not spur the formation of the aforementioned groups. The participants' personalities play an essential role in determining the outlook, structure and goals of these organizations. Writers rarely join the profession for monetary reasons. Instead an inner and indescribable hunger to communicate their emotions, ideas, passions and desires motivates them to don their pen and pour their souls onto a blank page. Despite the generally universal nature of their creative urge, their reaction to its cravings shapes their personality in a variety of manners.

Although hardly all-inclusive, a number of major archetypal personality types are provided. Intended solely as a guide, players may opt to select one of the personality types discussed below or create their own.

The Bohemian

The bohemian possesses a smattering of attributes found in many of the other personality types described below. With the educational background of the bookworm, the idealism of the romantic and the social skills of the rake, they are generally well-rounded individuals. However, their divergent interests frequently distract them from their task, resulting in brilliant, but sporadic work. They care little for wealth and material possessions, a fact demonstrated by their rather nomadic lifestyle. They make a conscious effort to avoid traditional conventions, instead experimenting with innovative and creative forms of their art. Lyrical poets, musical composers and playwrights are best suited as bohemians.

The Bookworm

The socially awkward, introspective bookworm prefers the comfort and safety of a quiet, solitary library to any social gathering. Possessing a remarkable intelligence and mnemonic capacity, bookworms are voracious readers, digesting vast quantities of information in relatively short periods of time. Incredibly adept at producing scholarly texts and comprehending complex theories and hypotheses, they paradoxically encounter difficulties understanding and performing mundane, routine tasks. Although fairly comfortable among a small group of their peers, their confidence deserts them in a larger, integrated social setting. However, given time and effort, most bookworms acclimate themselves to society in general. Barristers, cryptographers, scholars and scribes are best suited as bookworms.

The Child Prodigy

Blessed at birth with an astounding talent, the child prodigy soars past her contemporaries and enters the adult world at an early age. At the behest and urging of a frequently domineering parent, she spends most of her formative years on the road, traveling from one performance to another. Often maturing into a spoiled and unruly youth, her adult admirers indulge her deviant behavior, while awed by her unbelievable abilities. Sadly, many child prodigies struggle with the transition from adolescent to adulthood. Deprived of the carefree years of a normal child, many simply burn out from overwork and parental neglect. Any writer is well suited as a child prodigy.

The Hedonist

Driven by an almost childish curiosity and naiveté, hedonists indulge their material desires regardless of the cost. Sociable and impulsive, hedonists act as the centerpiece for any party, freely showering acquaintances and flatterers with cash and gifts. Constantly crushed by indebtedness, hedonists hurl themselves into their creative work, waging a futile battle to generate more income than they spend. Vulnerability to substance abuse and lecherous confidence men exasperate their financial woes, ultimately leading to hopeless addiction and poverty. Lyrical poets, musical composers, and playwrights are best suited as hedonists.





The Loyalist

Although similar in some respects to the zealot, loyalists distinguish themselves from their fanatical counterparts in a number of ways. Tremendously proud of their heritage and culture, loyalists do not adhere to a particular political or religious agenda. Devout students of history, loyalists write to instill cultural pride into its citizenry through the heroic presentation of its past and present. In addition to their creative skills, loyalists are also accomplished warriors, leading their nation into battle against its foes. Despite their unswerving devotion and bravery, loyalists do not seek martyrdom like zealots. Warrior poets are best suited as loyalists.

The Rake

The smooth talking, suave rake uses her bubbly charm and disarming physical appearance to her best advantage. One step ahead of the law and spurned ex-lovers, the rake views life as an endless escapade fraught with peril and opportunity alike. Always on the prowl for a new sexual conquest, rakes spend much of their time and money at social events or in common gathering places such as taverns, inns and restaurants. Rakes do not discriminate based upon economic status; their social circles run the gamut from the wealthy and powerful to the seedy and downtrodden. Society views them as shallow, self-centered pariahs attempting to con their way into their victim's purse, bed or both. However, in many instances, the rake's own insecurities and fears fuel their seemingly insensitive behavior. Barristers, lyrical poets, musical composers and playwrights are best suited as rakes.

The Romantic

Shy and introverted, romantics adore their object of affection from afar, authoring countless verses and lyrics praising the attributes of their beloved. Unable to reconcile their carnal desire with their pure and rational ideals of love, romantics resign themselves to the path of inaction, convinced that fate interceded against them. In most circumstances, the romantic's beloved is someone beyond their social or economic grasp such as a married person, a royal family member or another powerful and influential individual. Torn between the insatiable need to garner their love's attention and the fear of rejection and ridicule, the romantic purges her emotions through writing, secretly hoping and at the same time dreading that her suppressed longings are discovered. Lyrical poets and playwrights are best suited as romantics.

The Stoic

Consciously avoiding the pitfalls of emotion, stoics embrace a path of logic and discipline, viewing life through the eyes of an impassive bystander. Regardless of their condition, stoics accept the challenges fate bestows upon them. Even tempered in their demeanor, they claim to experience none of the creative ebbs and flows of their colleagues. Consistent with their general outlook, stoics approach their writing as a necessary task rather than a labor of love, endeavoring to educate rather than entertain their readership. Despite their insistent pleas, stoics never succeed in completely suppressing their emotions, a charge substantiated by their steadfast devotion to their philosophy. Barristers, cryptographers, scholars, scribes and warrior poets are best suited as stoics.

The Tortured Artist

Consumed by self doubt and loathing, the tortured artist both longs and dreads admiration by her peers. Although plagued by fits of debilitating melancholy and manic creativity, their demeanor remains constant and level. Quiet, contemplative and often timid, the tortured artist rarely initiates conversation, preferring listening over speaking. As a result of their bipolar personality, tortured artists produce voluminous quantities of work in compacted periods of time before again becoming dormant and depressed. Unfortunately, many of them acquiesce to the demands of an overly aggressive family member, friend or lover, eventually leading to their self-induced destruction. Lyrical poets, musical composers and playwrights are best suited as tortured artists.

The Zealot

Obstinate and headstrong, zealots proudly and openly display their passion, loudly extolling the righteousness of their cause. Whether motivated by national, political, racial or religious fervor, zealots write to espouse and advance the merits of their belief. Discarding the advantages of subtlety, zealots boldly proclaim their ideologies and goals regardless of the consequences. Zealots view martyrdom as the ultimate expression of their devotion. Despite their apparent convictions, zealots frequently contradict and pervert many of their belief's tenets for their own purposes. Barristers, cryptographers, scholars and warrior poets are best suited as zealots.

Income

While some of the prestige classes rely exclusively on their creativity for income, several others work for another entity. These classes receive their income on a monthly basis according to the following formulas.

Barrister

Church employee: (Barrister level x Wisdom modifier) x 3

Government employee: (Barrister level x Intelligence modifier) x 4

Thieves guild employee: (Barrister level x Charisma modifier) x 5

Wealthy citizen: (Barrister level squared x Charisma modifier)

Other employer: (Barrister level x Charisma modifier) x 2

Special

Whenever a barrister employed by a government drafts a legal text with a Profession (barrister) score equaling or exceeding a numerical result of 35, she becomes a judge in the nation's legal system. The exact specifications of this position depend upon the campaign world, however it does result in an additional monthly income of 50 gp.

Cryptographer

Government employee: (Cryptographer level x Intelligence modifier) x 2

Private employee: (Cryptographer level x Intelligence modifier) + Charisma modifier squared.

Thieves Guild: (Cryptographer level) x (Intelligence + Charisma modifier)

Scholar

University employee: (Scholar level x Intelligence modifier) x 1.5

Other: (Scholar level x Intelligence modifier)

Scribe

Church employee: (Scribe level x Constitution modifier) x 2

Monastery employee: (Scribe level x Constitution modifier) + Wisdom modifier

Other: (Scribe level x Constitution modifier) x3



Chapter 3: Feats and Skills

As writers progress through their careers, their talent and artistic vision continually improve. They constantly hone their abilities, searching for new sources of inspiration and literary avenues neglected by their peers. Their pursuit of such lofty aspirations reflects in their acquisition of additional feats, specialized traits that enable them to attain these goals. Feats serve a diverse number of purposes ranging from improving a character's skill in a particular field to broadening her mental or physical prowess. Most feats augment existing abilities and attributes, while some awaken previously latent talents. Feats prove a valuable asset in any writer's arsenal.

On the other hand, skills measure a character's mastery of a specific task or profession. While feats are generally broad based in scope, skills remain confined to a narrow field of expertise. Despite their limited focus, skills repeatedly demonstrate their significance, directly impacting a character's chances for success or failure in any given task. Although feats reflect achievements attained through general experience, the improvement of one's skills demands painstaking study and dedication to the distinct craft. A writer's accomplishments are always determined by her degree of skill in her literary or artistic discipline.

Feats

Most of the feats appearing below are best suited for the writing prestige classes; however there are no restrictions on their usage by other character classes provided that the character meets the prerequisites for the feat.

Comprehend Writing [General]

You have an increased understanding of written works.

Prerequisites: Int 15+

Benefits: Whenever you read a magical book that increases an ability score, you receive an additional +1 bonus to that ability score, not to exceed the maximum possible increase. For example, a Tome of Understanding that would normally increase the reader's Wisdom score by +1 instead increases it by +2. Furthermore, the character receives a +4 bonus to understand manuals. (See the section on Manuals for more details).

Special: You can acquire this feat only once.

Cultured [General]

You improve any writing Profession skill and receive additional income.

Prerequisites: Cha 15+, Draft any written work

Benefits: You receive a +2 bonus to any Profession skill requiring extensive writing such as playwright, poet or scholar. In addition any income generated from the use of this skill is doubled.

Special: You can gain this feat multiple times, although its effects do not stack. Each time you acquire this feat, it applies to a different Profession skill.

Diva [Metamagic]

You increase the potency of all sound based spells.

Prerequisite: Any other metamagic feat, 2 ranks in Perform (any sound oriented skill)

Benefits: Any spell that inflicts sonic damage, deafens an opponent or depends on sound to function, causes an additional point of damage per caster level up to a maximum of +5. Note that spells with a verbal component do not qualify solely on that basis. Furthermore, the difficulty class for all saving throws against these spells increases by +2. Examples of spells that fall into this category are *shatter*, *shout*, *suggestion* and *wail of the banshee*.

Hack [General]

Your written works generate substantial income.

Prerequisite: Draft any written work

Benefits: Your writing appeals to the masses, however the quality suffers dramatically. Whenever you complete a written work, you subtract -10 from your Profession check; however, the work generates five times as much income as normal.

Heroic Charge [General]

You and your allies receive additional bonuses when charging into combat.

Prerequisites: Base attack bonus +4, Cha 15+, Improved Initiative

Benefits: Whenever you lead a charge, you and your allies receive a morale bonus to damage equal to your Charisma modifier. To affect your allies' damage rolls, you must precede them into combat. The morale bonus applies to all attacks made during the round when the charge occurred. The number of allies affected cannot exceed your Charisma modifier. For example, Thurgott, a 6th

level fighter with a Charisma of 16 and his three allies encounter a group of trolls 25 ft. away. Thurgott and his party decide to charge the trolls' position. Thurgott has the highest initiative; therefore he acts first. He charges the trolls and receives a +3 morale bonus to damage for that round. His three allies follow suit, also receiving a +3 morale bonus to damage. There is no limitation on its daily usage.

Impromptu Bow [General]

You can shoot arrows with a string instrument.

Prerequisites: Base Attack Bonus +3, 5 ranks of Perform (any string instrument), Point Blank Shot

Benefits: You can fire arrows or bolts from a string instrument without penalty. Cellos, guitars, harps, mandolins, violas and violins can be used in this manner. Guitars, mandolins, violas and violins have a range increment of 10 ft., and projectiles launched from these instruments inflict 1d4 points of damage. Cellos and harps have a range increment of 20 ft., and projectiles launched from these instruments inflict 1d6 points of damage. A character must use both hands to properly fire the arrow. Unfortunately, because these items were not constructed for combat purposes, a natural "1" on the attack roll automatically destroys the strings, rendering the instrument useless until repaired.

Inspiration [General]

You write original works faster than normal.

Prerequisites: Int 15+, Draft any Written Work, Endurance

Benefit: Whenever you draft a written work, it is completed in half the time normally required. Characters with this feat are still affected by the rules regarding "stale material" (see Prestige Classes), however the reduced completion time is not used for the calculation. For instance, a playwright with the Inspiration feat drafts an original play in two months instead of four, yet she still has another twelve months to complete her next play.

Librarian [General]

You are knowledgeable in a variety of subjects.

Prerequisites: Int 15+, Comprehend Writing

Benefits: You receive a +2 bonus on any two Knowledge checks such as history and local or the planes and religion.

Special: You can gain this feat multiple times, although its effects do not stack. Each time you acquire this feat, it applies to two different Knowledge skills.

Persuasion [General]

You are adept at convincing others to listen to you.

Prerequisites: Cha 15+

Benefits: You receive a +2 bonus on Bluff and Gather Information checks. In addition, your persuasiveness allows you to retry a failed Intimidate check, when normally the attempt would prove futile.

Philologist [General]

You have extensive knowledge of languages.

Prerequisites: Int 15+, literacy

Benefits: You can read and basically understand all written languages sharing a common alphabet. When you select this feat, you must choose an alphabet. For example, if you choose the Infernal alphabet, you acquire some literacy in Abyssal and the Infernal languages. It also affects your ability to read manuals. (See the Manuals chapter for additional details.)

Special: You can gain this feat multiple times, although you must select a different alphabet each time.

Prat Fall [General]

You suffer less damage from falling and improve your Tumbling skill.

Prerequisites: Dex 13+, at least 1 rank of Perform (acting)

Benefits: You do not take damage from falls less than 20 ft. Furthermore, you receive a +2 bonus on all Tumble checks.

Prodigy [General]

You were born with a natural talent for performing.

Benefit: You get a +2 bonus on any two Perform checks, such as poetry and violin or flute and harp.

Special: You can gain this feat multiple times, although its effects do not stack. Each time you acquire this feat, it applies to two different skills.

Prolific Writer [Metamagic]

You write scrolls and transcribe spells faster than normal.

Prerequisites: Scribe Scroll

Benefits: You write scrolls and transcribe spells into your spellbook in half the normal amount of time. If it takes two days to normally write a scroll, you complete the task in one day.





Rune Master [Metamagic]

You increase the potency of all arcane spells requiring writing

Prerequisites: Any other metamagic feat, Draft Written Work

Benefits: Any arcane spell triggered by reading, touching or bypassing a symbol or written word inflicts an additional point of damage per caster level up to a maximum of +5. Furthermore, the difficulty class for saving throws against these spells increases by +2. Examples of these spells that fall into this category are *explosive runes*, *illusory script* and *symbol*.

Smooth Operator [General]

You have an uncanny ability to influence members of the opposite sex.

Prerequisites: Cha 17+, at least 3 ranks of Perform (acting, poetry or any musical skill)

Benefits: Whenever you interact with a member of the opposite sex, you receive a +2 bonus to all skill checks where Charisma is the key ability. This bonus only applies to creatures of the same creature type; hence a male human attempting to bluff a female orc receives a +2 bonus because they are both humanoids. The bonus would not apply if she were an ogre or a dragon. There is also a 1 in 10 chance of the +2 applying to someone of the same sex.

Special: Lyrical poets receive Smooth Operator as a bonus feat.

Staged Fighting [General]

You may use normal weapons to inflict subdual damage without penalty.

Prerequisite: Base Attack Bonus +4, at least 1 rank of Perform (acting)

Benefit: You may use melee weapons to inflict subdual damage against opponents without penalty. Normally, such attacks suffer a -4 penalty.

Special: Playwrights receive Staged Fighting as a bonus feat.

Voracious Reader [General]

All Knowledge checks are considered trained checks.

Prerequisites: A total of 10 ranks of Knowledge in any combination of specialties, Comprehend Writing

Benefits: Even if you have no ranks in a field of knowledge, you are not limited to only common knowledge in that particular field. All Knowledge checks are considered trained checks, regardless of your lack of ranks in that study.

Wield Musical Instrument [General]

You can fight with a musical instrument as a weapon.

Prerequisites: Base attack bonus +5, must have at least 8 ranks of Perform with the musical instrument.

Benefit: You can attack with a musical instrument without penalty. However, only small and medium-sized instruments can be used in this manner. Large and immobile musical instruments, such as harpsichords, organs and pianos obviously cannot be used, but flutes, mandolins, banjos and other hand held musical instruments prove effective. Small musical instruments inflict 1d4 points of damage, while medium-sized musical instruments inflict 1d6 points of damage. They cause double damage on any critical hit. The wielder can also hurl the instrument, but its range increment is only 5 ft. Unfortunately, because these items were not constructed for combat purposes, a natural "1" on the attack roll automatically breaks the instrument.

Special: You can gain this feat multiple times, although its effects do not stack. Each time you acquire this feat, it applies to a different musical instrument.

Write Manual [General]

You write non magical manuals.

Prerequisites: Int 15+, Comprehend Writing

Benefits: The character may write non-magical manuals bestowing insight bonuses to AC, attack rolls, saving throws and skill checks. (The chapter Manuals describes all of the facets of this feat in great detail.)

Skills

Although no new skills are offered to writers, the new usage of some existing skills warrants special attention. Foremost among them are Profession and Perform. Nearly all of the prestige classes presented here possess a minimum requirement for ranks in both a particular Profession skill and closely related Perform skill. However, it is important to note that apparently synonymous skills such as Profession (poet) and Perform (poetry) are in fact two entirely different disciplines. Profession (poet) measures the character's ability to write poetry, while Perform (poetry) gauges her ability to recite poetry.

Although the application of the Perform skill remains relatively self-explanatory, the proper usage of the Profession skill demands additional clarification. The character's ranks in the Profession skill represent her writing abilities as

well as her literary experience. Writers use the Profession skill to determine the quality of their written work. For example, lyrical poets obviously write poetry. To calculate the caliber of a poet's latest poem, the poet rolls a Profession skill check, modified by several factors. Prior to initiating the poem, the character must at least provide the title, type of poem and subject, although there are no limits to the details. The GM then awards the character a circumstance bonus or penalty based upon the merit of the poet's ideas. Circumstance bonuses ranging from +1 to +10 are strongly encouraged, especially for inspired concepts and hard work, while penalties are frowned upon, save for only the most banal and offensive poems. In addition to this circumstance bonus, the poet adds her Wisdom modifier and completes her Profession skill check. Writers then record the poem's title, subject, relevant details and the modified Profession check. Any written work with a modified score equaling or exceeding 40 is considered a masterpiece. (Its effects on the character's abilities are thoroughly discussed under the applicable prestige class heading.) Although in many instances, only the most recent written work affects a character's abilities, the recordation of all her works greatly enhances the character's background. Only a handful of writers are celebrated for one work, the vast majority is lauded for a lifetime of literary treasures. Using Edgar Allan Poe as an example, his poem, "The Raven", would appear as follows.

Title: "The Raven"

Poem Type: Lyrical poem with rhyme scheme

Subject: Death, symbolized as a black raven, stalks the poem's narrator.

Profession check: 42 (masterpiece)

Other written works, such as plays, musical compositions and scholarly texts follow the same general patterns with only minor alterations. Scribes do not compose written works and cryptographers use Decipher Script to encrypt messages; hence these rules are not applicable to those classes.

Knowledge also demands elaboration.

Although several general fields of Knowledge are discussed in the PHB, the list is hardly all encompassing. The following list supplements the areas of expertise accessible to anyone with ranks in the Knowledge skill.

Anthropology and Archeology (ancient ruins and humanoids, ancient history, legends)

Astrology and Astronomy (constellations, planetary movement, reading of omens, stellar phenomenon)

Botany (plants, fungi, sentient plants)

Chemistry (properties of chemicals, compounds, organic materials)

Geology (rocks, mountains, land masses, volcanoes)

Literature (epic poems, literary devices, mythology, plays, sonnets)

Martial Arts (fighting styles, combat)

Mathematics (algebra, calculus, geometry)

Music (instruments, hymns, reading music)

Oceanography (underwater life, fishing, sailing, navigation)

Pathology and Physiology (disease, anatomy, birth processes, causes of death) Each creature type requires its own ranks, i.e., Pathology and Physiology of humanoids is vastly different to the Pathology and Physiology of dragons.

Physics (inertia, motion, acceleration, gravity)

Sociology (cultures, traditions, city planning, streetwise)

Toxicology (organic and synthetic poisons, narcotics)

Undead (vampires, zombies, skeletons)

The only other skill necessitating additional awareness is Decipher Script. Cryptographers, masters of secret codes, use this skill to measure the difficulty class required to decipher any encrypted message. They also use the skill to decipher encrypted messages. The exact specifics on adjudicating the creation and breaking of coded messages is thoroughly discussed under the cryptographer prestige class heading.



Chapter 4: Prestige Classes

Unlike regular character classes, prestige classes are only available through experience and determination. They embody the traits and skills necessary to excel in a particular profession or specialized field. The prestige classes presented here run the gamut from the enigmatic cryptographer to the flamboyant playwright. Nearly all of them create unique written products that distinguish them from their colleagues in other classes. Lyrical poets pen flowing verses of splendid and vivid poetry, while musical composers create wondrous harmonies of captivating sounds. Prestige classes represent the elite of their crafts, individuals whose personal accomplishments supersede ordinary practitioners of their profession.

As previously mentioned all of the prestige classes, except for the scribe, draft original works. Each prestige class specifies the methodology used to determine the success or failure of this task. However, certain universal rules apply to all of the classes. The most important of these rules is the concept of "stale material". Although a masterpiece is a memorable piece of work, its freshness does not remain indefinite. Writers also succumb to their creative urge, rarely willing to rest their laurels on a single product. They relish challenges, often competing to outdo their fellow writers. For this reason, they must author new works within triple the length of time required to complete their last work, ignoring any extensions caused by absences. For example, it takes a playwright four months to author a single play. Because it requires four months to write a play, the playwright feels compelled to complete another play within one year from the completion of her last play. If the character refuses to draft a new work, she loses all bonuses and abilities attributed to her most recent creation.

The success and failure of all written products is determined by a Profession skill check. The exact mechanics of each skill check are thoroughly discussed under the prestige class headings. Players must retain a record of all original works, not only for purposes of determining their bonuses, but also to enhance their character background. A musical composer simply known as a great musician is clearly not as unique or interesting as Umbaggio, the author of the masterful opera *Rioletto the Fool*. The intent of these classes is not only to provide unusual special abilities, but also to give birth to a special individual.

Barrister

Society views the practitioners and authors of its laws in a uniquely paradoxical manner. It greatly admires their analytical skills, tremendous intellects and dogged tenacity, but loathes their questionable code of ethics and enormous incomes. Despite these and many other perceptions regarding barristers, civilization's very existence depends upon the codification and practice of law. Law acts as a bulwark against the forces of anarchy and chaos.

Although barristers embody a number of divergent character traits, they share a common reverence for the letter of the law. Regardless of their status or position, barristers innately believe in its sanctity and necessity. Their differences, however, emerge from their various interpretations of the law's intent as well as their own needs. Masters of manipulating the meaning of words, barristers incessantly argue the nuances of language, hoping to sway the opinion of colleagues in their favor. They approach this task in an assortment of methods. Some belittle their opponents, challenging their legal arguments with an arrogant and condescending demeanor in an effort to intimidate them. Others employ a measured degree of sarcasm and wit, endeavoring to rattle their challenger's frayed nerves while avoiding any perception of cockiness. Regardless of their technique, they universally possess an uncanny knack of transforming the simple into the complex and convolution into clarity.

The government employs the majority of barristers, utilizing their services to draft legislation, judge the interpretation of law during a trial and prosecute criminal and civil legal matters. In addition, many politicians and administrative officials possess a legal background. Although barristers perform a number of necessary governmental functions, a host of other interests retain a substantial number as well. Wealthy merchants require their assistance during the negotiation and implementation of lucrative contracts and other business transactions. Criminal organizations frequently maintain a staff of barristers to defend their members in criminal proceedings. Private citizens hire barristers to sue another party in a civil matter, seeking monetary compensation. Likewise, the other party employs a barrister to defend herself against the plaintiff's claims. Despite their unpopularity in many quarters, barristers perform a necessary evil, preventing many disputes from escalating into

violence while placating the demands of both parties engaged in the legal battle.

All barristers receive formalized education and training prior to practicing law. Many obtain degrees from accredited universities, however a large percentage acquires degrees from recognized churches and occasionally monasteries. After completing their scholastic requirements, many societies require prospective barristers to work as apprentices to established barristers for as long as five years. If she successfully completes the apprenticeship, she is then granted an official license to practice law. The prohibitive cost of acquiring a license largely restricts the profession to members of the wealthiest classes.

Clerics of lawful deities and wizards comprise most of the barristers' ranks, although monks and occasionally rogues also pursue the profession. Most clerics and monks find employment with governmental entities, while wizards usually serve the legal needs of wealthy citizens. Rogues practice exclusively for criminal syndicates, often recruited from its membership by the organization's leaders.

Hit die: d6

Requirements

Alignment: Any lawful

Bluff: 3 ranks

Diplomacy: 4 ranks

Knowledge (local): 6 ranks

Profession (barrister): 7 ranks

Other: The character must be literate and must spend 2,500 gp for education and apprenticeship costs.

Class Skills

The barrister's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha),

Knowledge (local) (Int), Listen (Wis), Profession (barrister) (Wis) and Sense Motive (Wis).

Skill points at each level: 2 + Int modifier

Weapon and Armor Proficiency: Barristers are proficient with all simple weapons, light armor and shields.

Draft Legal Work (Ex): Barristers may draft one legal brief, piece of legislation, contract or any other legal document once every three months. The work does not require her undivided attention; however, any absence greater than two weeks increases the time necessary to write it by one month or the duration of the absence, whichever is longer. When the work is finished, the player makes a Profession (barrister) check. The work generates income equal to the modified result of her Profession check squared plus the character's barrister level multiplied by her Intelligence modifier. For example, a 3rd level barrister with an Intelligence of 16 writes a contract for a wealthy merchant. She rolls a "12" on her Profession (barrister) check adding her normal bonus of +12 yielding a net result of 24. She receives 585 gp for her finished product. $\{[24 \text{ (her Profession result)}] \times 24 \text{ (her Profession result)}\} + [(3 \text{ (her level)} \times 3 \text{ (her Cha modifier)})] = 585$. (Furthermore, masterful pieces of legal work can lead to the barrister's installation as a judge, described under the Income heading in The Writer's World chapter.)

Persuasion (Ex): Barristers receive the Persuasion feat at no additional cost.

Spells: Barristers cast a limited number of divine spells. In order to cast spells, her Intelligence score can be no less than 10 + the spell's level. Her bonus spells are based on Intelligence, and saving throws against these spells have a difficulty class of 10 + the spell's level + the barrister's Intelligence modifier. When she gains 0

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1 st	+0	+2	+0	+2	Draft Legal Work, Persuasion, Spells
2 nd	+1	+3	+0	+3	Interrogate
3 rd	+2	+3	+1	+3	Lie
4 th	+3	+4	+1	+4	Contacts
5 th	+3	+4	+1	+4	Sneak Attack +1d6
6 th	+4	+5	+2	+5	Bullheaded
7 th	+5	+5	+2	+5	Word Traps
8 th	+6	+6	+2	+6	Suggestion
9 th	+6	+6	+3	+6	Mystical Babbling
10 th	+7	+7	+3	+7	Sneak Attack +2d6



spells of a given level, the barrister receives only bonus spells, if she is entitled to any. The barrister's spell list appears below the chart for her daily allotment of spells. Barristers cast spells as a sorcerer, although she also knows all of the spells appearing on the spell list.

Barrister Spells

Barristers choose their spells from the following list.

1st level-*command, detect chaos, make whole, protection from chaos*

2nd level-*calm emotions, hold person, zone of truth*

3rd level-*continual flame, glyph of warding, order's wrath*

4th level-*dismissal, dispel chaos, greater command, mark of justice*

Interrogate (Ex): Barristers receive an additional +4 competence bonus on all Intimidate skill checks when attempting to extract information from a subject as well as the benefits bestowed by the Persuasion feat.

Lie (Ex): Extremely adept at bending the truth, barristers lie with impunity at will. Spells such as *detect thoughts* and *zone of truth* however reveal her deception. This ability also has no effect on barristers of equal or higher level than the liar.

Contacts (Ex): Because of their frequent interaction with all strata of society, barristers know where to seek goods, individuals and information. For example, if an informant told the party that a particular thief stole a gem from the temple, the barrister knows some basic background about the thief, such as her approximate level, frequent hangouts, etc. Of course, the barrister only knows this information if it has some connection to the legal system. She would not possess information about monsters dwelling within the city's sewers or the habits of an eccentric wizard living outside of the city.

Spells per Day

Level	1	2	3	4
1 st	0	—	—	—
2 nd	1	—	—	—
3 rd	1	0	—	—
4 th	1	0	—	—
5 th	1	1	0	—
6 th	1	1	1	—
7 th	2	1	1	0
8 th	2	1	1	1
9 th	2	2	1	1
10 th	2	2	2	1

Bullheaded (Su): Naturally stubborn and unyielding, barristers receive a +2 insight bonus to all saving throws against all mind affecting and mind influencing spells.

Word Traps (Su): A barrister can find traps involving writing as if she were a rogue. If she is already a rogue, she receives an additional +1 competence bonus for every two barrister levels. The ability affects any trap triggered by the reading or speaking of any written word, or where a written word is inherent to the trap's functioning. This includes spells such as *explosive runes* and *glyph of warding*. There are no limitations on its daily usage.

Suggestion (Sp): A barrister may cast *suggestion* as if she were a sorcerer of the same level. The target's Will save is 10 + ½ her barrister levels + her Intelligence modifier. Barristers may use this ability once per day.

Mystical Babbling (Su): Using her mastery of language, barristers quickly recite obscure passages from penal codes and citations at one target, attempting to bewilder her with a barrage of legal jargon. The target must make a successful Will save or be stunned for 1d4 rounds. The Will save against this effect is 10 + ½ her barrister levels + her Intelligence modifier. Opponents that succeed on their saving throws are immune to this effect for the remainder of the encounter. The barrister must be within 20 ft. of the target and speak a language that the target understands. Using this ability is a full round action. This ability may be used a number of times per day equal to her Intelligence modifier.

Cryptographer

The creation of intricate secret codes used by governments and clandestine organizations owes its birth to cryptographers, specialists in the formulation as well as the deciphering of covert messages. In addition to these responsibilities, cryptographers also authenticate documents, meticulously scrutinizing suspicious books, scrolls and letters for evidence of forgery.

Introspective and secretive, cryptographers avoid public acclaim or notoriety, preferring to conduct their business in complete anonymity. In fact, many cryptographers disguise themselves as members of another profession. Most cryptographers ply their trade for a governmental entity, however a growing number of cryptographers practice their craft for criminal enterprises and paranoid merchants. Regardless of their employer, they operate primarily in a shadowy world of deceit and espionage. They move inconspicuously through all social classes,

equally comfortable mingling at a palatial estate or a seedy tavern.

Adept manipulators of language and mathematics, cryptographers formulate and decipher a wide assortment of secret codes utilizing their intellect and experience. They engage in three primary forms of encryption: codes, steganography and ciphers. The simplest and most common method of encryption is the use of code. Codes basically substitute one word's meaning for another. For example, the code's originator designates the word apple as a substitute for the word attack. Of course, in order to use a code, both parties need to understand what the new words mean, therefore necessitating a codebook containing all of the new meanings for the encoded words. The integrity of this system depends entirely upon the security of the codebooks. If a codebook falls into enemy hands, deciphering the code becomes extremely easy. For this reason, cryptographers insist that the recipients of such codebooks adequately protect them from theft or copying.

Although less common, steganography enjoys popularity especially among clandestine organizations unable or unwilling to distribute codebooks to its membership. This method utilizes tools such as invisible ink, microscopic writing and hidden code words to secretly communicate with another party. Examples of invisible ink include milk and lemon juice, substances that only appear on the page after heating it, and then disappear when the paper cools again. Microscopic writing is probably the most difficult form of encryption, requiring the use of a powerful magnifying lens to enable the originator to write her compacted message in a tiny space. Unlike codebooks, hidden code words do not substitute meaning, but instead conceal the text for an entirely different message. For example, a message written with hidden code words makes sense if read normally, however the real message can only be deciphered by reading the message in a different pattern such as reading only the third letter of each word. In this instance the phrase "head out until Adam encounters Jake" translates as "attack" because a, t, t, a, c, and k are the third letters of each word in the phrase. Of course, both parties communicating in this fashion must possess the code pattern, however it does not require the usage of a codebook.

The most complex form of encryption is the cipher, a system where individual letters are either substituted or transposed in order to conceal the message's actual meaning. A substitution cipher requires the reader to substitute the letter written in the message for the intended letter based upon a preordained pattern. Usually the patterns involve

a simple mathematical computation such as moving three places to the left or right in the alphabet in order to obtain the correct letter. For instance, if both parties decided that the actual letter would be three places left of the written letter in the message, the letter "f" would actually be a "c", because "c" appears three letters to the left of "f" in the alphabet. On the other hand, the transposition cipher maintains the word's actual letters, but transposes them in a set pattern. An example of a transposed cipher is the word "velo", acquired by transposing the first and third letters of the word "love", followed by transposing the second and fourth letters. Extremely important messages contain both types of ciphers, making the message virtually impossible to decode.

In addition to their writing and deciphering skills, cartographers also authenticate documents through handwriting and material analysis. Although a less exact science, cryptographers excel at detecting fraudulent and counterfeit items such as treaties, letters and paper currency. Nearly all governments that issue paper currency employ a staff of cryptographers to prevent the widespread issuance of counterfeit money. Because of the extremely specialized nature of this prestige class, only bards and rogues possess the necessary tools to become cryptographers.

Hit Die: d6

Requirements

Race: Any humanoid

Decipher Script: 7 ranks

Disguise: 4 ranks

Forgery: 4 ranks

Innuendo: 4 ranks

Other: The character must be literate.

Class Skills

The cryptographer's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Decipher Script (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Read Lips (Int), Search (Wis), Spot (Wis) and Use Magic Device (Cha).



Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1 st	+0	+0	+2	+2	Break Code, Detect Forgery, Encrypt Message
2 nd	+1	+0	+3	+3	Classified Information
3 rd	+2	+1	+3	+3	Forge Documents
4 th	+3	+1	+4	+4	Word Traps
5 th	+3	+1	+4	+4	Illusory Script
6 th	+4	+2	+5	+5	Identify Written Works
7 th	+5	+2	+5	+5	Secret Page
8 th	+6	+2	+6	+6	Read Magical Message
9 th	+6	+3	+6	+6	Subliminal Suggestion
10 th	+7	+3	+7	+7	True Seeing

Weapon and Armor Proficiency:

Cryptographers are proficient with all light armors and simple weapons.

Break Code (Ex): Whenever a cryptographer encounters an encoded message, she may attempt to crack the code by rolling an opposed Decipher Script check against the encoder. The check takes one hour for every level of the encoding cryptographer, and the decoder adds a +1 circumstance bonus for each of her cryptographer levels. For instance, a 4th level cryptographer attempting to decipher an encrypted message written by a 9th level cryptographer receives a +4 circumstance bonus to her opposed Decipher Script check that takes nine hours to complete. A successful check indicates that the decoder has solved the code and can read the message, failure prevents the cryptographer from reading the message and prohibits any additional retries by her.

Detect Forgery (Ex): Specialized in the art of uncovering fraudulent documents, cryptographers receive a +1 competence bonus per cryptographer level to all opposed Forgery skill checks when attempting to reveal a forgery.

Encrypt Message (Ex): Using any of the three primary methods of encryption, cryptographers draft encoded messages. The type of coding used determines the length of time required to complete the message as well as the difficulty in deciphering it. The chart below provides this information.

After completing the message, the cryptographer rolls a Decipher Script check adding any circumstance bonus gained from the encryption method as well as an additional +1 competence bonus for each cryptographer level.

Encryption Method	Time Required per Page	Circumstance Bonus to Opposed Decipher Script Check
Code and Codebook	1 hour	+0
Steganography	6 hours	+2
Cipher*	12 hours	+5

For instance, a 4th level cryptographer drafting a secret message using transposition ciphers receives a +5 circumstance bonus for using the cipher method and an additional +4 competence bonus for her level. She has nine ranks in Decipher Script and a 16 Int; therefore her Decipher Script check receives a total bonus of 21. [9 (her ranks) + 3 (her Int modifier) + 5 (her circumstance bonus) + 4 (her competence bonus) = 21]. If she rolls an "11" on her Decipher Script check, any cryptographer attempting to decode the message must roll an opposed Decipher Script check equal to or higher than 32.

Classified Information (Ex): Because of their exposure to secret communiqués, cryptographers receive a +2 bonus to all Gather Information and Knowledge (local) skill checks.

Forge Documents (Ex): Whenever a cryptographer forges a document, she receives a +1 competence bonus to her Forgery skill check for each of her cryptographer levels.

Word Traps (Su): A cryptographer can find traps involving writing as if she were a rogue. If she is already a rogue, she receives an additional +1 competence bonus for every two cryptographer levels. The ability affects any trap triggered by the reading or speaking of any written word, or where a written word is inherent to the trap's functioning. This includes spells such as *explosive runes* and *glyph of warding*. There are no limitations on its daily usage.

Illusory Script (Sp): Once per day, she can cast *illusory script* as if she were a wizard of the same level. The difficulty class of the saving throw against this ability is 10 + ½ her cryptographer levels + her Int modifier.

Identify Written Works (Su): Because of their exception analytical skills, cryptographers possess the ability to identify the general function of any magical written work. In order to ascertain the item's abilities, the cryptographer rolls a d20 adding her cryptographer level and Intelligence modifier. Any modified result exceeding 25 accurately determines its general function. This ability can be used a number of times per day equal to the cryptographer's level.

Secret Page (Sp): Once per day, cryptographers may cast *secret page* as if she were a wizard of the same level.

Read Magical Writing (Su): A number of times per day equal to her Int modifier, a cryptographer may attempt to read a page or less of magically concealed written messages, such as *illusory script* and *secret page*. In order to decipher the mystical writing, the cryptographer must roll a successful Will save against a DC 10 + the spell's level + the spellcaster's key ability modifier. Of course, she must be literate in the message's language; otherwise the ability has no effect. If she successfully uses this ability to read a glyph, she determines the glyph's conditions. Failure prohibits any retries, and a natural "1" triggers a glyph or erases any magical writing.

Subliminal Suggestion (Sp): The cryptographer conceals a subliminal suggestion within the text of any written document, forcing the reader to make a successful Will save or fall under the influence of the suggestion. The difficulty class of the saving throw against this effect is 10 + ½ the cryptographer's level + her Int modifier. The ability's effects are identical to the *suggestion* spell as if cast by a wizard of the same level. This ability may be used once per day.

True Seeing (Sp): Once per day, she can cast *true seeing* as if she were a wizard of the same level.

Musical Composer

Expressing profound thought and stirring emotion through sound rather than word, musical composers captivate all strata of society with their haunting melodies and inspiring overtures. Whether composing somber church music or rousing military ballads, wealthy patrons, royal courts and powerful clergymen handsomely compensate them for their musical compositions. In addition to their creative ability, all musical composers are accomplished musicians, masters of a specific musical instrument or song.

Musical composers naturally congregate in society's wealthier circles where cultured patrons eagerly seek their services. As a result, musical

composers almost exclusively reside in large, cosmopolitan cities, royal courts or rural estates, rather than small towns and farms. Although some of their ranks subsist as freelance composers, the majority obtain permanent employment with a variety of patrons. Court composer clearly remains the most coveted position among all musicians, hotly contested by the kingdom's most celebrated artists. Once secured, the court composer usually maintains her position for the remainder of the monarch's reign, assuring her of a lucrative income as well as copious amounts of fame. Despite the apparent security, numerous intrigues hatched by scores of jealous rivals often threaten to strip her of her lofty title and sometimes, her life. In addition to her musical abilities, the court composer frequently utilizes her diplomatic abilities to stave off any potential challengers. Although far less prestigious, many settle into a safer role as commissioned employee, producing work for a single patron.

While generally similar, the types of music vary tremendously depending upon the benefactor's specific needs or taste. For instance, a composer in the employ of a church specializes in religious hymns; short, relatively simple musical pieces exalting the deity's dogmas or pleading for its mercy. On the other hand, the employee of a wealthy landowner experiments with different styles of music ranging from the lengthy and complex symphony to a brief, but chilling sonata. In the most sophisticated societies, a growing number of elite musicians engage in a burgeoning musical form known as opera. Opera is essentially a musical play, where dialogue is sung rather than spoken by the actors. Because of its elaborate scenery and costumes, production costs prove exorbitantly expensive, restricting its appearance to only a few exceptionally wealthy and enlightened civilizations.

As a source of supplementary income, a large percentage of musical composers tutor as many as ten pupils per week. Instructing the children of noble families solidifies the bonds between the employee and his elite circle of admirers in addition to its monetary rewards. The average fee for a one-hour lesson is two silver pieces, however renowned instructors often command rates as high as five gold pieces per hour.

Bards dominate the ranks of musical composers followed by clerics, wizards and a handful of druids. Obviously, clerics produce religious hymns, while druids specialize in the use of woodland instruments such as the flute and pipes. Wizards gravitate toward the more intricate and complicated musical forms such as opera and concertos.



Hit Die: d6

Requirements

To qualify to become a musical composer, a character must fulfill all of the following criteria.

- Race:** Any humanoid
- Base Attack Bonus:** +3
- Concentration:** 4 ranks
- Knowledge (music):** 4 ranks
- Knowledge (nobility and royalty):** 3 ranks
- Listen:** 2 ranks
- Perform (any instrument or song):** 6 ranks
- Profession (musician):** 5 ranks
- Other:** The character must be literate.

Class Skills

The musical composer's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Knowledge (any) (Int), Listen (Wis), Perform (any) (Cha), Profession (musician) (Wis), Sense Motive (Wis) and Spot (Wis).

Draft Musical Composition (Ex): A composer may a variety of different musical forms in the following lengths of time.

- Ballad, hymn, overture = one month
- Concerto or symphony = three months
- Opera = six months

The piece does not require her undivided attention; however, any absence greater than two weeks increases the time necessary to write the production by one month or the duration of the absence, whichever is longer. The GM should encourage the player to create a title and brief melody, rewarding the player with a generous circumstance bonus to her Profession (musician) check. When the work is finished, the player makes a Profession (musician) check. The musical piece generates income equal to the months spent composing the work multiplied by her musical composer level multiplied by her Charisma

modifier multiplied again by the modified result of her Profession check. However, compositions with scribea modified result less than twenty generate no income. For example, a 1st level musical composer with a Charisma of 16 writes her first symphony. Because the player created a unique title and catchy melody, the GM gives her a +4 circumstance bonus on her Profession (musician) check. She rolls a "12" adding the +4 circumstance bonus as well as her normal bonus of +8 yielding a net result of 24. She receives 216 gp for her finished product. [3 (the months spent writing the work) x 1 (her level) x 3 (her Cha modifier) x 24 (the modified result of her Profession (playwright) check) = 216]. The musical composer must retain a record of all her compositions including their titles and the modified Profession (musical composer) check result.

Masterpiece (Ex): If the character's modified Profession (musician) check equals or exceeds 40, the character has written a masterpiece. Because of the public's familiarity with the work, she adds an additional bonus to all soothe emotion, battle hymn, dirge and blare checks. (The bonuses are described under the ability's heading.) In addition, the composer receives a monetary bonus of 100 gp for every masterpiece.

Spells: Musical composers cast a limited number of arcane spells. In order to cast spells, her Charisma score can be no less than 10 + the spell's level. Her bonus spells are based on Charisma, and saving throws against these spells have a difficulty class of 10 + the spell's level + the composer's Charisma modifier. When she gains 0 spells of a given level, the composer receives only bonus spells, if she is entitled to any. The musical composer's spell list appears below the chart for her daily allotment of spells. Musical composers cast spells as a bard, although she also knows all of the spells appearing on the spell list.

Class Level	Base				Special
	Attack Bonus	Fort. Save	Ref. Save	Will Save	
1 st	+0	+0	+0	+2	Draft Musical Composition, Masterpiece, Spells
2 nd	+1	+0	+0	+3	Sonic Resistance
3 rd	+2	+1	+1	+3	Soothe Emotions
4 th	+3	+1	+1	+4	Identify Musical Instrument
5 th	+3	+1	+1	+4	Battle Hymn
6 th	+4	+2	+2	+5	Renown
7 th	+5	+2	+2	+5	Dirge
8 th	+6	+2	+2	+6	Royal Audience
9 th	+6	+3	+3	+6	Blare
10 th	+7	+3	+3	+7	Court Composer

Spells per Day

Composer Level	1	2	3	4
1 st	0	—	—	—
2 nd	1	—	—	—
3 rd	1	0	—	—
4 th	1	0	—	—
5 th	1	1	0	—
6 th	1	1	1	—
7 th	2	1	1	0
8 th	2	1	1	1
9 th	2	2	1	1
10 th	2	2	2	1

Musical Composer Spells

Musical composers choose their spells from the following list.

- 1st level**-alarm, magic mouth, message, shatter
- 2nd level**-clairaudience, suggestion, tongues
- 3rd level**-lesser geas, sculpt sound, shout
- 4th level**-contact other plane, sending

Sonic Resistance (Su): Musical composers receive a +1 resistance bonus against all sonic based attacks in addition to sonic resistance/5.

Soothe Emotion (Sp): As a full round action, the musical composer performs a brief excerpt from her most recent musical work in an effort to soothe the hostility of a nearby living enemy. The target must see and hear the composer in order to be affected; yet the range between the two parties never exceeds 60 feet. The ability provokes attacks of opportunity, and successful attacks force the composer to make a Concentration check as if she were casting a spell. If she completes the excerpt, she immediately rolls a Perform check and divides the result by two. The composer can not soothe the emotions of a creature with more hit dice than this figure. Otherwise, the target must make a successful Will save, DC 10 + ½ her composer levels + her Charisma modifier. If the target fails the saving throw, all of the target's attack, damage and saving throws against the musical composer receive a -2 morale penalty for a number of rounds equal to the Profession result for her most recent musical composition. If her last piece was a masterpiece, the saving throw's difficulty class increases by one. For example, Lucinda, a 5th level bard/4th level musical composer with a 17 Charisma attempts to soothe the emotions of a

hostile 9th level fighter. Her most recent musical composition, a symphony, has a Profession (musician) result of 33. The fighter, standing 40 feet away from her, can both see and hear Lucinda; therefore he can be affected. Lucinda, an accomplished vocalist, sings an excerpt from her piece. She immediately makes a Perform check, rolling a 14 and adding her normal bonus of +8 to the die

resulting in a modified result of 22. She divides this figure in half, $22/2 = 11$. Lucinda's ability affects a single target with 11 hit dice or less; therefore the 9th level fighter is affected. The fighter must roll a successful Will save DC 15 (10 + 2 (1/2 her musical composer level) + 3 (her Charisma modifier), or incur the morale penalty for the next 33 rounds [the Profession (musician)] result of her last composition. A composer may use this ability once per day for every three musical composer levels.

Identify Musical Instrument (Su): Because of their exposure to countless musical instruments, musical composers possess the ability to identify the general function of any magical musical instrument. In order to ascertain the item's abilities, the musical composer rolls a d20 adding her musical composer level and Charisma modifier. Any modified result exceeding 25 accurately determines its general function. This ability can be used a number of times per day equal to the musical composer's level.

Battle Hymn (Sp): As a full round action prior to entering combat, the composer performs an excerpt from her most recent musical composition in an effort to rouse the spirit of her allies. Her allies must be able to hear her performance in order to be affected. After completing the performance, the composer and her allies add a morale bonus to their next attack roll equal to the Profession (musician) result of her last composition divided evenly among the listeners. The bonus remains in effect until the next attack or one minute, whichever comes first. If her last musical composition was a masterpiece, she and her allies receive the morale bonus to damage as well. Regardless of the circumstances, no creature may receive a bonus greater than double the musical composer's level. Using the statistics for Lucinda in the preceding example, if she and two allies heard her performance, they would each receive a +11 morale bonus to their next attack (33 divided



Level	Base				<i>Special</i>
	Attack Bonus	Fort. Save	Ref. Save	Will Save	
1 st	0	0	+2	+2	Disguise bonus, draft play, masterpiece
2 nd	+1	0	+3	+3	Staged fight
3 rd	+2	+1	+3	+3	Skill Focus
4 th	+3	+1	+4	+4	Find trap doors
5 th	+3	+1	+4	+4	Recite speech
6 th	+4	+2	+5	+5	Heroic swing
7 th	+5	+2	+5	+5	Renown
8 th	+6	+2	+6	+6	Royal audience
9 th	+6	+3	+6	+6	Legendary performance
10 th	+7	+3	+7	+7	Majestic death

by 3 = 11). However, the maximum bonus can not exceed twice the composer's level, therefore the maximum bonus that Lucinda can confer is a +8. [4 (her level) × 2 = 8]. The musical composer may use this ability once per day.

Renown (Ex): The composer's fame precedes her, giving her a +2 competence bonus to all skill checks with Charisma as the key modifier.

Dirge (Sp): As a full round action, the composer performs a sorrowful excerpt from her most recent musical composition. Dirge provokes attacks of opportunity, and any successful attack against the composer necessitates a Concentration check. Dirge functions exactly like *Tasha's hideous laughter* except that the target suffers fits of hysteria, crying uncontrollably instead of laughing. As with the spell, the target receives a Will saving throw to negate the effect. The difficulty class for the saving throw is 10 + ½ the composer's level + her Charisma modifier. The composer can target a number of hit dice per day equal to the Profession (musician) result for her most recent musical composition. If her last work was a masterpiece, the saving throw's difficulty class increases by one.

Royal Audience (Ex): At 8th level, the composer receives invitations to all royal functions in the kingdom where she resides. Furthermore, the nobility commissions all of her future musical compositions, doubling all income generated from the sale of her works.

Blare (Sp): The musical composer violently flails her musical instrument, creating a cacophony of piercing sound. Any creature within a 20-foot radius of the composer suffers sonic damage equal to ½ of the Profession (musician) result of her most recent musical composition. A successful Fortitude save halves the damage. The difficulty class for the saving throw is 10 + ½ her musical composer levels + her Charisma modifier. If her most recent work was a masterpiece, the saving throw's difficulty class increases by one. Blare is a standard

action that provokes attacks of opportunity. The ability is usable once per day.

Court Composer (Ex): The musical composer serves as the nation's court composer, creating musical compositions at the direct behest of the government. Income generated by the composer's musical compositions triples, and the highest level officials view the composer as a trusted associate, affording her all of the privileges commensurate with her lofty position.

Playwright

Weavers of wondrous tales, the playwrights' works celebrate her mastery of dialogue and verse. Often courted by nobility, they serve a vital role within the community not only entertaining the citizens, but also teaching the audience poignant lessons about the meaning of life.

Playwrights move about a number of social circles, mingling just as easily with the commoners as with members of the aristocracy. A renowned playwright may find herself in the presence of a king in the morning, but end the evening slumped over a filthy table at the local tavern. A rakish quality surrounds most of them, sometimes captivating their admirers or attracting the anger of envious onlookers. Despite their seemingly uneducated attitude, many possess an extensive knowledge of history and a mastery of their craft only acquired through countless hours of study and schooling. Many playwrights end up accomplished actors as well as writers, because it's far cheaper to hire yourself to perform in your plays than it is to hire an actor.

Most playwrights use actual events and people as the basis for their plays. All plays fall into two broad categories, comedies and dramas. Although comedies enjoy popular appeal, dramas are more prevalent. Dramas include sub-categories such as histories, tragedies and morality plays. Kings and noblemen often commission them to write

historical plays chronicling the deeds of their ancestors, or in some instances their own accomplishments. While usually historically accurate, authors often embellish the historical facts in favor of their liege or the work's commissioner, while slighting his enemies. On the other hand, tragedies and morality plays share several similarities. Their purpose is twofold, to instruct and to entertain. The tragedy's central figure possesses what playwrights refer to as *hubris*, an excessive form of pride that leads to their inevitable downfall. Despite his fatal flaw, the tragic hero's inherent humanity evokes the audience's pity, inspiring them to achieve a state known as *catharsis*, a profound purging of emotions triggered by the tragic hero's demise. In contrast, the subject of the morality play does not evoke the same emotional response as the tragic hero. Usually serving a religious purpose, the morality play preaches the perils of a particular vice or belief resulting in the central character's destruction. Unlike the tragedy, his tragic flaw is an object of loathing rather than sympathy.

The primary character's flaw also appears in most comedies; however, it serves as a source of ridicule and comic relief. Deluded by his excessive pride, the comic hero fails to realize that he is the butt of the other characters' jokes and insults. Although he too experiences his comeuppance, it is well deserved and seldom fatal. Still others author scathing satires, lampooning local figures through the use of a literary device called allegory. In an allegory, fictional characters are used to represent something or someone else. Despite their precautions, satirical authors frequently draw the vengeful wrath of the play's actual subjects, making the profession a very dangerous one indeed.

Bards and rogues comprise the largest percentage of the playwright profession, while clerics occupy their own small niche. Specializing exclusively in morality plays, clerics present their productions within their temples, espousing their deity's dogma through entertainment.

Hit Die: d6.

Requirements

In order to become a playwright, a character must fulfill all of the following criteria.

Race: Any humanoid

Concentration: 4 ranks

Knowledge (history): 4 ranks

Knowledge (literature): 4 ranks

Perform (acting): 4 ranks

Profession (playwright): 7 ranks.

Feats: Quick Draw.

Other: The character must be literate. Although no racial restrictions exist, most playwrights are human.

Class Skills

A playwright's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Knowledge (history) (Int), Perform (acting) (Cha), Perform (poetry) (Cha), Profession (playwright) (Wis), Sense Motive (Wis), and Spot (Wis).

Skill points at each level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Playwrights are proficient with all simple weapons and light armor. They are not proficient with shields.

Disguise Bonus (Ex): Because of his familiarity with theater properties, the playwright receives a +2 competence bonus to all Disguise checks as well as a disguise kit at 1st level.

Draft Play (Ex): A playwright may create one play every four months. The play does not require her undivided attention; however, any absence greater than two weeks increases the time necessary to write the play by one month or the duration of the absence, whichever is longer. The GM should encourage the player to create a brief story and characters, rewarding the player with a generous circumstance bonus to her Profession (playwright) check. When the play is finished, the player makes a Profession (playwright) check. The play generates income equal to the character's playwright level multiplied by her Charisma modifier multiplied again by the modified result of her Profession check. For example, a 1st level playwright with a Charisma of 16 writes her first play. Because the player created a unique plot, the GM gives her a +4 circumstance bonus on her Profession (playwright) check. She rolls a "12" adding the +4 circumstance bonus as well as her normal bonus of +12 yielding a net result of 28. She receives 84 gp for her finished product. [1 (her level) x 3 (her Cha modifier) x 28 (the modified result of her Profession (playwright) check) = 84]. The playwright must retain a record of all her plays including their titles and the modified Profession (playwright) check result.

Masterpiece (Ex): If the character's modified Profession (playwright) check equals or exceeds 40, the character has written a masterpiece. Because of the public's familiarity with the work, she adds an additional bonus to all recite speech, heroic swing, legendary performance and majestic death checks. (The bonuses are described under



Class	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1 st	+1	+2	+0	+0	<i>Draft Epic Poem, Masterpiece</i>
2 nd	+2	+3	+0	+0	<i>Legendary Foe</i>
3 rd	+3	+3	+1	+1	The Wisdom of Ages
4 th	+4	+4	+1	+1	<i>Call to Battle</i>
5 th	+5	+4	+1	+1	<i>Greater Legendary Foe</i>
6 th	+6	+5	+2	+2	<i>Heroic Swing</i>
7 th	+7	+5	+2	+2	<i>Memory Retention</i>
8 th	+8	+6	+2	+2	<i>Blaze of Glory</i>
9 th	+9	+6	+3	+3	<i>Greatest Legendary Foe</i>
10 th	+10	+7	+3	+3	Majestic Death

the ability's heading.) In addition, the playwright receives a monetary bonus of 100 gp for every masterpiece.

Staged Fight (Ex): Her expertise at staging fights enables her to inflict subdual damage on a melee opponent with a normal weapon without penalty.

Skill Focus (Ex): At 3rd level, the playwright receives the Skill Focus feat at no additional cost. The chosen skill must be one of the playwright's class skills.

Recite Speech (Su): Once per day, the playwright may recite passages from her most recent play in order to inspire her allies. Activating the ability is a full round action, and it remains in effect for a number of rounds equal to the play's modified Profession (playwright) check divided by five. She must continue to recite lines for the ability's duration, hence another action requiring verbal components ends the effect, including casting spells, activating magical items with a command word, and shouting orders. While in effect, the playwright and any allies able to hear her receive a +1 morale bonus to attack and damage rolls as well as a +1 resistance bonus to saving throws. If her most recent play is a masterpiece, all bonuses from this ability are increased to +2.

Heroic Swing (Su): At 6th level, the playwright may add an insight bonus equal to her ranks in Profession (playwright) to her next attack roll. Using this ability is a standard action requiring her to recite a famous line from one of her plays. If her last play was a masterpiece, she adds her playwright levels to the damage. This ability may be used a number of times per day equal to her Charisma modifier.

Renown (Ex): The playwright's fame precedes her, giving her a +2 competence bonus to all skill checks with Charisma as the key modifier.

Royal Audience (Ex): At 8th level, the playwright receives invitations to all royal

functions in the kingdom where she resides.

Furthermore, the nobility commissions all of her future plays, doubling all income generated from the sale of her works.

Legendary Performance (Su): As a free action, the playwright assumes the role of the hero

or heroine from her last play. Her Strength, Wisdom and Charisma improve by +4 for a number of rounds equal to her modified Profession result for her last play divided by five. If her last play was a masterpiece, her attribute scores increase by +6, instead of +4. The ability may be used once per day.

Majestic Death (Su): Prior to dying in combat, the playwright recites the lines from her most famous death scene. Moved by the tragedy, any allies in earshot of the fallen playwright receive a +2 morale bonus to all attack and damage rolls as well as gaining a +4 morale bonus to all saving throws against fear. If her last play was a masterpiece, their morale bonus increases from +2 to +3. The ability remains in effect for the duration of the combat.

Poet

Whether singing the praises of a valorous hero or courting the affections of a prospective suitor, the poet's rhythmic verse entrances her delighted audience. The poet bares her soul in her work, pouring emotions onto the page and into her readers' hearts.

Poetry distinguishes itself from prose in several diverse ways. Nearly all poems possess a rigid rhyme scheme, an orderly syllabic accent pattern, or a combination of both. Even in the absence of the aforementioned qualities, poetry usually bears more structure than prose, flaunting its musicality rather than its content. Common examples of poetic form include the sonnet, a fourteen to sixteen line poem following a distinct rhyme scheme and syllabic pattern, and the *haiku*, a shorter five-line poem adhering to a similar set of rules. Poetry disregards prosaic conventions such as sentences and paragraphs, and instead replaces them with lines, (short fragments of verse) and stanzas, (a grouping of lines).

The vast majority of poems fall into two categories, the epic poem and the lyrical poem. Most common in cultures with an established oral tradition, epic poems chronicle the marvelous deeds of a nation's greatest deities, heroes, and heroines. These poems often echo the sentiments of an entire culture or race, expressing its conscience through poetic imagery. Epic poems, far greater in length than lyrical poems, contain thousands of lines and hundreds of stanzas exalting the legendary feats of its heroic subjects. Because most epic poems originated from the oral tradition, they bear few of the rigid structural qualities inherent in lyrical poetry. Usually endemic to less sophisticated societies, epic poetry emphasizes cultural values, while preserving its history for future generations.

Lyrical poetry, on the other hand, rarely lauds the accomplishments of legendary figures, but instead sings the praises of less virtuous subjects. Whether describing the stages of a glorious sunrise or recounting the first glimpse of the poet's one true love, lyrical poems accentuate the poet's emotions rather than societal values. The poet describes a personal journey, not a shared experience.

Because of its much shorter length, lyrical poems follow more poetic conventions than their epic counterparts. Rhyme and meter work in concert, crafting an enchanting melody of words and phrases. Bereft of the repetitive cadence often found in epic poems, lyrical poetry possesses a diverse, harmonious quality unmatched in any other form of written expression.

Because of the tremendous differences between the two styles of poetry, there are two different prestige classes, the warrior poet and the lyrical poet. Barbarians, fighters, paladins and rangers usually follow the traditions of the warrior poet, while bards, sorcerers and wizards adhere to the path of the lyrical poet.

Warrior Poet

Through the recitation and recordation of her nation's historical legacy, the warrior poet inspires patriotic fervor in her listeners, captivating them with sagas of astonishing bravery and legendary combats. Warrior poets devote most of their energies to memorizing and transcribing her culture's vast collection of epic poems. Although initially preserved by word of mouth, most of the predominant epic poems now appear in popular books, thanks to the tireless efforts of society's warrior poets. In addition to their fighting skills, warrior poets inspire their allies with immortal tales of valorous deeds and legendary heroes.

Hit Die: d10

Requirements

To qualify to become a warrior poet, a character must fulfill all of the following criteria.

Base Attack Bonus: +5

Race: Dwarf, elf or human

Concentration: 3 ranks

Knowledge (history): 3 ranks

Knowledge (literature): 3 ranks

Perform (poetry): 5 ranks

Profession (poet): 5 ranks

Other: The character must be literate.

Class Skills

The warrior poet's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Knowledge (history) (Int), Perform (poetry), Profession (poet), Speak Language (None).

Skills points at each level: 2 + Int modifier.

Weapon and Armor Proficiency: Warrior poets are proficient with all simple and martial weapons and with all types of armor and shields.

Draft Epic Poem (Ex): A warrior poet may create one epic poem every six months. The poem does not require her undivided attention; however, any absence greater than two weeks increases the time necessary to write the poem by one month or the duration of the absence, whichever is longer. The GM should encourage the player to create a brief story and characters, rewarding the player with a generous circumstance bonus to her Profession (poet) check. When the poem is finished, the player makes a Profession (poet) check. The poet must retain a record of all her epic poems including their titles and the modified Profession (poet) check result, because they affect her heroic swing, blaze of glory and majestic death effects.

Masterpiece (Ex): If the character's modified Profession (poet) check equals or exceeds 40, the character has written a masterpiece. Because of the public's familiarity with the work, she adds an additional bonus to all heroic swing, blaze of glory and majestic death checks. (The bonuses are described under the ability's heading.)

Legendary Foe (Ex): Warrior poets receive a +1 attack bonus against one particular creature selected by the character when she first becomes a warrior poet. This bonus represents her extensive knowledge of the opponent's weaknesses gained through her recantation of epic battles against the foe. The warrior poet's foe must be specific, i.e.;





she cannot simply select giants as her legendary foe, but must delineate the particular giant species, such as hill giant. This bonus stacks with all bonuses including the ranger's favored enemy bonus.

Wisdom of Ages (Ex): The warrior poet receives a +5 circumstance bonus to her next Knowledge check, if she possesses any ranks in that field of study. Otherwise, she may make a Knowledge check as if she were trained in that field of study. For example, a warrior poet with four ranks of Knowledge (history) receives a +5 circumstance bonus to her next check, but a warrior poet with no ranks in Knowledge (the planes) may roll a Knowledge check as if she had ranks in the skill, albeit without the +5 circumstance bonus. The warrior poet may utilize this ability a number of times per day equal to her level.

Call to Battle (Su): Once per day, the warrior poet recites inspiring passages from her repertoire of epic poems, inciting her allies to fight with increased fervor. When the poet announces her intentions to activate this ability, she makes a Perform (poetry) check. Her modified result indicates the number of rounds that Call to Battle remains in effect. While under its influence, the warrior poet and any allies listening to her receive temporary hit points equal to the warrior poet's level. (See the PHB for specifics on adjudicating temporary hit points.) Initiating this ability is a full round action, and it remains in effect until the duration expires, the poet ceases recitation for any reason, or the allies no longer hear the poet, whichever comes first.

Greater Legendary Foe (Ex): The warrior poet's attack bonus against her selected foe increases to +2.

Heroic Swing (Su): At 6th level, the warrior poet may add an insight bonus equal to her ranks in Profession (poet) to her next attack roll. Using this ability is a standard action requiring her to recite a famous line from one of her poems. If her last poem was a masterpiece, she adds her warrior poet levels to the damage. This ability may be used once per day.

Memory Retention (Su): Whenever the warrior poet encounters a creature requiring a specific means of destruction or unique weaknesses, such as a troll, vampire or ghost, the warrior poet rolls a Profession (poet) skill check. If her check equals or exceeds a modified result of twenty-five, the warrior poet recalls the creature's vulnerabilities and the method needed to slay it. (The GM should increase the difficulty class substantially for any extremely rare or unique creatures.) The warrior

poet may use this ability as a free action a number of times per day equal to her Int modifier.

Blaze of Glory (Su): The warrior poet sacrifices her hit points in order to increase her attack and damage rolls. For every point sacrificed by the warrior poet, she adds a +2 morale bonus to either her next attack or damage roll. She must declare the points' allocation prior to initiating the attack roll. For instance, the warrior poet sacrifices eight of her hit points. She decides to allocate a +8 bonus to her attack roll and a +8 bonus to her damage roll. Temporary hit points cannot be sacrificed in this manner. Attacking in this manner is a standard action, requiring the warrior poet to recite inspiring passages from her last epic poem. The warrior poet may sacrifice a number of hit points per round equal to her warrior poet level, and she may sacrifice a number of hit points per day equal to her most recent poem's modified Profession (poet) check. If her most recent poem is a masterpiece, she may initiate this ability's usage as a free action.

Greatest Legendary Foe (Ex): The warrior poet's attack bonus against her selected foe increases to +3.

Majestic Death (Su): Prior to dying in combat, the poet recites lines from her most recent epic poem. Moved by the tragedy, any allies in earshot of the fallen poet receive a +2 morale bonus to all attack and damage rolls as well as gaining a +4 morale bonus to all saving throws against fear. If her last poem was a masterpiece, their morale bonus increases from +2 to +3. The ability remains in effect for the duration of the combat.

Lyrical Poet

Developing her craft largely through formal education and experience, lyrical poets flourish in cosmopolitan societies. Usually more schooled than the general populace, lyrical poets hone a number of their prodigious talents, excelling in more than one discipline. After completing their studies, many remain as teachers at their respective universities, although others enter the worlds of politics or business. Glib and inherently witty, lyrical poets ensnare the focus of their captivated audiences with vivid imagery and an addictive, sophisticated rhythm, capturing the imagination of the listener with her melodious descriptive passages.

Hit Die: d6

Requirements

To qualify to become a lyrical poet, a character must fulfill all of the following criteria.

Base Attack Bonus: +2

Race: Any humanoid

Bluff: 3 ranks

Concentration: 4 ranks

Knowledge (literature): 4 ranks

Perform (poetry): 4 ranks

Profession (poet): 4 ranks

Spellcraft: 3 ranks

Other: The character must be literate and able to cast 2nd level arcane spells.

Class Skills

The lyrical poet's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (all) (Int), Listen (Wis), Perform (any) (Cha), Profession (poet) (Wis), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis).

Skill points at each level: 4 + Int modifier.

Weapon and Armor Proficiency: Lyrical poets are proficient with all simple weapons as well as light and medium armor and shields.

Draft Lyrical Poem (Ex): A lyrical poet may create one lyrical poem per month. The poem does not require her undivided attention; however, any absence greater than two weeks increases the time necessary to write the poem by the duration of the absence. The GM should encourage the player to create a title and the poem's subject, rewarding the player with a generous circumstance bonus to her Profession (poet) check. When the poem is finished, the player makes a Profession (poet) check. The poem generates income equal to half the character's lyrical poet level multiplied by her Charisma modifier multiplied again by the modified result of her Profession check. For example, a 1st level poet with a Charisma of 16 writes her first lyrical poem. Because the player created an intriguing subject, the GM gives her a +4 circumstance bonus on her Profession (poet) check. She rolls a "12" adding the +4 circumstance bonus as well as her normal bonus of +12 yielding

a net result of 28. She receives 42 gp for her finished product. $[1 \text{ (her level)} \times 3 \text{ (her Cha modifier)} \times 28 \text{ (the modified result of her Profession (playwright) check)} \times \frac{1}{2} = 42]$. The poet must retain a record of all her lyrical poems including their titles and the modified Profession (poet) check result, because they affect her woo audience, chivalrous cry, empower imagery and pathos effects.

Masterpiece (Ex): If the character's modified Profession (poet) check equals or exceeds 40, the character has written a masterpiece. Because of the public's familiarity with the work, she adds an additional bonus to all woo audience, chivalrous cry, empower imagery and pathos checks. (The bonuses are described under the ability's heading.) She also receives an additional 50gp for the work.

Spells: Lyrical poets continue to receive additional spells according to their original class. Each lyrical poet level counts as an additional spellcaster level for purposes of determining the character's daily allotment of spells, number of spells known and the caster level. For example a 5th level wizard/3rd level lyrical poet acts as if she were an 8th level wizard for all spellcasting purposes. If the character is more than one spellcasting class such as a bard/sorcerer, the player selects the class to increase.

Poetic Spell Focus (Su): The lyrical poet selects one school of magic. At no additional cost to the lyrical poet, all spells with a verbal component from the chosen school of magic receive the benefits of the Spell Focus feat. This ability does stack with the normal Spell Focus feat.

Smooth Operator (Ex): At 3rd level, the lyrical poet receives the feat Smooth Operator at no additional cost.

Chivalrous Cry (Su): As a full round action, the lyrical poet recites encouraging words from her most recent poem, enabling her allies to attack with increased ferocity. All allies able to hear and understand the poet receive a morale bonus to damage on their next successful attack equal to her

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1 st	+0	+0	+0	+2	Draft Lyrical Poem, Masterpiece, Spells
2 nd	+1	+0	+0	+3	Poetic Spell Focus
3 rd	+2	+1	+1	+3	Smooth Operator
4 th	+3	+1	+1	+4	Chivalrous Cry
5 th	+3	+1	+1	+4	Mnemonic Enhancement
6 th	+4	+2	+2	+5	Woo Audience
7 th	+5	+2	+2	+5	Word Traps
8 th	+6	+2	+2	+6	Empowered Imagery
9 th	+6	+3	+3	+6	Royal Audience
10 th	+7	+3	+3	+7	Pathos





most recent poem's modified Profession result divided by the number of allies. For example, if her poem had a result of 28, and she has four allies, her four associates receive a +7 morale bonus on their next attack roll or for one round, whichever comes first. If her poem was a masterpiece, her allies receive the morale bonus to their next attack roll as well. The lyrical poet may use this ability once per day.

Mnemonic Enhancement (Su): Because of their ability to formulate rhythmic and syllabic patterns, lyrical poets increase their ability to memorize and know spells. Wizards that are also lyrical poets may recall a number of spell levels per day equal to their Int modifier, while bards and sorcerers know an additional number of spell levels. For instance, a bard with a 19 Int knows four additional spell levels. She may select another 1st and 3rd level spell or any other combination totaling four.

Woo Audience (Su): Through a dramatic recitation of her most recent poem, the lyrical poet soothes her audience's emotions, especially hostile feelings directed toward her. Once per day, the poet dramatically reads her most recent poem to her audience, potentially influencing anyone able to hear and understand her poem. Beginning the process is a full round action immediately followed by a Perform (poetry) skill check. The modified result determines the number of hit dice affected by the poet, however, it has no effect on any creature with more hit dice than her lyrical poet level. Creatures with the lowest hit dice are affected first. Any targets attempting to harm the lyrical poet must roll a successful Will save, otherwise they find themselves unable to attack her for a number of rounds equal to the poem's modified Profession (poetry) result. The saving throw's difficulty class is DC 10 plus $\frac{1}{2}$ her lyrical poet level and her Charisma modifier. Any threatening action against a target by the poet or her associates immediately ends the effect. For example, Drusella, a 6th level bard and 5th level lyrical poet with a Charisma of 18, attempts to woo an audience of ten 2nd level humans, a 3rd level cleric and a 5th level wizard. She begins by rolling a Perform skill check, yielding a modified result of 25. Drusella's ability affects twenty-five hit dice of creatures; therefore any of the 2nd level humans that were going to attack her must make a saving throw as well as the 3rd level cleric. However, insufficient hit dice remain to influence the 5th level wizard, because she has already affected twenty-three hit dice of creatures. The saving throw's difficulty class is sixteen. $[10 + 2 (\frac{1}{2} \text{ her poet level rounded down}) + 4 (\text{her Charisma modifier}) = 16]$. Her most recent lyrical poem had a

modified Profession check of 26; hence any creature failing its saving throw is affected for twenty-six rounds. If the poem was a masterpiece, the saving throw's difficulty class increases by one.

Word Traps (Su): A lyrical poet can find traps involving writing as if she were a rogue. If she is already a rogue, she receives an additional +1 competence bonus for every two lyrical poet levels. The ability affects any trap triggered by the reading or speaking of any written word, or where a written word is inherent to the trap's functioning. This includes spells such as *explosive runes* and *glyph of warding*. There are no limitations on its daily usage.

Empower Imagery (Su): Illusion spells with a verbal component receive the benefits of the Empower Spell and Extend Spell feats at no cost to the caster. The poet may use this ability to affect a total spell level equal to her lyrical poet level per day. For instance, a 9th level lyrical poet may affect a 2nd, 3rd and 4th level spell with this ability, or any other combination of spells totaling no higher than nine levels. In addition, the difficulty class against these spells increases by her most recent poem's modified Profession result divided by twenty. If her last poem was a masterpiece, the difficulty class is increased by +3.

Royal Audience (Ex): At 9th level, the lyrical poet receives invitations to all royal functions in the kingdom where she resides. Furthermore, the nobility commissions all of her future poems, doubling all income generated from the sale of her works.

Pathos (Su): Consumed by powerful emotions, the lyrical poet literally bares her soul, unleashing a potent surge of suppressed rage and melancholy. While reciting the most sorrowful lines from her most recent poem, she purges her tortured spirit, inflicting damage to all living enemies within a twenty-foot radius centered on the poet. The damage is equal to half her most recent poem's modified Profession result, and all targets receive a Will save $\frac{1}{2}$. The saving throw's difficulty class is DC 15 + the poet's Charisma modifier. Use of this power is a full round action, usable once per day. If her most recent poem was a masterpiece, pathos is a standard action.

Scholar

While playwrights and poets dominate literature's fictional works, the prolific writing of scholars inspire a myriad of new ideas, thoughts and inspiration in its broad based readership. Scholars pen a vast assortment of non-fictional texts ranging from complex scientific journals to inflammatory political treatises. Unlike their literary

counterparts, scholars use their mastery of language to inform their audience rather than entertain. Most of civilization's accumulated knowledge results from the tireless research conducted by scholars.

Scholars always possess at least a rudimentary education, although the vast majority acquire advanced degrees from accredited universities. Because of their intellectual nature, many scholars remain at their alma mater, frequently serving as a professor or in an administrative capacity. Despite the demands of their employment, scholars consider publishing their ideas paramount above all other tasks. For this reason, many university scholars take yearly sabbaticals to conduct research and author their books. However, a small minority of scholars abandon their academic heritage and obtain employment from governments and wealthy patrons intrigued by their theories. Bereft of the scholastic responsibilities of the university, these scholars devote all of their energies to their writing. Usually well funded and handsomely compensated, scholars working outside of a university's sphere of influence produce some of society's most innovative and controversial ideas and philosophies. While collegiate scholars concentrate their efforts on historical, arcane and scientific principles, non-affiliated individuals delve into the more radical arenas of thought such as political and religious theory. Despite their differences, the ideas espoused by both circles circulate throughout all classes, sparking heated debate and ponderous contemplation among their readership.

In addition to their occupational duties, many scholars also conduct freelance research upon demand. Often pressed into service by needy adventurers, scholars unlock the mysterious secrets of ancient ruins, lost civilizations and legendary figures and artifacts. Some scholars, however, choose to take an active rather than a passive role in the accumulation of knowledge.

Leaving the security of their academic world behind them, they venture side by side with hardy adventurers, contributing their vast wealth of information and expertise to the task at hand. Most adventuring scholars are bards, sorcerers or wizards, complementing their knowledge with a formidable repertoire of arcane spells and magical abilities.

Hit Die: d6

Requirements

To qualify to become a scholar, a character must fulfill all of the following criteria.

Base Attack Bonus: +2

Race: Any humanoid

Alignment: Any non-chaotic

Alchemy: 6 ranks

Concentration: 4 ranks

Knowledge (any): 7 ranks

Scry: 4 ranks

Spellcraft: 4 ranks

Other: The character must be literate and able to cast 2nd level arcane spells.

Class Skills

The scholar's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Decipher Script (Int), Gather Information (Cha), Knowledge (any) (Int), Scry (Int) and Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

Weapon and Armor Proficiency: Scholars are proficient with all light armors and simple weapons. They are not proficient with shields.

Draft Scholarly Work (Ex): A scholar may create one book every three months, not to exceed two per year. The book does not require her undivided attention; however, any absence greater than two weeks increases the time necessary to write the book by one month or the duration of the absence, whichever is longer. The scholar chooses a specific topic for the book, including a working title and brief summary of the book. Unlike fictional works, writing a scholarly text requires extensive amounts of research, costing the scholar gold pieces equivalent to 30 minus her Knowledge ranks in

Class Level	Base				Special
	Attack Bonus	Fort. Save	Ref. Save	Will Save	
1 st	+0	+0	+0	+2	Draft Scholarly Work, Spells
2 nd	+1	+0	+0	+3	Call Upon Knowledge
3 rd	+1	+1	+1	+3	Vast Intellect
4 th	+2	+1	+1	+4	Identify Written Work
5 th	+2	+1	+1	+4	Word Traps
6 th	+3	+2	+2	+5	Renaissance
7 th	+3	+2	+2	+5	Determine Vulnerability
8 th	+4	+2	+2	+6	Course of Action
9 th	+4	+3	+3	+6	Mystical Insight
10 th	+5	+3	+3	+7	Legend Lore





the particular field of study. For example, a scholar with nine ranks of Knowledge (the planes) writes a book about the Abyss. The cost of writing the book is twenty-one gp. ($30 - 9 = 21$). When book is complete, the player rolls a Knowledge check in the specific field, modified by any circumstance bonuses awarded by the GM for the book's innovate topic and title. The book generates income equal to the character's scholar level multiplied by her modified Knowledge check. For instance, a 3rd level Scholar with eleven ranks in Knowledge (local) and an 18 Int authors a work called Pub(lic) Knowledge, a review and critique of local taverns. Because of the clever title, the GM awards the player a +2 circumstance bonus to her Knowledge check. The player rolls a "10" on her Knowledge check. Adding all of her bonuses, the work receives a final score of twenty-seven. [10 (her roll) + 2 (her circumstance bonus) + 11 (her ranks) + 4 (her Int modifier) = 27]. The book generates 81 gp. The scholar must retain a record of all her works including their titles, field of study and the modified Knowledge check result.

Spells: Scholars cast a limited number of arcane spells. In order to cast spells, her Intelligence score can be no less than $10 +$ the spell's level. Her bonus spells are based on Intelligence, and saving throws against these spells have a difficulty class of $10 +$ the spell's level + the scholar's Intelligence modifier. When she gains 0 spells of a given level, the scholar receives only bonus spells, if she is entitled to any. The scholar's spell list appears below the chart for her daily allotment of spells. Scholars prepare and cast spells as a wizard.

Scholar Spell List

Scholars choose their spells from the following list:

1st level-*comprehend languages, detect secret doors, detect undead, erase, identify, message, remove fear, ventriloquism*

2nd level-*detect thoughts, locate object, obscure object, see invisibility, tongues, whispering wind*

3rd level-*clairaudience/clairvoyance, explosive runes, illusory script, nondetection, secret page*

4th level-*contact other plane, detect scrying, locate creature, scrying*

Call Upon Knowledge (Ex): A number of times per day equal to her Int modifier, the scholar uses her knowledge and expertise to recall an important piece of information. Whenever this ability is used, the scholar automatically succeeds at any specific Knowledge check if the Knowledge result for her most recent scholarly work in that particular field of study equals or exceeds the difficulty class of

the Knowledge check. It takes one minute to use this ability.

Vast Intellect (Ex): Scholars receive a +2 competence bonus to all skill checks with Intelligence as the key ability.

Identify Written Works (Su): Because of their exposure to countless books, scholars possess the ability to identify the general function of any magical written work. In order to ascertain the item's abilities, the scholar rolls a d20 adding her scholar level and Intelligence modifier. Any modified result exceeding 25 accurately determines its general function. This ability can be used a number of times per day equal to the scholar's level.

Word Traps (Su): A scholar can find traps involving writing as if she were a rogue. The ability affects any trap triggered by the reading or speaking of any written word, or where a written word is inherent to the trap's functioning. This includes spells such as *explosive runes* and *glyph of warding*. There are no limitations on its daily usage.

Renaissance (Ex): The scholar receives a competence bonus to her skill checks equal to her level, distributing the bonus in any manner that she wants. For example, a 9th level scholar receives nine points to distribute to any skill check. She can choose to add a +5 bonus to one skill check and a +4 bonus to another skill check.

Determine Vulnerability (Ex): A number of times per day equal to her Int modifier, the scholar observes the actions of any visible opponent within her line of sight. Use of this ability is a full round action that provokes attacks of opportunity. Once completed, the scholar makes an Int check against a DC 20 for each of the creature's weaknesses or immunities. (Any vulnerabilities or immunities granted as a result of being a member of a particular subtype, such as undead or construct, do not require a check). For instance, a scholar observes his allies combating a mummy. After spending a round observing the fray, the scholar

Spells per Day

Scholar Level	1	2	3	4
1st	0	—	—	—
2nd	1	—	—	—
3rd	1	0	—	—
4th	1	0	—	—
5th	1	1	0	—
6th	1	1	1	—
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1

rolls two Int checks, the first to discover the mummy's resistance to blows, and the second to reveal its vulnerability to fire. The scholar already knows the abilities gained from the undead subtype; therefore no check is required. If the scholar used this ability to observe a creature without any specific weaknesses, it still counts as a usage toward her daily limit.

Course of Action (Su): Once per day, the scholar can attempt to determine the best course of action in a particular situation. Use of this ability is a full round action that provokes attacks of opportunity. After analyzing the situation for one round, the scholar rolls an Intelligence check against a DC 20. If successful, the scholar receives advice similar to an *augury* spell without any chance of failure. However, unlike the *augury* spell, the scholar receives a clear and easily understood response.

Mystical Insight (Su): Once per day, the scholar receives an insight bonus equal to her Int

modifier to her attack, AC, save or skill checks for one minute. Activating the ability is a free action.

Legend Lore (Su): Once per day, the scholar can cast *legend lore* as if she were a cleric of the same level. The ability is subject to all of the spell's limitations including casting time.

Scribe

The recordation of history's greatest events and most profound ideas fall into the capable hand of the scribe. They preserve civilization's greatest texts, ensuring their survival for future generations. Blessed with a sharp mind and steady hand, they painstakingly transcribe voluminous quantities of scrolls, books and tomes, preserving centuries of written knowledge and heritage. In addition, the scribe's ability to translate written works into numerous languages enables thoughts to cross linguistic and racial barriers previously considered insurmountable.

Well educated and highly disciplined, scribes spent countless hours honing their craft,





	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1 st	+0	+2	+0	+2	Scribe Scroll, Spells
2 nd	+1	+3	+0	+3	Quest for Knowledge
3 rd	+2	+3	+1	+3	Faint Recollection
4 th	+3	+4	+1	+4	Word Traps
5 th	+3	+4	+1	+4	Inner Discipline
6 th	+4	+5	+2	+5	Poison Page
7 th	+5	+5	+2	+5	Identify Written Works
8 th	+6	+6	+2	+6	Diplomatic Credentials
9 th	+6	+6	+3	+6	Improved Memory
10 th	+7	+7	+3	+7	Legend Lore

Hit Die: d6.

Requirements

To qualify to become a scribe, a character must fulfill all of the following criteria.

Race: Any humanoid

Concentration: 4

ranks

Diplomacy: 4 ranks

Knowledge: A total of seven ranks in any discipline.

meticulously copying and translating prosaic and poetic verses while maintaining legibility. Often abandoned by their parents or orphaned, many fledgling scribes begin their profession as young children after being adopted by a local church, monastery or university. Although initially resistant to the task, many eventually adapt to the demanding and usually cloistered lifestyle. During their apprenticeship as scribes, pupils receive a broad educational foundation concentrating in grammar and linguistics with some exposure to mathematics as well as social and physical sciences. When they reach adulthood, a large percentage of scribes enter the priesthood or monasticism.

Naturally, the scribe's scholastic background and duties expose her to a vast wealth of information unseen by the general public. Furthermore, her translation and recordation skills make her an integral component to any diplomatic mission, allowing her nearly limitless access to classified documents. The most ambitious and talented scribes parlay their diverse abilities into a high level advisory position or an ambassadorship. Yet, despite their inherent intelligence and rigorous work ethic, scribes rarely write original works. Speculation abounds as to the reasons for this curious phenomenon, but the fact remains that only a privileged few dare to undertake such a daunting task.

Clerics and monks comprise more than three-quarters of the scribe population, with the balance consisting of a smattering of bards and wizards. Sorcerers rarely possess the innate discipline to adhere to the scribe's regimented lifestyle. Their class usually depends on their childhood; children raised in churches were ordained as clerics, those reared in monasteries became monks and wards of the universities followed the path to arcane magic. Despite their sequestered upbringing, a growing number of scribes venture from their secluded existence in search of knowledge and adventure.

Profession (scribe): 7 ranks

Feats: Endurance

Alignment: Any non-chaotic

Other: The character must be literate in at least five different languages.

Class Skills

The scribe's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Knowledge (any) (Int), Listen (Wis), Profession (scribe) (Wis), Search (Wis), Speak Language and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Weapon and Armor Proficiency: Scribes are proficient with all simple weapons, light and medium armor and shields.

Scribe Scroll: At 1st level, scribes receive this feat at no additional cost. She may inscribe any spell that she can cast with this feat, whether it is a scribe spell or a spell acquired from another source.

Spells: Scribes possess a limited ability to cast an eclectic collection of arcane and divine spells based upon her class level. Scribes may prepare and cast any spell on the scribe spell list provided that she is of sufficient level to cast the spell. Scribes meditate for their spells on a daily basis, spending one hour per day in secluded contemplation. To cast a spell, the scribe must have a Wisdom score no less than 10 + the spell's level. Their bonus spells are based upon Wisdom, and the difficulty class for a saving throw against a scribe's spell is 10 + the spell's level + the scribe's Wisdom modifier. The scribe's daily allotment of spells appears below, followed by their spell list.

Scribe Spell List

Scribes choose their spells from the following list:

1st level-comprehend languages, detect secret doors, erase, identify, message, ventriloquism

2nd level—*illusory script, magic mouth, secret page, tongues, whispering wind*

3rd level—*explosive runes, glyph of warding, sending, sepia snake sigil*

4th level—*analyze dweomer, dream, nightmare*

Quest for Knowledge (Ex): Whenever a scribe makes a Knowledge skill check in a trained field of study, the scribe rolls two d20's, accepting the higher result. This ability reflects the scribe's vast knowledge and is usable an unlimited number of times per day.

Faint Recollection (Su): Usable once per day, faint recollection allows the scribe to add her scribe level and Wisdom modifier to any Knowledge check providing that she has at least one rank in the specified field. She must declare that she is using this ability prior to rolling her skill check. This ability works in unison with Quest for Knowledge, i.e. she adds the modifier to the higher of the two die rolls.

Word Traps (Su): A scribe can find traps involving writing as if she were a rogue. The ability affects any trap triggered by the reading or speaking of any written word, or where a written word is inherent to the trap's functioning. This includes spells such as *explosive runes* and *glyph of warding*. There are no limitations on its daily usage.

Inner Discipline (Su): Accustomed to a harsh and highly regimented lifestyle, scribes actively resist any efforts to deviate from their set patterns. The scribe's tolerance against cold, heat and suffocation doubles. For example, a normal human exposed to extreme cold must make a Fortitude save every ten minutes or sustain 1d6 points of subdual damage. The scribe rolls his Fortitude save once every twenty minutes, although she suffers the same amount of damage on a failed saving throw. Inner Discipline remains in effect constantly.

Poison Page (Ex): Although not adept with the usage of poison in combat, scribes are well versed

in poisoning written material. One dose of poison is sufficient to coat an 8 ½ by 11 inch sheet of paper. Any contact or ingestible poison described in the DMG can be used for this purpose, but her expertise in the application of the poison negates any chance of accidentally poisoning herself. There are no limitations on the usage of this ability other than its material costs.

Diplomatic Credentials (Ex): Throughout their career, scribes interact with a host of political and military officials, acquiring access to secret information as well as influential contacts within the government. Whenever a scribe attempts a Gather Information check involving any information possessed by the local government, she receives a circumstance bonus equal to her scribe level. For instance, if the scribe sought information about a known thieves guild operating within the city, the scribe would receive her bonus because the government possesses knowledge about the criminal enterprise. However, the bonus does not apply if she wanted information outside of the government's sphere of influence, such as the background of a wizard dwelling in the wilderness or the monstrous inhabitants of a nearby mountain chain. The scribe may use this ability a number of times per day equal to her Charisma modifier. If she has no Charisma modifier, she can use this ability but once per week.

Identify Written Works (Su): Because of their exposure to countless books, scribes possess the ability to identify the general function of any magical written work. In order to ascertain the item's abilities, the scribe rolls a d20 adding her scribe level and Wisdom modifier. Any modified result exceeding 25 accurately determines its general function. This ability can be used a number of times per day equal to the scribe's level.

Improved Memory (Su): Years of repetitive transcription substantially increase the scribe's mnemonic capacity, allowing her to recall a number of spell levels per day equal to her Int modifier. Improved Memory applies only to scribe and arcane spells, not divine spells acquired by a cleric, druid, paladin or ranger. Furthermore, she can only recall spells previously cast during the course of the day.

Legend Lore (Su): Once per day, the scribe can cast *legend lore* as if she were a cleric of the same level. The ability is subject to all of the spell's limitations including casting time.

Spells per Day

Scribe Level	1	2	3	4
1st	0	—	—	—
2nd	1	—	—	—
3rd	1	0	—	—
4th	1	0	—	—
5th	1	1	0	—
6th	1	1	1	—
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1



Chapter 5: Spellbooks and Scrolls

Despite all of the potent magical items and devices accumulated during a wizard's lifetime, the spellbook, their unique collection of spells, remains their most prized possession. Not only demonstrative of their personal power, spellbooks also reflect the individual personality of their covetous owners. Appearing in a variety of shapes, sizes and materials, spellbooks boldly proclaim their author's intentions and ambitions. The stretched humanoid skin covering a necromancer's foul smelling spellbook offers a sharp contrast to a gnome illusionist's colorful leather bound collection of spells. Bindings, page materials, varieties of ink and multitudes of different spells ensure that no two spellbooks are exactly alike.

Scrolls, on the other hand, do not betray their owner's disposition as readily as a spellbook. Devoid of an outside binding, scrolls instead reveal their author's demeanor through their cases, small tubular devices used to store them. Carved from a variety of diverse materials, individual spellcasters uniquely brand these storage containers in a personalized manner ranging from an intricate monogram to a heraldic symbol. Unlike spellbooks, scrolls serve as a shared medium for a variety of different spellcasters, both arcane and divine. Easier to create and far less expensive than similar permanent magic items, scrolls provide an inexpensive and reliable alternative to rods, staves and wands. Among spellcasters, their low cost makes them more popular than potions, however, the restrictive usage of scrolls precludes them from superseding potions as a popular alternative among non-spellcasters.

Varieties of Scrolls and Spellbooks

As written products, spellbooks and scrolls share many of the same composite materials. Both require a writing instrument as well as a suitable writing substance and medium. Although ink, quill and paper are clearly the most widespread materials, a number of other more exotic materials remain in use. A description of each material and the costs and advantages of these materials follows. All additional costs are cumulative, using the figures provided below as the basis.

Note: The special benefits received from the various materials described apply to the item's saving throw against a variety of attack forms. The benefits do not apply to the spellcaster except in the cases of humanoid blood ink and the vrock quill pen.

Scrolls: As described in the DMG, it costs 12.5 gp per level of the spell multiplied by the caster's level in order to create a scroll. A spell recorded in this manner occupies only one page, regardless of the spell's level. This presumes that the caster is using vellum or high quality paper and black ink as the scroll's composite materials. (Less expensive writing materials prove ineffective). Obviously, some of the more expensive materials presented below substantially increase the scroll's cost. Additionally, the cost of the scroll case is not included in the computation. Sample scroll case materials are also described in greater detail.

Spellbooks: As described in the PHB, all spellbooks contain 100 pages. The initial cost for the wizard's spellbook includes the book's cover, pages and a 25 gp fee for binding the book. Transcribing spells into the spellbook, with the exception of free spells gained upon acquiring an additional level, costs 100 gp per page, presuming that the writer is using base materials such as a quill pen and black ink. Many of the materials described below significantly add to the cost. Unlike the PHB, each spell takes up one page per level, therefore ten 1st-level spells uses ten pages, six 2nd-level spells uses another twelve pages, etc. Clearly, a high level wizard maintains more than one spellbook.

Cuneiform

Using a sharpened writing instrument known as a stylus, the writer etches characters onto a soft clay tablet or another pliable material such as wax, stone or metal. When the composite material hardens, the impressions become permanent. Despite its permanency and lack of ink, this form of writing is nearly extinct. Confined only to ancient cultures and abandoned ruins, it proves too unwieldy for regular usage. Because of its unruly size, only single spell scrolls appear in cuneiform. Cuneiform is a lost art, confined only to antiquity.

Cost: N/A

Papyrus

In many cultures, papyrus replaced cuneiform as the primary writing medium. Despite its ancient origins, papyrus remains a popular but rather expensive material. Formed from the pith of the papyrus plant, the entire process of moistening, pressing and drying the plant material lasts about one week. Unlike cuneiform, writing on papyrus' coarse surface requires some type of ink. Because

Material	Cost	Weight	Special
Wood	5 gp	3 lb.	-2 circumstance penalty on all saves against water and fire based attacks
Wood sealed with wax or leather	10 gp	4 lb.	None
Metallic	20 gp	8 lb.	+2 circumstance bonus on all saves against fire based attacks, -2 against electrical attacks
Silver	30 gp	6 lb.	+2 circumstance bonus on all saves against cold and fire based attacks
Gold	300 gp	10 lb.	+2 circumstance bonus on all saving throws
Adamantine	1,000gp	10 lb.	+4 circumstance bonus on all saving throws
Gemstones	*		None

None* Add the value of the gemstones directly to the base cost of the spellbook.

of its lack of durability, papyrus is used largely for scrolls.

Cost: 6 sp per page

Drawbacks: Papyrus is extremely vulnerable to water. Any saving throws against water based attacks receive a -2 circumstance penalty.

Parchment

In many cultures, parchment replaced papyrus and remains the most popular choice for scrolls and spellbooks. Parchment is created from the specially treated and untanned skins of sheep, calves and goats. The parchment maker thoroughly cleans the skin, removing all hair and other debris before rubbing it with powdered pumice. A more expensive form of parchment known as **vellum** is crafted from the skins of younger animals, producing a smoother and finer finished product.

Parchment cost: 2 sp

Vellum: 5 sp per page

Advantage: Vellum's fine surface reduces the time required to write scrolls and spellbooks by 10%.

Paper

Although a fairly new material, paper's popularity continues to soar, ensuring its future position as the most popular writing material. Slightly more expensive than parchment, but with more abundant source materials, paper is the most popular medium among young spellcasters. Formed from any number of fibrous materials such as straw, leaves or rags, paper is produced in a manner very similar to papyrus in that it is moistened, pressed and then dried. Paper enjoys the most popularity in large, cosmopolitan cities.

Cost: 4 sp per page

Book Covers

Book covers are crafted from a variety of diverse materials, however wood remains the most widespread material. Often covered in wax or bound in leather, wooden book covers prove exceptionally durable and highly affordable. Metallic book covers, especially those comprised of precious metals, are usually reserved for important religious books or the spellbooks of wealthy wizards. A good portion of the books in circulation is also adorned with other materials such as inexpensive gemstones and flecks of gold or silver.

Wood: Although durable, untreated wooden book covers are extremely rare. Pine and oak are the most popular varieties.

Treated Wood: Leather bound books easily outnumber the combined total of the remaining varieties. Although equal in durability and function, the less fashionable wax treated covers remain largely confined to aristocratic spellcasters and politicians.

Metallic: Bronze and copper appear most often as metallic book covers. Many contain an assortment of intricate carvings and symbols that may drastically increase the price of these covers.

Silver: Often adorned with a variety of pastoral scenes, elf wizards treasure these spellbooks above all others. Silver offers the lustrous beauty of its more expensive counterparts without the weight or the prohibitive cost.

Gold: Avaricious human wizards prize their golden spellbooks, meticulously polishing and cleaning the shining covers. Purchased largely as an exhibition of conspicuous spending, golden spellbooks brazenly proclaim their owner's arrogance or tremendous wealth.

Adamantine: Despite not being the most attractive material, adamantine provides durability





Scroll Case Materials	Cost	Special
Wood	1 gp	-2 circumstance penalty against all water and fire based attacks
Leather	2 gp	None
Bone or Ivory	5 gp	+1 circumstance bonus against fire based attacks
Metallic	20 gp	+1 circumstance bonus against fire based attacks+2 circumstance bonus against cold based attacks
Jade	50 gp	+2 circumstance bonus against all attack forms

unmatched by any of its counterparts. Regardless of the hefty cost, a number of extremely powerful spellcasters exclusively purchase adamantite spellbook covers in order to store their most potent spells.

Scroll Cases

These hollow cylindrical tubes are often carved from ivory, bone, wood, metal and even glass. Although relatively fragile, their primary purpose is to protect their contents from water and air, rather than attacks. Regardless of the material, almost all scroll cases weigh no more than 1 pound.

Wood: Inexpensive and rather plain, wood is only used for zero and 1st level spells.

Leather: Leather scroll cases are actually wooden scroll cases covered with leather. Despite their affordability, few spellcasters, other than druids, use this variety.

Bone or Ivory: Easily the most prevalent material, the hollowed tubes of bone and ivory make excellent choices for scroll cases. Extremely durable, fairly abundant and easily manipulated, they offer outstanding value for the price.

Metallic: Bronze, copper, tin and iron are the most common metals used to manufacture scroll cases. Despite their durability, the expertise required to forge them drastically reduces their prevalence within the mystical community.

Jade: Spectacularly beautiful and exceptionally hardy, jade's cost is the only factor prohibiting its widespread usage. Only exceptionally wealthy sorcerers and wizards use jade on a regular basis.

Ink

The number of different recipes for ink is countless, ranging from exotic materials such as the black ink secreted by octopi to humanoid blood. However, most inks are formulated with lampblack, water and a gum or glue. Ink proves extremely durable, rarely fading or peeling despite the passage of time.

Black ink: At any given time, hundreds of different ink recipes enjoy widespread usage. However, all inks contain the same base ingredients previously mentioned. Any color other than black requires a special dye, doubling the ink's cost without any additional benefit.

Octopus ink: The actual ink from an octopus or squid only accounts for a small quantity of the ingredients in this unusual concoction, yet despite its trace amount, the benefits are unmistakable. Naturally, this variety of ink enjoys the most popularity in coastal areas and port cities.

Invisible ink: Although invisible to the naked eye, this cobalt chloride solution becomes visible when the page is heated. It disappears again when the page cools.

Stained blood: The blood of sheep, goats, and cattle usually comprise this ink's main ingredient, although some brewers use the blood of game animals. Despite its grisly overtones, its usage is not restricted to evil spellcasters. Contrary to popular belief, the ink appears maroon or brown in color rather than red.

Stained humanoid blood: Exclusively used by evil necromancers, clerics with access to death or destruction spells and evil non-humanoids, this grisly liquid actually bears a bright reddish tint. Unlike its less expensive cousin, its usage is strictly confined to evil spellcasters. The ink also has a fairly short shelf life, roughly one month before it coagulates and becomes unusable. This

Ink Type	Additional Cost per Page	Special
Black ink	None	None
Octopus ink	10 gp	+2 circumstance bonus against fire based attacks
Invisible ink	15 gp	Invisible to the naked eye
Stained blood	25 gp	+2 circumstance bonus against fire and water based attacks
Stained humanoid blood	50 gp	+1 caster level to all necromancy spells as well as the benefits of stained blood

Material	Cost	Special
Reed Pen	5 sp	None (Cannot be used with paper)
Quill Pen	1 gp	None
Giant Eagle Quill Pen	10 gp	Ink receives a +1 circumstance bonus against water based attacks.
Owlbear Quill Pen	50 gp	Can be used as a tiny, piercing weapon inflicting 1d3 hp of damage. It is treated as an exotic weapon for proficiency purposes.
Vrock Quill Pen	1,000 gp	Increases the difficulty class against transcribed spells and scrolls by one. Its fragility prevents it from writing more than ten pages.

unfortunate side effect ensures the continual demand for this precious commodity among its nefarious constituents.

Pens

The two most common types of pen are the reed pen and the quill pen. Sharpened reed pens are used exclusively on papyrus, while broader, flat reed pens are used on parchment and vellum. Quill pens, made from the hardened and sharpened feathers of birds such as geese and swallows, are best suited for parchment, vellum and paper. All pens must be dipped in ink prior to their usage.

Reed Pen: Reed pens come in two textures, a sharp pen used for papyrus and a broad, flat pen used for writing on parchment and vellum. Reed pens cannot write on paper though.

Quill Pen: Geese, swallows and turkeys are the most common feathers used in the manufacture of quill pens. The quill pens are often heated in order to harden them before they are sharpened. Quill pens work extremely well on all surfaces except for papyrus.

Giant Eagle Quill Pen: Commonly found among primitive, nomadic cultures, these pens also serve as status symbols among privileged spellcasters. The pen offers little value other than its majestic appearance.

Owlbear Quill Pen: One of the most unusual writing instruments, this large pen may also be used as a weapon. However, it remains largely a novelty item among fanciful spellcasters.

Vrock Quill Pen: Incredibly rare and highly treasured, many intrepid spellcasters met their untimely demise attempting to secure these exotic writing implements. A small, but burgeoning black market exists for the elusive pens, however, the available quantities are insufficient to meet the increasing demand. The few pens in existence are reputed to be extremely coarse and malodorous, yet the disadvantages pale in comparison to its potency.

Exotic Items

In addition to the traditional materials, any number of exotic items can be purchased in the largest cities. These items include colored inks, humanoid parchment paper, and monstrous quills. Few of these items have special properties, but provide a valuable insight into the purchaser's mindset. The GM should adjudicate the acquisition and uses of these materials very carefully.

Safeguarding Spellbooks

Like any other prized possession, wizards go to exceptional lengths to protect the integrity of their spellbooks against natural and magical hazards as well as theft. Some of the aforementioned materials provide additional protection against a variety of different attack forms; however, none of those measures prevents the violation of their spellbook by an unwelcome reader. Wizards continually devise new strategies to combat such intrusions ranging from the use of mechanical locks to potent protection spells. Only a handful of foolish wizards leave their spellbooks in plain sight, the majority conceal their books within secret panels or magically alter their appearance. Despite the effectiveness of many of these methods, wizards continually research new and innovative means of safeguarding their spellbooks.

Mechanical Devices

Less costly but also less effective than magical wards, novice spellcasters usually opt for mechanical devices as the primary means of protecting their spellbooks. Although a wide assortment of variations is available, all of these systems operate on a lock and key premise. The cost depends entirely upon the materials used to secure the book as well as the lock's complexity. A simple device utilizing steel wires and an average lock costs no more than 20 gp, while a secure adamantine box with an intricate combination lock can run more than 2,000gp. The subsequent charts describe the costs and statistics of the various mechanical systems available. All costs are





separate and cumulative. For example a wizard securing her spellbook with an average key lock and two steel clamps must spend 145 gp.

Base Cost: 10 gp

Steel wires/iron bands: A pair of metallic wires with looped endings encircle the book. The wires' endings are attached into the locked mechanism, securing the book. This type of device can only be used with a key lock.

Sturdy wooden box: Oak and pine are the most common wood, although more exotic wood such as sandalwood and teakwood are also used.

Hinged from the inside, the lock is built into the box connecting the top and bottom portions. Intricate carvings and inlaid gemstones adorn many of these items.

Steel clamp: A total of four steel clamps can secure the book, however most wizards opt for only two. The clamps operate much like a vise grip, securing the book's corners. Because of their relatively small size, nothing less than a sturdy combination lock works properly.

Iron box: Less decorative but much stronger than the wooden box, iron boxes afford a relatively inexpensive alternative to steel clamps. Like their wooden counterparts, iron boxes are hinged from the inside, and the lock is built into the front of the box, connecting the top and bottom portion.

Adamantine bands: These bands function in a manner identical to the steel and iron bands, although a key or combination lock may be used to secure the bands.

Adamantine clamp: This device follows the rules for the steel clamp.

Adamantine box: The most secure mechanical safeguard, these rare and highly treasured boxes are masterfully crafted, preventing water and even air from escaping or entering between its seams. Custom made interior hinges connect the top and bottom portion. Although any lock can be used in conjunction with this device, most boxes possess at least an expertly crafted key lock.

Magical Wards

Although usually more time consuming than mechanical devices, higher level spellcasters preferentially protect their spellbooks with an assortment of spells and magical wards. Many of these spells such as *explosive runes*, *secret page*, and *sepia snake sigil* enjoy a great deal of popularity with spellcasters. However, some spellcasters realize that the proliferation of these protective spells detracts from their effective usage. Rogues and rival spellcasters, aware of these spells' devastating consequences, continually devise new

methods of detecting and circumventing them. For that reason, a growing number of powerful wizards conduct clandestine magical research searching for alternative magical wards to protect their precious spellbooks. Despite their best efforts at secrecy, most spells eventually circulate among the wizard population.

Common Spells

Regardless of the aforementioned drawbacks, the traditional collection of protection spells continues to enjoy widespread popularity. They fall into two general categories, passive and active wards. Passive spells include *illusory script* and *secret page*. They afford protection through illusion or trickery, concealing the spell book's actual nature by donning the guise of a mundane book or other written work. Unlike their active counterparts, passive spells generally do not harm the warded spellbook or the trespasser. However, once bypassed by an authorized reader, they allow unfettered access to the spellbook.

Active spells, on the other hand, prevent access by injuring or perhaps killing any unwanted intruders. Included in this list are *explosive runes*, *fire trap* and *sepia snake sigil*. They prevent theft through violent force, regardless of the potential destructive consequences to the protected item. Active spells unleash energy in a variety of forms ranging from fiery explosions to conjured guardians. In contrast to passive spells, they often embody the spiteful and vindictive nature of their casters.

New Spells

As previously discussed magical research continually uncovers new and innovative means of protecting spellbooks. While most spells generally rely upon the principles espoused by active and passive spells, a handful of spells challenge traditional methodologies, progressing in previously unknown directions.

Approaching Wizard

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V,S

Casting Time: 1 action

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

Target: One object

Duration: Permanent until discharged

Saving Throw: Will negates

Spell Resistance: Yes

Whenever someone other than you touches the designated target, the sound of approaching voices and footsteps fill the area. Any creature within 60 ft. of the object easily hears the disturbance. The illusion lasts for 1 round/level, although affected creatures disbelieving the illusion no longer hear it.

Champion of the Tome

Conjuration

Level: Sor/Wiz 7

Components: V,S

Casting Time: 1 hour

Range: Touch

Target: Any touched book

Duration: Until discharged (D)

Saving Throw: None

Spell Resistance: No

Whenever any creature other than you approaches within 10 feet of the protected spellbook, a magical warrior instantly materializes in the space directly in front of the intruder. If that space is otherwise occupied, it appears in the next closest space.

Dressed in a shimmering suit of plate mail and armed with a greataxe, the warrior otherwise appears as your exact duplicate. Its attack bonus, saving throws and the number of attacks it receives are identical to those of a fighter of the same level as you. A successful hit inflicts 1d10+7 points of damage, and its greataxe is considered a +3 weapon for purposes of damage reduction. The warrior's armor class is 18 + your Int modifier, and it possesses the same number of hit points as you at the time that the spell was cast. It functions as a construct for all other purposes. Furthermore, it cannot be dispelled, however it must remain within 70 ft. of the book, otherwise it dissipates. Once triggered, the warrior remains for 1/round per caster level or until slain, whichever happens first.

The DC for a rogue attempting to detect the spell using her Search ability is 32.

Ethereal Library

Conjuration

Level: Sor/Wiz 5

Components: V, M

Casting Time: 10 minutes

Range: Touch

Target: One book/2 levels

Duration: 30 days or until discharged

Saving Throw: None

Spell Resistance: None

Your spellbook exists simultaneously on the Ethereal and Material Plane. The spell requires an expertly crafted miniature replica of your library, constructed by a carpenter, dollmaker or toymaker with no fewer than 8 ranks in her particular craft. The replica must include furniture and its materials cost no less than 5,000 gp. Once finished, you begin casting the spell. *Ethereal library* creates miniature copies of the books that then appear in the corresponding location in the replica. The replica along with the duplicates vanishes into the Ethereal plane.

Meanwhile, the copies of the books remaining on the Material plane appear blank to everyone else but you. The effect can be removed by a *dispel magic*, returning the books to their normal state, or *true seeing*, enabling the caster to read the books normally. When the spell expires, the replica returns to the Material Plane, and the books resume their original appearance. The replica can be used multiple times, however the chance of permanently losing the library and its contents on the Ethereal plane cumulatively increases by 1% per usage.

Illusory Glue

Illusion (Figment)

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: 10 touched pages/level

Duration: 1 day/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The affected pages bond to one another as if smeared with incredibly potent glue. Anyone attempting to separate the amalgamated pages receives a Will save in order to negate the spell's effects. If successful, the individual easily turns the pages. Otherwise, no physical force can separate the conjoined pages. *Grease* automatically negates the spell.

Arcane Spell Component: A barnacle

Oozing Script

Illusion (Phantasm)

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 minute

Range: Touch

Target: 1 book weighing 10 lb. or less

Duration: 1 day/level

Saving Throw: Will negates (see text)



Spell Resistance: Yes

At the time of the spell's casting, you authorize a number of readers no greater than your caster level to read the targeted book. You do not count toward this limit, nor is there any requirement to authorize anyone other than yourself to read the book. Whenever an authorized reader attempts to read the book, the ink apparently alters its shape, forming oozing streams of liquid that pour down the page. The creature must then make a Will save; otherwise it believes that the ink is trying to devour it. A successful save ignores this effect, but still does not allow the reader to decipher the script. Failure panics the stricken creature for one round per caster level, forcing it to flee. Such creatures utterly refuse any attempts to read the work for one hour per caster level, violently resisting all efforts to even view the book. *True seeing* enables the viewer to read the text, provided that she comprehends the text's language.

Arcane Material Component: Octopus ink

Phineus' Writhing Tentacles

Conjuration

Level: Sor/Wiz 4

Components: V,S

Casting Time: 1 action

Range: Touch

Target: 1 touched book

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: None

Whenever anyone but one touches or opens the protected book, writhing gray tentacles emerge from the ground in a 5 ft. radius centered on the book. The spell creates 1d4 tentacles, plus an additional tentacle per caster level up to a maximum of fifteen tentacles. For example, an 8th level wizard creates 1d4+8 tentacles. Each tentacle is 20 feet long (Huge) and saves as you do. It has an AC 16, 1 hit point/per caster level and an attack bonus of +1/per caster level. The tentacles are immune to the same effects as constructs. The tentacles attack as mindless creatures, randomly striking anything, including anything larger than a tiny object. On a successful hit, the tentacles deliver 1d4 points of damage, and also secrete thin, black mucous through their porous skin. Any creature struck by one of the tentacles must make a successful Reflex save DC16 or be blinded by the foul liquid for 1d6 rounds. The tentacles are immobile, and once summoned remain in existence for 1 round/per caster level or until slain, whichever occurs first.

The DC for a rogue using her Search skill to detect *Phineus' writhing tentacles* is 29.

River of Blood

Conjuration

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: One touched book

Duration: Until discharged (D)

Saving Throw: Reflex ½ (see text)

Spell Resistance: Yes

Whenever anyone other than you opens the warded book, a river of globular, black blood spews from its pages dousing everyone within a 10-ft. radius of the book. The vile substance inflicts 5d4 points of damage and also nauseates affected humanoids for 5d4 rounds. A successful Reflex save halves the damage, but does not negate nausea.

Extremely popular among evil necromancers, this spell's material component requires the usage of ink crafted from humanoid blood. Triggering the spell destroys all spells penned with the ink. It can be removed with a *dispel magic* or whenever the caster elects to end the spell.

The DC for a rogue using her Search skill to detect *river of blood* is 29.

Venomous Pages

Necromancy

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: 1 touched page/level

Duration: 1 hour/level

Saving Throw: Fort negates

Spell Resistance: Yes

Your touch coats a number of pages equal to your level with a virulent contact poison. Anyone other than you touching the page comes into contact with the deadly toxin. The use of gloves or other protective devices adds a +4 circumstance bonus to the victim's saving throw. The poison inflicts 1d8 points of temporary Constitution damage immediately and another 1d8 points of temporary Constitution damage 1 minute later. The victim receives a Fortitude save to negate the damage in both instances. The DC for a rogue using her Search skill to detect *venomous pages* is 29.

Arcane Material Component: A drop of snake, spider or scorpion venom

Chapter 6: Manuals

In simplest terms, manuals are instructive guidebooks imparting insight to enlightened readers. Some manuals provide insight through magical means, however most manuals possess no magical properties. In these instances, the reader acquires additional knowledge from the painstaking dissection of the manual's theories, statements and ideas. Although not as costly as their mystical counterparts, a number of rare, coveted manuals still command a steep price on the open market. Because of their hefty cost, most owners treasure these costly books, preventing their widespread circulation while maintaining their value. In the case of the most valuable manuals, fewer than five copies exist at any given time. Fearful that transcription would result in theft and proliferation of the manual's secrets they are rarely duplicated. Although many owners realize the monetary value of these prized treasures, many do not possess the intellect to properly unravel their secrets. Unlike magical books, simply reading the manual fails to bestow its true meaning and abilities. Close scrutiny, dedication and a sharp intellect are the only tools capable of unlocking their hidden wisdom and knowledge. Discovering the manual is only the first step in a journey to comprehending its mystery.

Understanding the Manual

As previously discussed, understanding the manual is not just a matter of reading it and instantly absorbing its content. Every manual possesses a difficulty class, just like skill checks and saving throws. The manual's difficulty class

represents its subject matter's complexity and nuance of language. Characters must read the manual without interruption and never receive more than one attempt to comprehend its meaning. A character can read a number of pages per day equal to double her Intelligence score; hence a wizard with a 20 Intelligence reads 40 pages per day. A modified Intelligence check equaling or exceeding the manual's difficulty class bestows its benefits upon the character. In many instances, other factors such as language, authorship and a few feats also significantly affect the correct interpretation of the manual. Their impact is discussed under individual headings.

Language

Language always presents the first barrier to comprehending the manual. Few manuals are written in the common tongue, and translation often loses much of the author's original intent. Penned by a variety of different races and beings throughout the epochs of time, ancient and obscure dialects and languages appear frequently. The following chart provides the additional modifiers.

Authorship

The author's race and ethos also dramatically impact upon a character's ability to comprehend the manual's message and purpose. Concepts and philosophies espoused by one race of beings may be completely alien to another. In addition, the author's alignment also impacts the reader's interpretation of her message. A rambling, disorganized and sadistic manual penned by a chaotic evil wizard offends and confounds a lawful

good wizard attempting to decipher its convoluted meaning. To reflect these cultural and ethical differences, the following charts provide the modifiers to the manual's DC.

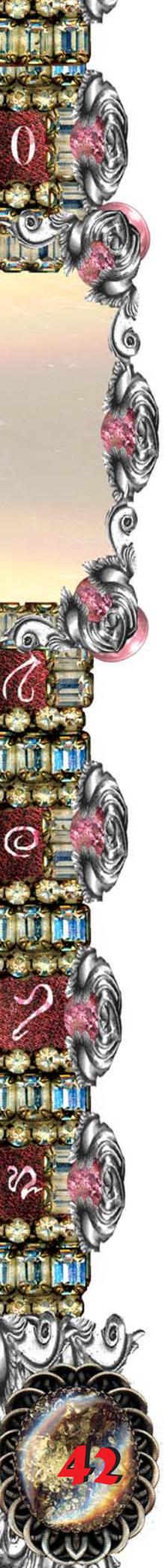
Language's Effect on Manual's DC

The reader is literate in the manual's language.	+0
The manual is written in an ancient form or obscure dialect of a language that the reader understands.	+2
The manual has been translated into a language and alphabet that the reader understands.	+4
The manual is written in an alphabet, but a different language, than the reader understands.	+8*
The manual has been translated into an alphabet, but a different language, than the reader understands	+12*
The manual is written in a different alphabet and different language than the reader understands.	N/A**

* A character with the Philologist feat reduces the difficulty class by four. Therefore, the -8 modifier becomes a -4 modifier and the -12 modifier becomes a -8 modifier.

** The character has no chance of understanding this manual.





Cultural Modifiers to the Manual's DC

Reader and author are of the same race	+0
Reader and author share some racial heritage.	+1
Reader and author are of different races but the same creature type.	+2
Reader and author are different creature types.	+8

For example, a Neutral Good human with a 16 Int and literate in Elven attempts to read a sixty-four page manual written by a Lawful Good elf in an ancient form of Elven. The manual's DC is 16. The manual's modified difficulty class is computed by referring to the preceding charts. Although the reader is fluent in Elven, the manual's ancient form of Elven causes some difficulties, increasing the manual's DC by +2 for a total of 18. Because the author and reader are of different races, but the same creature type, the manual's difficulty class again increases by +2 generating a new DC of 20. Finally, their differing alignments add an additional +1 modifier to the DC resulting in a final modified total of 21. The character must make a successful Int check against this difficulty class if she wants to gain the benefits of this manual. With an Int modifier of +3, she must roll an 18 or higher to succeed. If she possessed the Comprehend Writing feat, she adds an additional +4 to her die roll. She needs two days to read the manual because she reads thirty-two pages per day. (Int $16 \times 2 = 32$).

Benefits

Any benefits bestowed from the comprehension of a manual are permanent, provided that the manual remains in the reader's possession. If the recipient loses access to the manual, the character also loses

Alignment Modifiers to the Manual's DC

Author's Alignment

	LG	NG	CG	LN	N	CN	LE	NE	CE
LG	+0	+1	+2	+1	+2	+3	+2	+3	+4
NG	+1	+0	+1	+2	+1	+2	+3	+2	+3
CG	+2	+1	+0	+3	+2	+1	+4	+3	+2
LN	+1	+2	+3	+0	+1	+2	+1	+2	+3
N	+2	+1	+2	+1	+0	+1	+2	+1	+2
CN	+3	+2	+1	+2	+1	+0	+3	+2	+1
LE	+2	+3	+4	+1	+2	+3	+0	+1	+2
NE	+3	+2	+3	+2	+1	+2	+1	+0	+1
CE	+4	+3	+2	+3	+2	+1	+2	+1	+0

the benefits thirty days afterward. Once the abilities vanish, they can only be restored if the reader again acquires and rereads the manual. This does not necessitate an additional comprehension check. Bonuses gained to AC, attacks, checks and saves are considered insight bonuses. They function as extraordinary abilities rather than spell-like or supernatural abilities.

Misinterpretation

All written works are subject to misinterpretation, and manuals are not an exception. Any character failing her Intelligence check by a number greater than ten misunderstands the manual's message. The character must make a successful Will save against the manual's unmodified DC; otherwise she suffers the consequences of misinterpretation. (The exact consequences are described under each manual.) Furthermore, if she rolls a critical failure of her Will save, she subjects herself to the effects of a gross misinterpretation in addition to the effects of misinterpretation, (also described under the manual.) Spells that cure mental conditions remove the effects.

Using the previous example as a basis, if the human wizard rolled a "4" on her Int check, she subjects herself to the perils of misinterpretation because her total, "7" [4 (her roll) + 3 (her Int modifier)] is fourteen less than the manual's DC. To prevent misinterpretation, her Will save must equal or exceed "16", the manual's original DC.

Format All manuals appear in the following format.

Title

Author: Name, race, alignment

Language: Language, alphabet

DC: Difficulty class

Length: Pages

Background: This section provides information about the manual's author as well as its general purpose and meaning.



Benefit: This section describes the benefits received from correcting interpreting its meaning.

Misinterpretation: This section discusses the perils of misinterpreting the manual's meaning. The misunderstanding of some manuals, however, has no ill effects.

Gross Misinterpretation: This section describes the consequences of gross error.

Market Value: The manual's monetary fair market value.

Athletica

Author: Phyllamus the Mighty/human/CN

Language: Ancient Common/Common

DC: 16

Pages: 154

Background: Roughly half of this strength training manual consists of primitive sketches and crude diagrams describing exercises prescribed by the manual's author, one of the greatest wrestlers in recorded history. A master of his craft, but not exactly the brightest individual, Phyllamus manual enjoys its popularity because of its simplicity and handiness. Gladiatorial schools, military camps and wrestling schools occasionally obtain a rare and coveted copy. At the present time, approximately one hundred copies remain in circulation.

Benefits: The character receives a +2 insight bonus on all Climb, Jump and Swim skill checks.

Misinterpretation: The character loses 9 xp.

Gross Misinterpretation: The character receives a -1 insight penalty to the aforementioned skill checks.

Market Value: 274 gp

The Chronicles of Frazzemor

Author: Frazzemor/elf/NG

Language: Elven/Elven

DC: 18

Pages: 334

Background: This autobiography of the elf wizard, Frazzemor, chronicles his life long struggle against the drow. The manual serves as the basis for much of the surface world's knowledge of drow culture, magic, physiology and religion. Meticulously documented and researched, Frazzemor devotes nearly his entire life story to the study of his underworld cousins, only sparingly mentioning his family background. Only six copies of this manual are rumored to exist, drow agents destroyed the rest, hoping to preserve their secrets.

Benefits: The reader receives a +2 insight bonus to all attack rolls and saving throws against the drow.

Misinterpretation: The character loses 80 xp.

Gross Misinterpretation: Whenever she encounters the drow, she suffers a -1 insight penalty to all attack rolls and saving throws.

Market Value: 2,316 gp

Doctor Kirvowski's Fables and Legends

Author: Milos Kirvowski/human/CG

Language: Common/Common

DC: 18

Pages: 370

Background: Written when he was only twenty-four years old, Doctor Kirvowski's collection of folklore still spellbinds its readers. Currently sixty-three years old, Doctor Kirvowski rarely discusses the work that showered him with accolades as well as misfortune. Hailed by his university as the foremost study of the undead, the unsuspecting author became the unlikely target of several kidnapping and murder plots concocted by covetous necromancers and evil clerics. Frightened by the unwelcome attention, the young doctor fled the university, disappearing from public view for more than thirty years. He recently emerged from hiding, but remains unwilling to discuss his research about the living dead. To the best of anyone's knowledge, approximately twenty copies of the manual exist, although rumors claim that Doctor Kirvowski himself owns at least a dozen of them.

Benefits: The character receives a +1 insight bonus on AC and all attack rolls against the undead. The manual also provides a +2 insight bonus to all Knowledge (undead) checks.

Misinterpretation: The character loses 83 xp.

Gross Misinterpretation: The character loses 208 xp.

Market Value: 2,384 gp

Food for Thought

Author: Shassatull/mind flayer/LE

Language: Undercommon/Elven

DC: 20

Pages: 243

Background: Written in a guttural, staccato form of verse, this nauseating text actually was intended as a cookbook for mind flayers. Contrary to its author's intentions, the manual reveals a collection of unusual anecdotes regarding the mind flayers' culture and society. Bound in humanoid skin and

penned in blood, the macabre manual reinforces common perceptions about these abhorrent creatures. Because the manual proves extremely difficult to properly interpret, only twenty-three copies are known to exist.

Benefits: The reader receives a +4 insight bonus to saving throws against mind flayer attacks.

Misinterpretation: The character loses 160 xp

Gross Misinterpretation: The character receives a -2 insight penalty to all saving throws against mind flayers.

Market Value: 4,300 gp

The Heart of Hell

Author: Egrod de Muurdorg/human/LN

Language: Ancient Common/Common

DC: 24

Pages: 598

Background: The most comprehensive study of Hell ever written, bar none. Egrod examines and speculates about the origins of Hell, its political hierarchy, its inhabitants and its ultimate goals. Written in a scholarly and unbiased format, the manual reserves judgment on the plane's wretched creatures and their practices. Nearly ninety years old at the time of its completion, Egrod devoted fifty years of his life to the manual. Because of the terrifying consequences unleashed by misinterpretation, only a few well-guarded copies exist today.

Benefits: The character receives a +2 insight bonus to AC, attack rolls and saving throws against devils.

Misinterpretation: The character immediately loses 120 xp.

Gross Misinterpretation: The character moves one alignment step closer to Lawful Evil. (The character moves toward evil before law.)

Market Value: 3,522 gp

History of the Orcish Kingdoms

Author: Lubboch the Miserable/orc/LE

Language: Orcish/Dwarven

DC: 13

Pages: 185

Background: Despite this history's extremely selective viewpoint, (all orcish defeats are omitted), it still proves a valuable resource. Clearly the most successful orcish attempt at scholastic research, Lubboch breathes more life into the history's major players than any other orcish chronicler. He even grudgingly praises dwarves and humans, although he still mocks elves at every opportunity. The book's elf skin cover, however, reinforces Lubboch's inherent racial prejudice in

addition to shocking unsuspecting handlers of the manual. Approximately twelve copies are currently in circulation.

Benefits: The character receives a +1 insight bonus to AC and attack rolls against orcs.

Misinterpretation: The character loses 20 xp.

Gross Misinterpretation: The character loses another 50 xp.

Market Value: 599 gp

Innards of Toxins

Author: Barsaborum/half-orc/NE

Language: Orcish/Dwarven

DC: 17

Pages: 135

Background: Despite its author's lack of formal education, Barsaborum's remarkably scientific study of poisons and toxins remains the foremost authority on the subject. Barsaborum, a greatly feared assassin during his lifetime, discusses the ingredients and effects of poisons in addition to the pros and cons of their actual usage. Many thieves' guilds actively seek his infamous manual, hoping to unlock its secrets for their own deadly plots. Fortunately for their potential victims, only fourteen copies remain in existence.

Benefits: The character receives a +2 insight bonus on all saving throws against poison. The character never accidentally poisons herself.

Misinterpretation: The character loses 40 xp.

Gross Misinterpretation: The character receives a -1 insight penalty on all saving throws against poison.

Market Value: 1,150 gp

The Monarch

Author: Ciolino Chevalli/human/N

Language: Common/Common

DC: 18

Pages: 122

Background: Prized by politicians, Ciolino's guidebook to maintaining political power occupies a permanent place on the mantles of many kings and nobility. An admired aficionado of chess, Ciolino refers to the game throughout his treatise. "The masses", he states, "are pawns directed by the king. Show them the path to glory, and their loyalty is yours. Forsake them and risk your undoing." Despite his obvious intellect, Ciolino always remained on the fringes of his king's inner circle. Because of its popular content, his manual is fairly common.



Benefits: The character receives a +4 insight bonus to her Diplomacy skill.

Misinterpretation: The character loses 12 xp.

Gross Misinterpretation: The character receives a -2 insight penalty to her Diplomacy skill.

Market Value: 367 gp

Possession of the Soul

Author: Vnnarzii/tiefling/CE

Language: Abyssal/Infernal

DC: 22

Pages: 204

Background: Chilling and unsettling, Vnnarzii, a tiefling wizard with demonic heritage describes the horrific ordeal of demonic possession. Using blood-curdling imagery, Vnnarzii expresses the sorrow and terror experienced by the victim as she succumbs to the incomprehensible evil overwhelming her. Vnnarzii writes, "With every contorted palpitation of her withering heart, the master's baneful, dark influence coursed through her veins like a plague of ravenous locusts devouring a field of grain. His infectious, festering evil coldly embraced her enslaved body and banished her terrified mind to its darkest recesses." Only six copies of this diabolical manual remain in existence.

Benefits: The character receives a +4 insight bonus on all saving throws against demons.

Misinterpretation: The character immediately loses 160 xp.

Gross Misinterpretation: The character receives a -2 insight penalty on all saving throws against demons.

Market Value: 4,360 gp

Recollections of a Dwarven Gladiator

Author: Grock Oresmasher/dwarf/NE

Language: Dwarven/Dwarven

DC: 15

Pages: 118

Background: Grock, a gladiator for seven years, fondly recalls his combats in the arena. Gory and unspeakably graphic in its violent details, Grock recalls his fiercest battles and most challenging opponents. Grock emphasizes throughout the manual that he attributed his success to his uncanny ability to intimidate his opponent. "A frightened adversary", he writes, "already has one foot in the grave." The most illustrious gladiatorial training schools usually maintain at least one copy of the manual, making it one of the more common manuals in circulation.

Benefits: The character receives a +2 insight bonus to her Intimidation skill and a +2 insight bonus to her Bluff skill.

Misinterpretation: The character loses 6 xp.

Gross Misinterpretation: The character receives a -1 insight penalty to her Intimidation and Bluff skill checks.

Market Value: 190 gp

Unity of Mind and Body

Author: Tsau Huang/human/N

Language: Ancient common/common

DC: 16

Pages: 236

Background: Tsau Huang, the founder of the Mang Quei monastery, completed this legendary martial arts masterpiece nearly six hundred years ago, just prior to his eightieth birthday. Racked by crippling arthritis and practically blind, Tsau Huang's son, Su Huang, transcribed his father's words and drew the manual's numerous illustrations. Scholars consider it one of the monastic system's greatest contributions, a wondrous amalgamation of the virtues of physical prowess and spiritual balance. Only eight copies of the manual survive today, six of which are held in the libraries of renowned monasteries.

Benefits: The character's AC and all unarmed attack rolls receive a +1 insight bonus.

Misinterpretation: The character loses 50 xp.

Gross Misinterpretation: The character loses another 125 xp.

Market Value: 1,418 gp

The Wellspring of Magic

Author: Tiorro the Wise/half-elf/NG

Language: Elven/Elven

DC: 25

Pages: 1,435

Background: Tiorro, the quintessential wizard of his day, spent one hundred and sixteen years studying and research this all encompassing work on arcane studies. The manual describes seven different theories regarding the origins and proliferation of magic as well as its practitioners. Teeming with mind boggling mathematical computations and esoteric philosophies, the manual proves a difficult read for even the sharpest minds. Nevertheless, its tremendous benefits continually appreciate its value. Four copies are known to exist at the present time.

Benefits: The reader receives a +2 insight bonus to all saving throws against arcane spells as well as

a +2 insight bonus on all Scry and Spellcraft checks.

Misinterpretation: The character loses 166 xp.

Gross Misinterpretation: The character receives a -1 insight penalty against arcane spells and a -1 insight penalty on all Scry and Spellcraft checks.

Market Value: 4,791 gp

Writing Manuals

Over time, characters accumulate enough ability and knowledge to write manuals themselves. Endeavoring to share their experience with others, they begin the arduous task of authoring a manual. To begin the process, characters must fulfill the following prerequisites.

Intelligence 15+
 Knowledge (8 ranks in any specific discipline)
 Write Manual feat

After meeting these requirements, the author selects a specific topic within her area of expertise and begins researching the manual. Research lasts for as little as one week or as long as fifty years. Characters allot research time in increments of one week and must state the length of their research time prior to beginning the manual. Once completing these preliminaries, the character begins authoring her manual.

The character spends an equal amount of time writing the manual as she spends researching the manual. Each week the character writes a number of pages equal to the following formula.

$$[(\text{Ranks in Knowledge skill}) + (\text{Int modifier})] \times (\text{Con modifier}) + (\text{her Int modifier again}).$$

For example, an 11th level wizard with a 17 Int, 15 Con and fourteen ranks in Knowledge (undead) decides to spend two weeks researching and two weeks writing her manual about slaying vampires. She produces thirty-seven pages per week. $[14 (\text{her ranks in Knowledge}) + 3 (\text{her Int modifier}) = 17. 17 \times 2 (\text{her Con modifier}) = 34 + 3 (\text{her Int modifier}) = 37.]$

Cost: After determining the length of her manual, the character then pays for its costs using the materials and figures provided in the Scrolls and Spellbooks chapter. In addition, the manual also costs the character a number of gold pieces equal to the points generated by the following calculation as well as half that amount in experience points. This value represents the cost of research, lost income and living expenses. Using the following computation as an example, the character must spend 404 gp and 202 xp in addition to the manual's material costs. The sum of the manual's material costs and secondary costs, (research, lost income etc.) determines its market value.

Characters determine the abilities bestowed by the manual using the following computations.

$$[(\text{Ranks in Knowledge skill} + \text{ranks in Profession (any writing) skill}) \times \text{Int modifier squared} + (\text{the number of weeks spent researching the manual squared})] \times 2.$$

Point Cost

	Type of Bonus			
	+1	+2	+3	+4
Skill Bonus	20	80	180	320
Limited Saving Throw Bonus *	250	1,000	2,250	4,000
General Saving Throw Bonus	1,000	4,000	9,000	16,000
Limited AC Bonus *	250	1,000	2,250	4,000
General AC Bonus	1,000	4,000	9,000	16,000
Limited Attack Bonus *	250	1,000	2,250	4,000
General Attack Bonus	1,000	4,000	9,000	16,000

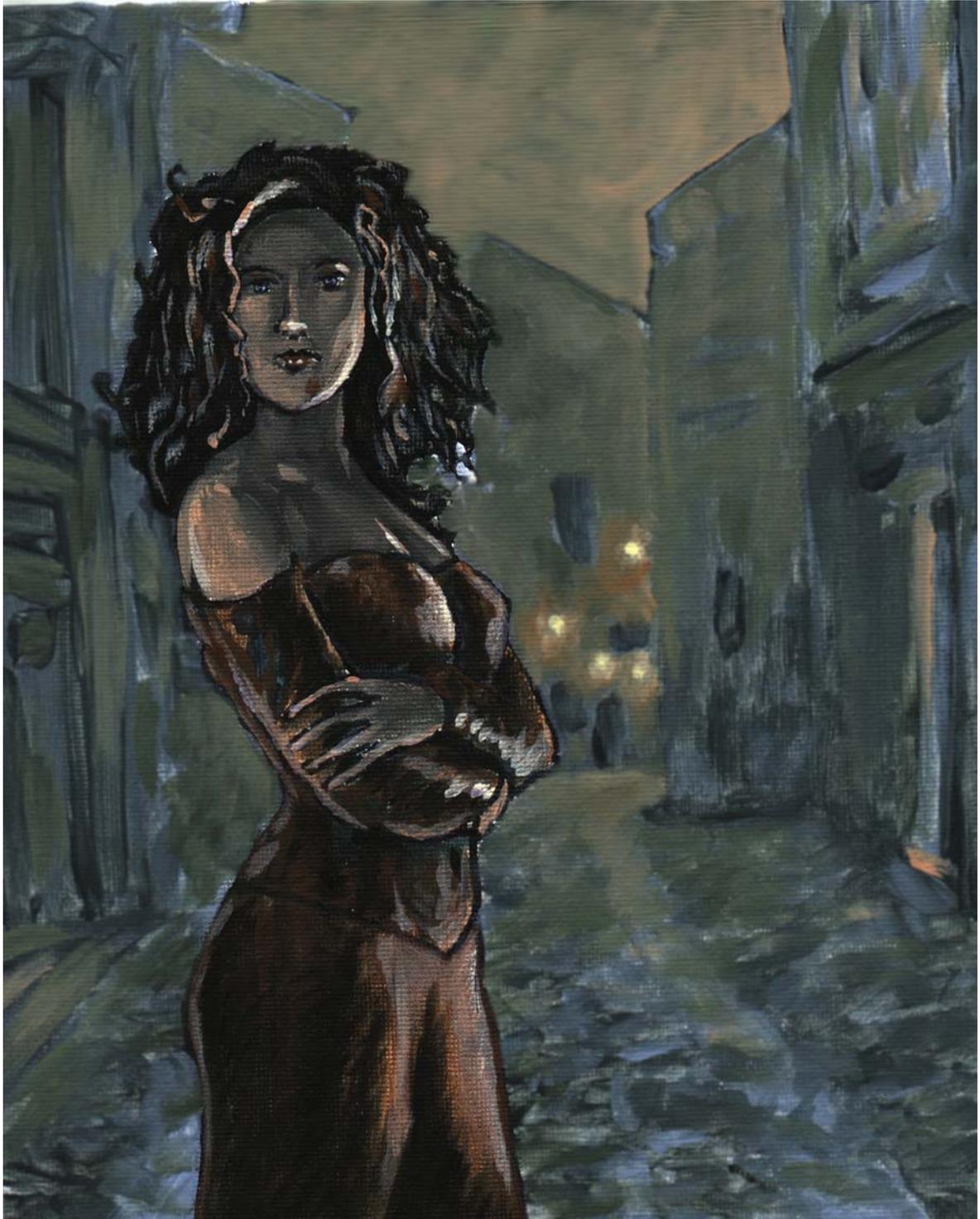
	Type of Bonus			
	+1	+2	+3	+4
Skill Bonus	20	80	180	320
Limited Saving Throw Bonus *	250	1,000	2,250	4,000
General Saving Throw Bonus	1,000	4,000	9,000	16,000

* To qualify as a limited bonus, the character only receives the bonus against one creature. Otherwise, the bonus falls into the general category. For instance, a +1 insight bonus to attack rolls against demons is considered a limited attack bonus. A +1 insight bonus to attack rolls against outsiders is considered a general attack bonus.



Using the preceding example except adding 8 ranks of Profession (poet) yields a total of 404. [14 (her ranks in Knowledge (undead) + 8 (her ranks in Profession (poet) = 22. 22×9 (her Int modifier of 3 squared) = 198. $198 + 4$ (number of weeks spent researching the manual squared) = 202. $202 \times 2 = 404$. With her 404 points, the manual's author purchases any combination of the following insight bonuses.

Any points not spent are lost. Although a character may spend an unlimited amount of time researching her manual, any research time exceeding her Int score is omitted from the calculation. Using the preceding example as a guide, if the wizard spent fifty weeks researching her manual, her points are calculated as if she spent seventeen weeks because the weeks of



effective research exceeding her Int score are not counted.

Difficulty Class: The manual's difficulty class is equal to 10 + the author's ranks in the Knowledge skill minus her Int modifier. Using the preceding example, the manual's DC is 21. [10 + 14 (her ranks in Knowledge (undead)) - 3 (her Int modifier) = 21]. The author automatically understands her own manual.

Misinterpretation: Characters lose a number of experience points equal to the points spent divided by 25.

Gross Misinterpretation: Characters lose additional experience points equal to the points spent divided by 10 or receive an insight penalty equal to half the insight bonus received for successfully understanding the manual.



Chapter 7: Magical Books

Unlike their non-magical counterparts, magical books automatically bestow their benefits upon their readers, obviously increasing their value as well as their scarcity in many instances. Furthermore, authoring magical books remains the restricted domain of spellcasters with the Craft Wondrous Item feat. Despite the steep costs, magical books of all varieties prove a viable and often preferable alternative to non-magical manuals because of their universality, much faster production time and cheaper experience point cost. Despite their apparent synonymous nature, the abilities conferred by the four categories of magical written works differentiate them from each other.

Books

Books provide a myriad of magical abilities, however they do not increase ability scores, AC, attack rolls, saving throws and skill checks. Books are a catchall category for any written work that does not qualify as a libram, manual or tome. The term, book, describes this category as well as all magical written works.

Librams

Usable by only spellcasters, librams enable the reader to create magical constructs. They provide all of the necessary instructions as well as the prerequisite spells. Of course, the libram's user must purchase the composite materials to use the libram.

Manuals

Magical manuals, like their non-magical counterparts, also function as instructional guidebooks, however with a much wider focus. Reading a manual confers an inherent bonus to an ability score.

Tomes

Similar to manuals, tomes improve the reader's attack rolls, saving throws and skills. Any bonus bestowed by a tome is a competence bonus.

Writing Magical Books

Prerequisites: *Comprehend languages*, Craft Wondrous Item, literacy

Costs: Magical books require the expenditure of experience points and gold pieces. The following chart provides a comprehensive review of the experience point cost for most bonuses conferred by magical books.

The definition for the term "limited" remains identical to the definition provided in the Manuals chapter. The following chart details the monetary costs of these abilities. These figures assume that the character is writing a leather-bound book with parchment pages and black ink. Characters may use the materials described in the Spellbooks and Scrolls chapter, but they must also pay the additional costs.

The above figures summarize those provided in the DMG. Other abilities incur the following costs.

Extraordinary and Supernatural Abilities:

Monetary Cost: (HD of damage squared) x 2,000 gp; Experience Cost: Monetary cost divided by 25.

Example: The ankheg's Spit Acid ability costs 32,000 gp because it causes 4 hit dice of damage.

General Abilities

Monetary Cost: (Level of equivalent spell squared) x 2,000 gp.

Example: An extraordinary flight ability costs 18,000 gp because *fly* is a 3rd level spell.

Or

Monetary Cost: [(HD of creature possessing the ability - the number of other extraordinary and supernatural abilities it possesses) x creature's CR] x 2,000 gp; Experience Cost: The monetary cost divided by twenty-five.

Type of Bonus Cost in Experience Points

	+1	+2	+3	+4	+5
Inherent Ability Score	5,100	10,200	15,300	20,400	25,500
Competence Skill Bonus	1	3	7	12	20
Limited Competence Saving Throw Bonus	20	80	180	320	500
General Competence Saving Throw Bonus	80	320	720	1,280	2,000
Limited Competence Attack Roll Bonus	20	80	180	320	500
General Competence Attack Roll Bonus	80	320	720	1,280	2,000

Example: The ghost's Stench ability costs 18,000 gp. The ghost has 4 hit dice and one other ability resulting in a total of 3. It has a CR of 3, hence $3 \times 3 = 9$. Multiplied by 2,000 results in a total figure of 18,000 gp.

Note: GM's must exercise extreme caution in adjudicating the creation of magical books granting its readers extraordinary and supernatural abilities. The calculation is solely intended as a guideline for GM's and players.

Feats

Monetary Cost: (The number of prerequisites +1 squared) \times 2,000 gp.

Note: Ability scores prerequisites do not count in this calculation.

Experience Cost: The monetary cost divided by 25.
Example: Far Shot costs 8,000 gp because it has one prerequisite. ($1 + 1 = 2$. 2 squared equals 4 and $4 \times 2,000 = 8,000$).

Libram Costs

Spells

Monetary Cost: Spell level \times caster level \times 25 gp;
Experience Cost: Monetary cost divided by 25.

Example: *Transmute mud to rock* cast by a 9th level wizard costs 1,125 gp.

Creating the Construct

Monetary Cost: [(HD + number of extraordinary abilities)] + [2 \times (spell-like and supernatural abilities)] \times 2,000 gp; **Experience Cost:** The monetary cost divided by 25.

Example: A libram instructing the creation of a flesh golem costs 24,000 gp in addition to the cost required for its spells. [9 (the flesh golem's hit dice) + its 3 extraordinary abilities = 12. $12 \times 2,000 = 24,000$ gp.]

Special

The libram's author must create a magical construct using the traditional methods before she may draft a libram. Hence, a wizard attempting to write a libram on constructing flesh golems, must have already created a flesh golem using the guidelines and procedures described in the MM.

Spell-like Effects

Monetary Cost: Spell level \times caster level \times 2,000 gp
Experience Cost: Monetary cost divided by 25.
Example: *Cone of cold* cast at 9th level costs 90,000 gp.

Language: All magical books bestow the spell *comprehend languages* on its reader at not additional cost to the author or reader.

Market Value: The book's market value is equal to its cost including any additional expenditure for unusual materials such as a golden cover or vellum pages.

Pages: Unless otherwise stated, the book's pages are equal to its cost in gold pieces divided by ten. The same 48,000 gp book described above contains 480 pages.

Reading Time: Unlike non-magical manuals, a character reads a number of pages per day equal to quadruple her Int score.

Special Features: Magical books possess several unique features differentiating them from normal manuals. Mostly importantly, books impart their magic only once. Once triggered, its magical properties dissipate and vanish forever. This rule applies to all magical books. In addition, comprehension is not required. Its reader automatically understands the book and immediately receives its benefits upon completion, unless it specifies otherwise. This rule applies to all books except librums, which only an arcane spellcaster can read.

Time: Characters write magical books in a number of days equal to the book's monetary cost divided by 1,000. A character writing a book with a monetary cost of 48,000 gp completes the task in forty-eight days.

Weight: The book weighs one pound per 100 pages in addition to the weight of its cover.

Magical Books

Unlike its counterparts, magical books do not bestow bonuses to ability scores, AC, attack rolls, saving throws and skill checks. Instead, they benefit their readers with many unique and unusual abilities not acquired through magical librums, manuals and tomes. The majority of magical written works are magical books.

Accounting Ledger: This wafer thin ledger holds twelve pages of complex mathematical equations. A successful Knowledge (mathematics) check (DC 15) reveals that each page contains one equation that always results in a final sum of twenty. Reading the book has no effect, yet tearing a page out and eating it triggers the book's magical effect. The character may breathe a 20 ft. cone of flame inflicting twenty points of damage, Reflex save (DC 14) $\frac{1}{2}$. The character can hold the breath weapon in abeyance for one minute, however failing to expel the flames after one minute automatically inflicts twenty points of damage to





the user with no saving throw. Eating another page from the book within ten minutes of the last page negates the page's effects and nauseates the character for ten minutes.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *fireball*; *Market Value:* 4,500 gp.; *Weight:* 5 lb.

Ariana's Exponential Book of Spells: The crafty wizard Ariana penned twenty-three of these unusual texts during the course of her extensive lifetime. Only arcane spellcasters possess the necessary knowledge to read the book. The reader acquires the feats *Enlarge Spell* and *Extend Spell* at no additional cost.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item; *Market Price:* 4,000 gp; *Weight:* 5 lb.

Big Cat Journal: Seemingly an exhaustive study on the lifestyle of large cats such as cheetahs, leopards, lions and tigers, the reader only realizes the book's magical effects upon completion. Her base speed immediately increases to 50 ft., and she acquires the cheetah's *Sprint* ability in addition to the leopard's *Pounce* and *Scent* abilities.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *haste*; *Market Value:* 12,000 gp; *Weight:* 5 lb.

The Book of Flames: The image of a bright red dragon frequently appears on the book's golden cover. Slightly warm to the touch, *The Book of Flames* usually contains 3d10 pages when discovered. Reading the book triggers no effect, although a successful *Spellcraft* check reveals that the pages contain the formula for a *fireball* spell. Tearing a page from the book and hurling it at a target triggers the spell's effects. Despite the page's lack of weight, it may be thrown at any target with 60 ft. Upon reaching its destination, the page bursts into flame causing 5d6 points of fire damage, Reflex save (DC 14) ½.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *fireball*; *Market Price:* 11,250 gp; *Weight:* 11 lb.

The Book of Scrolls: Even to the accomplished wizard, this fairly ordinary leather bound book appears to be a small spellbook. However, *identify* reveals the unusual book's true purpose. When discovered, the book contains 3d10 pages of randomly determined 1st through 3rd level spells. Each spell occupies one page per level, just as if it were in a spellbook. Unlike a normal spellbook, the spellcaster quickly realizes that the book's spells cannot be transcribed into her spellbook or memorized. However, placing a blank piece of parchment, vellum or paper upon one of the pages and closing the book begins the magical transformation. Over the course of the next eight hours, the book transcribes the corresponding spell onto the blank page. The spell disappears from the book and appears on the previously blank page,

creating a scroll. The book's usage is restricted to arcane spellcasters.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *Scribe Scroll*, *secret page*; *Market Value:* 11,250 gp; *Weight:* 4 lb.

Breath of Winter: Originally written by frost giant wizards, the book now circulates throughout many of the humanoid communities within the arctic regions. Every 1d4 rounds, the reader may unleash a 15 ft. cone of cold inflicting 4d6 points of damage. A successful Reflex save (DC 16) halves the damage.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *cone of cold*; *Market Value:* 32,000 gp; *Weight:* 7 lb.

The Gargoyle's Tales: Easily one of the strangest and most difficult magical books to acquire, the book occasionally appears in the company of architects and engineers. On first glance, the book seems to be a fictional work describing a multitude of events witnessed by a gargoyle affixed to a temple's roof. Yet, magical writing concealed within the text bestows the gargoyle's *Freeze* ability on the reader. The recipient can hold herself still to appear as a statue. An observer only notices that she is alive on a successful Spot check (DC 20).

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *statue*; *Market Price:* 32,000 gp; *Weight:* 7 lb.

Guru's Guide to Knowledge: Teeming with anecdotal trivia and obscure facts, *Guru's Guide* imbues its reader with tremendous volumes of information. She automatically succeeds on all Knowledge skill checks for one week, regardless of whether she is trained in the specific field of Knowledge.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *vision*; *Market Value:* 74,000 gp; *Weight:* 11 lb.

The Killing Blow: Crippled and near death, the great monk, Zvi Chang Tso, imparted the secrets of his masterful fighting techniques upon his most trusted friend and advisor, the wizard Khouani. Khouani transcribed Zvi's words verbatim, forming the foundation for this famous book. Anyone reading the book acquires the *Stunning Fist* feat without any additional cost. The book does not bestow any of its prerequisite feats upon the reader, however only individuals with a Dex and Wis score equal to or exceeding 13 may read it. Anyone not meeting these requirements is unable to read the book.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *Tensor's transformation*; *Market Price:* 18,000 gp; *Weight:* 5 lb.

Sandpaper: Although its pages are gritty and coarse to the touch, only magical investigation reveals the ledger's actual properties. Whenever

one of the book's 3d10 pages is removed and rubbed against the blade of a slashing weapon, it imbues *keen edge* on the weapon for one hour. Once its pages are exhausted, the ledger loses all magical properties.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *keen edge*; *Market Value:* 13,500 gp; *Weight:* 4 lb.

Secrets of the Enchantress: Anyone reading the book acquires the ability to *charm person* three times per day as if she were a 3rd level sorcerer.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *charm person*; *Market Price:* 3,240 gp; *Weight:* 5 lb.

Sketchbook: Resembling an artist's portfolio, this thin leather bound book contains ten sketches of an assortment of unique items. Reading the book has no effect, however whenever a page is torn from the book and tossed to the ground, the page transforms into the sketched item. Although the sketches vary slightly, the majority of these unusual books contain the following sketches.

Ladder: 20 ft. long wooden rung ladder

Disguise kit: The disguise kit adds a +2 bonus to disguise checks

Rowboat: 10 ft. long, 4 ft. wide rowboat with two oars

Water jug: 2 gallon jug of clean, fresh water

Crow bar: 2 ft. long iron bar

Portable ram: Adds a +2 circumstance bonus to breaking open doors

Masterwork thieves' tools: Adds a +2 circumstance bonus on Disable Device and Open Locks checks.

Tent: Sleeps two humanoids

Cold weather outfit: Adds a +5 circumstance bonus against cold exposure

Alchemist's Fire: Hurlled as a grenadelike weapon causing fire damage

All of the items are permanent, but they cannot be restored to paper form.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *fabricate*; *Market Value:* 11,250 gp; *Weight:* 1 lb.

Spelltrap: Unlike most magical books, Spelltrap is designed to capture magical energy rather than unleash it. Covered by a pair of polished silver mirrors, the book always contains 100 pages, although captured magical writing usually fills 10d10 pages. Spelltrap only negates arcane spells cast by wizards and all spells cast from scrolls. Using the book requires a ready action. After declaring the ready action, its owner holds the book open by grasping its covers. Whenever one of the aforementioned magical effects is directed at the bearer, Spelltrap automatically absorbs and transcribes the spell into the book. Spells captured in this manner occupy

one page per spell level, so a 4th level spell requires four pages. If the book does not contain enough pages to hold the spell, the spell functions normally. It does not negate area of effect spells. Wizards cannot erase or produce scrolls from the captured spells, however they may transcribe arcane spells into their spellbooks. When all of its pages are exhausted, they crumble into dust leaving only the silver covers.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *spell turning*; *Market Price:* 68,250 gp; *Weight:* 12 lb.

Summoner's Tales: Written entirely in poetic verse, this eclectic band of fables and stories describes the adventures of nine different creatures. Although seemingly non-magical on the surface, the reader soon discovers that she may read only one tale at a time. After completing each story, the book reveals a command word to the reader, allowing her to summon its subject as if she cast *summon monster*. If she does not summon it immediately, the story remains fresh in the reader's mind for twenty-four hours before fading from memory. Unlike the spell, the summoned monster remains until slain or the story vanishes from her memory, whichever comes first. Summoning the story's protagonist or forgetting the story allows the reader to proceed to the next tale. The monster summoned and the length of each story appear below.

Celestial dog (animal)- four pages

Celestial eagle (animal)- nine pages

Celestial black bear (animal)- thirteen pages

Celestial lion (animal)- eighteen pages

Celestial pegasus- twenty-two pages

Celestial unicorn- twenty-seven pages

Celestial elephant- thirty-one pages

Lillend- thirty-six pages

Couatl- forty pages

The reader's alignment does not influence the monster summoned.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item, *summon monster I, II, III, IV, V, VI, VII, VIII and IX*; *Market Value:* 20,250 gp; *Weight:* 6 lb.

Travel Log: This thin ledger's 2d8 pages are always blank when the book is first discovered. Non-magical probing fails to discern any of the book's magical properties, causing many of its owners to conclude that it possesses no special abilities. Magical investigation uncovers its true purpose. Whenever the book's owner writes a description of a particular locale or draws a map or sketch of the destination, it immediately teleports her to the desired location without error. The ability is subject to the limitation that she cannot teleport to a specific location that she has never seen, such as the king's bedchamber or inside his



treasure vault. Attempting to use the ability in this manner destroys the page. Once all of the pages are used, the book loses all magical properties.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *teleport without error*; *Market Value:* 17,150 gp; *Weight:* 2 lb.

The Turn of the Blade: After appearing a century ago, copies of this immense book continue to circulate through the ranks of privileged noblemen and other individuals of vast economic resources. Anyone reading the book gains the Whirlwind Attack feat at no additional cost. The book does not bestow any of its prerequisite feats upon the reader, however only individuals with an Int and Dex score equal to or exceeding 13 may read it. Anyone not meeting these requirements is unable to read the book.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *Tenser's transformation*; *Market Price:* 72,000 gp; *Weight:* 11 lb.

Librams

Librams occupy a specific niche in the realm of written works. They impart a unique ability to the reader, enabling her to create a magical construct in a less time consuming and costly manner. Librams function as a magical blueprint, providing the spells and magical incantations as well as the composite materials necessary to bring a magical construct into existence. Although the libram supplies all of the magical tools required for its construction, the reader must still supply the construct's composite materials. Librams are among any spellcaster's most prized possessions.

Librams used to create traditional golems such as flesh, clay, stone and iron contain all of the spells mandated by their construction requirements in the MM. The librams presented below provide additional examples for usage by arcane and divine spellcasters.

Libram of Coal: This unusual magical construct serves as an economical alternative for many arcane spellcasters. The book's covers are always crafted from two pieces of anthracite bound in leather. The golem's composite material is 500 pounds of anthracite costing 500 gp.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *fabricate*, *fireball*, *geas/quest*, *limited wish*, *polymorph any object*, *stoneskin*; *Market Price:* 40,650 gp; *Weight:* 10 lb.

Coal Golem

Medium Construct

Hit dice: 9d10 (49 hp)

Initiative: -1 (Dex)

Speed: 20 ft. (can't run)

AC: 21 (-1 Dex, +12 natural)

Attacks: 2 slams +12 melee

Damage: Slam 2d8+6

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

Special Attacks: Breath weapon

Special Qualities: Construct, magic immunity, damage reduction 15/+1

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 10-17 HD (Medium); 18-37 HD (Large)

Fashioned entirely from anthracite, coal golems appear as bipedal humanoids standing roughly six feet tall and weighing 500 pounds. Although seamless and fluid, coal golems still walk with a lumbering gait. Mystical white runes cover its upper torso and arms in addition to its forehead.

Combat

Coal golems are powerful foes, immune to most spells and impervious to ordinary weapons.

Breath Weapon: As a free action every 1d4 rounds, coal golems unleash a 5 ft. wide, 30 ft. long blast of coal dust causing 3d8 points of abrasion damage. A successful Reflex save (DC 14) halves the damage.

Magic Immunity: Coal golems are immune to all spells, spell-like abilities and supernatural abilities, except as follows. Being made from coal, and therefore very flammable, fire based spells inflict an additional 1d6 points of damage per spell level. For example, a *fireball* causes 3d6 points of damage plus its normal damage. *Transmute rock to mud* and *stone to flesh* slow the coal golem for 2d6 rounds. *Transmute mud to rock* heals 6d6 hit points.

Libram of Music: Crafted with beautifully adorned brass covers and vellum pages, bards treasure this unusual libram. Although any arcane spellcaster may read the libram, its usage remains the exclusive domain of bards. The golem's construction requires 120 lb. of masterwork musical instruments costing 6,000 gp. Brass instruments are most commonly used.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, bull's strength, geas/quest, sculpt sound, shout; Market Value: 36,375 gp; Weight: 13 lb.

Instrument Golem

Large Construct

Hit Dice: 11d10 (59 hp)

Initiative: -1 (Dex)

Speed: 20 ft. (can't run)

AC: 23 (-1 Dex, -1 size, +15 natural)

Attacks: 2 slams +14 melee

Damage: Slam 2d10+7

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

Special Attacks: *Shout*

Special Qualities: Construct, magic immunity, damage reduction 20/+2

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 12-21 HD (Large); 22-33 HD (Huge)

Instrument golems resemble macabre marionettes with an assortment of brass and wooden appendages connected by strings from harps, mandolins and violins. Instrument golems retain a bipedal humanoid form, often using an upside down guitar or mandolin as a head with its cavity functioning as an eye. Despite its vaguely humanoid shape, instrument golems appear as a random collage of brass and wooden parts.

Combat

Instrument golems strike with their two appendages, usually created from the frames of large instruments such as harps or organ pipes. Instrument golems prove no less dexterous than other golems, a fact that surprises many of its victims.

Shout (Su): Once every 1d4 rounds, instrument golems release a blast of sound affecting everything within a 20 ft. radius. The blast's effects duplicate those of the *shout* spell, allowing the victim Fortitude save (DC 14) to partially negate the effects.

Magic Immunity (Ex): Instrument golems are immune to all spells, spell-like abilities and supernatural abilities, except as follows. *Warp wood* slows instrument golems for 2d6 rounds, while *silence* causes 4d6 points of damage. Instrument

golems do not receive saving throws against either spell.

Libram of Shrouds: In many cultures where mummification is a common burial practice, clerics of death deities fashion these bizarre creatures to prevent the plundering of the decedent's tomb by thieves. The book's pages are constructed from a special paper formulated from the cloth burial shrouds of the deity's dead worshippers. Only a spellcaster with access to divine spells can craft a shroud golem. The golem's material components are 300 square feet of burial cloths and linens as well as one gallon of myrrh costing 1,000 gp.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, animate objects, bestow curse, geas/quest, make whole, miracle; Market Value: 45,050 gp; Weight: 8 lb.

Shroud Golem

Medium Construct

Hit Dice: 10d10 (55 hp)

Initiative: -1 (Dex)

Speed: 15 ft. (can't run)

AC: 20 (-1 Dex, +11 natural)

Attacks: 2 slams +11 melee

Damage: Slam 2d8+4

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

Special Attacks: Disease, stench

Special Qualities: Construct, magic immunity, damage reduction 15/+1

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 19, Dex 9, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 11-19 HD (Medium); 20-31 HD (Large)

The unmistakable odor of death and decay accompanies these strange magical creations. Shroud golems appear as a flat, but thick rectangular ivory cloth covered with mottled, brown stains and tufts of withering hair. They stand nearly five feet high and three feet wide. Two stubby gatherings of cloth at the bottom of its hem function as feet, enabling the creature to move. Shroud golems possess two mottled holes near the top of their hems that many believe are eyes.

Combat

Shroud golems strike opponents by whipping both of its top corners at its target. The foul stench of

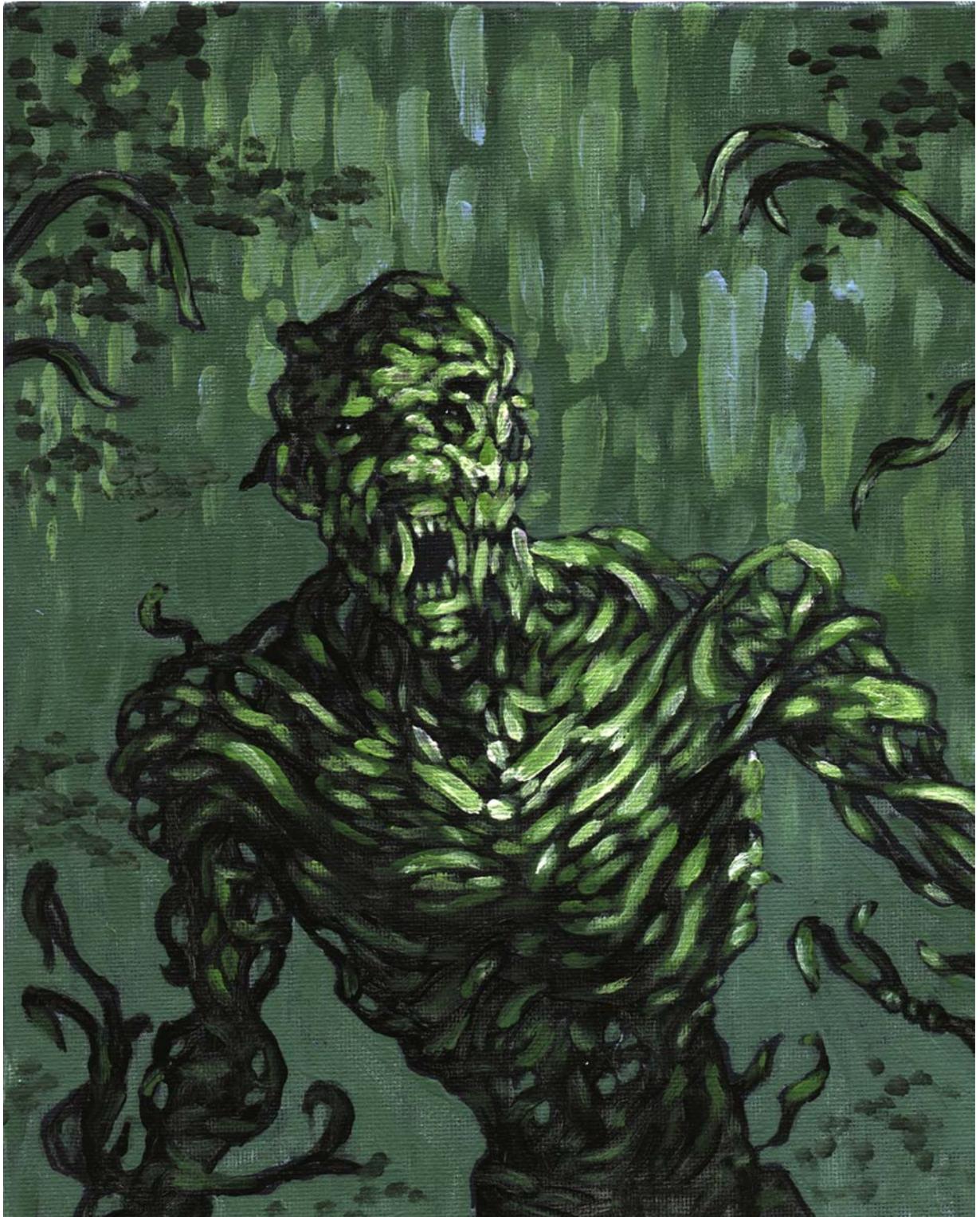


death pervades the area around the golem, nauseating many of its opponents.

Disease (Su): A blow from a shroud golem inflicts its victim with the supernatural disease mummy rot unless the victim makes a successful Fortitude save (DC 20). Mummy rot's exact effects are described on page 74 in the DMG.

Stench (Ex): The disgusting odor of death nauseates anyone within ten feet of the shroud golem unless the victim makes a successful Fortitude save (DC 13). Anyone nauseated by a shroud golem suffers a -2 circumstance penalty to all attacks, damage and saves for 1d4+4 minutes.

Magic Immunity (Ex): Shroud golems are immune to all spells, spell-like abilities and



supernatural abilities, except as follows. *Dispel magic* automatically slows a shroud golem for 2d6 rounds, and *remove disease* causes 3d6 points of damage with no saving throw allowed.

Libram of Vines: Druids prize these extremely rare librums, always wrapped in a simple pine cover bound in leather with paper pages. Only a spellcaster with access to divine spells may construct a vine golem. Constructing the golem requires 250 pounds of vines no less than one inch in diameter, although the cost is fairly nominal, 50 gp.

Caster Level: 16th; *Prerequisites:* Craft Wondrous Item, *awaken, barkskin, command plants, control plants, entangle, liveoak, reincarnate, wood shape;* *Market Price:* 50,800 gp; *Weight:* 9 lb.

Vine Golem

Large Construct

Hit Dice: 13d10 (71 hp)

Initiative: -1 (Dex)

Speed: 30 ft. (can't run)

AC: 24 (-1 Dex, -1 size, +16 natural)

Attacks: 4 slams +16 melee

Damage: Slam 2d10+8

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

Special Attacks: Strangulation

Special Qualities: Construct, magic immunity, damage reduction 25/+2

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

Abilities: Str 27, Dex 9, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 14-22 HD (Large); 23-43 HD (Huge)

Vine golems appear as grotesque bundles of gangly parasitic vines fashioned into a gaunt humanoid shape. They possess a small head with two rotting acorns functioning as eyes as well as four whip-like appendages branching off from its thin main body. Two masses of gnarled vines provide its means of locomotion. Vine golems reach a height of 9 feet and weigh roughly 250 pounds.

Combat

The vine golem's frail appearance belies its awesome strength and impressive array of combat abilities.

Strangulation (Ex): Whenever a vine golem scores a critical hit, its appendage wraps itself

around its victim's throat. The vine golem automatically inflicts 2d10+8 points of subdual damage to the victim every round until the victim escapes or the vine golem is destroyed. Characters ensnared by the vine golem's powerful limb may escape by defeating the vine golem in an opposed Strength check, through the usage of her Escape Artist skill or by slaying the vine golem. When her subdual damage equals her hit point total, the victim is staggered. When her subdual damage exceeds her hit point total, she becomes unconscious. The vine golem slays unconscious victims after driving any remaining allies from the combat.

Magic Immunity (Ex): Vine golems are immune to all spells, spell-like abilities and supernatural abilities, except as follows. Fire based spells and spell-like abilities cause 1d8 points of damage per spell level. Vine golems do not receive saving throws for the following spells: *warp wood* reduces its natural AC bonus by four for 2d6 rounds. *Diminish plants* causes 3d6 points of damage, while *plant growth* heals 3d6 points of damage.

Manuals

Magical manuals increase the reader's ability to perform certain tasks, resist the magical abilities of other creatures, attack opponents with improved efficiency and avoid their opponent's blows. Unlike their non-magical counterparts, magical manuals impart their wisdom through mystical means rather than comprehension. Unless otherwise specified, any character class may read and receive the benefits of a magical manual. Consistent with all other magical books, once the manual is read its writing and magical properties disappear.

Magical manuals usually provide general benefits rather than the more specific abilities imparted by non-magical manuals. They do not, however, lose any of the individuality of their cousins. The handful of manuals presented below amply demonstrates their uniqueness.

The Archer's Manual and Guide: Contained within the simple, pine covers of this manual are numerous diagrams and advice regarding the proper methods of firing all varieties of bows and crossbows. Elves covet these manuals, handsomely paying anyone able to write or purchase it. Anyone reading the manual receives a +2 competence bonus on all ranged attacks with a bow or crossbow.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item; *Market Value:* 8,000 gp; *Weight:* 4 lb.

Manual of Agility: The manual's author, a former wizard turned circus acrobat named Cilio





the Daring, penned this manual while on tour with his troupe. An expert at leaping, tumbling and other feats of dexterity, Cilio's manual provides graphic illustrations demonstrating his flexibility exercises and techniques. Anyone reading the manual receives a +2 competence bonus on all Balance, Climb, Jump and Tumble skill checks.

Caster Level: 5th; Prerequisites: Craft Wondrous Item; Market Value: 320 gp; Weight: 4 lb.

Manual of Mysticism: Authored by a wizard in the employ of a powerful thieves' guild, this golden covered manual discusses tactics employed against arcane spellcasters. Initially intended to foil magical traps, copies of the manual eventually fell into the hands of fighters and clerics hoping to use its power for their own purposes. Anyone reading the manual receives a +3 competence bonus on all saving throws against arcane spells cast by bards, sorcerers and wizards. This bonus does not apply to arcane spells discharged from magical items or as spell-like abilities.

Caster Level: 11th; Prerequisites: Craft Wondrous Item; Market Value: 18,000 gp; Weight: 11 lb.

Manual of the Netherworld: Legions of demons and devils seek and destroy all copies of this potent manual. Written by an anonymous wizard untold centuries ago, the manual instructs its reader in the art of combating all evil outsiders including the aforementioned creatures. The reader receives a +4 competence bonus to all attack rolls against evil outsiders as well as a +4 competence bonus to all saving throws against their attacks.

Caster Level: 14th; Prerequisites: Craft Wondrous Item; Market Value: 64,000 gp; Weight: 10 lb.

Manual of Slaying: Gwendolyn the Heroic, one of the greatest female paladins in recent memory penned this authoritative guide to combat prowess. At first glance, the manual appears to be Gwendolyn's autobiography, however manual's powerful magic is intertwined with its beautiful words and phrases. Anyone reading the manual receives a +2 competence bonus to all attack rolls.

Caster Level: 8th; Prerequisites: Craft Wondrous Item; Market Value: 8,000 gp; Weight: 4 lb.

points. The unwillingness of most spellcasters to sacrifice experience points in this manner drastically limits their production. Several examples of tomes appear in the DMG.

Tomes

Despite their tremendous potency, tomes are easily the rarest and also the most limited magical books appearing in only six different basic varieties. Tomes inherently increase one of the reader's ability scores. Because they permanently increase an ability score, the production of tomes requires an expenditure of a vast quantity of experience

Chapter 8: Artifacts

While most magical books grant readers one or more beneficial effects without harm, a few extremely rare books bestow tremendous powers at a terrible price. Hushed whispers describing these dreadful tomes of ill-gotten knowledge circulate amongst an overly ambitious circle of nefarious beings seeking their power regardless of the cost. Between the covers of these unique written creations lie secrets preferably left undiscovered and sickening rituals utterly defying logic. Most were written countless centuries ago by long deceased authors whose names still conjure fear and terror. Despite the horrific risks and foreboding legends surrounding them, scores of foolhardy and arrogant individuals remain convinced that they possess the inner strength to master the books' dreadful mysteries while taming its malevolent side effects. Yet without fail, they eventually succumb to its will irretrievably enslaved and corrupted by its enrapturing words and awesome magical potency.

Artifacts possess unusual properties that differentiate them from other magical books; consequently they are governed by a different set of rules. All artifacts are unique creations incapable of being duplicated. Although its cover and pages can be physically removed or destroyed, mortal magic proves unable to alter, copy, destroy or dispel the written contents of an artifact. Physical destruction is merely a temporary setback, because the book inexplicably repairs itself, replacing damaged pages and covers virtually instantaneously. In contrast to other magical books, reading an artifact does not erase its mystical writing or dissipate the magical energy bound to its words. Furthermore, the powers bestowed upon the reader remain in effect so long as she maintains actual possession of the artifact. Losing possession of the artifact negates all of the abilities bestowed by the artifact. Of course, separation from an artifact proves hardly an amicable split. The book's reader faces a constant internal struggle against its baneful, hypnotic control over her mind. The battle only ceases when she reacquires the artifact or meets her demise.

Acquiring an Artifact

Artifacts by their very nature are extremely rare and difficult to acquire. The artifact's current and previous owners constantly vie for its possession, unwilling to cede it without a protracted and often fatal struggle. Unlike other magical items, artifacts possess a limited intelligence that craves attention and revels in the jealous emotions stirred by its

mere presence. Imbued with its author's obsessive vanity and primordial lust, their creators flaunt the item's tremendous power, crafting the artifact from only the finest and most exotic materials. Despite its lustrous or sinful exterior, only magical investigation reveals its true nature. Artifacts possess SR 30 against magical inspection; otherwise they remain unaffected by mortal magic.

The act of merely reading a single word triggers an artifact's incredible magical powers as it attempts to bestow a powerful curse upon the reader. At that point, she must decide whether to stop reading the book or continue. If she chooses to stop reading the artifact, she must make a successful Will save against the artifact's difficulty class. Success enables her to walk away from the artifact without any ill effects. On the other hand, failure compels her to continue reading the artifact to its conclusion. Any external attempt to prevent a willing or unwilling reader from reading the artifact book to its conclusion subjects them to the consequences of its potent curse described in much greater detail in the next sub heading. The artifact's owner continuously reads the book without respite for food, water, sleep or other necessity, even though she still suffers the effects of deprivation. Because of her maniacal drive to acquire its secret and powers, she reads a number of pages per hour equal to her Intelligence score. Completing the artifact book bestows its dreadful abilities upon the reader.

The Artifact's Curse

As previously mentioned, artifacts never willingly release its readers from its dreadful curse. The curse manifests itself in a manner unique to each artifact, however the basic principles remain unchanged. Somehow the artifact entrenches itself within its reader's mind, subconsciously attacking her beleaguered psyche without respite. It remains a constant presence, never relinquishing its suffocating grip irrespective of the passage of time. In fact, artifacts use time as a weapon, eventually wearing down the resistance of its quarry until it again succumbs to its venomous will.

While the act of separating oneself from an artifact remains a conscious decision, the actual abandonment of the artifact proves a subconscious battle of will. Each artifact possesses a unique difficulty class that measures the artifact's grasp upon its subject. Once per month, a reader may attempt to escape the artifact's control by rolling a Will save equaling or exceeding the artifact's difficulty class. If successful, the reader





relinquishes possession of the artifact and is temporarily free from its influence. Failure reaffirms the artifact's control over the reader, preventing her from making another attempt until the following month.

Those that succeed initially experience a wave of euphoria falsely believing that she exercised the artifact's presence from her body. However, a day later she senses the return of its ominous force. At first, its yearning seems passive and meek, however in time the potency of its calling increases, constantly beckoning her to join it. Resisting the urge to heed its call becomes a daily struggle of wills. Every morning, the character must make a successful Will save where the difficulty class equals the number of days that she has been separated from the artifact. Regardless of the length of separation, the Will save's difficulty class can never exceed the difficulty class required to initially separate oneself from the artifact. For instance, if a 10th level wizard abandoned the artifact ten days ago, she must make a successful Will save (DC 10) to resist its influence. Failing this saving throw overwhelmingly compels the reader to retrieve the artifact as if under the influence of a *geas/quest*. However, unlike the *geas/quest* spell, no mortal magic is potent enough to remove the artifact's curse. The reader either rejoins the artifact or dies trying. Some readers attempt to circumvent the artifact's curse through the use of spells such as *magic circle against evil* and *protection from evil*. Although these spells inhibit the exertion of mental control, they do not negate the necessity of a daily Will save or prevent the consequences from a failed Will save. The artifact's influence is the result of a curse and not a charm or other mind affecting magic.

Destroying an Artifact

Despite their virtual omnipotence, all artifacts are vulnerable to at least one means of destruction. However, any attempt to destroy an artifact or obtain information to that end subjects its owner to the same effects as separation from the artifact. Likewise, the artifact's owner reacts to external attempts to destroy or acquire knowledge of the artifact's means of destruction in a violent and hostile manner. For instance, if Shuranda the wizard possesses the Book of Insatiable Avarice, and her colleague casts a *legend lore* spell on the artifact to determine its potential means of destruction, Shuranda immediately attacks her ally. Of course, this situation is not applicable if neither Shuranda nor the artifact has any actual knowledge of the effort, such as her ally obtaining

the services of a renowned sage without consulting Shuranda.

There are several methods of acquiring the knowledge necessary to permanently destroy an artifact. Powerful spells such as *legend lore*, *limited wish*, *miracle* and *wish* reveals this information subject to the artifact's spell resistance against magical probes. Furthermore, a successful Knowledge skill check provides the information as well. (Each artifact describes the difficulty class and field of study necessary to acquire the data.) Either way, destroying an artifact proves an arduous and dangerous undertaking.

Format

All of the artifacts presented here share the same format. Each subheading describes and discusses the artifact's particular feature in detail.

Title: Self-explanatory

DC: This is the difficulty class used for all Will saves related to the reading, separation or destruction of the artifact.

Physical Appearance: The artifact's physical appearance as well as its number of pages and materials used is described here.

Background: The artifact's origins, previous owners and current whereabouts are described in this section.

Powers: All of the abilities bestowed upon the reader are discussed here.

Curse: All of the artifact's malevolent side effects are described in this section.

Destruction: This section describes the means of destroying the artifact.

The Book of the Dead

DC: 25

Physical Appearance: The book's macabre, nauseating cover is crafted from the rib bones of a humanoid and bound together by the creature's sinewy tissue. The monstrous creation is then wrapped in a leather cover fashioned from the creature's skin. Its 106 pages of bloody ink are formulated from parchment created with humanoid skin. Merely viewing the disgusting book demands Fortitude save (DC 14) to avoid 2d10 rounds of uncontrollable nausea.

Background: The book's ineffably evil author, the wicked lich priest Kamal Izharri, wrote this damned creation more than 1,000 years ago. Consumed by an unquenchable hatred and envy for the world of the living, the venomous Kamal sought utter mastery over the animated bodies and spirits of the dead, using them as tools of his vengeance against his most bitter rival, King

Heliopolus. At one time, Heliopolus and Kamal acted as allies, awaiting the earthly departure of Heliopolus' father, King Diocedes. The two hateful comrades forged an unholy pact to share power if Kamal devised a means of killing Diocedes without arousing suspicion. The ever-resourceful priest contacted one of his miscreant associates, an apothecary adept at brewing deadly narcotics. With the apothecary's aid, Kamal succeeded in poisoning the aging king, making his death appear natural. However, unbeknownst to Kamal, Heliopolus learned of Kamal's contact with the apothecary. After succeeding his father as king, Heliopolus produced the apothecary along with his testimony against Kamal. Forewarned by his priesthood of Heliopolus' treachery, the renegade priest fled the kingdom, biding his time until he secured the power to gain revenge against his former ally.

Realizing that he lacked the economic and military resources of his enemy, Kamal resorted to the ultimate sacrifice, death. Through the clandestine assistance of his loyal priests, Kamal raised enough revenue to create the phylactery enabling him to become a lich. After completing the transformation, Kamal raised his army from the ranks of the kingdom's dead. As the ultimate insult, Kamal even animated Diocedes' withering corpse. With his rag-tag army of the walking dead, Kamal met his terrified nemesis on the field of battle. Despite his initial fright, Heliopolus rallied his forces and defeated Kamal's legions of undead. However, the two embittered rivals both met their doom on that fateful day, causing Kamal's dreaded creation to fall into the hands of the living.

Although many years passed since that monumental encounter, only a small handful of individuals possessed the artifact. The infamous necromancer, Reghotus, ranks as the book's most noteworthy owner. He owned the book for nearly two hundred years, plaguing civilization with frequent incursions by its once deceased citizens. Through the book's corrupting influence, Reghotus also joined his undead legions as a vampire until his demise at the hands of a party of paladins. The book currently resides within one of the most important temples of the god of death. Its owner, the high priest Asychules, never parts from its side.

Powers: The Book of the Dead confers the following dire powers to its reader:

Evil clerics reading the book gain an additional 3,000 xp. Evil creatures reading the book acquire an additional 1,500 xp. Neutral creatures suffer no experience point loss, while good creatures lose 1,500 xp.

At will, the reader may cast *animate dead* as if she were a 20th-level sorcerer. In addition all undead within a 200 ft. radius of the book receive the benefits of *desecrate* and *unhallow*.

The reader may command ten times as many undead as normal. Hence a 20th-level cleric using *animate dead* may control 200 HD of undead rather than the normal 20 HD.

Three times per day, the reader may cast *ghoul touch* as if she were a 20th-level sorcerer.

Twice per day, the reader may cast *vampiric touch* as if she were a 20th-level sorcerer.

Once per day, the reader may cast *create undead* and *create greater undead* as if she were a 20th level sorcerer.

Curse: Unknown to the reader, her body begins the transformation to undeath. While in possession of the book, the reader suffers one point of Constitution damage everyday until she reaches zero. (The reader remains completely unaware of this side effect.) At that moment, she dies and becomes a vampire in all respects. The metamorphosis is irreversible.

Destruction: Dousing it within a font of tears collected from newborn humanoids destroys this abominable book. A lawful good priest must bless the font while it rests on consecrated ground. The sacred waters disintegrate the book in a week. A successful Knowledge (undead) (DC 31) or (arcana) check (DC 35) uncovers this fact.

Caster Level: 20th

The Book of Insatiable Avarice

DC: 23

Physical Appearance: A dozen small diamonds are inlaid into the book's magnificent golden cover that bears the engraved image of countless coins and remarkable jewelry. The edges of its 216 vellum pages are embossed with gold that matches the unusual color of the book's ink.

Background: The frugal wizard, Mitros the Miser, penned this abominable book nearly two centuries ago. Initially intending to write his will within its gilded covers, Mitros grew disgusted by the unscrupulous behavior of his greedy relatives hoping to lay claim to his vast fortune. Disheartened by their abhorrent actions, Mitros perpetrated an unspeakable act of spite, pouring the remainder of his estate into the production of his cursed book. While on his deathbed, Mitros bequeathed the accursed book to his eldest son, Egros, the most loathsome and despicable of Mitros' six children. Covetous of Egros' treasure and despondent about their non-existent inheritance, the remaining siblings conspired against him, hatching a plot to steal the book from





their brother. However, the book's spell quickly enraptured the corrupt and wicked Egros. Blessed with its tremendous powers, Egros murdered his scheming brothers before they set their plan into action. For the next thirty years until his death Egros lived in complete solitude incessantly counting his vast hoard of wealth, while society actively shunned the despicable and ruthless penny-pincher. Egros' decaying body remained undiscovered for almost sixty years until a group of intrepid thieves infiltrated his mansion. To their horror, the palatial estate proved completely bereft of material goods except for the enticing golden book still clutched in Egros' skeletal hands. The disappointed thieves grabbed the book and left Egros' home, vowing to keep their treasure a secret.

From there, the book passed through many different hands especially among the ranks of thieves. At last count, six different thieves' guilds in four cities possessed the book for at least a few years. The book's current owner, Erastius Backsplitter, a half-orc rogue and guild master, keeps the book within the sanctuary of his vault beneath his bedchamber. The book remains under constant guard, unseen by anyone other than Erastius for the last six years.

Powers: The dreadful book conveys the following abilities upon its reader:

Rogues and evil beings reading the book gain an additional 2,500 xp. Neutral creatures reading the book gain an additional 1,000 xp, while good creatures lose 500 xp.

Three times per day, the reader may cast *clairaudience/clairvoyance* as if she were a 20th-level sorcerer. This power is treated as a spell-like ability.

Twice per day, the reader may cast *passwall* as if she were a 20th-level sorcerer.

Only the reader receives the benefits of *protection from spells* once per day as if she were a 20th-level sorcerer.

The book grants the reader a +2 luck bonus to AC, attacks and saves at all times.

The book bestows the rogue's sneak attack ability upon the reader. She inflicts an additional +3d6 points of damage on all sneak attacks. This bonus stacks with all other sneak attack bonuses regardless of their source.

Curse: The reader becomes a kleptomaniac, driven by the insatiable desire to steal any item valued at more than 100 gp that she sees. She cannot resist the urge to pilfer them, regardless of the potential consequences. She takes the most valuable item first and descends down the list in order of value. Naturally, this side effect results in either the destruction or ostracism of the reader.

Furthermore, the reader's actions also cause the loss of 1d4 points of Intelligence and Wisdom as well as the reader's conversation to chaotic evil, while she owns it. The book itself demands sustenance, literally devouring the gold piece equivalent of the sum of its owner's adjusted Intelligence and Wisdom score. The items must be placed within its cover no later than sundown; otherwise the book withholds all of its powers until its owner sates its appetite. For instance, a wizard with an Intelligence of 14 and a Wisdom of 13 must feed the book the equivalent of 27 gp per day. The book also records deficits, hence if she failed to feed it for two days; it does not function until she places 81 gp of valuables inside of the book.

Destruction: The book may be destroyed by burying it in a pauper's cemetery within the simple, pine coffin of a penniless humanoid. The grave must remain undisturbed for one year before the book finally disintegrates. In addition to magical investigation, a successful Knowledge (arcana) skill check (DC 34) reveals the means of its destruction.

Caster Level: 20th

The Book of Mourning

DC: 24

Physical Appearance: Unlike most artifacts, The Book of Mourning appears as an ordinary songbook with a simple leather bound wooden cover and 84 parchment pages.

Background: From an extremely early age, Sara Uthurbund, demonstrated a prodigious ability to sing and write music. Despite her lack of formal education and money, her amazing talent blossomed throughout her childhood and adolescence until her genius exceeded the brilliance of the kingdom's greatest musicians. Envious and threatened by the young diva's remarkable musical abilities, her older but vastly inferior musical colleagues plotted to rid themselves of the upstart composer, enabling them to maintain their lucrative positions within the musical hierarchy. Aware of the king's private audience with the budding performer to commemorate his 60th birthday, the jealous incompetents devised a wicked scheme. They decided to intoxicate her by presenting her with a potent flask of honey liquor disguised as tea prior to her performance. After the unsuspecting and naïve Sara quaffed the warm, sweet concoction, she experienced an immediate and violent allergic reaction. Anaphylactic shock overwhelmed her frail body, swelling her throat and permanently scarring her vocal chords. When the condition

finally subsided, Sara's angelic voice vanished forever. Distraught by the cataclysmic chain of events, the impressionable young woman fled, unable to console herself from the loss of her precious gift.

Wracked by melancholy and anger, the bereaved musician poured her aching soul onto the pages of her blank songbook, a gift given to her by the king a week before her final performance. As she purged her somber and bitter emotions from her spirit, her resolve for retribution stirred within her. When Sara completed the songbook, she scheduled another private audience, this time with her scheming colleagues. Unapologetic and startled, her enemies gladly accepted her invitation, hoping to ruin her composition abilities in a manner similar to her singing talents. When she arrived for the performance, her audience became fearful and confused.

"How can she sing?" they mumbled to themselves as she held her songbook aloft. "This must be some type of trick. There must be a choir hidden somewhere, perhaps in the balcony." They scanned the small, crowded hall, but perplexingly saw no one. Then, a wry smile overcame the demure young lady's face and with a single measure of song, she silenced her critics, permanently.

The Book of Mourning and Sara disappeared from sight more than fifty years ago. The current whereabouts of either party remain unknown.

Powers: The Book of Mourning bestows the following powers upon its reader.

Three times per day, the reader may *sculpt sound* as if she were a 20th level sorcerer.

Twice per day, the reader may *shout* as if she were a 20th level sorcerer.

Once per day, the reader may cast *power word, kill* as if she were a 20th level sorcerer.

Once per day, the reader may cast *wail of the banshee* as if she were a 20th level sorcerer.

The reader is impervious to all sonic attacks.

Curse: The Book of Mourning permanently deafens its owner even if she rids herself of the book. Whenever she uses any of the book's powers, her throat begins to swell causing 1d6 points of subdual damage and preventing her from using the book again for another minute. The book also exacts a physical and psychological toll on its owner, inflicting 1d4 points of Strength and Charisma damage.

Destruction: Placing the songbook at the center of a hive of giant bees destroys the book in one month, provided the book remains undisturbed. A successful Knowledge (arcana) (DC 35) or (Music) skill check (DC 31) reveals this fact.

Caster Level: 20th

The Book of Unbinding

DC: 26

Physical Appearance: The book's 290 pages of paper rest safely between its polished covers of meteoric rock. Alien veins of colorful cosmic matter give the book a reflective property.

Background: The lustful court astrologer, Berthiume di Miazza, wrote this unusual book less than two decades ago. Originally intended as a collection of love poetry, the spurned Berthiume instead created this cataclysmic collection of dire prophecies aimed directly at the former object of his affection, Vernadette di Luna. Sickly and ill tempered from birth, Berthiume's father, the influential and wealthy nobleman, Leonardo di Miazza, quickly surmised that his only son's future lay in the development of his mind rather than his frail frame. He enrolled Berthiume in the local university where the clever, but introverted, boy excelled at his studies, especially in the field of astrology. Unfortunately, his quick wit and able mind also bred an acerbic tongue, inhibiting his ability to socialize with his peers. Regardless of his social shortcomings, the intelligent young man graduated his university as its valedictorian and with his father's assistance, he secured the position of court astrologer. Despite his initial success, the introspective and lonely young man grew despondent as he watched his peers meet and marry their respective loves. In time, Berthiume resigned himself to his solitary fate, thrusting himself completely into his official duties. However, the arrival of Vernadette drastically altered his perception.

Vernadette, a beautiful and aspiring astrologer in her own right, became Berthiume's apprentice. At first, Berthiume attempted to suppress his feelings for the attractive young lady, but eventually her charm and grace withered his resolve. The two began a passionate romance with the tacit approval of Leonardo and the king. As the months passed, Berthiume decided to propose to his lovely apprentice. Hoping to present his betrothed with an engagement gift, the fledgling poet began writing a book of poetry dedicated to Vernadette. After a few weeks of intense and secretive labor, the enraptured Berthiume completed his volume of sonnets and odes. However, Vernadette's family loathed the intelligent but physically weak astrologer. Without her approval, Vernadette's father arranged her marriage to a brash, young lieutenant in the kingdom's cavalry unit. Unable to confront her true love with this horrific news, Vernadette fled





the court and dutifully obeyed her father's wishes. When the enraged Berthiume discovered the truth, he cast his book of poetry into the fire, watching the pages crackle in its embers. However, the book's cover remained unscathed. Dripping with venomous hatred, the spiteful and dejected Berthiume retrieved the surprisingly cool book from the fire and began the task of authoring his weapon of vengeance, *The Book of Unbinding*.

A year later, Berthiume emerged from his solitude, bearing his completed masterpiece. Intend on achieving his revenge and armed with his terrible book, the spiteful Berthiume sought Vernadette's father and husband. Driven by the book's dire power, Berthiume literally tore them asunder. Proud of his grisly accomplishment, Berthiume convinced himself that nothing stood between him and Vernadette. Yet, unknown to Berthiume, Vernadette and her father agreed to divorce her philandering and abusive husband and return to marry Berthiume. Although initially elated by his sudden and unexpected appearance, his ghoulish deeds sickened the innocent Vernadette. Overwhelmed by the tragic and shocking loss of her father and the malevolent transformation of her only love, Vernadette took her own life. Unmoved by her melancholy death, the amoral Berthiume resumed his career as court astrologer where he and his dreadful book remain to this very day.

Powers: The Book of Unbinding confers the following abilities upon its reader:

Twice per day, the reader may cast *ice storm* as if she were a 20th level sorcerer.

Once per day, the reader may *teleport without error* as if she were a 20th level sorcerer.

Once per day, the reader may cast *meteor swarm* as if she were a 20th level sorcerer.

Once per day, the reader may unleash a crackling black ray at one living creature within 300 feet. The ray strikes its target as a ranged touch attack. Any creature hit by the ray must roll a successful Fortitude save (DC 19) or the ray tears their body asunder instantly killing them. Even if the saving throw is successful, the creature still sustains 5d6 points of damage.

Curse: Born from the dark recesses of space, sunlight inflicts 1d4 points of damage per round to its reader. Furthermore, the book's reader is incapable of loving anyone else, instantly converting her alignment to neutral evil. The book's tremendous cosmic energy also warps and distorts its owner's physiology causing 1d6 points of Constitution damage. Ridding oneself of the book does not restore her alignment or emotional state.

Destruction: Scratching the book's pages with a new bride's ring negates the book's powers for one day. Melting the wedding bands of a newly married couple and pouring them onto its pages permanently destroys the book. The bride and groom may be married for no more than one lunar cycle; otherwise it has no effects. A successful Knowledge (arcana) or (Astrology) check (DC 33) reveals this fact.

Caster Level: 20th

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