

Legends of Athas

The Power to Save or Destroy Athas Is Yours

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Introduction

“Three thousand, one hundred and fifty-seven years in this place! What am I doing here? What do I hope to accomplish when it’s done? I already know the damage this can inflict on the land, so why do I keep trying to perfect it? What if all of this set me back one step towards returning Athas to its former glory, but later on it will be two steps forwards it?”

I am willing to make this sacrifice. It will all be worthy.” Then, with renewed energy, he went back once again to the final piece of the puzzle. An epiphany suddenly struck him: “Yes, the path is all too clear to me now.” He left his chambers, never looking back.

After a while, the deformed creature emerged from the porous rock tower. He knew Athas would never be the same again.

Epic characters in *Dark Sun* earn the power to drastically change their environment, for better or for worse. They can become the leaders of mighty armies, cruel tyrants ruling with iron fists, beings of pure psionic energy, elemental champions battling for their patron’s superiority, or become a force of hope and renewal for Athas’ abused landscape.

Differently from other *D&D* settings, it is very hard to become epic in Athas without ever being noticed by the general populace, and worst, it is harder yet to go unnoticed by those who hold the reins of power. It is almost impossible to do so without attracting at least some (unwelcome) attention.

Epic rules for Athasian campaigns were first introduced on the *Dragon Kings* game accessory back in 1992. The advanced being mechanics was then greatly revised and expanded a few years later on the *Defilers and Preservers* supplement. This book updates the information contained on those books to the latest 3.5 version of the *Dungeons & Dragons* game and expands them to further levels.

Epic Characters in Your Game

Athas is a harsh world, where survival itself is not a mundane task, let alone living enough to be able to thrive. Advancing into epic levels is extremely difficult, since victims of their own success. Powerful forces, such as the sorcerer-kings or the mysterious Order constantly look for

potential threats and eliminate them before they have a chance to fight back. Sometimes it is even impossible to become one, unless a character starts preparing years, maybe decades, in advance.

The most powerful epic creatures in Athas must be able to wield both magic and psionics, since only the clarity of mind resulting in practicing the Way would prepare their minds for the traumatic metamorphosis they must go through in order to become truly advanced beings.

Perhaps the best way to introduce epic beings in your campaign would be the player characters to witness an epic NPC in action. After seeing the destruction the Dragon of Tyr caused or the majesty in Oronis’ appearance, who wouldn’t strive to become a similar creature?

No matter how you choose to introduce epic level elements into your campaign, this book is designed to be your first and best resource. Here, you will find rules for advancing basic classes, new prestige classes, new feats, new epic spells and powers, monsters and more.

How to Use This Book

Legends of Athas is designed for use in any *Dark Sun* 3.5 game. You will need the *Player’s Handbook* (PH), *Dungeon Master’s Guide* (DMG), *Monster Manual* (MM), *Epic Level Handbook* (ELH), as well as the *Dark Sun Core Rules* (DS3) and the *Athasian Emporium* (AE) to make use of the material in this book.

The topics covered in this book include:

Chapter 1: Epic Characters. This chapter describes the epic progression for the Athasian base classes and for the iconic prestige classes presented in the *Dark Sun Core Rules*.

Chapter 2: Epic Prestige Classes. This chapter describes five new prestige classes to be used in Athasian epic campaigns including the avangion, the Athasian dragon, the element lord and the Order adept.

Chapter 3: Epic Feats. This chapter presents a selection of new epic feats, including several item creation feats, to be used for Athasian epic characters.

Chapter 4: Epic Spells and Powers. This chapter presents several new powerful epic magic spells and psionic powers.

Chapter 5: Epic Magic Items. This chapter describes several new epic magic and psionic items epic characters can use, as well as describing all major Athasian artifacts.

Chapter 6: Epic Monsters. This chapter introduces several new epic monsters and epic progressions for standard Athasian monsters suitable for epic encounters.

Behind the Veil: Introduction

As with the *Dark Sun Core Rules*, this book contains notes entitled “Behind the Veil.” These notes discuss rationale for certain decisions and other items of interest. These are notes and comments, and are not necessary to play the game; you can feel free to skip past them.

Chapter 1: Epic Character Classes

The *Dungeon Master's Guide* and the *Expanded Psionics Handbook* provides rules for going beyond the 20th-level limit of regular play. This chapter presents epic progression for the Athasian classes.

Epic Bard

"Be glad you don't know who you're dealing with, because if you did, I'd have to kill you."

—Atsiv, human bard

Epic Athasian bards are the terror of those with powerful and wealthy enemies. Poisonous and skilled, they are deadly, either speaking either silent, becoming the perfect assassin.

Focus on your bardic music, since it is or greatest asset, selecting epic skills that further enhance it, as well as epic poison feats, such as *Augmented Poison* and *Poison Penetration*.

Ability increases should go into *Charisma* and *Intelligence*, since most of your abilities depend upon these abilities. Of course, an occasional boost to *Dexterity* or *Wisdom* is never a bad idea.

Other Options: If you already have several poison feats such as *Bard's Critical* and *Poison Miser*, consider picking up feats that use them as prerequisites. Otherwise, choose feats that further enhance you bardic music abilities.

Hit Die: d6

Skill Points at Each Additional Level: 6 + Int modifier.

Table 1–1: The Epic Bard

Level	Special
21st	Smuggler +11
22nd	—
23rd	Smuggler +12, bonus feat
24th	—
25th	Smuggler +13
26th	Inspire courage +6, bonus feat
27th	Smuggler +14
28th	—
29th	Smuggler +15, bonus feat
30th	—

Bardic Music: As *DMG*.

Bardic Knowledge: As *DMG*.

Smuggler: Your bonus increases by +1 every two levels higher than 19th.

Bonus Feat: You gain a bonus feat every three levels beyond 20th (23rd, 26th, 29th, and so on).

Trade Secret: You do not gain additional trade secrets after 20th level, but can choose one of the bard class

special abilities (poison dealer, scorpion's touch, skilled, smokestick application, versatile, coolheaded, poisonbane, accurate, agile, poison resistance) instead of a bonus feat.

Inspire Courage (Su): As *DMG*.

Epic Gladiator

"There's no match for me in this city, tell our King to send them on."

—Ahnuc, half-giant gladiator

Few gladiators reach the epic status, but those who survive the open combat and attain such level of power are the "owners" of the arena and too popular at their sorcerer-king's eyes.

Focus on increasing your defensive power, since your battles will start to get longer and against more opponents at a time with feats such as *Epic Toughness*, *Damage Reduction*, *Epic Parry* and *Fast Healing*. Since you never know what can be thrown into the arena *Epic Feinter*, and *Exotic Weaponmaster* can be very handy.

Ability increases should go into *Strength* and *Constitution*, since those are the most need in the arenas. Of course, a few boosts in *Charisma* are excellent to warm up the crowd.

Other Options: Since you already have your physical abilities unmatched in most arenas, consider acquiring feats that further win the crowd's favor such as *Great Charisma*, *Epic Skill Focus* (*Perform* [acting]), and *Epic Reputation*.

Hit Die: d12

Skill Points at Each Additional Level: 4 + Int modifier.

Table 1–2: The Epic Gladiator

Level	Special
21st	Exotic Weapon
22nd	Arena guile +11
23rd	—
24th	Arena guile +12, bonus feat
25th	Exotic Weapon
26th	Arena guile +13
27th	—
28th	Arena guile +14, bonus feat
29th	Exotic Weapon
30th	Arena guile +15

Exotic Weapon: You gain one *Exotic Weapon Proficiency* feat for every four levels after 17th (21st, 25th, 29th, and so on).

Arena Guile: Your bonus increases by +1 every two levels higher than 20th.

Bonus Feat: You gain a bonus feat every four levels beyond 20th (24th, 28th, and so on).

Epic Templar

“Thy Mighty King is not the only great power in this city, a shame you won’t live to tell it.”

—Letana of Digit

Growing under the shadow of their sorcerer-king, those who develop such amount of power are executed without second thought. Nonetheless, there are a few who manage to hide its powers and postpone the unavoidable fate.

You must focus on your social abilities, picking epic feats such as **Epic Authority**, **Epic Leadership**, and **Epic Reputation** to ensure your absolute power over all things bureaucratic. Think strongly about your turning ability as well, such as with **Negative/Positive Energy Aura** and **Spectral Strike**.

Ability increases should go into **Charisma**, because that’s the key to all your powers. Boosts to **Intelligence** can help your increase your **ranks** in the social skills you need to stay away from trouble.

Other Options: Consider taking a few levels in an arcane spellcasting class or a manifester class to minimize your dependence upon your sorcerer-monarch, since you’ll never know when your king might get concerned about your power and influence, or when he gets killed (probably with your own help).

Hit Die: d8

Skill Points at Each Additional Level: 4 + **Int** modifier.

Table 1–3: The Epic Templar

Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

Secular Authority: You gain no new secular authority uses from your **Diplomacy** ranks. However, you may select epic feats that grant new secular authority effects.

Spells: Your **caster level** is equal to your **class level**. Your number of spells per day does not increase after 20th level

Turn or Rebuke Undead: Use your **class level** to determine the most powerful undead affected by a turn or **rebuke check** and the turning damage, just as normal.

Bonus Feat: You gain a bonus feat every three levels beyond 20th (23rd, 26th, 29th, and so on).

Epic Arch Defiler

“The price paid is more than worthy.”

—Marakesh, human arch defiler

The epic arch defiler is the perfect representation of the quest for power at any cost, radiating taint and evil power from every pore of his body.

In addition to the obvious spellcaster feats, such as **Epic Spellcasting**, **Epic Spell Focus**, and **Improved Spell Capacity**, **metamagic** and item creation feats can also be extremely useful.

You should place all your increases in **Intelligence**. **Constitution** and **Dexterity** can you survive, but you’re nothing without your spells.

Other Options: Choose feats as **Epic Spell Focus** and **Epic Spell Penetration** since your opponents will probably have increasingly higher **saving throws** modifiers and **spell resistance** values. Consider taking a few **manifester levels** at this point, so you could later qualify for the Athasian dragon prestige class (see page 10).

Hit Die: d4

Skill Points at Each Additional Level: 2 + **Int** modifier.

Table 1–4: The Arch Defiler

Level	Special
11th	Casting time metamagic 3/day
12th	—
13th	—
14th	—
15th	Casting time metamagic 4/day
16th	Bonus feat
17th	—
18th	—
19th	Casting time metamagic 5/day
20th	—

Spells: Your **caster level** increases by 1 per level gained above 10th. You continue to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which you belonged before adding the prestige class.

Tainted Aura (Su): Use your arch defiler level when determining the aura effect, as normal.

Casting time Metamagic: You may use this ability one additional time per day for every 4 levels above 7th.

Bonus Feat: You gain a bonus feat (selected from the list of epic arch defiler feats) every six levels after 10th.

Epic Arch Defiler Bonus Feat List: **Augmented Alchemy**, **Automatic Quicken Spell**, **Automatic Silent Spell**, **Automatic Still Spell**, **Craft Epic Magic Arms and Armor**, **Craft Epic Rod**, **Craft Epic Staff**, **Craft Epic Wondrous Item**, **Efficient Item Creation**, **Enhance Spell**, **Epic Spell Focus**, **Epic Spell Penetration**, **Epic Spellcasting**, **Forge Epic Ring**, **Ignore Material Components**, **Improved Combat Casting**, **Improved Heighten Spell**, **Improved Metamagic**, **Improved Spell Capacity**, **Intensify Spell**,

Master Staff, Master Wand, Multispell, Permanent Emanation, Polyglot, Scribe Epic Scroll, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic. In addition to the feats on this list, you can select a Raze feat.

Epic Arena Champion

“The Dragon fought like you.”

—Jarek, half-elf arena champion

The epic arena champion is the ultimate killing and entertainment machine, capable of making whole crowds go into frenzy merely with his presence in the arena.

Focus on your combat prowess, with feats such as Improved Whirlwind Attack, Legendary Wrestler, and Epic Prowess. Finally, defensive feats such as Armor Skin and Epic Toughness ensure that you will survive to fight another day.

Strength is your most valuable ability, though you should increase Constitution in order to withstand longer battles and Charisma to throw your enemies off guard and to hold greater sway over your spectators.

Other Options: Since you already have your physical abilities unmatched in most arenas, consider acquiring feats that further win the crowd’s favor such as Great Charisma, Epic Skill Focus (Perform [acting]), and Epic Reputation.

Hit Die: d12

Skill Points at Each Additional Level: 4 + Int modifier.

Table 1–5: The Epic Arena Champion

Level	Special
11th	—
12th	—
13th	Crowd support +4, bonus feat
14th	—
15th	—
16th	Bonus feat
17th	Crowd support +5
18th	—
19th	Bonus feat
20th	—

Crowd Support (Ex): For every four levels beyond 9th, the bonus to your attack and damage rolls increases by +1.

Bonus Feat: You gain a bonus feat (selected from the list of epic arena champion feats) every three levels after 10th.

Epic Arena Champion Bonus Feat List: Blinding Speed, Epic Feinter, Epic Parry, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Weapon Focus, Exceptional Deflection, Exotic Weaponmaster, Improved Combat Reflexes, Improved Whirlwind Attack, Infinite Deflection, Legendary Wrestler, Perfect Two-Weapon Fighting, Superior Initiative, Two-Weapon Rend.

Epic Grove Master

“Like the drake, I strike with nature’s might. Like a spirit of the land, I can’t be harmed, and like the nightmare beast I show no mercy.”

—Jak, dwarven grove master

The epic grove master is the ultimate bastion of defense Athas could have, able to focus the force of the elements and the land itself to do his bidding.

Focus on abilities that either allows you to punish invaders and destroyers (Drake, Spirit and other wild feats, and Great Smiting) or to allow you to guard your lands unnoticed (Diminutive Wild Shape, Epic Skill Focus).

Boost your Wisdom to increase your spellcasting ability. Dexterity is also important to be able to remain hidden whenever necessary.

Other Options: Consider picking up a few psionic levels in order to qualify for the spirit initiate class, which will further increase your bond with your spirit of the land and grant you even more control over the natural forces.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier.

Table 1–6: The Epic Grove Master

Level	Special
11th	—
12th	Smite intruder 3/day
13th	Improved invisibility 2/day
14th	Teleport 3/day
15th	Bonus feat
16th	—
17th	Smite intruder 4/day, improved invisibility 3/day
18th	—
19th	—
20th	Teleport 4/day, bonus feat

Spells: Your caster level increases by 1 per level gained above 10th. You continue to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which you belonged before adding the prestige class.

Smite Intruder (Su): You may use this ability one additional time per day for every 5 levels above 7th.

Teleport (Sp): You may use this ability one additional time per day for every 6 levels above 8th.

Improved Invisibility (Sp): You may use this ability one additional time per day for every 4 levels above 9th.

Bonus Feat: You gain a bonus feat (selected from the list of epic grove master feats) every five levels after 10th.

Epic Grove Master Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Colossal Wild Shape, Diminutive Wild Shape, Enhance Spell, Epic Spell Focus, Epic Spell Penetration,

Epic Spellcasting, Fine Wild Shape, Gargantuan Wild Shape, Ignore Material Components, Improved Combat Casting, Improved Elemental Wild Shape, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Magical Beast Companion, Magical Beast Wild Shape, Multispell, Plant Wild Shape, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic, Vermin Wild Shape.

Epic Templar Knight

“Don’t make me repeat myself.”

—Talon, human templar knight

The epic templar knight is the embodiment of his sorcerer-king’s authority and power, having both impressive offensive power and bureaucratic knowledge.

As an epic templar knight, you’ll want to improve your combat ability ([Epic Weapon Focus](#), [Great Smiting](#)) while not forgetting about defense ([Armor Skin](#), [Epic Toughness](#), and [Energy Resistance](#)).

[Charisma](#), strength, and [Wisdom](#) are all good choices for ability increases.

Other Options: If you enjoy your spellcasting, think about [Improved Spell Capacity](#) and [metamagic](#) feats. [Epic Leadership](#) could put you into control of your king’s armies.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier.

Table 1–7: The Epic Templar Knight

Level	Special
11th	—
12th	Spellstoring 3/day
13th	—

14th Bonus feat

15th Smite 4/day

16th —

17th Spellstoring 4/day

18th Bonus feat

19th —

20th Smite 4/day

Spells: Your [caster level](#) is equal to your [class level](#). Your number of spells per day does not increase after 10th level. You gain no new spells known after 10th level.

Secular Authority: You gain no new secular authority uses from your [Diplomacy](#) ranks. However, you may select epic feats that grant new secular authority effects.

Spellstoring (Su): You can use spellstoring one additional time per day for every five levels higher than 7th.

Smite (Su): You add your [class level](#) to damage with any smite attack, as normal. You can smite one additional time per day for every five levels higher than 10th.

Bonus Feat: You gain a bonus feat (selected from the list of epic grove master feats) every four levels after 10th.

Epic Templar Knight Bonus Feat List: [Armor Skin](#), [Automatic Still Spell](#), [Combat Archery](#), [Damage Reduction](#), [Devastating Critical](#), [Dire Charge](#), [Distant Shot](#), [Enhance Spell](#), [Epic Prowess](#), [Epic Spell Focus](#), [Epic Spell Penetration](#), [Epic Spellcasting](#), [Epic Toughness](#), [Epic Weapon Focus](#), [Ignore Material Components](#), [Improved Combat Casting](#), [Improved Combat Reflexes](#), [Improved Manyshot](#), [Improved Spell Capacity](#), [Improved Whirlwind Attack](#), [Instant Reload](#), [Legendary Rider](#), [Overwhelming Critical](#), [Penetrate Damage Reduction](#), [Perfect Two-Weapon Fighting](#), [Permanent Emanation](#), [Spell Knowledge](#), [Spell Opportunity](#), [Spell Stowaway](#), [Spellcasting Harrier](#), [Spontaneous Spell](#), [Storm of Throws](#), [Superior Initiative](#), [Swarm of Arrows](#), [Tenacious Magic](#), [Two-Weapon Rend](#), [Uncanny Accuracy](#).

Chapter 2: Epic Prestige Classes

This chapter presents prestige classes that support epic Athasian characters. Prestige classes described here include the Athasian dragon, capable of using plant life and living creatures to power their spells; the avangion, capable of using magic without harming any source; the element lord, the ultimate elemental champion; the spirit initiate, capable of melding with a spirit of the land; the Order adept, psionic defendants of the natural order.

If you are interested in a prestige class, examine its entry requirements carefully. Most of the classes in this book have stringent requirements that demand enormous effort from their characters and early planning in order to be fulfilled. The prestige classes found in this chapter are described below in broad terms that can help you narrow your choices.

Class	Description
Athasian dragon	Arcane spellcaster/manifesters that changes into a powerful draconic creature
Avangion	Arcane spellcaster/manifesters that change into a being of gossamer wings and light
Element lord	Divine spellcaster/manifesters that changes into his patron element
Shadow shifter	Arcane spellcaster/manifesters that changes into a living shadow
Spirit initiate	Divine spellcaster/manifesters that bonds with local spirit of the land
Order adept	Psionic discipline master

Athasian Dragon

“The Dragon of Tyr is a true legend, a reptilian beast unrivaled in power and terrible evil. It claims a thousand lives every time it visits our great city. On decree of our god-king, a thousand slaves are sent to their deaths at the claws of the beast. This is not an honorable death, son, thus we despise the dragon and curse the silt it crosses to get here.”

—A Draji father to his son

Dragons are incredibly powerful individuals who have mastered both arcane magic and psionics. In their quests for power, these individuals have chosen to undergo a metamorphosis, changing them into reptilian dragons.

Dragons command terrible magic capable of draining the life-force of both man and beast, leaving only withered skulls behind. They are masters of the Way and the arcane arts, which can combine these supernatural powers into psionic **enchantments**, allowing them to exploit even further might.

Becoming an Athasian Dragon

Only an epic spellcaster with a fairly high **manifesters level** can qualify to become an Athasian dragon. Dragons use psionics to focus their minds in order to go through the metamorphosis, so while a **psychic warrior** can qualify for this class, their lack of discipline makes their progress slower. Because of the rigorous dedication in studying the processes, **wilders** likewise rarely become dragons. Some dragons take levels of **cerebremancer** to boost both their arcane and psionic skills.

Entry Requirements

Skills: Knowledge (arcana) 24 ranks, Knowledge (psionics) 24 ranks.

Feats: Body Fuel, Psionic Body, any 2 metamagic or metapsionic feats.

Spells: Able to cast 9th-level arcane spells.

Psionics: Able to manifest 6th-level powers.

Special: Must be a defiler, and have cast the *defiler metamorphosis I* spell.

Class Features

As a dragon, you excel at using both spells and psionics to destroy your enemies, using their life force as fuel. Your class abilities help you master both the arcane arts and the Way.

Spellcasting/Manifesting: Starting at 2nd level, and at each odd level thereafter, you gain new spells per day and an increase in **caster level** (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige **class level**. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming an Athasian dragon, you must decide to which class to add each level for the purpose of determining spells per day, **caster level**, and spells known.

Starting at 3rd level, and at every 4 levels thereafter, you gain additional **power points** per day, an increase in **manifesters level**, and access to new powers as if you had also gained a level in a manifesting class to which you

Behind the Veil: PCs as Advanced Beings

Becoming an epic character in Athas is no ordinary process, becoming an advanced being should be even more hard to accomplish. A **DM** should increase or decrease the difficulty for player characters to find a copy of the first metamorphosis spell as he seems fit for his campaign.

belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming an Athasian dragon, you must decide to which class to add each level for the purpose of determining power points per day, powers known, and manifester level.

Dragon Magic (Su): Starting at 1st level, you may choose to use animal life energy in place of, or to supplement, your defiling of plant life to power your arcane spells. You can attempt to drain animal life within the defiler radius as you gather energy for your spellcasting. This can be done in addition to defiling the plant life, which has the effect of having any spell you cast be treated as if it were cast in one terrain type better than the actual terrain, up to abundant. This also means you can choose to cast spells without draining from the plant life at all, but in this case, the spell is cast as if it were cast in desolate terrain. All living creatures, save you, within the radius must make a Fortitude save (DC 10 + 1/2 your arcane caster level + your Cha modifier), or take 1 point of Con ability damage. The use of this ability requires a perfect obsidian orb, of no less than 1,000 gp value, as a focus.

When casting arcane epic spells, you can use animal life energy to reduce XP burn. Each point of Con damage inflicted using dragon magic reduces XP burn by 5 points. You can choose to continue draining animal life for a number of rounds equal to your class level to accumulate the animal life for casting more powerful epic spells.

This ability increases by another stage per casting of 2 defiler metamorphosis spells completed after the first. So an Athasian dragon that has completed the defiler metamorphosis III spell would cast as if the terrain type were 2 better (or barren for no plant life) and increases the Con damage to 2, while one that has cast the defiler metamorphosis VII would cast as if the terrain were 4 better (or fertile for no plant life) and increases the Con damage to 4.

Quicken Spell: You gain Quicken Spell as a bonus feat. If you already have Quicken Spell, you gain Multispell instead.

Caster Level Increase (Ex): At every level indicated on Table 2–1: The Athasian Dragon, you gain an increase in

caster level of an arcane spellcasting class for the purpose of determining level-dependent spell, overcoming SR, and dispel effects. If you had more than one arcane spellcasting class before becoming an Athasian dragon, you must decide to which class to add each level. You do not receive new spells per day, spells known, nor do you gain any other benefit a character of the class would have gained.

Manifester Level Increase (Ex): At every level indicated on Table 2–1: The Athasian Dragon, you gain an increase in manifester level of a manifesting class for the purpose of determining power effects (including augmentation), overcoming PR, and dispel effects. If you had more than one manifesting class before becoming an Athasian dragon, you must decide to which class to add each level. You do not receive additional power points, known powers, nor do you gain any other benefit a character of the class would have gained.

Psionic Enchantment: You can combine psionics and arcane magic in unique ways to augment your casting and manifesting. At 2nd level, and every even level thereafter, you learn a psionic enchantment chosen from the list below. Each enchantment can only be chosen once except noted otherwise.

Arcane Augmentation: You can spend a prepared spell slot to increase your limit for augmenting psionic powers during manifestation. Using arcane augmentation is a free action that does not provoke an attack of opportunity. Add the level of the spell slot to your manifester level for purposes of determining the maximum amount of power points you can spend while manifesting a single power. For example, Terras, an Athasian dragon with 20 manifester levels, spends an 8th level spell slot to increase the maximum power points he can spend to augment a power by 8. These additional points cannot be used to apply additional metapsionic feats.

Far Reach: You can use touch spells and powers on targets up to 30 feet away. Far reach can be selected more than once. Each time it is selected, it increases the touch range by an additional 30 feet, to a maximum of 90 feet.

Metamixture: You choose a metapsionic feat you can apply to boost your spells. Using metamixture is a free action that does not provoke an attack of opportunity. Treat the spell as a psionic power of equivalent level for

Table 2–1: The Athasian Dragon

Level	Special	Hit Die: d6 Spellcasting/Manifesting
1st	Dragon magic, Quicken Spell	—
2nd	Psionic enchantment	+1 level of existing arcane spellcasting class
3rd	Caster level increase +1	+1 level of existing manifesting class
4th	Bonus feat, manifester level increase +1, psionic enchantment	+1 level of existing arcane spellcasting class
5th	Dragon metamorphosis, caster level increase +2	—
6th	Manifester level increase +2, psionic enchantment	+1 level of existing arcane spellcasting class
7th	Caster level increase +3	+1 level of existing manifesting class
8th	Bonus feat, manifester level increase +3, psionic enchantment	+1 level of existing arcane spellcasting class
9th	Caster level increase +4	—
10th	Dragon metamorphosis, manifester level increase +4, psionic enchantment	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Decipher Script, Jump, Knowledge (all skills, taken individually), Listen, Literacy, Profession, Psicraft, Spot, Spellcraft.

purposes of determining the **power point** cost. You cannot spend more **power points** than your **manifest level**. Note: If the **metapsionic** feat has the same effect as a **metamagic** feat already applied to the spell, there is no additional effect. Metamixture can be selected more than once. Each time it is selected, it applies to a different **metapsionic** feat. Its effects do not stack, i.e. only one **metapsionic** feat can be applied to a spell using metamixture.

Metapotency: You choose a **metapsionic** feat and a **metamagic** feat you possess that grant the same effect on numeric variables, e.g. **Extend Spell** and **Extend Power**, and you gain synergistic bonuses. When applying either feat, its effects are multiplied by 1.5, e.g. the effect of extending a spell or power increases its duration by 150%. If applied to **Empower Spell** and **Empower Power**, metapotency increases the spell or power's damage by 75%. Metapotency has no effect on **Maximize Spell** and **Maximize Power**. Metapotency can be selected more than once. Each time it is selected, it applies to a different pair of matching feats.

Path of Least Resistance: You use the lower of targets' **spell resistance** and **power resistance** if you know both the psionic and arcane equivalent of a power or spell (e.g. charm person and psionic charm person). Whether you use the power or spell, use the lower of targets' **SR** and **PR** when making a spellcaster check to overcome resistance. Path of least resistance applies to all spells and powers for which you know both a psionic and arcane variant.

Psionic Raze: You can amplify the effects of your defiling radius to drain the psionic strength of creatures. When casting a spell, you can opt for your defiling radius to drain 1 **power point** per level of the spell slot expended from all creatures caught in the defiling radius. Using psionic raze costs 1 **power point** per two spell slot levels, rounded up. For example, an 8th level spell requires you to spend 4 **power points** and causes all victims to lose 8 **power points**.

Bonus Feat: You gain a bonus feat at 4th level, and every 4 levels thereafter, chosen from the following list: **Armor Skin**, **Augmented Alchemy**, **Automatic Quicken Spell**, **Automatic Silent Spell**, **Automatic Still Spell**, **Damage Reduction**, **Energy Resistance**, **Enhance Spell**, **Epic Expanded Knowledge**, **Epic Psionic focus**, **Epic Spell Focus**, **Epic Spell Penetration**, **Fast Healing**, **Ignore Material Components**, **Improved Combat Casting**, **Improved Heightened Spell**, **Improved Manifestation**, **Improved Metamagic**, **Improved Metapsionics**, **Improved Multiattack**, **Improved Spell Capacity**, **Improved Spell Resistance**, **Intensify Spell**, **Master Staff**, **Master Wand**, **Multiattack**, **Multispell**, **Permanent Emanation**, **Power Knowledge**, **Spell Knowledge**, **Spell Opportunity**, **Spell Stowaway**, **Tenacious Magic**.

In addition, you can choose from any **metamagic**, **metapsionic**, or psionic feat not listed here. You must qualify for any feat requirements.

Dragon Metamorphosis: At 5th level, you gain understanding of your metamorphosis, thus learning the next spell in your transformation without development costs.

Ex-Athasian Dragons

An Athasian dragon who becomes a preserver cannot progress in levels as an Athasian dragon, though you retain all your class abilities. However, any use of the dragon magic ability will instantly return you to being a defiler. An Athasian dragon that has progressed to the 5th stage or later of the metamorphosis, by casting the *defiler metamorphosis V* spell, may no longer become a preserver. Note that becoming an ex-Athasian dragon is the first step towards redemption and becoming an avangion.

Playing an Athasian Dragon

As an Athasian dragon, you are dedicated to completing your metamorphosis and acquiring the greatest amount of arcane knowledge possible; virtually every adventure you undertake has this as its ultimate objective. Your ability to go unnoticed while you undergo any mission is paramount to your success (and survival).

Athasian dragons often work on their own, but when the elimination of a particularly powerful or well-defended foe is called for, you may work with likeminded individuals or insinuate yourself among a group of adventurers (who you then manipulate into killing the designated target).

Combat

In combat, you eschew the concept of a fair fight; to you, the only thing that matters is winning, no matter what the cost to others or the land. The only thing that truly matters is completing your metamorphosis. Thus, you rarely adventure in the regular sense. You prefer to send your minions for menial tasks while you complete your studies. When it is necessary for you to go into combat, you prefer to use your dragon magic and psionic **enchantment** abilities to drop your foes as quickly as possible.

Advancement

Becoming an Athasian dragon is often difficult because the secrecy surrounding the metamorphosis process is hard to unveil. Most often it has to be stolen from the heavily guarded library of the sorcerer-kings or some long-forgotten ruin filled with undead.

It is very unlikely that your metamorphosis will ever become common knowledge—you may only ever tell a few, trusted individuals. Once you become an Athasian dragon, you undergo intense studies to develop the metamorphosis in order to become a full dragon. Often, you will need to pause on your studies in order to amass the wealth needed for the rituals.

As a dragon, you no longer need plant life to fuel your spells, which means you are a deadly opponent wherever you might be. Consider selecting the **Dragon Metamagic** and **Extended Dragon Metamagic** feat after you reach the third level of the metamorphosis to greatly improve your spellcasting power and the **Psionic Enchanter** feat to facilitate the casting of epic spells and powers.

Resources

As an Athasian dragon, you are pretty much on your own. Defilers rarely trust each other in order to cooperate of form association for medium or long terms. You could try sneaking into a royal library or infiltrating a Veiled Alliance's archives to help unlock more pieces of your metamorphosis, but the danger of revealing your true nature is just not worth it.

Athasian Dragons in the World

"The tales of the Dragon's death were false – the beast has returned to claim its levy by force!"

—Asaran, Raamite lieutenant after the dray attack on Raam

Adventuring dragons are either searching for clues for advancing in their metamorphosis or hunting out their enemies, such other dragons or avangions.

Organization

Most Athasian dragons are too greedy or distrustful to work together with other members of its kind, but will do so when they consider their existence threatened and quickly disband it after the threaten is solved.

NPC Reactions

Most normal people never directly encounter an Athasian dragon. In many cases, they usually live their lives in the seclusion of their city-states or hiding from more powerful dragons, at last until his animalistic rampage denounces his true nature. Their templars and agents are usually friendly towards them and those oppressed are almost always hostile, but afraid to express it openly.

Athasian Dragon Lore

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

DC 15: There is only one Dragon, and he is dead. The Tyrians killed him.

DC 20: A dragon is capable of powering its magic using animal life instead of just plants.

DC 30: Every sorcerer-king is working towards the path of becoming a full dragon.

DC 40: Characters with this level of success can learn important details about a specific dragon, where he usually operates or his city-state, and the kinds of activities he undertakes.

Athasian Dragons in the Game

The Athasian dragon is an easy epic prestige class to include in your campaign; every city-state has one Dragon King as their leader or has experienced the devastation caused by a rampaging dragon.

Players who enjoy power and destruction will enjoy the challenges posed by this prestige class, even if only carefully taking the metamorphosis process.

Sample Encounter

Player characters might become involved with an Athasian dragon by simply entering their city-state or if the PCs took a commission from a noble, a merchant house, the Veiled Alliance or anything that strikes their fancy.

EL 25: Terras is ransacking an old temple in searching for ancient texts of power when he becomes aware of the PCs' presence nearby. If he perceives that he can take the party, he will try to dominate or destroy them in order to strip the group of their magic items. Otherwise, he approaches the PCs asking for help finding what he seeks and waits for an opportune moment to strike.

Terras

CR 25

Male stage I dragon defiler 7/arch defiler 5/egoist 7/cerebremancer 5/Athasian dragon 1

NE Medium dragon (augmented humanoid, psionic)

Init +1; **Senses** darkvision 60 ft., low-light vision, Listen +4, Spot +4

Languages Common, Elven, Tyrian; *tongues*

Aura tainted (25 ft.)

AC 20, touch 16, flat-footed 19

(+1 Dex, +4 armor, +5 deflection)

hp 88 (25 HD)

Immune paralysis, sleep

Fort +10, **Ref** +8, **Will** +23

Speed 30 ft. (6 squares)

Space 5 ft.; **Reach** 5 ft.

Melee mwk dagger +12 (damage)

Base Atk +10; **Grp** +11

Special Actions Body Fuel, casting time metamagic 1/day, dragon magic, Fast Raze

Combat Gear 2 fruit-potions of cure critical wounds

Epic Spell/Day 2; **Epic Spells Known** (CL 17th, 1d20+23 to overcome SR):

*defiler metamorphosis I**, *epic mage armor*, *ruin* (DC 28)

*New epic spell described on page 42

Power Points/Day 154; **Psion Powers Known** (ML 12th):

6th—*mass cloud mind*, *psionic restoration*, *temporal acceleration*

5th—*adapt body*, *catapsi*, *power resistance*, *psychofeedback*

4th—*detect remote viewing*, *energy adaptation*, *metamorphosis*, *psychic reformation*

3rd—*body adjustment*, *dispel psionics*, *ectoplasmic form*, *hustle*

2nd—*animal affinity*, *chameleon*, *detect hostile intent*, *sustenance*

1st—*conceal thoughts*, *empty mind*, *far hand*, *thicken skin*, *vigor*

Wizard Spells Prepared (CL 17th, 1d20+23 to overcome SR):

9th—*dominate monster* (DC 27), *time stop*, *wish*

8th—*horrid wilting* (DC 26, CL 18th), *quicken maximized empowered fireball* (DC 21), *quicken greater invisibility*, *summon monster VIII* (CL 18th)

7th—*finger of death* (DC 25, CL 18th), *quicken fireball* (DC 21), *greater teleport* (CL 18th), *spell turning*, *summon monster VII*
 6th—*chain lightning* (DC 24), *circle of death* (DC 24, CL 18th), *greater dispel magic*, *quicken invisibility*, *wall of iron* (CL 18th)
 5th—*cone of cold* (DC 23), *dominate person* (DC 23), *empowered fireball* (DC 21), *teleport* (CL 18th), *summon monster V* (CL 18th)
 4th—*animate dead*, *black tentacles* (CL 18th), *fear* (DC 22, CL 18th), *maximized scorching ray* (+12 ranged touch), *greater invisibility*, *phantasmal killer* (DC 22)
 3rd—*dispel magic*, *fireball* (DC 21), *lightning bolt* (DC 21), *nondetection*, *summon monster III* (CL 18th), *vampiric touch* (DC 21, CL 18th)
 2nd—*command undead* (DC 20, CL 18th), *invisibility*, *protection from arrows*, *rope trick*, *scorching ray* (+12 ranged touch), *summon monster II* (CL 18th)
 1st—*cause fear* (DC 19, CL 18th), *identify*, *mage armor* (CL 18th), *magic missile*, *shield*, *unseen servant*
 0—*detect magic* (2), *light*, *read magic*

Abilities Str 8, Dex 13, Con 12, Int 27, Wis 18, Cha 10

SQ ageless, painful radius

Epic Feats Epic Spellcasting, Epic Spell Penetration

Feats Agonizing Radius, Body Fuel, Combat Casting, Combat Manifestation, Efficient Raze, Empower Spell, Fast Raze, Great Fortitude, Greater Spell Penetration, Maximize Spell, Quicken Spell^B, Path Sinister, Psionic Body, Psionic Meditation, Spell Penetration, Scribe Scroll^B

Skills Autohypnosis +11, Bluff +17, Concentration +29, Decipher Script +18, Diplomacy -1, Disguise +10 (+12 to act in character), Gather Information +1, Handle Animal -1, Intimidate +5, Knowledge (arcana) +36, Knowledge (local) +13, Knowledge (psionics) +25, Listen +4, Psicraft +25, Sense Motive +7, Spellcraft +38, Spot +4

Possessions combat gear plus *braces of armor* +4, *headband of intellect* +6, *periapt of wisdom* +4, *ring of protection* +5, *masterwork steel dagger*, *obsidian orb* worth 1,000 gp

Spellbook spells prepared plus 0—all; 1st—*disguise self*, *floating disk*; 2nd—*locate object*, *see invisibility*; 3rd—*dedication*, *gaseous form*; 4th—*detect scrying*, *summon monster IV*; 5th—*summon monster V*; 6th—*summon monster VI*; 7th—*limited wish*, *mass hold person*; 8th—*discern location*, *moment of prescience*

Casting time Metamagic Terras can apply a metamagic feat to a spell at casting time. This does not increase the spell's level or require a higher level spell slot. Casting time metamagic doubles the casting time of the spell (a casting time of 1 action becomes 1 full round).

Dragon Magic (Su) Terras may choose to use animal life energy to power arcane spells. All living creatures within Terras defiling radius must make a DC 19 Fortitude save or take 1 point of Con damage.

Painful Radius The penalties suffered to attacks, saves and skill checks for being caught in Terras' defiling radius is -3.

Tainted Aura People feel uncomfortable and wary when Terras is present and animals whimper when he approaches. Terras suffers a -3 circumstance penalty to Bluff, Diplomacy, Gather Information and Handle Animal checks and receives a +3 bonus to Intimidate checks.

Hook "Power is a goal in itself."

Avangion

"Nothing on Athas is as dangerous as hope. Each of the destroyers of worlds set out to save or to restore. Will history remembers my hopes with the hopes of Gretch, Rajaat, and the architects of the Pristine Tower?"

—"Wisdom of Sorrow," by Oronis

Having mastered both psionics and arcane magic, some of Athas' most powerful preservers seek out the mysteries of a metamorphosis that would change themselves into strange beings of gossamer wings and light.

As avangions, they can combine their mastery of the Way and arcane arts into psionic enchantments that some say counters dragon magic. Others say that the avangions bring a healing power, and that they come not to fight, but to return life to dying lands. Most sages have never heard of avangions, and would probably call them myth.

Becoming an Avangion

Only an epic spellcaster with a fairly high manifester level can qualify to become an avangion. Avangions tend to dislike physical confrontation, so while a psychic warrior can qualify for this class, their combat-related powers don't add much. Because of the long and tedious processes in developing the metamorphosis, wilders likewise rarely become avangions. Some avangions take levels of cerebremancer to boost both their arcane and psionic skills.

Entry Requirements

Skills: Knowledge (arcana) 24 ranks, Knowledge (psionics) 24 ranks.

Feats: Mind Over Body, Psionic Body, any 2 metamagic or metapsionic feats.

Spells: Able to cast 9th-level arcane spells.

Psionics: Able to manifest 6th-level powers.

Special: Must be a preserver, and have cast the *preserver metamorphosis I* spell.

Class Features

All the following are class features of the avangion. The avangion combines both the arcane arts and psionics into something greater than the sum of its parts.

Spellcasting/Manifesting: Starting at 2nd level, and at each even level thereafter, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any

other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming an avangion, you must decide to which class to add each level for the purpose of determining spells per day, **caster level**, and spells known.

At 3rd level, and at each odd level thereafter, you gain additional **power points** per day, an increase in **manifeste level**, and access to new powers as if you had also gained a level in a manifesting class to which you belonged before adding the prestige **class level**. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming an avangion, you must decide to which class to add each level for the purpose of determining **power points** per day, powers know, and **manifeste level**.

Avangion Magic (Su): Starting at 1st level, you learn to supplement the energy you draw for spellcasting with your own internal renewable energy. This has the effect of having any spell you cast be treated as if it were cast in one terrain type better than the actual terrain, up to abundant. You can also cast spells where there is no plant life (such as in the Obsidian Plains, The Black and The Grey), but in this case the spell is cast as if it were cast in desolate terrain.

When casting epic spells, you can use your internal energy to pay **XP** burn by taking 1 point of **Con** burn damage to lower the cost of the **XP** burn by 10%. (Note you can only take 1 point of **Con** burn damage in this way to decrease the **XP** burn cost on a specific spell.)

This ability increases by another stage per casting of 2 *preserver metamorphosis* spells completed after the first. So an avangion that has completed the *preserver metamorphosis III* spell would cast as if the terrain type were 2 better (or barren for no plant life) and lower the **XP** burn cost by 20%, while one that has cast the *preserver metamorphosis VII* would cast as if the terrain were 4 better (or fertile for no plant life) and lower the **XP** burn cost by 40%.

Defiling Immunity: Starting at 1st level, you become immune to the adverse effects from defiling, both the standard defiling and dragon magic.

Psionic Enchantment: You can combine psionics and arcane magic in unique ways to augment your casting and manifesting. At 1st level, and every odd level

thereafter, you learn a psionic enchantment chosen from the list below. Each enchantment can only be chosen once except noted otherwise.

Arcane Augmentation: You can spend a prepared spell slot to increase your limit for augmenting psionic powers during manifestation. Using arcane augmentation is a **free action** that does not provoke an **attack of opportunity**. Add the level of the spell slot to your **manifeste level** for purposes of determining the maximum amount of **power points** you can spend while manifesting a single power. For example, Nethas, an avangion with 20 **manifeste levels**, spends an 8th level spell slot to increase the maximum **power points** it can spend to augment a power by 8. These additional points cannot be used to apply additional **metapsionic** feats.

Far Reach: You can use **touch** spells and powers on targets up to 30 feet away. Far reach can be selected more than once. Each time it is selected, it increases the **touch** range by an additional 30 feet, to a maximum of 90 feet.

Metamixture: You choose a **metapsionic** feat you can apply to boost your spells. Using metamixture is a **free action** that does not provoke an **attack of opportunity**. Treat the spell as a psionic power of equivalent level for purposes of determining the **power point** cost. You cannot spend more **power points** than your **manifeste level**. Note: If the **metapsionic** feat has the same effect as a **metamagic** feat already applied to the spell, there is no additional effect. Metamixture can be selected more than once. Each time it is selected, it applies to a different **metapsionic** feat. Its effects do not stack, i.e. only one **metapsionic** feat can be applied to a spell using metamixture.

Metapotency: You choose a **metapsionic** feat and a **metamagic** feat you possess that grant the same effect on numeric variables, e.g. **Extend Spell** and **Extend Power**, and gains synergistic bonuses. When applying either feat, its effects are multiplied by 1.5, e.g. the effect of extending a spell or power increases its duration by 150% percent. If applied to **Empower Spell** and **Empower Power**, metapotency increases the spell or power's damage by 75%. Metapotency has no effect on **Maximize Spell** and **Maximize Power**. Metapotency can be selected more than once. Each time it is selected, it applies to a different pair of matching feats.

Path of Least Resistance: You use the lower of targets'

Table 2–2: The Avangion

Level	Special	Hit Die: d4 Spellcasting/Manifesting
1st	Avangion magic, defiling immunity, psionic enchantment	—
2nd	Manifeste level increase +1	+1 level of existing arcane spellcasting class
3rd	Caster level increase +1, psionic enchantment	+1 level of existing manifesting class
4th	Bonus feat, manifeste level increase +2	+1 level of existing arcane spellcasting class
5th	Caster level increase +2, psionic enchantment	+1 level of existing manifesting class
6th	Avangion metamorphosis, manifeste level increase +3	+1 level of existing arcane spellcasting class
7th	Caster level increase +3, psionic enchantment	+1 level of existing manifesting class
8th	Bonus feat, manifeste level increase +4	+1 level of existing arcane spellcasting class
9th	Caster level increase +4, psionic enchantment	+1 level of existing manifesting class
10th	Manifeste level increase +5	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Decipher Script, Diplomacy, Knowledge (all skills, taken individually), Literacy, Profession, Psicraft, Spellcraft.

spell resistance and power resistance if you know both the psionic and arcane equivalent of a power or spell (e.g. charm person and psionic charm person). Whether you use the power or spell, use the lower of targets' SR and PR when making a spellcaster check to overcome resistance. Path of least resistance applies to all spells and powers for which you know both a psionic and arcane variant.

Replenish Land: You can reverse the effects of defiling magic. You can sacrifice an arcane spell to revitalize the area by increasing terrain type by one category in a 5-foot radius per spell level sacrificed (a defiled area becomes desolate).

Manifester Level Increase (Ex): Starting at 2nd level, and at each even level thereafter, you gain an increase in **manifester level** of a manifesting class for the purpose of determining power effects (including **augmentation**), overcoming PR, and dispel effects. If you had more than one manifesting class before becoming an avangion, you must decide to which class to add each level. You do not receive additional **power points**, known powers, nor do you gain any other benefit a character of the class would have gained.

Caster Level Increase (Ex): Starting at 3rd level and at each odd level thereafter, you gain an increase in **caster level** of an arcane spellcasting class for the purpose of determining level-dependent spell, overcoming SR, and dispel effects. If you had more than one arcane spellcasting class before becoming an avangion, you must decide to which class to add each level. You do not receive new spells per day, spells known, nor do you gain any other benefit a character of the class would have gained.

Bonus Feat: You gain a bonus feat at 4th level, and every 4 levels thereafter, chosen from the following list: **Additional Magic Item Space**, **Augmented Alchemy**, **Automatic Quicken Spell**, **Automatic Silent Spell**, **Automatic Still Spell**, **Craft Epic Arms and Armor**, **Craft Epic Rod**, **Craft Epic Staff**, **Craft Epic Wondrous Item**, **Damage Reduction**, **Defiling Resistant Aura**, **Efficient Item Creation**, **Energy Resistance**, **Enhance Spell**, **Epic Expanded Knowledge**, **Epic Psionic focus**, **Epic Spell Focus**, **Epic Spell Penetration**, **Fast Healing**, **Ignore Material Components**, **Improved Combat Casting**, **Improved Heightened Spell**, **Improved Manifestation**, **Improved Metamagic**, **Improved Metapsionics**, **Improved Spell Capacity**, **Improved Spell Resistance**, **Intensify Spell**, **Master Staff**, **Master Wand**, **Multispell**, **Permanent Emanation**, **Power Knowledge**, **Scribe Epic Scroll**, **Spell Knowledge**, **Spell Opportunity**, **Spell Stowaway**, **Spell-Resisting Aura**, **Tenacious Magic**.

In addition, you can choose from any **item creation**, **metamagic**, **metapsionic**, or **psionic** feat not listed here. You must qualify for any feat requirements.

Avangion Metamorphosis: At 6th level you gain understanding of your metamorphosis, thus learning the next spell in your transformation without development costs.

Playing an Avangion

Like dragons, you are dedicated to completing your metamorphosis and using it to help rebuild the green pastures that once covered Athas; almost every adventure you undertake has this as its ultimate objective. Since your anonymity is essential, the ability to hide your true status is paramount to your survival. Many avangion aspirants were slain during their early stages because their true nature was revealed.

Combat

It isn't surprising that as force of hope and renewal, you aren't the best combatant in a group and you usually stay away from combat if possible. Still, since you have the ability to levitate after reaching stage five, you should take advantage of it as much as possible to preserve your health. Stay clear of melee combat and use your psionic **enchantments** to quickly subdue your opponents.

Advancement

Becoming an avangion is often very difficult because Oronis is even more reluctant to hand out copies of the first stage of the metamorphosis spell since the death of Korgunard. As a devoted, idealistic adventurer, you made a name for yourself by, perhaps, defeating powerful defilers or restoring a desolate patch of land into a habitable place. Oronis himself or some highly influential Veiled Alliance member then contacted you, and engaged you to carry out a number of assignments designed to test your suitability for becoming one.

As you advance in your training, one of the first feats you take should be **Spell-Resisting Aura**, which nullifies lower-level spells and improves your chances to withstand direct combat. **Psionic Enchanter** should also be high on your list – having a return for investing time and effort into manifesting classes is more than welcome. As far as skills go, continue to buy ranks in **Spellcraft**, since this **skill** is important for advancing your metamorphosis. **Concentration** is also an important **skill** for you -- having a high **Concentration** modifier means you'll be better able to withstand damage while casting spells and manifesting powers and to regain your **psionic focus**.

Resources

As an avangion, you can expect resources according to your persuasive ability, like any other character. If you represent yourself as one, however, you can expect aid from the local Veiled Alliance or druids in the form of a place to sleep, food, and a place to hide from authorities (if necessary). You might even get access to their spell archives and help in advancing in your metamorphosis if you prove worthy.

If you are identified as an avangion by a templar or other official of a city-state, you will probably be hunted down and interrogated, only to be killed afterwards.

Avangions in the World

“A whisper of wings upon the wind. Life springs once more to lifeless earth. Where wings pass the green returns.”

—A madman who has wandered out of the deserts of the northeast

Few avangions ever make it further the first step of their metamorphosis without having some sort of contact within the secretive organization known as the Veiled Alliance or another powerful ally.

Like dragons, avangions desire to complete the next step of their metamorphosis, which requires rare and expensive supplies. Unlike dragons, avangions also possess power to restore life to dying lands on an epic scale, through epic spells that also require rare and expensive supplies. Avangions often seek out trustworthy adventurers to obtain rare supplies, to assist and protect him during the metamorphosis process, and to locate and watch over defilers that can be destroyed – or redeemed.

Organization

Differently from Athasian dragons, avangions almost never work on their own; they are usually aided by either other avangion, the Veiled Alliance, druids, or in some cases even by a Spirit of the Land.

NPC Reactions

The general populace believes avangions to be nothing but myth. However, the few **NPCs** who know of the prestige class have a starting attitude of friendly toward such a character. On the other hand, Dragon Kings and their templars know to hunt and kill any creature fitting the description of an avangion. **PCs** can expect a starting attitude of hostile from members of the city guard and their sorcerer-kings.

Avangion Lore

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

DC 15: Avangion? Wasn't that some sort of defiler ruse?

DC 20: Avangions are gossamer luminous beings focused on restoring Athas back to its verdant state.

DC 30: All avangions are currently dead or in hiding because they are hunted by sorcerer-kings.

DC 40: Characters with this level of success can learn important details about a specific avangion, where he usually operates, and the kinds of activities he undertakes.

PCs who are interested in finding or setting up a meeting with an avangion should first check with the local Veiled Alliance. Alternatively, **PCs** should try to use **Gather Information** to learn who has seen a creature with an avangion-like appearance.

Avangions in the Game

Avangions are a way to counter all the destruction defilers and dragons have wrought upon Athas in the last 4,000 years.

Epic spellcasters and manifesters might take a few levels in this class just to be able to utilize **psionic enchantments**, though they might find that the ability to restore Athas to its former splendor is worthy all the trouble.

Sample Encounter

Player characters might encounter an avangion due to some Veiled Alliance contact or unknowingly run missions for a disguised avangion, helping them in their quest to complete their metamorphosis or to destroy any troublesome defiler.

EL 25: Nethas is working on renewing the ground of a long-forgotten ruin he has been using as base when the **PCs** stumble upon him. He only reveals his nature if the **PCs** prove worthy enough or one of them is a defiler, in which case he attacks vigorously.

Nethas

CR 25

Male stage I avangion preserver 5/restorationist 7/seer 7/cerebremancer 5/avangion 1

NG Medium aberration (augmented humanoid, psionic)

Init +1; **Senses** darkvision 60 ft.; **Listen** +9, **Spot** +10

Languages Common, Halfling, Elven; *speaks with plants, tongues*

AC 17, **touch** 13, **flat-footed** 16

(+1 **Dex**, +4 **armor**, +2 **deflection**)

hp 72 (25 **HD**)

Immune defiling

Fort +7, **Ref** +8, **Will** +26

Speed 30 ft. (6 squares)

Space 5 ft.; **Reach** 5 ft.

Melee mwk dagger +8 (1d4-1/19-20)

Base Atk +7; **Grp** +7

Special Actions replenish land

Atk Options Ghost Attack, Psionic Endowment

Epic Spells/Day 2; **Epic Spells Known** (CL 19th):

*preserver metamorphosis I**, *peripety*, *verdigris* (DC 27)

*New epic spell described on page 47

Power Points/Day 168; **Psion Powers Known** (ML 12th):

6th—*greater precognition*, *mass cloud mind*, *psionic contingency*

5th—*clairtangent hand*, *power resistance*, *second chance*, *tower of iron will*

4th—*aura sight*, *energy adaptation*, *detect remote viewing*, *remote viewing*

3rd—*body adjustment*, *body purification*, *dispel psionics*, *escape detection*

2nd—*clairvoyant sense*, *object reading*, *sensitivity to psychic impressions*, *sustenance*

1st—*conceal thoughts*, *empathy*, *far hand*, *know direction and location*, *telepathic projection* (DC 16)

Psi-like Abilities (ML 12th):

At will—*detect chaos/evil/good/law*, *discern lies*

Wizard Spells Prepared (CL 17th):

- 9th—*wish*
 8th—*animate plants, moment of prescience*
 7th—*limited wish, mass hold person* (DC 25), *spellstaff, spell turning* (CL 18th)
 6th—*chain lightning* (DC 23), *greater dispel magic* (CL 18th), *mass suggestion* (DC 24), *transport via plants, true seeing* (CL 18th)
 5th—*cone of cold* (DC 22), *dominate person* (DC 23), *hold monster* (DC 23), *mage's private sanctum* (CL 18th), *wall of thorns*
 4th—*charm monster* (DC 22), *detect scrying* (CL 18th), *rejuvenate, silent still invisibility, scrying* (CL 18th)
 3rd—*arcane sight* (CL 18th), *dispel magic* (CL 18th), *hold person* (DC 21), *lightning bolt* (DC 20), *plant growth, silent still charm person* (DC 18)
 2nd—*alter self, mirror image, pass without trace, protection from arrows* (CL 18th), *see invisibility* (CL 18th), *silent still magic missile*
 1st—*charm person* (DC 18), *goodberry, identify* (CL 18th), *mage armor, protection from evil* (CL 18th), *shield*
 0—*detect magic, nurturing seeds* (2), *read magic*

Abilities Str 8, Dex 13, Con 10, Int 25, Wis 21, Cha 14

SQ ageless, avangion magic, brew potion-fruit

Epic Feats Epic Spellcasting, Epic Skill Focus (Spellcraft)

Feats Brew Potion^B, Combat Casting, Combat Manifestation, Eschew Materials, Extend Spell, Ghost Attack, Iron Will, Mind Over Body, Narrow Mind, Path Dexter, Psionic Body, Psionic Endowment, Psionic Meditation, Scribe Scroll^B, Silent Spell, Spell Focus (Enchantment), Still Spell

Skills Bluff +17, Concentration +25, Decipher Script +15, Diplomacy +14, Disguise +7 (+9 to act in character), Gather Information +10, Intimidate +4, Knowledge (arcana) +32, Knowledge (nature) +15, Knowledge (psionics) +19, Listen +9, Literacy (Common), Profession (herbalist) +11, Psicraft +21, Spellcraft +47, Spot +10, Survival +6 (+8 in aboveground natural environments)

Possessions combat gear plus *headband of intellect* +4, *periapt of wisdom* +4, *cloak of charisma* +2, *bracers of armor* +4, *ring of protection* +2

Spellbook spells prepared plus 0—all; 1st—*alarm, obscuring mist*; 2nd—*levitate, resist energy*; 3rd—*daylight, nondetection*; 4th—*mnemonic enhancer, polymorph*; 5th—*false vision, overland flight*; 6th—*contingency, gaeas/quest*; 7th—*greater teleport*; 8th—*demand, discern location*; 9th—*control plants*

Brew Potion-Fruit Nethas can make potion-fruit that contain up to 5th-level spells.

Replenish Land (Ex) Nethas can sacrifice an arcane spell to revitalize the area by increasing terrain type by one category in a 5 foot radius/spell level sacrificed (a defiled area becomes desolate).

Hook "The destruction ends here, defiler."

"I am the embodiment of the Fire's fury. Who shall dare to stop me?"

—Ghedran, dwarven fire lord

Some of Athas' most powerful clerics combine their faith with the clearness of mind the Way provides in order to take their worship of the elements to the next step: changing themselves into their patron element.

As element lords, they can combine their mastery of the Way and divine power into psionic **enchantments** that greatly enhance their abilities. Element lords are often called by their elements in order to fight in the Unseen War.

Becoming an Element Lord

Due to the specific requirements of the element lord, levels in both **cleric** and **psion** are the most common method of gaining entry into this class. A few levels in the elemental or elemental master class are necessary due to the elemental focus requirement. Due to their energy related focus, most manifesters who become element lords are kineticists. Taking levels in the psychic theurge class is a common way to speed up the process.

Entry Requirements

Skills: Knowledge (religion) 24 ranks, Knowledge (psionics) 15 ranks, Knowledge (the planes) 15 ranks.

Feats: Elemental Manifestation, Skill Focus (Knowledge [the planes]), any 2 **metamagic** or **metapsionic** feats.

Spells: Able to cast 9th-level divine spells.

Psionics: Able to manifest 6th-level powers.

Special: Elemental focus class feature.

Class Features

As an element lord, you are a master of both divine magic and psionics. You not only learn to different set of abilities, but to use one art to augment the other -- particularly in the realm of **metamagic** effects.

Spellcasting/Manifesting: At every level indicated on Table 2-3, you gain new spells per day and an increase in **caster level** (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige **class level**. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming an element lord, you must decide to which class to add each level for the purpose of determining spells per day, **caster level**, and spells known.

At every level indicated on Table 2-3, you gain additional **power points** per day, an increase in **manifest level**, and access to new powers as if you had also gained a level in a manifesting class to which you belonged before adding the prestige **class level**. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming an element lord, you must decide

to which class to add each level for the purpose of determining **power points** per day, powers know, and **manifest level**.

Element Bonding (Su): Your body slowly starts to be composed of your patron element. For every level gained, one-tenth of your body becomes enveloped in your patron element raw material (fire clerics become enveloped in flames, water clerics start dripping water, and so on), starting with one of your hands. The hand functions as normal and you gain a **touch attack** that deals 1d8 **energy damage** based on your patron element, **Fortitude save** (DC 10 + 1/2 your **HD** + **Cha** modifier) for half damage.

Element	Damage
Air	Electricity
Earth	Acid
Fire	Fire
Magma	Fire
Rain	Electricity
Silt	Acid
Sun	Fire
Water	Cold

You gain a bonus in **Diplomacy checks** equal to your element lord level with creatures with the same elemental connection as you and a bonus in **Intimidate checks** equal to your element lord level with creatures with the opposite elemental connection as you. Clothing can be worn to conceal the element bonding, but for every level of element lord gained, you suffer a -1 penalty to **Disguise checks**.

Summon Elemental (Sp): Beginning at 2nd level, you can summon one or more elementals that matches your patron as if casting a **summon monster** spell, except that the total amount of **HD** of elementals you can summon per day equals twice your divine **spellcaster level**. Each elemental has maximum **hit points** per **HD**.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

Psionic Enchantment: You can combine psionics and divine magic in unique ways to augment your casting and

manifesting. At 2nd level, and every 4 levels thereafter, you learn a psionic enchantment chosen from the list below. Each enchantment can only be chosen once except noted otherwise.

Far Reach: You can use touch spells and powers on targets up to 30 feet away. Far reach can be selected more than once. Each time it is selected, it increases the touch range by an additional 30 feet, to a maximum of 90 feet.

Gift of the Element (Su): You can transfer one or more uses of your **turn undead** ability to a willing creature. (Element lords who **rebuke undead** transfer uses of **rebuke undead** instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to you is reduced by the number transferred. The recipient turns undead as a **cleric** of your **cleric** level but uses his own **Charisma** modifier.

Metamixture: You choose a **metapsionic** feat you can apply to boost your spells. Using metamixture is a **free action** that does not provoke an **attack of opportunity**. Treat the spell as a psionic power of equivalent level for purposes of determining the **power point** cost. You cannot spend more **power points** than your **manifest level**. Note: If the **metapsionic** feat has the same effect as a **metamagic** feat already applied to the spell, there is no additional effect. Metamixture can be selected more than once. Each time it is selected, it applies to a different **metapsionic** feat. Its effects do not stack, i.e. only one **metapsionic** feat can be applied to a spell using metamixture.

Metapotency: You choose a **metapsionic** feat and a **metamagic** feat you possess that grant the same effect on numeric variables, e.g. **Extend Spell** and **Extend Power**, and you gain synergistic bonuses. When applying either feat, its effects are multiplied by 1.5, e.g. the effect of extending a spell or power increases its duration by 150%. If applied to **Empower Spell** and **Empower Power**, metapotency increases the spell or power's damage by 75%. Metapotency has no effect on **Maximize Spell** and **Maximize Power**. Metapotency can be selected more than once. Each time it is selected, it applies to a different pair of matching feats.

Elemental Hallowing: You can purify the elements around you. You can spend one of your **turn undead** attempts to make any elemental creature summoned by

Table 2–3: The Element Lord

Level	Special	Hit Die: d6 Spellcasting/Manifesting
1st	Element bonding	—
2nd	Summon elemental, psionic enchantment	+1 level of existing divine spellcasting class
3rd	Elemental aura 15 ft.	+1 level of existing divine spellcasting class
4th	Bonus feat	+1 level of existing manifesting class
5th	Element transition, elemental aura 30 ft.	+1 level of existing divine spellcasting class
6th	Elemental attack, psionic enchantment	+1 level of existing divine spellcasting class
7th	Elemental aura 45 ft.	+1 level of existing manifesting class
8th	Bonus feat	+1 level of existing divine spellcasting class
9th	Elemental aura 60 ft.	+1 level of existing divine spellcasting class
10th	Element apotheosis, psionic enchantment	—

Class Skills (2 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Knowledge (arcana/history/religion/the planes), Profession, Spellcraft.

you to be treated as though you had the [Augment Summoning](#) feat. In addition, all [Charisma](#) checks made to [turn](#) or [command](#) an elemental summoned this way gain a -4 penalty.

Elemental Aura (Su): At 3rd level, you gain a special aura that is always active. The type of aura depends upon your patron element.

Air: You and your allies within your aura deal an extra 1d4 points of electricity damage on your weapon rolls.

Earth: You and your allies' attacks are treated as adamantine and cold iron for the purposes of overcoming [damage reduction](#).

Fire: Anyone within this aura must succeed on a [Fortitude save](#) (DC 10 + 1/2 your HD + your [Con](#) modifier) or take 1d4 points of heat damage per round from the intense heat.

Magma: Any spell or [spell-like ability](#) with the [fire](#) descriptor cast within this aura is empowered as if by the [Empower Spell](#) feat.

Rain: Any creature struck within your aura must succeed on a [Will save](#) (DC 10 + 1/2 your HD + your [Cha](#) modifier) or become confused for a number of rounds equal to your element lord level.

Silt: All creatures within this aura receive [total concealment](#) and are subject to Gray Death (see page 39 of *Dregoth's Ascending II* for more information).

Sun: Anyone within this aura must succeed on a [Fortitude save](#) (DC 10 + 1/2 your HD + your [Con](#) modifier) or take 1d4 points of heat damage per round from the intense heat.

Water: You and your allies within your aura put out any source of nonmagical flame and deal an extra 1 point of cold damage on your weapon rolls.

The area affected by this aura increases as you gain levels, as shown on Table 2–3. This aura can be dispelled or suppressed, but you can create it again as a [free action](#) on your next turn.

Bonus Feat: You gain a bonus feat at 4th, and 8th level, chosen from the following list: [Additional Magic Item Space](#), [Automatic Quicken Spell](#), [Automatic Silent Spell](#), [Automatic Still Spell](#), [Bonus Domain](#), [Damage Reduction](#), [Element Turning](#), [Elemental Strike](#), [Energy Resistance](#), [Enhance Spell](#), [Epic Expanded Knowledge](#), [Epic Psionic focus](#), [Epic Spell Focus](#), [Epic Spell Penetration](#), [Fast Healing](#), [Ignore Material Components](#), [Improved Combat Casting](#), [Improved Elemental Casting](#), [Improved Elemental Manifestation](#), [Improved Heightened Spell](#), [Improved Manifestation](#), [Improved Metamagic](#), [Improved Metapsionics](#), [Improved Spell Capacity](#), [Improved Spell Resistance](#), [Intensify Spell](#), [Multispell](#), [Permanent Emanation](#), [Planar Turning](#), [Power Knowledge](#), [Spectral Strike](#), [Spell Knowledge](#), [Spell Opportunity](#), [Spell Stowaway](#), [Tenacious Magic](#), [Undead Mastery](#).

In addition, you can choose from any [metamagic](#), [metapsionic](#), or [psionic](#) feat not listed here. You must qualify for any feat requirements.

Elemental Transition (Su): At 5th level, half your body is composed of your patron element. You receive the half-elemental template (*ToA* 67).

Elemental Attack (Su): Once per day, you may gate in material from your patron's elemental plane. Each attack varies depending on the element gated, as noted below, and allows a [Reflex save](#) (DC 10 + 1/2 divine [caster level](#) + your [Wis](#) modifier) for half damage. You can gate up to 10 cubic ft. of material per element lord level, in any shape you desire.

Air: You gate pure, breathable air. This ability works like the [gust of wind](#) spell, except that every creature is considered one [size category](#) less for the purposes of being affected by it for every 3 levels of element lord you have.

Earth: You gate rock and soil onto a solid surface. A failed [save](#) means the victim is trapped under the earth and is affected as though by an avalanche (see page 90 of the *Dungeon Master's Guide*).

Fire: You gate pure flame. Any creature caught in the area of effect takes 1d8 points of fire damage for every element lord level you have. Any creature that fails its [saving throw](#) also catches fire. The flame lasts for 10 rounds (see page 303 of the *Dungeon Master's Guide*). Flammable material within the area of effect may catch on fire as well.

Magma: You gate pure molten lava. Any creature caught within the area of effect takes 1d6 points of fire damage for every element lord level you have. The magma cools after 10 rounds. Each round, the damage decreases by one die. Flammable material within the area of effect may catch on fire as well.

Rain: You gate a thick, moist cloud. This cloud creates a micro lightning storm that deals 1d6 points of electricity damage per element lord level to any creature caught within the area of effect. All creatures must also make an additional [save](#) or be knocked [prone](#) by the wind and rain.

Silt: You gate a corrosive silt cloud. Any creature caught within the area of effect takes 1d4 points of acid damage for every element lord level you have. The cloud extinguishes all nonmagical flame. Creatures within 5 feet of the cloud have [concealment](#), and creatures further away have [total concealment](#). The cloud lasts for 1 round for every element lord level you have.

Sun: You gate pure radiance. Any creature caught within the area of effect takes 1d6 points of fire damage for every element lord level you have. Creatures who fail their [saving throws](#) also become [fatigued](#) and are [dazed](#) for 1 round per element lord level.

Water: You gate pure, drinkable water. Any creature that fails its [save](#) suffers 1d4 points of [bludgeoning](#) damage per element lord level as the water collapses over them. Any creature that fails its [save](#) is also knocked [prone](#). If the water is contained within an area, creatures in the area of effect may be in danger of drowning.

Element Apotheosis (Su): At 10th level, you completely become made of your patron element. Your type becomes [elemental](#) (augmented version of base creature) and you receive the subtype(s) according to your patron element. You acquire 60-foot [darkvision](#), immunity to [critical hits](#), [flanking](#), [poison](#), [sleep](#), [paralysis](#), and [stunning](#) effects, and immunity to your

patron element energy type (see element bonding, above). In addition, you gain all the elemental's [extraordinary](#), [supernatural](#), and [spell-like abilities](#) of the appropriate element of your HD, as well as its [size category](#) (with the usual adjustments in ability scores). You no longer can die of old age, and no longer suffer penalties to abilities for aging.

Playing an Element Lord

You possess a fascination with divine magic and lore greater than that of most clerics. You see your divine abilities not as a tool, but as a gift and a natural part of whom and what you are. Everything you do, everything you see, and everything you learn is examined and analyzed as it relates to your element goals first, and to all other concerns second.

This doesn't mean that you have no other goals or other passions. You might adventure alongside your friends, help the local population, or fight on the battlefield for a cause in which you believe, just like any other character might. Even in the midst of all this, however, you learn and study constantly, seeking to understand what your element desires from you and how you could better serve it.

Combat

You are, if anything, even less of a melee [fighter](#) than other divine casters. Your levels in manifesting classes do little to improve your base attack bonus, to say nothing of your [hit points](#). Stay back out of the fray and take advantage of the vast array of spells and powers. You are best served by area spells or powers, or spells or powers that prevent enemies from getting too close to you. When you must focus on a specific opponent, do what you can to take him out as fast as possible, before he recognizes you for the threat you pose and does the same to you.

Although you'll always lag behind a single-classed divine caster in terms of sheer power -- your highest-level spells are some levels lower than those of such a character -- your [caster level](#) keeps up reasonably well (meaning your *elemental strike* is just about as good as his). Also, your array of options is almost double as long in an adventure as that of a single-classed character, and you have a few tricks up your sleeve that he can't easily match.

Advancement

You were heavily devoted to the study and mastery of divine magic even before you entered this class. Perhaps you were a born [cleric](#), and wished to better understand the nature of your abilities. Perhaps you were a [psion](#), and the discovery of your energy wielding abilities led you to question the true nature of your powers. Whatever the case, you are a driven soul with no goal outside a true understanding of divine magic in all its forms.

You spend all your available time advancing your skills and knowledge. Whether this means battling opposed clerics, unearthing ancient lore, or simply

communing with nature, nothing is more important to you.

You'll want to keep skills such as [Knowledge \(religion\)](#) and [Spellcraft](#) high, if not maxed out. Choose feats that benefit both casting and manifesting, such as [Improved Elemental Manifestation](#) and [Psionic Enchanter](#). Because of your psionic [enchantments](#), it pays to learn as many [metamagic](#) and [metapsionic](#) feats as you can.

Resources

Although no organization is devoted to element lords, you might well hold a position, or at least possess contacts, within a psionic academy or similar organization. Such characters are fascinated by your abilities and eager to learn whatever mystic or psionic secrets you have uncovered. While they aren't likely to support you with finances or magic items, they might aid you in researching specific topics.

Element Lords in the World

"These so called 'element lords' are able to channel psionics into their elemental magic in order to create unimaginable power. We must study them closely and discover how to tap into their power source, milord."

—Qwith the sorceress, letter to Rajaas

Element lords, though rare, are found either in their patron element's home plane, managing their temple, or wandering Athas spreading the word of their element. They might be part of a temple or academy or they might seek quiet contemplation and the life of a wandering preacher, but in either case their purpose is the same -- study and praise. The development of element lord is a logical result of the existence of both clerics and psions, so DMs should have little trouble justifying their existence.

Organization

Element lords have no organizations of their own. That said, many hold positions of high esteem in major temples in the Tablelands, or sometimes in psionic academies, teaching how to harness the most out of their [psychokinesis](#) discipline. Some join the Unseen War Guild (see Chapter 6 for more information) in order to battle for their elements in a larger scale.

NPC Reactions

Most individuals have difficulty telling an element lord to an ordinary divine spellcaster or energy manifester, and thus react to a member of this class as they would do with any one of those. High-level clerics and kineticists, however, recognize element lords for what they truly are. Clerics devoted to the same element begin one step nearer to helpful than they otherwise would. Clerics devoted to opposed elements begin one step nearer to hostile.

Element Lord Lore

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

DC 15: Element lords are very powerful clerics, really devoted to their element.

DC 20: Element lords are the ultimate elemental champions, combining both divine magic and psionics in order to become their element of worship.

DC 30: I once watched a lord summon much more elementals than he should be able to, and his elementals seemed much stronger than normal, too.

DC 40: Characters who achieve this level of success can learn important details about a specific element lord in your campaign, the areas where he operates, and the kinds of activities he undertakes.

PCs who wish to meet with an element lord should make every effort to contact the nearest elemental temple. Even if the temple boasts no such member, odds are good that its members can suggest the next place to search.

Element Lords in the Game

An element lord can appear anywhere a cleric. He might hold a high position in a city or wander the world like any adventurer. It is entirely possible that the PCs have met or heard of one before without even realizing it, having mistaken a lord for a traditional cleric or psion.

Players who enjoy playing energy spellcasters should enjoy playing with an element lord. Although the class is hard to qualify, it opens up an enormous variety of options that no other single divine or psionic class can provide.

Sample Encounter

PCs are likely to encounter element lord when on a quest for knowledge or items of great arcane power, or when researching ancient secrets. That said, it is certainly possible to encounter a mighty magus battling the forces of evil, or an ambitious one leading an army of summoned minions. Essentially, a magus can appear in any circumstances when a sorcerer or wizard would be appropriate.

EL 26: Ghedran was a weaponsmith's apprentice when he heard Fire calling for him. Several years of pilgrimage and devotion later, he now uses his abilities to learn more about divine magic, to preach about the values of fire, as well as to protect others. When the PCs encounter him, he has placed an entire village under his protection -- partly because of a nearby volcano, which he uses as a medium to commune with his element. Powerful as he is, however, he has bitten off more than he can chew, since magma followers also seek to control the volcano. The PCs must either stand with him or abandon him, and the village, to a grim fate.

Ghedran Fire Eyes

CR 26

Male cleric 5/elementalist 5/elemental master
2/kineticist 7/psychic theurge 5/element lord 2
CN Medium humanoid (psionic)
Init +3; **Senses** darkvision 60 ft.; **Listen** +7, **Spot** +7
Languages Common, Dwarven, Ignan, Ledopolus

AC 16, touch 13, flat-footed 16

(-1 Dex, +3 armor, +1 shield, +3 deflection)

hp 141 (26 HD)

Immune dazzling or blindness to light effects

Resist stability (+4 against bull rush or trip); fire 15

Fort +10, **Ref** +6, **Will** +23; +2 against poison, spell, and spell-like effects

Speed 20 ft. (4 squares)

Space 5 ft.; **Reach** 5 ft.

Melee mwk macahuitl +10 (1d8+1/19-20) or

Melee touch +9 (1d8 fire)

Base Atk +9; **Grp** +10

Special Actions elemental shield 1/day (5 rounds), ignore element 1/day (5 minutes), spontaneous casting (*cure* and domain spells)

Atk Options Elemental Manifestation, Empower Power, Improved Elemental Manifestation, Maximize Power, turn undead 2/day (+1, 2d6+3, 18th)

Combat Gear ring of fire elemental command

Cleric Spells Prepared (CL 18th):

9th—*blazing wreath*^D (CL 21st, DC 27), *gate*, *summon monster IX* (CL 21st)

8th—*elemental storm* (CL 21st, DC 26), *holy aura*, *incendiary cloud*^D (CL 21st, DC 26), *summon monster VIII* (CL 21st)

7th—*delayed blast fireball*^D (CL 21st, DC 25), *destruction* (DC 24), *greater restoration*, *regenerate*, *resurrection*, *summon monster VII* (2) (CL 21st)

6th—*elemental storm*^D (CL 21st, DC 24), *forbiddance*, *greater dispel magic*, *planar ally*, *summon monster VI* (CL 21st), *undeath to death* (DC 24)

5th—*elemental strike* (CL 21st, DC 23) (2), *fire shield*^D (CL 21st), *plane shift*, *righteous might*, *summon monster V* (CL 21st)

4th—*blindscorch*^D (CL 21st, DC 22), *divine power*, *elemental armor*, *elemental weapon*, *lesser planar ally*, *spell immunity*, *summon monster IV* (CL 21st)

3rd—*continual flame* (CL 21st), *daylight*, *dispel magic*, *flaming sphere*^D (CL 21st, DC 21), *invisibility purge*, *magic vestment*, *searing light* (+9 ranged touch), *summon monster III* (CL 21st)

2nd—*bear's endurance*, *consecrate*, *heat metal*^D, *hold person*, *lesser restoration*, *resist energy* (2), *status*

1st—*bless element* (2) (CL 21st), *burning hands*^D (CL 21st, DC 19), *divine favor*, *endure elements* (2), *entropic shield*, *protection from law*

0—*cure minor wounds* (2), *create element* (2), *light* (2)

D: domain spell. *Element*: Fire. Domains: Fire Eyes, Mountain's Fury, Smoldering Spirit

Power Points/Day 150; **Psion Powers Known** (ML 12th):

6th—*breath of the black dragon* (DC 20), *mass cloud mind*, *null psionics field*

5th—*adapt body*, *energy current* (DC 19*), *fiery discorporation*, *power resistance*

4th—*aura sight, energy adaptation, energy ball* (DC 18*), *psionic dimension door*
3rd—*energy bolt* (DC 17*), *energy burst* (DC 17*), *energy cone* (DC 17*), *energy wall*
2nd—*energy missile* (DC 16*), *energy push* (DC 16*), *energy stun* (DC 16*), *sustenance*
1st—*control flames, control light, control object, matter agitation, energy ray* (+9 ranged touch)

*The **save DCs** for these powers might increase with the use of **augment**s.

Abilities Str 13, Dex 8, Con 14, Int 18, Wis 25, Cha 8

SQ dwarven focus, element bonding, elemental focus, +5 bonus to **Spot** checks while in sandy wastes, salt flats, stony barrens, or obsidian wastes during daylight, no **armor check** and **encumbrance** penalties to **Climb** checks while both hands free, +2 **shield bonus** to **AC** when holding a burning torch

Epic Feats Improved Elemental Casting*, Improved Elemental Manifestation*

*New epic feat described on page 40

Feats Combat Casting, Elemental Manifestation, Empower Power, Empower Spell, Improved Initiative, Maximize Power, Maximize Spell, Skill Focus (Knowledge [religion]), Skill Focus (Knowledge [the planes])

Skills Concentration +31, Diplomacy -1 (+1 against fire creatures), Disguise -3, Intimidate +9 (+11 against water creatures), Knowledge (psionics) +19, Knowledge (religion) +31, Knowledge (the planes) +25, Psicraft +16, Spellcraft +21, Survival +7 (+9 other planes)

Possessions combat gear plus *periapt of wisdom* +6, *headband of intellect* +2, *ring of protection* +3, *fire drakehide armor*, *fire drakehide light shield*, healer's kit (8 uses)

Dwarven Focus (Defend the Volcano) Ghedran receives a +1 **morale bonus** on all **skill checks**, attack and damage rolls, **saving throws**, or power or spell **save DCs** when actively pursuing his focus.

Element Bonding (Su) Twenty percent of Ghedran's body is enveloped in fire. The hand functions as normal and he has a **touch attack** that deals 1d8 fire damage, DC 22 **Fortitude** half.

Elemental Focus Spells cast by Ghedran that have the **fire** descriptor have their spell **save DCs** increased by 1.

Elemental Hallowing Ghedran can spend one of his **turn undead** attempts to make any elemental creature summoned by him to be treated as though he had the **Augment Summoning** feat. In addition, all **Charisma** checks made to **turn** or **command** an elemental summoned this way gain a -4 penalty.

Elemental Shield (Sp) Any creature that attacks Ghedran using handheld weapons or natural weaponry suffers 1d6+5 fire damage.

Ignore Element (Sp) Ghedran receives **fire resistance** 30 and can become **ethereal** and switch back to physical form as a **standard action** for the duration of the ability.

Summon Elemental (Sp) Ghedran can summon up to

36 HD of fire elementals per day, as per the *summon monster* spell. Each elemental has maximum **hit points** per HD.

Hook "Some have said there is no subtlety to destruction. You know what? They're dead."

Order Adept

"As stewards of our planet, we realize that the corruption of the mind's power has sent life out of balance. We have found a means to silence the noise and confusion."

—Pakk the Think-Maker, Order mediator

The Order is a rigid and secret organization of the highest level manifesters on Athas. They are fanatically dedicated to studying psionics and maintaining the natural order.

The Order adept specializes in his psionic studies in order to become a master in his discipline of choice – and in doing so, develops fabulous mental powers.

Becoming an Order Adept

Any epic manifester might be drawn to become an Order adept. In practice, however, becoming an Order adept requires a character to take at least one level of the **psion** class to gain the discipline prerequisite and have a high **manifester level**.

Entry Requirements

Alignment: Lawful neutral or neutral.

Skills: Knowledge (psionics) 24 ranks, Psicraft 24 ranks.

Feats: Psionic Affinity, Skill Focus (Psicraft), any 2 metapsionic feats.

Psionics: Able to manifest 9th-level powers.

Class Features

You are a true master of the Way, with psionic knowledge unparalleled in all Athas.

Manifesting: At every level indicated on Table 2–5, you gain additional **power points** per day, an increase in **manifester level**, and access to new powers as if you had also gained a level in a manifesting class to which you belonged before adding the prestige **class level**. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming an Order adept, you must decide to which class to add each level for the purpose of determining **power points** per day, powers know, and **manifester level**.

Psionic Knowledge (Ex): You gain your Order adept level as a bonus on all **Knowledge (psionics)** and **Psicraft** checks.

Psionic Defense (Ex): While **psionically focused**, you add 1 point of **Intelligence** bonus (if any) per Order adept level to your **Will saving throws**.

Bonus Feat: You gain a bonus feat at 2nd level, 5th level, and 8th level. This feat must be a **psionic** feat, a **metapsionic** feat, or a **psionic item creation** feat.

Manifester Level Increase (Ex): At 3rd, 6th, and 9th level, you gain an increase in **manifester level** of a manifesting class for the purpose of determining power effects (including **augmentation**), overcoming **PR**, and dispel effects. If you had more than one manifesting class before becoming an Order adept, you must decide to which class to add each level. You do not receive additional **power points**, known powers, nor do you gain any other benefit a character of the class would have gained.

Order Mediator (Ex): At 4th level, your focus on your chosen discipline opens your mind to new possibilities and grants you the first taste of the unique skills of an Order adept. You gain an ability from those below based on your chosen discipline.

Clairsentience: **Clairsentience** powers you manifest that have a duration of concentration remain in effect for a number of extra rounds equal to your Order adept level after you cease concentrating. You can manifest other powers and otherwise act normally during this duration.

Metacreativity: When a **metacreativity** power you have manifested is successfully dispelled, it remains in effect for 1 round and then ends as normal for dispelling. If a creature is responsible for the dispelling effect, it knows that the power has been dispelled but is functioning for another round.

Psychokinesis: When manifesting a **psychokinesis** power, you gain a bonus on **Concentration checks** equal to your Order adept level.

Psychometabolism: The **Fortitude save DCs** of your **psychometabolism** powers increase by 2.

Psychoportation: When manifesting a **psychoportation** power, you gain a bonus on **Concentration checks** equal to your Order adept level.

Telepathy: Targets of your **charm** powers do not gain a bonus on their **saves** due to being currently threatened or attacked by you or your allies. In addition, subjects of your **compulsion** powers do not get a bonus on saves due to being forced to take an action against their natures.

Order Psiologist (Ex): At 7th level, your long study of your chosen discipline leads to a breakthrough. You gain an ability from those below based on your chosen discipline. Each ability is triggered automatically when you manifest a power from your chosen discipline and lasts for a number of rounds equal to the power's level.

Clairsentience: You gain **improved uncanny dodge (PH 26)** for the duration of the power.

Metacreativity: Dispel checks made against your **metacreativity** powers treat your **manifester level** as if it were 10 higher than normal.

Psychokinesis: You gain resistance 30 to the energy type that matches a descriptor used by the power you just manifested.

Psychometabolism: You can immediately reroll any failed **Fortitude save** against a **psychometabolism** power or ability; you must accept the result of the second roll.

Psychoportation: You gain **total concealment**.

Telepathy: You can immediately reroll any failed **Will save** against a **clairsentience** power or ability; you must accept the result of the second roll.

Order Master (Ex): At 10th level, your knowledge of your chosen discipline reaches its peak. You gain an ability from those below based on your chosen discipline; which can be used at will.

Clairsentience: When you manifest a **clairsentience** power, you also gain **psionic true seeing** (as the power) for 10 rounds.

Metacreativity: You can manifest a **metacreativity** power with a **casting time** of 1 **standard action** as a **swift action**.

Psychokinesis: Any creature that fails its **save** against one of your **psychokinesis** powers takes damage again 1 round later equal to half the damage it took when you manifested the power.

Psychometabolism: When a creature successfully saves against a **psychometabolism** power you manifest, it takes damage equal to the level of the power.

Psychoportation: When you manifest a **psychoportation** power, you do not require **line of sight**. In addition, you take no damage when a **psychoportation** power ends while you are inside a material object.

Telepathy: Any creature that successfully saves against one of your **telepathy** powers must **save** again 1 round later (as if you had manifested the power again).

Playing an Order Adept

As an Order adept, you are dedicated in upholding the Order's beliefs that psionics is a part of the natural order, to be used only for survival and self-defense; and that psionics is a higher understanding, an area of study

Table 2–4: The Order Adept

Level	Special	Hit Die: d4 Manifesting
1st	Psionic knowledge, psionic defense	—
2nd	Bonus feat	+1 level of existing manifester class
3rd	Manifester level increase +1	+1 level of existing manifester class
4th	Order mediator	—
5th	Bonus feat	+1 level of existing manifester class
6th	Manifester level increase +2	+1 level of existing manifester class
7th	Order psiologist	—
8th	Bonus feat	+1 level of existing manifester class
9th	Manifester level increase +3	+1 level of existing manifester class
10th	Order master	—

Class Skills (2 + Int modifier per level): Autohypnosis, Concentration, Craft, Knowledge (all skills, taken individually), Profession, Psicraft, Use Psionic Device.

that purifies the mind and strengthens the spirit. You believe that you gain more awareness of the universe with every new power you master, with every new iota of psionic strength that you can muster.

Order adepts often work on their own, usually only reporting to their superior mediator or psiologist and conducting their own studies in the meantime.

Order adepts always belong to the Order, unless they have become renegades after joining it. Membership of the Order is by invitation only (and invitations are extended only by careful questioning and by trials successfully undertaken. Those who fail are marked for death). If you are an Order adept, you may masquerade as an adventurer or hold a job in a psionic academy. In this way, you gain the experience and information necessary to plan to uncover potential violations of the natural order. Members of the Order usually work as psionic instructors in major academies or live in silent contemplation, meditating into deep psionic questions.

Combat

For the most part, your techniques in combat should match those of other psionics. Shapers attempt to summon creatures to battle for them, telepaths to win them over, kineticists send energy effects to destroy their opponents, and so forth. Your special abilities grant you special benefits, and you should use them to your best advantage by learning the most powers possible from your chosen discipline.

Advancement

You became an Order adept because you think that psionics is the supreme gift of nature, one that cannot be abused or taken advantage of in any way. You spend much of your time in study and research, usually leaving the quietude of your academy or monastery only to practice your skills or to punish those minds that dare break the natural balance.

As you advance as an Order adept, consider feats that keep improving your already awesome psionic abilities, such as [Improved Metapsionics](#) and [Epic Manifestation](#). Keep [Knowledge \(psionics\)](#) and [Spellcraft](#) maximized.

Resources

As a member of a clandestine organization, you are expected to use your own resources to carry out missions. While you should not expect substantial funds or many psionic items, the Order provides mundane equipment where necessary and might make efforts to provide you with psionic items at a reduced—or at least a fair—price.

Order Adepts in the World

“Be careful when around her. I still not sure who’s the most dangerous, the girl or the giant cat that follows her around.”

—Lakin, Nameless Kank innkeeper

Order adepts are most often found in places where psionic study is highly formalized, such as city-states,

large settlements, and villich communities. Because an Order adept might well not appear any different to casual observation than any other psionics, DMs can easily assign this prestige class to established [NPCs](#) after the fact.

Organization

All Order adept members belong to a secretive organization known as the Order. See Chapter 6 for more information.

NPC Reactions

To the common man, nothing about an Order adept differentiates him from any other psionics. Thus, most people react to an Order adept exactly as they would to any other psionics. Those few who might know his true origin might look to Order adepts with envy, hatred, or dread, depending on their skills as psionics and his relationship with the Order.

Order Adept Lore

Characters with ranks in [Knowledge \(psionics\)](#) can research Order adepts to learn more about them. When a character makes a [skill check](#), read or paraphrase the following, including the information from lower [DCs](#).

DC 15: Order? Never heard of them.

DC 20: The Order is a secretive society composed of powerful psionics.

DC 30: The Order believes that psionics should only be studied for its own sake, and psionic powers should only be used to preserve the natural order.

DC 40: The Order was responsible for the psionic nullification and the kreen frenzy during FY 4 as an attempt to bring the psionic balance to Athas. The attempt failed.

Any community large enough to have a psionic academy most likely contains at least one Order adept as member.

Order Adepts in the Game

The Order adept is an easy prestige class to include in your epic campaign; every city-state has at least one psionic academy that can work as a base for an adept.

The Order adept prestige class should appeal to players who enjoy enforcing extremist beliefs, or who enjoy new powers relating to their discipline that they can’t achieve through more traditional means.

Sample Encounter

Player characters will probably encounter an Order adept only after they become epic manifesters, when an epic manifester becomes a renegade, or by chance when visiting a psionic academy inhabited by one, since most Order members are reclusive.

EL 23: Talanoa wanders Athas in search of epic manifesters committing psionic heresy followed by her *beastmastered* kirre. She will report to her mediator instantly and await further instructions. In the meantime,

she will stalk closely the potential candidate. She won't attack non-epic manifesters unless in self-defense.

Talanoa

CR 23

Female telepath 21/Order adept 2

LN Medium humanoid (psionic)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Dwarven, Raamite

AC 16, touch 16, flat-footed 15

(+1 Dex, +5 deflection)

hp 77 (23 HD)

Fort +7, **Ref** +8, **Will** +15; psionic defense

Speed 30 ft. (6 squares)

Space 5 ft.; **Reach** 5 ft.

Melee none

Base Atk +10; **Grp** +11

Special Actions Inquisitor, Psionic Meditation

Atk Options Extend Power, Greater Power Penetration, Greater Psionic Endowment, Power Penetration, Psionic Endowment, Quicken Power

Epic Powers/Day 2; **Epic Powers Known** (ML 22nd): *beast mastery** (DC 29)

*New epic power described on page 56

Power Points/Day 433; **Psion Powers Known** (ML 22nd):

9th—*microcosm*, *psychic surgery*, *psionic etherealness*, *reality revision*

8th—*bend reality*, *psionic greater teleport*, *recall death* (DC 28)

7th—*energy conversion*, *mindflame* (DC 27), *personal mind blank*, *psionic moment of prescience*, *ultrablast* (DC 27)

6th—*aura alteration*, *mass cloud mind* (DC 26), *psionic contingency*

5th—*catapsi*, *metaconcert*, *mind probe*, *tower of iron will*

4th—*psionic dominate* (DC 24*), *psionic modify memory* (DC 24), *schism*, *thieving mindlink* (DC 24*)

3rd—*dispel psionics*, *false sensory input*, *hostile empathic transfer* (DC 23), *psionic blast* (DC 23)

2nd—*aversion* (DC 22*), *brain lock* (DC 22), *read thoughts* (DC 22), *psionic suggestion* (DC 22)

1st—*attraction* (DC 21*), *call to mind*, *conceal thoughts*, *detect psionics*, *psionic charm* (DC 21*)

*The save DCs for these powers might increase with the use of augments.

Abilities Str 8, Dex 12, Con 10, Int 28, Wis 14, Cha 13

Epic Feats Epic Manifestation

Feats Combat Manifestation, Extend Power, Greater Power Penetration, Greater Psionic Endowment, Inquisitor, Narrow Mind, Power Penetration, Psionic Affinity, Psionic Body, Psionic Endowment, Psionic Meditation, Quicken Power, Skill Focus (Psicraft)

Skills Autohypnosis +10, Bluff +27, Concentration +26, Diplomacy +27, Gather Information +15, Knowledge (psionics) +37, Listen +2, Psicraft +37, Sense Motive +28, Spot +2

Possessions *headband of intellect* +6, *psionatrix of telepathy*, *ring of protection* +5

Psionic Defense (Ex) While psionically focused, Talanoa adds 2 to her **Will saving throws**.

Hook "You will no longer use the Way to spread evil, mindbender."

Advanced Kirre

CR —

Always N Huge magical beast (psionic)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Listen +5, Spot +5

AC 15, touch 9, flat-footed 15

(-2 size, +1 Dex, +6 natural)

hp 136 (13 HD)

Fort +13, **Ref** +8, **Will** +4

Speed 40 ft. (8 squares)

Space 10 ft.; **Reach** 10 ft.

Melee bite +12 (2d6+8) and 4 claws +10 each (1d8+4) and gore +10 (2d6+4) and tail slap +10 (1d6+4)

Base Atk +13; **Grp** +29

Atk Options Cleave, improved grab, pounce, Power Attack, rake 1d8+4

Psi-like Abilities (ML 9th):

3/day—*concussion blast* (4d6*), *id insinuation* (3 additional targets, DC 14*), *intellect fortress* (3 rounds*), *psychic crush* (DC 14), *thought shield* (7 rounds, PR 20*), *tower of iron will*, *wall walker*

*Includes augmentation for the kirre's manifester level.

Abilities Str 26, Dex 12, Con 20, Int 6, Wis 14, Cha 9

Feats Alertness, Cleave, Improved Initiative, Multiattack, Power Attack

Skills Hide +0, Jump +17, Listen +5, Move Silently +5, Spot +5

Improved Grab (Ex) To use this ability, the kirre must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a kirre charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +12 melee, damage 1d8+4.

Shadow Shifter

"I am the thing in your nightmare that you fear, but are unable to name. I am the Darkness."

—Tenabrath Khecari, the Dwelling Darkness

Magic on Athas is a practice best kept in secret. Some who practice this art do so with a deeper understanding of the darkness they hide in, drawing upon the energies of the Black to gain power for their spells. Throughout the history of magic on Athas, less than a handful of individuals have used this path to uncover a new existence and reality, allowing them to become a creature of power that rivals that of dragons and avangions.

Dragons are the embodiment of destructive defiling and they lay to waste everything in their path, while avangions are the embodiment of preserving magic, pouring out their life force to benefit the environment in an attempt to restore Athas. Shadow shifters, while similar to the other advanced beings that have learned to combine their mastery of both arcane magic and psionics,

choose instead to transform into beings of pure shadow, embodying both malleability and change. Drawing on principals of the Black, and recognizing that shadows can be distorted; shadow shifters become the darkness others fear.

Becoming a Shadow Shifter

Most shadow shifters are human, though elves and half-elves sometimes take up the path towards the darkness. All shadow shifters are either shadow wizards or shadow templars, and most are also psions, though *wilders* and *psychic warriors* may also enter the class. *Cerebremancer* is often utilized to decrease the time required to qualify for the class.

Entry Requirements

Skills: Knowledge (arcana) 24 ranks, Knowledge (psionics) 24 ranks, Knowledge (the planes) 15 ranks.

Feats: Iron Will, Skill Focus (Knowledge (the planes)), any 2 metamagic feats and 2 metapsionic feats.

Spells: Able to cast 9th-level arcane spells.

Psionics: Able to manifest 9th-level powers.

Special: Must have the shadow form class feature. Must have cast the *shadow transformation I* spell.

Class Features

All of the following are class features of the shadow shifter epic prestige class.

Spellcasting/Manifesting: Starting at 3rd level, and every three levels thereafter, you gain new spells per day and an increase in *caster level* (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige *class level*. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a shadow shifter, you must decide to which class to add each level for the purpose of determining spells per day, *caster level*, and spells known.

Starting at 4th level, and at every 4 levels thereafter, you gain additional *power points* per day, an increase in *manifester level*, and access to new powers as if you had also gained a level in a manifesting class to which you

belonged before adding the prestige *class level*. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming a shadow shifter, you must decide to which class to add each level for the purpose of determining *power points* per day, powers known, and *manifester level*.

Shadow Magic (Su): You can choose to power your spells with energy from the Black rather than plants. While this is not something new to shadow shifter, the amount of energy that you are able to channel is increased, drawing the Black “closer” to the Prime Material plane. When using the Black, the “terrain” is treated as abundant. Casting in this way effects a radius of 5 ft. per spell level cast. Living creatures caught in your radius must make a *Fortitude save* (DC 10 + 1/2 your *character level* + your *Int* modifier) or suffer a -2 penalty on all attack, damage, and initiative rolls for one round per spell level. Shadow shifters are unable to cast spells within the Grey, and must have other methods available to them. At this point, you must rely on the Black for energy because you lose the ability to tap into plant life to fuel your spells. You cannot gain spell energy from plants due to your increased connection to the Black.

Caster Level Increase (Ex): At 2nd level and every three levels after, you gain an increase in *caster level* of an arcane spellcasting class for the purpose of determining level-dependent spell, overcoming *SR*, and dispel effects. If you had more than one arcane spellcasting class before becoming a shadow shifter, you must decide to which class to add each level. You do not receive new spells per day, spells known, nor do you gain any other benefit a character of the class would have gained.

Manifester Level Increase (Ex): At 3rd level and every three levels after, you gain an increase in *manifester level* of a manifesting class for the purpose of determining power effects (including *augmentation*), overcoming *PR*, and dispel effects. If you had more than one manifesting class before becoming a shadow shifter, you must decide to which class to add each level. You do not receive additional *power points*, known powers, nor do you gain any other benefit a character of the class would have gained.

Shadow Manipulation: Shadow shifters spend their

Table 2–5: The Shadow Shifter

Level	Special	Hit Die: d4 Spellcasting/Manifesting
1st	Shadow magic, shadow manipulation	—
2nd	<i>Caster level</i> increase +1, <i>manifester level</i> increase +1, psionic enchantment	—
3rd	<i>Manifester level</i> increase +2, shadow manipulation	+1 level of existing arcane spellcasting class
4th	Bonus feat	+1 level of existing manifesting class
5th	<i>Caster level</i> increase +2, shadow manipulation	—
6th	<i>Manifester level</i> increase +3, psionic enchantment	+1 level of existing arcane spellcasting class
7th	Shadow manipulation	—
8th	Bonus feat, <i>caster level</i> increase +3	+1 level of existing manifesting class
9th	<i>Manifester level</i> increase +4, shadow manipulation	+1 level of existing arcane spellcasting class
10th	Psionic enchantment	—

Class Skills (2 + *Int* modifier per level): Concentration, Craft, Decipher Script, Jump, Knowledge (all skills, taken individually), Listen, Literacy, Profession, Psicraft, Spot, Spellcraft.

time learning how to master and manipulate the shadows that surround and infuse them. This focus allows you to gain control over the shadows around you and use your knowledge of the Black for your benefit. At every odd level beginning at first, you gain a shadow mastery of your choice from among the following.

Drawing the Darkness: You can rip the barrier between the Black and Athas, casting creatures from one plane into the other. When using this ability you sacrifice a spell as well as sacrifice 1 hit point per spell level, in exchange for every other being in a 30-ft. radius making a **Reflex save** (DC 10 + 1/2 your arcane **caster level** + your **Int** modifier) or be sucked into the Black. Each round that someone is trapped in the Black they suffer 3d10 points of cold damage and must make a **DC 25 Fortitude save** or lose 1 point of **Str** from the numbing effects of the Black. Creatures native to the Black are thrust into the Prime Material Plane and must make a **DC 25 Fortitude save** or are **stunned** and **slowed**. These effects last for 1 round per sacrificed spell level, after which the two planes return to normal, barring any future use of this ability. Use of this ability does not provoke an **attack of opportunity**.

Numbing Touch of Darkness: When casting a spell or manifesting a power with an energy or force descriptor, you may substitute energy from the Black. This substitution of energy gives each die of damage a +1 **planar bonus** for damage purposes. Victims who fail their saves become **dazed** for 1 round from the numbing cold in addition to the damage dealt.

Shadow Illusions: You are able to use shadows to better fuel your illusion spells. You cast spells with the **shadow** descriptor at +1 **caster level** each time this ability is selected. *Shadow conjuration* and *shadow evocation* spells increase their effectiveness by 10% for every time this ability is selected (90% maximum).

Shadow Minions: You can create and control shadow constructs. This ability grants the astral construct power with the following additional augment.

Augment: If you spend 5 additional **power points**, your astral constructs are created from raw material from the Black, gaining the Black-touched template (*ToA* 13) and the duration is increased to one hour per **manifestor level**.

Shadow Strike: Looking through your own shadow and seeing out of another, you may cast spells or use powers through the shadows to attack opponents once per day. **Line of sight** and range are determined from the shadow being used, rather than from you. You may use any shadow within 100 ft. per shadow shifter level for this ability. You can select this ability multiple times. Each time you select it, you can use it one additional time per day.

Shadow Summoning: Spells from the **conjuration** school of magic are enhanced by your connection to the Black. *Summon monster* spells grant the summoned the Black-touched template without cost, and spells that are part of that school function at +2 **caster level** instead.

Target Shadow: Once per day, you are able to cast one spell, use one psionic power, or make one attack against an individual's shadow if they fail a **Will save** (DC 10 +

1/2 your arcane **caster level** + your **Int** modifier). This attack bypasses **damage resistance**, **SR**, **PR**, and, if a physical attack or a **ranged attack** uses the target's touch attack **AC**, ignoring magical protections and **natural armor**, but allowing **Dexterity**, **luck**, **morale** and **deflection bonuses**. You can select this ability multiple times. Each time you select it, you can use it one additional time per day.

Psionic Enchantment (Su): You can combine psionics and arcane magic in unique ways to augment your casting and manifesting. At 2nd level and every four levels thereafter, you learn a psionic enchantment chosen from the following list:

Arcane Augmentation: You can spend a prepared spell slot to increase your limit for augmenting psionic powers during manifestation. Using arcane **augmentation** is a **free action** that does not provoke an **attack of opportunity**. Add the level of the spell slot to your **manifestor level** for purposes of determining the maximum amount of **power points** you can spend while manifesting a single power. For example, Tenabrath, a shadow shifter with 20 **manifestor levels**, spends an 8th-level spell slot to increase the maximum **power points** you can spend to augment a power by 8 to a total of 28. These additional points cannot be used to apply additional **metapsionic** feats.

Far Reach: You can use touch spells and powers on targets up to 30 feet away. Far reach can be selected more than once. Each time it is selected, you increase the touch range by an additional 30 feet, to a maximum of 90 feet.

Metamixture: You choose a **metapsionic** feat you can apply to boost your spells. Using metamixture is a **free action** that does not provoke an **attack of opportunity**. Treat the spell as a psionic power of equivalent level for purposes of determining the **power point** cost. You cannot spend more **power points** than your **manifestor level**. Note: If the **metapsionic** feat has the same effect as a **metamagic** feat already applied to the spell, there is no additional effect. Metamixture can be selected more than once. Each time it is selected, it applies to a different **metapsionic** feat. Its effects do not stack, i.e. only one **metapsionic** feat can be applied to a spell using metamixture.

Metapotency: You choose a **metapsionic** feat and a **metamagic** feat you possess that grant the same effect on numeric variables, e.g. **Extend Spell** and **Extend Power**, and you gain synergistic bonuses. When applying either feat, its effects are multiplied by 1.5, e.g. the effect of extending a spell or power increases its duration by 150%. If applied to **Empower Spell** and **Empower Power**, metapotency increases the spell or power's damage by 75%. Metapotency has no effect on **Maximize Spell** and **Maximize Power**. Metapotency can be selected more than once. Each time it is selected, it applies to a different pair of matching feats.

Path of Least Resistance: You use the lower of a target's **spell resistance** and **power resistance** if you know both the psionic and arcane equivalent of a power or spell (e.g. *charm person* and *psionic charm person*). Whether you use the power or spell, you use the lower of targets' **SR** and **PR** when making a spellcaster level check to overcome

resistance. Path of least resistance applies to all spells and powers for which you know both a psionic and arcane variant.

Shadow Mimicry: You may mimic the effects of any power on the [metacreativity \(creation\)](#) and [psychokinesis \(energy\)](#) discipline list. Doing so requires you to expend an arcane spell slot equal to the level of the power you want to mimic in addition to the normal costs of the power including [augmentation](#). For example, if Tenabrath wanted to use a 15d6 *energy missile* power he would need to expend a 2nd-level spell slot and 15 [power points](#). All energy descriptions must be cold damage, all descriptions of ectoplasmic materials are in fact energies from the Black (though astral constructs created in this way do not gain the Black-touched template, unlike the shadow minions class feature), and any effect that affects or creates planes must be within the Black

Bonus Feat: You gain a bonus feat at 4th level, and every 4 levels thereafter, chosen from the following list: [Automatic Quicken Spell](#), [Automatic Still Spell](#), [Energy Resistance](#), [Enhance Spell](#), [Epic Expanded Knowledge](#), [Epic Psionic focus](#), [Epic Spell Focus](#), [Epic Spell Penetration](#), [Improved Combat Casting](#), [Improved Heightened Spell](#), [Improved Manifestation](#), [Improved Metamagic](#), [Improved Metapsionics](#), [Improved Multiattack](#), [Improved Spell Capacity](#), [Improved Spell Resistance](#), [Intensify Spell](#), [Multispell](#), [Permanent Emanation](#), [Power Knowledge](#), [Shadow Stride](#), [Spell Knowledge](#), [Spell Opportunity](#), [Spell Stowaway](#), [Tenacious Magic](#).

In addition, you can choose from any [metamagic](#), [metapsionic](#), or psionic feat not listed here. You must qualify for any feat requirements.

Playing a Shadow Shifter

As a shadow shifter, you adventure to practice your abilities and gain further knowledge of the Black, your understanding of Athas and yourself expands as well. Harnessing the nature of the Black, and using the possible nature of it, you are able to change yourself and become what you could be, thus unlocking your full potential to be what you need to be.

The life of a shadow shifter is one literally spent in the shadows. Most people you come into contact with will assume you to be evil, but your knowledge of the balance between light and darkness, sun and shadow, allow you to see the balance in the world.

Combat

You rely on your impressive spells and psionics to defeat your foes. By this point, you have a good variety of offensive and defensive abilities. By taking advantage of your aura ability, you can further affect your foes. As you rise in levels the shadow manipulations abilities you choose will change the way you fight.

When you reach the third stage of your metamorphosis you can [change shape](#). The ability to assume any form you wish makes physical combat a potent thing for you. Consider what your opponents will

be vulnerable and play to that. Nightmare beasts and drakes are common choices due to their massive damage outputs. Remember that you can change your size downward as well, and a diminutive black cloud or a small shadowy child that can attack opponents with spells and psionics can sometimes be more terrifying.

Once you gain the improved chilling aura abilities, remember that these are effects that expend no resources and only rely on you being within range. You eventually gain [SR](#) and [PR](#), as well as an impressive [DR](#) so close combat is not as much of an issue as it could be for other casters.

Advancement

Shadow shifters create themselves out of their own vast potential within the Black; no two shadow shifters have ever been the same. Always fascinated with shadow and darkness, you study both them and the light to understand the interplay between these opposing forces. Exploration of both the plane of the Black and yourself allows you to uncover and unlock the secrets that allow you to shift your form.

Because this path is one that is for an individual to uncover, it is almost impossible to find someone who will guide you through the process and help you discover the power that awaits you. The shadow shifter epic prestige class can be viewed as the next logical step for shadow wizards and templars with psionic abilities. While the process is long and difficult, the rewards for the transformation far outweigh the tests and trials of the process. The key to an effective shadow shifter is both focus and style. Focus on feats and abilities that augment your control and affinity for shadows, and find a style that fits you. Epic feats like [Improved Spell Capacity](#), [Multispell](#), and [Epic Improved Initiative](#).

Resources

Little exists in the way of help for shadow shifters, though if you are adventuring you can rely on their fellow party members for aid. Rajaat's shadow people, shadow templars and possibly Andropinis himself might come to the aid or offer assistance to a shadow shifter, but this would come at great cost to you. These agents all have their own agenda and likely have had little interaction with (in the case of the shadow people) or no knowledge of (in the case of Andropinis and his shadow templar) who or what you are.

Shadow Shifters in Athas

"We was hiding in the shadows of UnderTyr, using the dark to ambush em' when that dark turned on us. Ral'n'tar and Kisnte got swallowed up by it, silent screams on their faces. Flames of darkness took down Ragth the Mul. I was frozen with fear, staring at some creepy black boy with glowing blue eyes. I don't know how I made it."

—Yag'si Trebor, reporting to his handler on a failed assignment

Shadow shifters are rare on Athas. The first shadow shifter stumbled upon the process after discovering some documents in a stronghold from the Green Age. Following the clues lead him to understand the nature of the Black in a new way. This first shadow shifter was the lone survivor of a caravan that was destroyed by the Dragon during Borys' rampage when he ravaged the Tablelands. Having seen firsthand the damage wrought by the Dragon of Tyr, this first shadow shifter stylized himself after Borys, calling himself a shadow dragon.

Since that time, others have followed this path and have taken names that fit their personalities. One has taken the title of Shadow Giant and another Shadow Drake, but they are all the same in how they become shadow shifters. They spend their days traveling the plane of the Black and the surface of Athas, looking to complete their transformation and uncover the secrets that their own potential holds.

When necessary, shadow shifters use their mighty magic and psionics. When they cast spells, they draw massive amounts of power from the Black, damaging those around them as the cold energy runs through them. They also learn to manipulate their connection to the Black to allow them to use the shadows around them to benefit their abilities.

Shadow shifters avoid other advanced beings, and tend to operate in the wilderness, away from the domains of the sorcerer-kings. They also avoid the notice of the Order, wishing to avoid a conflict that will draw more attention to themselves. Since the death of the Dragon of Tyr and release and re-imprisonment of Rajaat, cities that lack a sorcerer-king have become places where shadow shifter could go, but Balic has been avoided, with Andropinis trapped in the Black.

Organization

Shadow shifters are by their very nature loners and isolate themselves from groups. However, sometimes, whether in the context of a thieves' guild or an elf tribe, a shadow wizard will come to begin the process of becoming a shadow shifter. At this point, leadership of the group becomes a very easy task for the individual, and they are able to turn the group's activities towards their own ends, allowing them to further their own transformation. Even leadership of these groups is short lived as the power of the shadow shifter makes reliance upon these lesser creatures obsolete. Eventually a shadow shifter may gather together creatures from the Black, like psi-shadows, shadow mastiffs and Black-touched creatures. These beings typically are unaffected by the negative side effects of the shadow shifters.

NPC Reactions

Most people do not know that shadow shifters exist as they are more rare than dragons and only slightly less rare than avangons. No one knows how many shadow shifters have existed in history, but those that did exist were thought of as either dragons or as nightmare beasts. NPC's who encounter shadow shifters typically do not know what they are encountering.

Because shadow shifters are secretive and advanced beings, they come into conflict with other advanced beings and the Order. No current sorcerer-monarch knows of their existence, but should one discover them they will be hunted down until the shadow shifter is destroyed.

Shadow Shifter Lore

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

DC 20: Shadow casters use the Black to fuel their spells, instead of relying on plant life.

DC 30: Shadow shifters are advanced beings, similar to dragons, but have a connection to the Black that grows as they develop.

DC 35: Shadow shifters are masters of shadow manipulation, able to use the Black to fuel their spells and able to manipulate the shadows to do their bidding.

DC 40: Characters who achieve this level of success can learn important details about a specific shadow shifter in your campaign, the areas where he operates, and the kinds of activities he undertakes.

Shadow Shifters in the Game

Shadow shifters are a natural extension of the shadow wizard and shadow templar class. Players who come from either of these classes would find this class interesting. The options presented by the shadow shifter allow for very unique abilities that any party could find useful.

NPCs who are shadow shifters are easily introduced within the campaign. They can take any form and can lead powerful organizations from the shadows. Thieves' guilds, merchant dynasties and elf tribes all could make use of these abilities. A campaign centered in Balic after the events of Rajaat's release and Andropinis' imprisonment could involve a shadow shifter, as could a campaign with roots in Urik and the Lubar noble family.

Sample Encounter

Player characters might stumble with a shadow shifter if they are traveling between cities. With much of the chaos in the time after the death of the Dragon, adventures in Tyr may stumble upon Tenabrath Khecari in the undercity.

EL 32: Tenabrath Khecari will attack anyone who stumbles upon his storehouse. He assumes that anyone who finds him is an agent of Sadira, who he believes has begun a similar process. These individuals will be attacked ruthlessly and then questioned (either dead or alive) as to what they know of Sadira of Tyr.

Tenabrath Khecari came to Tyr after the death of Kalak because it would provide a safe haven for him away from the eyes the Sorcerer Kings. Since Sadira's return from the Pristine Tower and her transformation to a Sun Wizard, Tenabrath Khecari has been gathering

information on her and furthering his own transformation. He is aware of how she got her powers, though he does not understand them. His chief goal is to avoid detection while progressing, and has agents in various thieves' guilds and elf tribes that frequent the city. He has three forms that he prefers, a small, ten-year-old boy, a flowing cloud of darkness, and a nightmare beast. He will use whichever one will be the most effective for the situation at hand.

Tenabrath Khecari CR 32

Male stage 3 shadow shifter preserver 3/telepath
5/cerebremancer 8/shadow wizard 10/shadow shifter
6

LE medium outsider (cold, incorporeal, native, psionic)

Init +4; **Senses** blindsight 80 ft.; **Listen** +37, **Spot** +37

Languages Common, Tyr, Elven, Dwarven, Nibenese, Gulgan, Draji, Balikite; shadespeaker

Aura chilling aura (DC 29, 80 ft.), shadow taint (DC 26)

AC 27, **touch** 17, **flat-footed** 23

(+4 **Dex**, +10 **armor**, +3 **deflection**)

Miss Chance 50% (incorporeal, shadow blend)

hp 176 (32 **HD**); **lucent healing**; **DR** 15/epic and fire

Immune cold; **PR** 44; **SR** 44

Fort +16, **Ref** +15, **Will** +27

Vulnerability fire

Speed 30 ft. (6 squares), **flight** 60 ft. (perfect); **shadow jump** (80 ft.)

Space 5 ft.; **Reach** 5 ft.

Melee 2 touch attacks +13 each (1d6)

Base Atk +13; **Gp** —

Atk Options **Burrowing Power**, **Maximize Power**, **metamixture (Maximize Power)**, **numbing touch of darkness**, **Quicken Power**

Special Actions **change shape**, **change size (Huge to Diminutive)**, **Psionic Meditation**, **shadow illusions**, **shadow magic**, **shadow minions**, **temporary corporeality**

Combat Gear *staff of illumination*

Epic Spells/Day 4; **Epic Spells Known** (CL 25th):

animus blast (DC 33), *eclipse*, *ruin* (DC 33), *shadow transformation I-III**, *spell worm* (DC 33)

*New epic spell described on page 52

Power Points/Day 261; **Psion Powers Known** (ML 17th):

7th—*crisis of life*, *mind flame*, *personal mind blank*

6th—*psionic disintegrate** (DC 24), *fuse flesh** (DC 24), *temporal acceleration**

5th—*mindprobe*, *psychic crush** (DC 23), *shatter mind blank*

4th—*empathic feedback** (DC 22), *mindwipe** (DC 22), *telekinetic maneuver** (DC 22), *trace teleport**

3rd—*dispel psionics**, *energy bolt** (DC 21), *telekinetic thrust** (DC 21), *time hop**

2nd—*concussion blast** (DC 20), *ego whip** (DC 20), *id insinuation** (DC 20), *mass missile** (DC 20)

1st—*astral construct*, *conceal thoughts*, *deja vu** (DC 19), *detect psionics*, *mind thrust** (DC 19), *vigor*

*The save DCs for these powers might increase with the use of augments

Wizard Spells Prepared (CL 25th):

10th—*empowered polar ray* (DC 31), *empowered horrid*

wilting (DC 31)

9th—*disjunction*, *gate*, *power word kill* (DC 32), *time stop*, *wail of the banshee* (DC 32), *weird* (DC 32)

8th—*horrid wilting* (DC 31), *empowered chain lightning* (DC 29), *greater prying eyes*, *greater shadow evocation* (DC 31), *polar ray* (DC 31), *prismatic wall* (DC 31), *trap the soul* (DC 31)

7th—*banishment* (DC 30), *empowered cone of cold* (DC 28), *greater shadow conjuration*, *insanity* (DC 30), *mass hold person* (DC 30), *project image* (DC 30), *reverse gravity*

6th—*acid fog* (DC 29), *antimagic field*, *chain lightning* (DC 29) (2), *gaeas/quest* (DC 29), *greater dispel magic*, *mass suggestion* (DC 29)

5th—*cloudkill* (DC 28), *cone of cold* (DC 28), *contact other plane*, *dismissal* (DC 28), *empowered fireball* (DC 26), *empowered lightning bolt* (DC 26), *shadow evocation* (DC 28)

4th—*black tentacles* (DC 27), *detect scrying*, *enervation* (DC 27) (2), *hallucinatory terrain* (DC 27), *lesser globe of invulnerability*, *scrying*

3rd—*dispel magic*, *empowered ray of enfeeblement* (DC 24), *fireball* (DC 26) (2), *haste*, *hold person* (DC 26), *lightning bolt* (DC 26) (2), *stinking cloud* (DC 26), *suggestion* (DC 26), *vampiric touch* (DC 26)

2nd—*hideous laughter* (DC 25), *misdirection* (DC 25), *resist energy*, *shatter*, *spectral hand*, *web* (DC 25) (2)

1st—*charm person* (DC 24) (2), *hold portal*, *identify*, *ray of enfeeblement* (DC 24) (2), *shield*, *true strike*

0—*detect magic* (2), *read magic*, *prestidigitation*

Spell-Like Abilities (CL 25th):

10/day—*chill touch*

1/day—*silent image*

Abilities **Str** —, **Dex** 18, **Con** 16, **Int** 36, **Wis** 14, **Cha** 16

SQ shadow taint, shadespeaker

Epic Feats **Auto Quicken Spell** (3), **Epic Spellcasting**, **Improved Spell Capacity**, **Multispell^B**

Feats **Burrowing Power**, **Empower Spell**, **Great Fortitude**, **Iron Will**, **Maximize Power**, **Quicken Power**, **Quicken Spell**, **Psionic Meditation^B**, **Scribe Scroll^B**, **Skill Focus (Knowledge (the planes))**

Skills **Concentration** +38, **Craft** +38, **Decipher Script** +43, **Diplomacy** +33, **Gather Information** +33, **Jump** +35, **Knowledge (arcana)** +48, **Knowledge (planes)** +51, **Knowledge (psionics)** +48, **Listen** +37, **Psicraft** +48, **Knowledge (local history)** +38, **Knowledge (ancient history)** +38, **Sense Motive** +37, **Spellcraft** +48, **Spot** +37

Possessions **combat gear** plus *headband of epic intellect* +10, *bracers of armor* +10, *ring of wizardry* (3rd level)

Spellbook spells prepared plus 0—all; 1st—*disguise self*, *floating disk*; 2nd—*locate object*, *see invisibility*; 3rd—*dedication*, *gaseous form*; 4th—*detect scrying*, *summon monster IV*; 5th—*summon monster V*; 6th—*summon monster VI*; 7th—*limited wish*, *mass hold person*; 8th—*discern location*, *moment of prescience*

Chilling Aura (Su) At the end of each creature's turn, creatures within 80 ft. of you must succeed on a **Fortitude save** (DC 29) or become **fatigued** from the cold. A successful **save** negates the effect. A **fatigued** creature that fails its **save** becomes **exhausted**. The

aura brings out creatures worst fears. Creatures within the radius of your aura are subject to the effect if they have fewer 31 **HD** or less. A potentially affected creature that succeeds on its **Will save** (DC 29) remains immune to the fear affects of your aura for 24 hours. On a failure, creatures with 4 or less **HD** become **panicked** for 4d6 rounds and those with 5 or more **HD** become **shaken** for 4d6 rounds. Tenabrath's chilling aura also causes temporary **ability damage** and impairs the senses of those within the aura. Those who fail a **Fortitude save** (DC 29) lose 5 points of **Str** and **Dex** due to the extreme cold. In addition, the victims suffer **blindness** and loss of touch from the numbing darkness. A creature must attempt this **saving throw** each round it is within range, whether or not it has succeeded on an earlier **save**. A creature that has resistance or immunity to cold is immune to this effect, as is a creature that is not subject to the effects of extreme cold conditions. The all conditions and temporary damage end 1 minute after leaving the aura's area of effect.

Numbing Touch of Darkness When casting a spell or manifesting a power with an **energy** or **force** descriptor, Tenabrath may substitute energy from the Black. This substitution of energy gives each die of damage a +1 **planar bonus** for damage purposes. Victims who fail their saves become **dazed** for 1 round from the numbing cold in addition to the damage dealt.

Shadow Taint (Ex) The Black taints Tenabrath. Tenabrath gains a +10 bonus to **Hide** checks. Living creatures with an **Int** score of 3 or higher who see the shadow taint must make a **Will save** DC 26, or become **shaken** for 1d4 rounds. Black-touched creatures and creatures from the Black are immune to this effect.

Shadespeaker (Su) Once per day, Tenabrath can contact a specific creature known to him in the Black for ten minutes.

Shadow Illusions Tenabrath casts spells with the shadow descriptor at +1 **caster level**. *Shadow conjuration* and *shadow evocation* spells increase their effectiveness by 10%.

Shadow Mimicry Tenabrath may mimic the effects of any power on the **metacreativity (creation)** and **psychokinesis (energy)** discipline list. Doing so requires him to expend an arcane spell slot equal to the level of the power and the normal cost of the power including **augmentation**.

Temporary Corporeality (Su) Tenabrath can become corporeal as a **standard action**, seemingly becoming flesh and blood. He also is forced into corporeal form if he changes shape into a creature not naturally **incorporeal**. In corporeal form, he loses the **incorporeal** subtype, his **deflection bonus** to **Armor Class** becomes a **natural armor bonus**, and he has a **Strength** score of 20. Tenabrath makes 2 claw attacks instead of his **incorporeal** touch attacks (damage 1d4+5).

Hook "My darkness will be the last you see."

Spirit Initiate

"Hezzerat became a legend long ago. Now, as the ancient druid began to look deeper into the nature of his lands, he felt a compelling urge to become one with them. He spoke with the spirit that dwelled in the canyon he guarded, and learned that it was composed of a great many of his own, powerful predecessors."

— Hezzerat's transformation

Some of the most devoted druids in Athas' choose to take a path of self-sacrifice and abandonment, greatly increasing their bond with their spirit of the land, together with the help of psionics, and meld themselves into the land they protect.

As spirit initiates, they can combine their mastery of the Way and divine power into psionic **enchantments** that greatly enhance their abilities, and can counter defiling effects. Spirit initiates are often called to help other elemental beings in order to fight in the Unseen War.

Becoming a Spirit Initiate

Becoming a spirit initiate requires a character to take several levels in the **druid** class and a few more in any other manifesting class, usually **psychic warrior** or **wilder**. A few levels in the grove master class are necessary due to the guarded lands requirement. Taking levels in the psychic theurge class is a common way to speed up the process.

Entry Requirements

Skills: Knowledge (geography) 15 ranks, Knowledge (nature) 24 ranks, Knowledge (psionics) 15 ranks.

Feats: Natural Spell, Skill Focus (Knowledge [nature]), any 2 **metamagic** or **metapsionic** feats.

Spells: Able to cast 9th-level divine spells.

Psionics: Able to manifest 6th-level powers.

Special: Guarded lands class feature.

Class Features

Your class features are all influenced by your bond with your spirit of the land. You gain several of its abilities, channel its magic, and can even call upon it for aid.

Spellcasting/Manifesting: At every level indicated on Table 2–4, you gain new spells per day and an increase in **caster level** (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige **class level**. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a spirit initiate, you must decide to which class to add each level for the purpose of determining spells per day, **caster level**, and spells known.

At every level indicated on Table 2–4, you gain additional **power points** per day, an increase in **manifest**

level, and access to new powers as if you had also gained a level in a manifesting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming a spirit initiate, you must decide to which class to add each level for the purpose of determining power points per day, powers known, and manifesting level.

Animal Companion: Your druid levels stack with your spirit initiate levels for the purpose of determining the abilities of your animal companion.

Spirit Melding: You gain Spirit of the Land Shape as a bonus feat.

Wild Shape (Su): Your druid levels stack with your spirit initiate levels for the purpose of determining the number of daily uses, the maximum HD, and size (but not creature type), and the duration of your wild shape ability.

Telepathy (Su): You can communicate telepathically with any creature within your guarded lands that has an Intelligence score. The creature can respond to you if it wishes—no common language is needed.

Psionic Enchantment: You can combine psionics and divine magic in unique ways to augment your casting and manifesting. At 2nd level, and every 4 levels thereafter, you learn a psionic enchantment chosen from the list below. Each enchantment can only be chosen once except noted otherwise.

Far Reach: You can use touch spells and powers on targets up to 30 feet away. Far reach can be selected more than once. Each time it is selected, it increases the touch range by an additional 30 feet, to a maximum of 90 feet.

Metamixture: You choose a metapsionic feat you can apply to boost your spells. Using metamixture is a free action that does not provoke an attack of opportunity. Treat the spell as a psionic power of equivalent level for purposes of determining the power point cost. You cannot spend more power points than your manifesting level. Note: If the metapsionic feat has the same effect as a metamagic feat already applied to the spell, there is no additional effect. Metamixture can be selected more than once. Each time it is selected, it applies to a different metapsionic feat. Its effects do not stack, i.e. only one metapsionic feat can be applied to a spell using

metamixture.

Metapotency: You choose a metapsionic feat and a metamagic feat you possess that grant the same effect on numeric variables, e.g. Extend Spell and Extend Power, and you gain synergistic bonuses. When applying either feat, its effects are multiplied by 1.5, e.g. the effect of extending a spell or power increases its duration by 150%. If applied to Empower Spell and Empower Power, metapotency increases the spell or power's damage by 75%. Metapotency has no effect on Maximize Spell and Maximize Power. Metapotency can be selected more than once. Each time it is selected, it applies to a different pair of matching feats.

Power of Nature (Su): You can temporarily transfer one or more of your druid class features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, you cannot use the transferred power. You can transfer any of your druid powers except spellcasting and the ability to have an animal companion.

Replenish Land: You can reverse the effects of defiling magic. You can sacrifice a divine spell to revitalize the area by increasing terrain type by one category in a 5 foot radius/spell level sacrificed (a defiled area becomes desolate).

Improved Sacrifice: When using your sacrifice ability, you can also nullify the effects of dragon magic.

Summon Nature's Horde (Sp): Beginning at 3rd level, you can summon an entire species within your guarded lands. You must first wild shape into the desired creature, and then you telepathically call for every similar creature. This ability works as a summon nature's ally spell, except you can only summon creature that match your form, up to twice your HD. When you revert to your true form, the effect ends. The creatures obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the creatures. You can dismiss them singly or in groups at any time.

Bonus Feat: You gain a bonus feat at 4th, and 8th level, chosen from the following list: Additional Magic Item Space, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Damage Reduction, Energy Resistance, Enhance Spell, Epic Expanded Knowledge, Epic Psionic focus, Epic Spell Focus, Epic Spell

Table 2–6: The Spirit Initiate

Level	Special	Hit Die: d6 Spellcasting/Manifesting
1st	Animal companion, spirit melding, wild shape, telepathy	—
2nd	Improved sacrifice, psionic enchantment	+1 level of existing divine spellcasting class
3rd	Summon nature's horde	+1 level of existing divine spellcasting class
4th	Bonus feat	+1 level of existing manifesting class
5th	Summon spirit of the land	+1 level of existing divine spellcasting class
6th	Hide lands, psionic enchantment	+1 level of existing divine spellcasting class
7th	Summon nature's wrath	+1 level of existing manifesting class
8th	Bonus feat	+1 level of existing divine spellcasting class
9th	Seal lands	+1 level of existing divine spellcasting class
10th	Land melding, psionic enchantment	—

Class Skills (4 + Int modifier per level): Concentration, Craft, Handle Animal, Heal, Hide, Knowledge (nature), Listen, Move Silently, Profession, Ride, Spellcraft, Spot, Survival.

Penetration, Fast Healing, Ignore Material Components, Improved Combat Casting, Improved Heightened Spell, Improved Manifestation, Improved Metamagic, Improved Metapsionics, Improved Spell Capacity, Improved Spell Resistance, Intensify Spell, Multispell, Permanent Emanation, Power Knowledge, Spell Knowledge, Spell Opportunity, Spell Stowaway, Tenacious Magic.

In addition, you can choose from any [metamagic](#), [metapsionic](#), or [psionic](#) feat not listed here. You must qualify for any feat requirements.

Summon Spirit of the Land (Su): Once per day, you can request your spirit of the land to perform one task for you. Tasks might range from simple advice to slaying intruders. The spirit will serve you in its best way possible for up to 1 minute per divine [caster level](#). At the end of its task, or when the duration expires, the spirit returns to its own business (after reporting back to you, if appropriate and possible).

Hide Lands (Su): At 6th level, you can hide your guarded lands as per [screen](#), once per day. Your [caster level](#) equals your [character level](#).

Summon Nature's Wrath (Sp): Beginning at 7th level, you can produce a [verdigris](#) effect, as the epic spell, once per week while within your guarded lands.

Seal Lands (Su): You can seal your guarded lands from intrusion, creating an almost impenetrable barrier around its borders. An invisible hemisphere of force, rising up to 1,000 feet higher than the highest point in the terrain. This ability otherwise works as the [wall of force](#) spell ([caster level](#) equals your [character level](#)). As a [full-round action](#), you can change the appearance of this hemisphere, such as an array of spinning blades, a curtain of flame and magma, or very thick roots. At your option, the barrier can include a password, in which case creatures enter the area normally. You must select this option (and the password) at the time of casting.

Land Melding (Su): At 10th level, you complete your melding process, becoming one with the spirit of the land that inhabits your guarded lands. Your type changes to [fey](#) and you receive the [incorporeal](#) subtype. Do not recalculate [base attack bonus](#), [saves](#), or [skill points](#). You gain a fly speed equal to your land speed (perfect [maneuverability](#)) and a [deflection bonus](#) to [AC](#) equal to 5 + your [Charisma](#) modifier. You gain +4 to [Wisdom](#) and +2 to [Charisma](#). You acquire [low-light vision](#) and no longer can die of old age, and no longer suffer penalties to abilities for aging.

Playing a Spirit Initiate

You understand that magic is a primal part of the world, and you seek to embody it as thoroughly as possible. You understand the importance of your sacrifice, leaving everything behind and devote yourself to the land, in order to keep the natural balance and help Athas return to its verdant stage. You seek a fusion between the divine and the mundane, and power over all nature.

Combat

Your ability to summon creatures and to turn into them is your primary weapons. Consider using them to aid your companions in flanking maneuvers, or better yet to harass enemy spellcasters (many of whom are easy to hit). Few foes are prepared for an opponent who can call such potent beings to service, so you've also got the advantage of surprise. Don't forget that, even though you are free to come and go as you please; most of your powers come from being within your guarded lands, and be ready for the temporary loss of abilities.

Advancement

It's unclear how or why certain individuals become spirit initiates. Some get tired of wandering around aimlessly around Athas and seeing nothing but destruction, others just seek to protection a specific ecosystem from devastation. Whatever the case, you decided to straighten your bond with the land. Your spirit of the land, in turn, reacted even more positively to you, recognizing in you a potential lacking in most mortals.

You adventure within you guarded lands now, seeking ever-closer communion with your spirit of the land. You might certainly have other goals, but the understanding of your pact with the "magic of nature" remains one of your priorities. When advancing as a spirit initiate, consider feats such as [Improved Augment Summoning](#) to increase the power of your nature allies further still. Consider spending every available point on [Knowledge \(nature\)](#) and [Knowledge \(the planes\)](#) the better to understand the spirit of the land and their relationship with the elemental planes.

Resources

Spirit initiates are loners or at least have no greater community affiliation than the average adventurer. They must acquire any resources they wish to gain from organizations or communities on their own, through payment or trade as usual.

They can, on occasion, request aid from the local spirit of the land, who serves both as an enormous repository of knowledge and power.

Spirit Initiates in the World

"Spirit initiates are similar to the spirits they bond. Wise, mysterious, and almost never seen. I sometimes believe them to be completely real."

—Vashaar, wandering druid

Adventuring spirit initiates are not common; they usually leave their lands only in moments of dire need or to fight against the paraelements in the Unseen War. Their sedentary life, however, provides the time needed to learn and master many abilities that would not otherwise be possible for an adventurer.

Organization

Ever since the Eradication, a druidic jihad led by sorcerer-kings more than 1,500 years ago, no specific spirit

initiate organization exists. Some spirit initiates have a degree of connection with Veiled Alliance members.

NPC Reactions

Because of the nature of their work, very few people know about spirit initiates, and since they have been removed from social interaction for a while, they are not very with social skills. Regular individuals, however, are reluctant to spend much time around the spirit initiate unless they have to. Although they are not necessarily hostile, individuals who would normally be helpful are instead merely friendly, and those who would be friendly are indifferent.

Those who are directly benefited from the initiate work of tending the land, on the other hand, begin two steps nearer helpful, while defilers and paraelemental clerics begin two steps nearer hostile.

Spirit Initiate Lore

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

DC 15: Spirit initiates are divine spellcasters with links to spirit of the land.

DC 20: They have a stronger mystical connection to spirits of the land than any **druid** or **ranger** could ever manage to have. They have several abilities that further help them protect their lands.

DC 30: At higher levels, spirit initiates meld into the spirit of the land that inhabits his guarded lands—adding his power and knowledge to ever growing pool of other spirit initiates.

DC 40: Characters who achieve this level of success can learn important details about a specific spirit initiate in your campaign, including the areas where he operates, and the kinds of activities he undertakes.

Due to their lack of any central organization, and a tendency of being loners, finding a spirit initiate is no small feat. The best **PCs** might manage is to visit places known to have spirits of the land inhabiting and hope that a spirit initiate hears of their interest.

Spirit Initiates in the Game

Spirit initiates do not fit very well into adventuring parties because they lose much of their abilities when leaving their guarded lands, but they are particularly well suited to those that expect to do a great deal of wilderness exploration.

This class should appeal most to players who want to rebuild and improve their world, and who enjoy the natural powers provided by the class. It is also a good choice for players who like to explore the sources and philosophies of their character's magic, seek an in-character excuse to wander both this world and the elemental planes, and are interested in serving the greater good.

Sample Encounter

Spirit initiates are usually found guarding their lands against invaders, defilers, or any other thing he considers a menace to the natural balance.

EL 32: T'Chai believes that humans are the most dangerous creature that roams her guarded lands, because of their never-ending appetite for destruction. She no longer waits for them to cast their foul spells in order to attack, since she no longer can bear to see her beautiful land turned to ash. She is allied to Vaki, a kind spirit of the land that stills tries to convince T'Chai that humans can be turned into the right direction. The **PCs** might stumble into T'Chai's animal allies, the many traps she has laid out, into herself, or the **PCs** can be contacted by the local populace or a merchant house to help convince T'Chai to stop attacking unprovoked.

T'Chai

CR 32

Female **druid** 5/grove master 10/wilder 7/psychic theurge 5/spirit initiate 3

N Medium monstrous humanoid (psionic)

Init +3; **Senses** darkvision 60 ft.; **Listen** +9, **Spot** +9

Languages Thri-kreen; *speaks with animals, telepathy*

AC 19, touch 19, flat-footed 16

(+3 **Dex**, +3 natural, +3 deflection)

hp 90 (30 HD)

Immune aging, sleep

Fort +14, **Ref** +10, **Will** +29

Weakness psychic enervation

Speed 40 ft. (8 squares); **woodland stride**

Space 5 ft.; **Reach** 5 ft.

Melee 4 claws +18 each (1d4+1) and bite +14 (1d4 plus poison)

Base Atk +17; **Grp** +18

Special Actions sacrifice, spontaneous casting (*summon nature's ally* spells), **surging euphoria** +1, **wild shape** 3/day (Large, 8 hours), **wild surge** +3

Atk Options **poison** 1/day (DC 10, 1d6 **Dex**/paralysis), **smite intruder** 2/day (+3 attack, +10 damage)

Druid Spells Prepared (CL 22nd):

9th—*elemental swarm, silent still elemental storm* (DC 25), *shambler, storm of vengeance* (DC 28), *wild lands*

8th—*earthquake, finger of death* (DC 27), *silent still greater dispel magic* (2), *whirlwind* (DC 26)

7th—*animate plants, heal, elemental storm* (DC 25) (2), *true seeing*

6th—*allegiance of the land, antilife shell, greater dispel magic, infestation, silent still elemental strike* (DC 23), *wall of stone*

5th—*animal growth, call lightning storm* (DC 24), *conversion, cure critical wounds, rejuvenate, righteous might, silent still dominate animal* (DC 22)

4th—*dispel magic* (2), *elemental strike* (DC 23) (2), *freedom of movement, klar's heart* (2)

3rd—*call lightning* (DC 22), *cure moderate wounds, dominate animal* (DC 22), *eye of the storm, meld into stone, silent still entangle* (DC 22), *spike growth* (DC 22)

2nd—*barkskin, bull's strength, gust of wind* (DC 21), *owl's wisdom, resist energy, summon swarm, tree shape*

1st—*charm animal* (DC 20), *cure light wounds, detect*

undead, entangle (DC 20), *faerie fire, jump, plant renewal, proof against undeath*

0—*defiler scent* (4), *know direction, nurturing seeds*

Spell-like Abilities (CL 30th):

2/day—*invisibility, teleport*

1/day—*greater invisibility*

Power Points/Day 144; **Wilder Powers Known** (ML 12th):

6th—*mass cloud mind*

5th—*tower of iron will*

4th—*aura sight*

3rd—*body adjustment*

2nd—*mass missive*

1st—*offensive prescience, vigor*

Abilities Str 12, Dex 17, Con 8, Int 10, Wis 28, Cha 16

SQ *animal companion*, concealment, guarded lands, sustenance, timeless body, *trackless step*, *wild empathy* +8 (+4 magical beasts), *volatile mind* (1 power point)

Epic Feats Improved Augment Summoning*, Spirit of the Land Shape*^B

*New epic feat described on page 41

Feats Augment Summoning, Deflect Arrows^B, Eschew Materials, Natural Spell, Silent Spell, Spell Focus (conjuration), Skill Focus (Knowledge [nature]), Still Spell, Wastelander

Skills Concentration +20, Hide +18*, Jump +31, Knowledge (geography) +17, Knowledge (nature) +26, Knowledge (psionics) +17, Listen +9, Move Silently +13, Spellcraft +10, Spot +9, Survival +25 (+27 in aboveground natural environments/to keep from getting lost)

*T'Chai has a +4 racial bonus on Hide checks in sandy or arid areas.

Possessions *periapt of wisdom* +6, *cloak of charisma* +4, *ring of protection* +3

Concealment (Sp) While on her guarded lands, T'Chai is treated as if under the effects of *nondetection*.

Guarded Lands (Su) T'Chai has a contiguous area of up to 20 square miles to become their guarded lands. If someone defiles when on her guarded lands, T'Chai instinctively knows of the act and where on her lands it takes place.

Psychic Enervation (Ex) After a *wild surge*, T'Chai might become *dazed* and lose 7 power points. *XPH*

31.

Sacrifice (Su) T'Chai can nullify a defiling radius (including dragon magic) and any effects it entails. T'Chai loses 1 hit point per 5 feet of defiling radius nullified.

Surging Euphoria (Ex) +1 morale bonus on attack rolls, damage rolls, and saving throws for 2 rounds. *XPH* 32.

Sustenance (Su) T'Chai needs not eat or drink after spending 24 hours in her guarded lands as long as she remains on her guarded lands.

Volatile Mind (Ex) Telepathy powers directed at T'Chai cost 1 power point more to manifest. *XPH* 32.

Wild Surge (Su) +3 to T'Chai's *manifest level* when she manifests a power. *XPH* 31.

Hook "Your days of destruction are over, dra."

Chapter 3: Epic Feats

The epic feats presented in this chapter are in addition to those presented in the *Dungeon Master's Guide*, *Epic Level Handbook*, and the *Expanded Psionics Handbook*. The new feats described in this chapter are summarized on Table 3-1: New Feats.

Additional Psionic Enchantment [Epic]

You can unlock more of your psionic [enchantments](#).

Prerequisite: Psionic [enchantment](#) class feature.

Benefit: You can select an additional psionic [enchantment](#) from your class list.

Special: You can gain Additional Psionic Enchantment multiple times. Each time you take the feat, you can select another psionic [enchantment](#) from your class list.

Arcane Channeling [Epic, Psionic]

You can reroute some of arcane power into your manifestations, and vice-versa.

Prerequisites: [Psicraft](#) 24 ranks, [Spellcraft](#) 24 ranks.

Benefit: You can increase your effective [caster level](#) by receiving a penalty equal to double the increase to your [manifest level](#) or you can increase your effective [manifest level](#) by receiving a penalty equal to double the increase to your [caster level](#). Your resulting [caster](#) or [manifest level](#) must be up to your [character level](#). For example, Aerthes, a [wizard](#) 16/[psion](#) 10 could increase his effective [caster level](#) by 4 by taking a -8 penalty to his [manifest level](#). This benefit lasts for 1 round.

Normal: Your [caster level](#) is equal to your [class level](#) in the class you're using to cast the spell and your [manifest level](#) is equal to your total levels in classes that manifest powers.

Augmented Poison [Epic, Poison]

You can create really potent poisons.

Prerequisites: [Int](#) 21, [Craft](#) (poisonmaking) 24 ranks.

Benefit: Whenever creating a poison, you can make it more potent than normal by adding +20 to the [DC](#) required to create it and multiplying its price by 5. You increase its damage by 100%.

Automatic Quicken Power [Epic, Psionic]

Prerequisites: [Quicken Power](#), [Psicraft](#) 30 ranks, ability to manifest 9th-level powers.

Benefit: You may manifest all your 1st-, 2nd-, and 3rd-level powers as quickened powers without increasing their [power point](#) cost. The normal limit to the number of quickened powers you may manifest per round applies.

Special: You can gain this feat multiple times. Each time you take the feat, your next three lowest level

powers can now be quickened without increasing their [power point](#) cost.

Craft Epic Cognizance Crystal [Epic, Item Creation]

You can create psionic cognizance crystals of epic proportions.

Prerequisite: [Craft Cognizance Crystal](#), [Knowledge \(psionics\)](#) 26 ranks, [Psicraft](#) 26 ranks.

Benefit: You can create [cognizance crystals](#) which exceed the normal limits for such items. For instance, you could create a [cognizance crystal](#) that is able to hold over 17 [power points](#).

Craft Epic Psionic Arms and Armor [Epic, Item Creation]

You can create psionic weapons, armor, and shields of epic proportions.

Prerequisite: [Craft Psionic Arms and Armor](#), [Knowledge \(psionics\)](#) 28 ranks, [Psicraft](#) 28 ranks.

Benefit: You can create psionic weapons, armors, or shields which exceed the normal limits for such items. For instance, you could create a psionic sword with an [enhancement bonus](#) greater than +5, or with a total effective [enhancement bonus](#) greater than +10.

Craft Epic Universal Item [Epic, Item Creation]

You can create universal psionic items of epic proportions.

Prerequisite: [Craft Universal Item](#), [Knowledge \(psionics\)](#) 26 ranks, [Psicraft](#) 26 ranks.

Benefit: You can create universal item which exceed the normal limits for such items. For instance, you could create a [crystal mask of dread](#) with an [enhancement bonus](#) greater than +30.

Defiling Resistant Aura [Epic]

Your aura resists the defiling ability of both normal defilers and dragons.

Prerequisites: [Avangion aura](#) class feature.

Benefit: Your [avangion aura](#) gains the ability of protecting all those within it from the defiling and dragon magic in addition to its other traits. This means that plant life within the aura is not defiled and creatures do not suffer penalties or damage from defilers or dragons.

Drake Wild Shape [Epic, Wild]

You can transform yourself into a mighty drake.

Prerequisites: [Wis](#) 21, [Knowledge \(nature\)](#) 24 ranks, [wild shape](#) 6/day.

Table 3–1: New Feats

Epic Feats	Prerequisites	Benefits
Additional Psionic Enchantment	Psionic <i>enchantment</i> class feature	You gain another psionic <i>enchantment</i>
Defiling Resistant Aura	Avangion aura class feature	Protect those within your aura from defiling magic
Dragon Metamagic	Dragon magic class feature	Use dragon magic to apply some <i>metamagic</i> feats for free
Extended Dragon Metamagic	Dragon Metamagic	Use dragon metamagic to empower and quicken spells
Element Turning	Wis 25, Cha 25, ability to turn or rebuke undead	Turn opposed elementals as if they were undead
Elemental Strike	Ability to spontaneously cast 9th-level divine spells	Your attacks deal elemental damage
Epic Authority	Diplomacy 24 ranks, secular authority class feature	+10 bonus on secular authority checks
Epic Feinter	Bluff 24 ranks, Improved Feint	Ignore penalties for feinting against nonhumanoids
Epic Parry	Dex 21, improved parry class feature	+10 bonus to opposed rolls to resist <i>trip</i> or <i>disarm</i> attempts
Exotic Weaponmaster	Exotic Weapon Proficiency with five or more weapons.	Become proficient with all exotic weapons
Improved Chance	Dex 21, chance class feature	Use chance one additional time per day
Improved Elemental Casting	Ability to spontaneously cast 9th-level divine spells	Cast spells with same descriptor as your patron element at +3 <i>caster level</i>
Improved Favored Terrain	Five or more favored terrains	+1 to <i>Hide</i> , <i>Knowledge (nature)</i> , <i>Move Silently</i> , <i>Spot</i> , and <i>Survival</i> checks made within favored terrains
Spell-Resisting Aura	Avangion aura class feature	Aura works as a <i>lesser globe of invulnerability</i>
Greater Spell-Resisting Aura	Spell-Resisting Aura	Aura works as a <i>globe of invulnerability</i>

Benefit: You may use *wild shape* to change into a drake. In addition to the normal effects of *wild shape*, you gain all the drake's *extraordinary* and *supernatural* abilities.

Dragon Metamagic [Epic]

You can use animal life energy drained to power *metamagic* effects without prior preparation.

Prerequisites: Dragon magic class feature.

Benefit: You can enlarge, extend, heighten, or widen a spell, as though you had the appropriate *metamagic* feat, without increasing the spell slot level or *casting time*. You can apply any number of these *metamagic* effects to a spell in this way; if you choose heighten, then that spell's level is heightened by up to two levels.

For each level of *metamagic* you apply, you must cause 2 points of *Con* damage through the use of the dragon magic ability. The points of *Con* damage used in this way are expended by this feat and may not be used to pay *XP* burn damage. (They are in effect lost by the use of this feat.)

Element Turning [Epic]

You can turn opposing elementals as if they were undead.

Prerequisites: Wis 25, Cha 25, ability to *turn* or *rebuke* undead.

Benefit: You can *turn* or *rebuke* elementals opposed to your patron element as if they were undead. An elemental has effective *turn resistance* equal to half its *spell resistance* (round down). If you can *turn undead*, you *turn* (or *destroy*) all opposed elementals. If you can *rebuke* undead, you *rebuke* (or *command*) all opposed elementals.

Elemental Strike [Epic]

You power your attacks with the energy of your patron element.

Prerequisites: Ability to spontaneously cast 9th-level divine spells.

Benefit: Any weapon you wield is treated as either *flaming*, *frost*, *shock*, or *thundering*. You must select the special ability that matches your patron element.

Epic Authority [Epic]

You are a master of statecraft.

Prerequisites: Diplomacy 24 ranks, secular authority class feature.

Benefit: You gain a +10 bonus on secular authority checks.

Epic Feinter [Epic]

You can throw off guard any kind of opponent.

Prerequisites: Bluff 24 ranks, Improved Feint.

Epic Item Creation Feats

Craft Epic Cognizance Crystal	Craft Cognizance Crystal, Knowledge (psionics) 26 ranks, Psicraft 26 ranks	Create cognizance crystals that exceed normal limits
Craft Epic Psionic Arms and Armor	Craft Psionic Arms and Armor, Knowledge (psionics) 28 ranks, Psicraft 28 ranks	Create psionic arms and armors that exceed normal limits
Craft Epic Universal Item	Craft Universal Item, Knowledge (psionics) 26 ranks, Psicraft 26 ranks	Create universal items that exceed normal limits
Scribe Epic Tattoo	Scribe Tattoo, Knowledge (psionics) 26 ranks, Psicraft 26 ranks	Create tattoos that exceed normal limits

Epic Poison Feats

Augmented Poison	Int 21, Craft (poisonmaking) 24 ranks	Increase poison damage by 100%
Legendary Poisoner	Craft (poisonmaking) 24 ranks	Add 2 to the <i>save DC</i> of your poisons
Poison Penetration	Int 21, Craft (poisonmaking) 24 ranks	Deal damage to poison immune creatures

Epic Psionic Feats

Arcane Channeling	Psicraft 24 ranks, Spellcraft 24 ranks	Increase manifester level by receiving penalty to caster level, or vice-versa
Automatic Quicken Power	Quicken Power, Psicraft 30 ranks, ability to manifest 9th-level powers	Manifest quickened low-level powers without increasing their cost
Epic Psionic Meditation	Wis 21, Concentration 24 ranks	Become psionically focused as a <i>free action</i>
Improved Narrow Mind	Wis 21, Narrow Mind	+10 bonus on Concentration checks to become psionically focused
Multipower	Quicken Power, ability to manifest 9th-level powers	Manifest one additional quickened power per round
Psionic Enchanter	Int 25, Psicraft 24 ranks, Spellcraft 24 ranks	Add synergy bonus to Psicraft and Spellcraft checks

Epic Wild Feats

Drake Wild Shape	Wis 21, Knowledge (nature) 24 ranks, wild shape 6/day	Transform into a drake
Spirit of the Land Wild Shape	Wis 30, Knowledge (nature) 30 ranks, wild shape 6/day	Transform into a spirit of the land

Benefit: You can ignore any check penalties applied to feinting against nonhumanoid opponents.

Epic Manifestation [Epic, Psionic]

Prerequisites: Knowledge (psionics) 24 ranks, Psicraft 24 ranks, ability to manifest 9th-level powers.

Benefit: You may develop and cast epic powers. You may manifest a number of epic powers per day equal to your ranks in Knowledge (psionics) divided by 10.

Epic Parry [Epic]

You are exceptionally good at warding off attacks.

Prerequisites: Dex 21, improved parry class feature.

Benefit: You gain a +10 bonus to opposed rolls to avoid being tripped or disarmed.

Epic Psionic Meditation [Epic, Psionic]

You can focus your mind lightning fast, even under duress.

Prerequisite: Wis 21, Concentration 24 ranks.

Benefit: You can become psionically focused as a *free action*, but only once per round.

Normal: A character without this feat must take a *full-round action* to become psionically focused.

Epic Taint [Epic]

You can draw your defiler taint from multiple sources.

Prerequisite: Tainted aura class feature, ability to cast 9th-level arcane spells.

Benefit: If you get tainted aura bonuses and penalties from more than one source the bonuses and penalties stack. In addition, you use your *character level* instead of your *class level* to determine your tainted aura radius.

Exotic Weaponmaster [Epic]

You are trained in wielding any kind of weapon.

Prerequisites: Exotic Weapon Proficiency with five or more weapons.

Benefit: You are proficient with all *exotic weapons*.

Special: A *fighter* may select Exotic Master as one of his *fighter* bonus feats.

Extended Dragon Metamagic [Epic]

Your ability to power *metamagic* feats with the stolen life energy of animals strengthens.

Prerequisites: Dragon magic class feature, Dragon Metamagic.

Benefit: When using the Dragon Metamagic feat, you can also empower and quicken a spell. For example, you

could cast a spell with the [Quicken Spell](#) feat without increasing the spell slot level of the spell by “expending” 8 [Con](#) damage drained through the dragon magic ability.

Greater Spell-Resisting Aura [Epic]

Your aura’s ability to resist spellcasting increases.

Prerequisites: Spell-Resisting Aura, avangion aura class feature.

Benefit: Your avangion aura gains the ability of a *globe of invulnerability* (caster level equal to your arcane caster level.) in addition to its other traits. This aura can be dispelled, but you can create it again as a [free action](#) on your next turn.

Improved Augment Summoning [Epic]

Your summoned creatures are much more powerful than normal.

Prerequisites: Augment Summoning, Epic Spell Focus (conjunction).

Benefit: Each creature you conjure with any summon spell gains a +10 [enhancement bonus](#) to [Strength](#) and [Constitution](#) for the duration of the spell that summoned it.

Improved Chance [Epic]

You are extra lucky.

Prerequisites: [Dex](#) 21, chance class feature.

Benefit: Each time you take this feat, you can use your chance class feature one more time per day than normal.

Special: You can gain Improved Chance multiple times. Its effects stack. Each time you take the feat, you can use your chance class feature one additional time per day.

Improved Elemental Casting [Epic]

Your elemental spells are more powerful than normal.

Prerequisites: Ability to spontaneously cast 9th-level divine spells.

Benefit: You cast spells with the same descriptor as your patron element at +3 [caster level](#).

Improved Elemental Manifestation [Epic, Psionic]

Your patron element greatly aids you in your energy manifestations.

Prerequisites: Elemental Manifestation, ability to spontaneously cast 9th-level divine spells, [manifest level](#) 14th.

Benefit: To use this feat, you must expend your [psionic focus](#). You add 5 to the [save DC](#) of a power you manifest when manifesting a power with the same descriptor as your patron element.

Improved Favored Terrain [Epic]

You become a master of any kind of terrain.

Prerequisites: Five or more favored terrains.

Benefit: Add +1 to the bonus on [Hide](#), [Knowledge \(nature\)](#), [Move Silently](#), [Spot](#), and [Survival](#) checks made within your favored terrains.

Special: You can gain Improved Favored Terrain multiple times. Its effects stack.

Improved Narrow Mind [Epic, Psionic]

Your ability to concentrate is as keen as Elven steel.

Prerequisite: [Wis](#) 21, [Narrow Mind](#).

Benefit: You gain a +10 bonus on [Concentration checks](#) you make to become [psionically focused](#).

Legendary Poisoner [Epic, Poison]

Your poisons are particularly hard to resist.

Prerequisites: [Craft](#) (poisonmaking) 24 ranks.

Benefit: Add 2 to the [save DC](#) of all poisons applied by you.

Special: You can gain Legendary Poisoner multiple times. Its effects stack.

Multipower [Epic, Psionic]

You can manifest several powers at a time.

Prerequisites: [Quicken Power](#), ability to manifest 9th-level powers.

Benefit: You may manifest one additional quickened power in a round.

Special: You can gain Multipower multiple times. Its effects stack.

Poison Penetration [Epic, Poison]

Your poisons are so potent that they can overcome immunities.

Prerequisites: [Int](#) 21, [Craft](#) (poisonmaking) 24 ranks.

Benefit: Whenever you attack a creature with immunity to poison, you deal 50% of the damage it would otherwise deal as if it didn’t have immunity.

Psionic Enchanter [Epic, Psionic]

You are knowledgeable at both the arcane arts and the Way.

Prerequisite: [Int](#) 25, [Psicraft](#) 24 ranks, [Spellcraft](#) 24 ranks.

Benefit: Add one-third (rounded down) your ranks in the [Psicraft](#) skill as a [synergy bonus](#) on all [Spellcraft](#) checks and one-third (rounded down) your ranks in the [Spellcraft](#) skill as a synergy bonus on all [Psicraft](#) checks.

Scribe Epic Tattoo [Epic, Item Creation]

You can create psionic tattoos of epic proportions.

Prerequisite: [Scribe Tattoo](#), [Knowledge \(psionics\)](#) 26 ranks, [Psicraft](#) 26 ranks.

Benefit: You can create psionic tattoos which exceed the normal limits for such items. Even this feat does not allow the character to scribe a tattoo with an epic power. For instance, you could scribe a tattoo with powers greater than 3rd, or a tattoo with [manifest level](#) greater than 20th.

Shadow Stride [Epic]

Your knowledge of the shadows allows you to jump even farther distances within the shadows.

Prerequisites: [Shadow jump](#) class ability, [shadow magic](#) class ability.

Benefit: Multiply the distance you can use with [shadow jump](#) by 10.

Special: You can gain Shadow Stride multiple times. Each time you take the feat, multiply the distance you can use with shadow jump by 10.

Spell-Resisting Aura [Epic]

Your aura becomes able to resist spellcasting.

Prerequisites: Avangion aura class feature.

Benefit: Your avangion aura gains the ability of a *lesser globe of invulnerability* (caster level equal to your arcane caster level) in addition to its other traits. This aura can be dispelled, but you can create it again as a free action on your next turn.

Spirit of the Land Wild Shape [Epic, Wild]

You can transform yourself into a Spirit of the Land.

Prerequisites: Wis 30, Knowledge (nature) 30 ranks, wild shape 6/day.

Benefit: You may use wild shape to change into a Spirit of the Land. In addition to the normal effects of wild shape, you gain all the Spirit's extraordinary, supernatural, and spell-like abilities. You also gain the Spirit's feats for as long as you maintain the wild shape, but you retain your own creature type and you gain the incorporeal subtype.

Chapter 4: Epic Spells and Powers

The several epic spells and powers presented in this chapter are in addition to those presented in the *Epic Level Handbook*.

Epic Spells by Spellcraft DC

50	Defiler Metamorphosis I
50	Preserver Metamorphosis I
53	Defiler Metamorphosis II
53	Preserver Metamorphosis II
56	Defiler Metamorphosis III
56	Preserver Metamorphosis III
56	Rift
60	Defiler Metamorphosis IV
60	Preserver Metamorphosis IV
63	Defiler Metamorphosis V
63	Preserver Metamorphosis V
66	Defiler Metamorphosis VI
66	Preserver Metamorphosis VI
70	Defiler Metamorphosis VII
70	Preserver Metamorphosis VII
73	Defiler Metamorphosis VIII
73	Preserver Metamorphosis VIII
75	Cone of Coins
76	Defiler Metamorphosis IX
76	Preserver Metamorphosis IX
80	Defiler Metamorphosis X
80	Preserver Metamorphosis X
92	Epic Banishment
105	Origin of Species: Dray

Epic Spell Descriptions

Cone of Coins

Transmutation

Spellcraft DC: 75

Components: V, S

Casting Time: 1 immediate action

Range: 80 ft.

Area: Cone-shaped burst

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 675,000 Cp; 14 days; 27,000 XP. Seeds: *transform* (DC 21). Factors: transform creature to inanimate object (+10 DC), *quicken* (+28 DC), change

from target to area (40-ft.-cone) (+10 DC), double base area (+4 DC), dismissible by caster (+2 DC).

One after another, your enemies start thinning out. All of a sudden, they all change into oversized ceramic coins.

This spell turns all creatures in the area, but not their carried gear, into mindless, inert ceramic pieces. The face of each creature is imprinted on the face of each coin, while your standard is engraved on the other side. The size of the coin (other than width) corresponds to the creature's original size. If the coins resulting from this spell are broken or damaged, the creatures (if ever returned to their original state) have similar damage or deformities. The creatures are not dead, but they do not seem to be alive either when viewed with spells such as *deathwatch*.

As a **standard action**, you can touch any of the coins and transform it back into the original creature.

Deadrise Turning

Necromancy [Evil]

Spellcraft DC: 26

Components: V, S, Ritual

Casting Time: 1 week

Range: Touch

Target: Intelligent undead creature

Duration: 2 months

Saving Throw: Special

Spell Resistance: No

To Develop: 234,000 Cp; 5 days; 9,360 XP. Seeds: *animate dead* (DC 23), *heal* (DC 25), *ward* (DC 14). Factors: increase undead generated to 60 HD (+40 DC), increase **negative levels** gained to 10 (+24 DC), increase duration to 2 months (+12 DC), increase area of effect to 320-ft. radius (+20 DC). Mitigating factors: thinking zombie (-10 DC), increase **casting time** to 1 week (-34 DC), burn 1,000 XP (-10 DC), three additional casters contributing 6th-level spell slots (-33 DC), five additional casters contributing 5th-level spell slots (-45 DC).

Focusing your arcane energies upon the Black, you stretch your hand and utter the command word, making the two planes closer.

When this spell is cast, all undead within a 320-ft.-radius spherical **emanation** centered on the target become immune to **turning attempts** for the duration of the spell. But this is not the most dangerous ability of this spell. It's truly evil aspect is that when characters attempt to **turn undead** under the protection of this spell, they are stricken by a powerful surge of **negative energy**. This energy deals 10 **negative levels** upon a character attempting the turning (Fort DC 26; half). Anyone slain

from the **negative levels** instantly rises as a thinking zombie (*TotDL* 78). The undead created this way are controlled by the target of the spell, which sends a single short command of twenty-five words or less to them at the moment of their creation, as a **free action**. A maximum of 60 **HD** worth of undead creatures can be created and controlled this way (these **HD** are added to the maximum number of **HD** worth of undead creatures the target can control per **caster level**, if it has levels in a spellcasting class).

XP Cost: 10,000 XP.

Defiler Metamorphosis I

Transmutation

Spellcraft DC: 50

Components: V, S, F

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

To Develop: 450,000 Cp; 9 days; 18,000 XP. Seed: *metamorphosis* (DC 28), *reveal* (*). Factors: Change type to **dragon** (+50 DC), speak/understand/read any language (+115 DC), ageless (+10 DC). Mitigating factor: change range to personal target (-2 DC), sacrifice 1,000 **Hit Dice** of living creatures (-50 DC), preparation time 1 year (-12 DC), increase **casting time** to 1 day (-22 DC), 17d6 backlash (-17 DC), 5,000,000 Cp structure (-50 DC).

After several years researching ancient writings and building your focus structure, you oversee the sacrifice of slaves as you use the Way to help transform yourself into a dragon.

This spell transforms you into the first stage of the Athasian dragon species. Your type becomes **dragon**; you lose all previous types, and gain all advantages of the new type. You no longer can die of old age, and no longer suffers penalties to attributes for aging. You gain the ability to comprehend and speak any language of creatures that you interact with, per the **tongues** ability. This spell must be cast as a defiler spell. Casting this spell requires you to expend your **psionic focus** and lose 100 **power points**. If you are unable to lose the 100 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *defiler metamorphosis* spells, costing no less than 5,000,000 Cp (50,000 gp). Physically, the newly formed dragon changes very little, **save** normally doubling its mass. You may retain its original height and simply gain bulk, may also in height, or may simply grow denser. Physical changes are uncontrollable and unpredictable. Though you retain humanoid characteristics, your face elongates slightly and your nostrils lengthen. Your spine becomes more pronounced, and rudimentary scales appear on the shoulders and back.

Example: A human defiler's mass may increase up to 350 pounds.

Defiler Metamorphosis II

Transmutation

Spellcraft DC: 53

Components: V, S, F

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

To Develop: 477,000 Cp; 10 days; 19,080 XP. Seed: *metamorphosis* (DC 28). Factors: +2 **Str** (+90 DC), +2 **Con** (+90 DC). Mitigating factor: change range to personal target (-2 DC), sacrifice 1,000 **Hit Dice** of living creatures (-50 DC), preparation time 1 year (-12 DC), increase **casting time** to 1 day (-22 DC), 17d6 backlash (-17 DC), 5,000,000 Cp structure (-50 DC).

You concentrate inward, harnessing the mental energies required to guide you through the process. You open your eyes, and the first clear signs of dragonhood appear.

This spell transforms you into the second stage of the Athasian dragon species. At this stage, the rudimentary nature of you starts taking root and increases your strength and stamina, granting a +2 **enhancement bonus** to **Str** and **Con**. This spell may only be cast after the *defiler metamorphosis II* spell has been cast, you must be of **dragon** type, and the spell may only be cast using your dragon class ability. Casting this spell requires you to expend your **psionic focus** and lose 106 **power points**. If you are unable to lose the 106 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three defiler metamorphosis spells, costing no less than 5,000,000 Cp (50,000 gp). At this point, your physical form changes still further increasing in both height and weight. Your face elongates further and the first hints of scales appear on your lengthened snout. Your spine becomes even more pronounced, and the stub of a tail appears.

Example: A human defiler's weight may increase up to 450 pounds, and their height can be as tall as 10 foot.

Defiler Metamorphosis III

Transmutation

Spellcraft DC: 56

Components: V, S, F

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

To Develop: 504,000 Cp; 11 days; 20,160 XP. Seed: *metamorphosis* (DC 28). Factors: +1 **Str** (+45 DC), +1 **Con** (+45 DC), +3 **natural armor** (+90 DC). Mitigating factor: change range to personal target (-2 DC), sacrifice 1,000 **Hit Dice** of living creatures, preparation time 1 year (-12 DC), increase **casting time** to 1 day (-22 DC), 16d6 backlash (-16 DC), 5,000,000 Cp structure (-50 DC).

As you hear the life energies fueling your metamorphosis, your body starts to become stronger, more resilient, and more reptilian.

This spell transforms you into the third stage of the Athasian dragon species. You gain an additional +1 **enhancement bonus** to **Str** and **Con**, and your **natural**

armor improves by +3. This spell may only be cast after the *defiler metamorphosis II* spell has been cast, you must be of dragon type, and the spell may only be cast using your dragon class ability. Casting this spell requires you to expend your **psionic focus** and lose 112 **power points**. If

now reptilian head and face far above its shoulders; all hair vanishes upon completion of this spell.

Example: A human defiler's weight may increase up to 650 pounds, and they may gain another foot in height.



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you are unable to lose the 112 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *defiler metamorphosis* spells, costing no less than 5,000,000 Cp (50,000 gp). You continue to grow in weight and height. All limbs lengthen drastically, including fingers and toes. Your neck also lengthens, lifting your

Defiler Metamorphosis IV

Transmutation

Spellcraft DC: 60

Components: V, S, F

Casting Time: 3 days

Target: Personal

Duration: Instantaneous

To Develop: 540,000 Cp; 11 days; 21,600 XP. Seed: *metamorphosis* (DC 28), *fortify* (*). Factors: **damage reduction** 15/magic (+240 DC), gain 2 **claw attacks** (+30 DC.) Mitigating factor: change range to personal target (-2 DC), sacrifice 2,000 **Hit Dice** of living creatures (-100 DC), preparation time 2 years (-24 DC), increase **casting time** to 3 days (-26 DC), 21d6 backlash (-21 DC), 12,500,000 Cp structure (-125 DC).

After upgrading your focus structure, the arcane energies guided with your mental power reshape your body even further, becoming even more dragon in appearance.

This spell transforms you into the fourth stage of the Athasian dragon species. The changes are much more dramatic at this stage, as are the advantages. You gain **damage reduction** 15/ magic, and two **claw attacks** as per a dragon of same size. These claw attacks are treated as your primary weapon. This spell may only be cast after the *defiler metamorphosis III* spell has been cast, you must be of you type, and the spell may only be cast using you magic class ability. Casting this spell requires you to expend your **psionic focus** and lose 120 **power points**. If you are unable to lose the 120 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three defiler metamorphosis spells, costing no less than 12,500,000 Cp (125,000 gp). This may either be a new structure, or the original structure used for the first three spells may be upgraded to meet these requirements. Your humanoid origins can now hardly be recognized, as your weight and height continue to increase. Scales now cover every part of your body but the underbelly and the underside of your limbs, strengthening your **natural armor**. The legs become strikingly inhuman, developing huge thighs and a hard-angled, bony calf and taloned foot. At this point, you may also hunch severely at shoulder and waist, and can move either upright or on all four limbs. Your wicked claws can now be used as weapons.

Example: A human defiler's weight may increase up to 900 pounds, and they may be as long as 12 foot.

Defiler Metamorphosis V

Transmutation

Spellcraft DC: 63

Components: V, S, F

Casting Time: 3 days

Target: Personal

Duration: Instantaneous

To Develop: 567,000 Cp; 12 days; 22,680 XP. Seed: *metamorphosis* (DC 28). Factors: Size increase 1 category (+95 DC), **bite** and **tail attacks** (+60 DC), additional +6 **natural armor** (+180 DC). Mitigating factor: change range to personal target (-2 DC), sacrifice 2,000 **Hit Dice** of living creatures (-100 DC), preparation time 2 years (-24 DC), increase **casting time** to 3 days (-26 DC), 23d6 backlash (-23 DC), 12,500,000 Cp structure (-125 DC).

The slave's scream abruptly end, and so does the agony of the ritual, you open your eyes and realize that you are taller, bulkier and stronger than before. You seem to be almost overcome with rage and hatred.

This spell transforms you into the fifth stage of the Athasian dragon species. Your size increases by 1 category, gaining all the inherent features thereof. (If it increases from **Medium** to **Large** for instance, it would gain +8 **Str**, -2 **Dex**, +4 **Con**, +2 **natural armor**, and -1 on attack/AC.) At this point, your **natural armor** becomes stronger, increasing by another +6 (this stacks with any **natural armor** increase due to a change in size). At this point you also gains **bite** and **tail attacks** as a dragon of your size. The **bite** and **tail attacks** are treated as **secondary natural attacks** for you. This spell may only be cast after the *defiler metamorphosis IV* spell has been cast, you must be of **dragon** type, and the spell may only be cast using your dragon magic class ability. Casting this spell requires you to expend your **psionic focus** and lose 126 **power points**. If you are unable to lose the 126 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *defiler metamorphosis* spells, costing no less than 12,500,000 Cp (125,000 gp). This may either be a new structure or the original structure used for the first three spells may be upgraded to meet these requirements. Now fully the double your original height in length from snout to growing tail, your weight continues to increase and your dragon's jaws protrude remarkably. The changes made at this point cause you to enter a period of uncontrolled savagery known as its animalistic rampage, which lasts a number of months equal to the backlash roll from this spell, during which time the character's reason is superseded by a lust for destruction and power. Any plants (and animals in the case of dragons that have taken the Athasian dragon class) become a source of hatred for you, rivaling that of an undead creature's hatred for the living, and are laid waste in your unending wrath. This savage need for destruction comes from the incredible pain that wracks your body during this stage of the metamorphosis. No longer your original race, but not quite a full dragon yet, your need to end the process nearly drives you mad. Per **DM** choice, your character may become an **NPC** during this period.

Example: A human defiler would be now fully 12 feet long and weigh around 1,600 pounds.

Defiler Metamorphosis VI

Transmutation

Spellcraft DC: 66

Components: V, S

Casting Time: 3 days

Target: Personal

Duration: Instantaneous

To Develop: 594,000 Cp; 12 days; 23,760 XP. Seed: *metamorphosis* (DC 28). Factors: +2 **Str** (+90 DC), +2 **Con** (+90 DC), **frightful presence** (+70 DC), additional +3 **natural armor** (+90 DC). Mitigating factor: change range to personal target (-2 DC), sacrifice 2,000 **Hit Dice** of living

creatures (-100 DC), preparation time 2 years (-24 DC), increase **casting time** to 3 days (-26 DC), 25d6 backlash (-25 DC), 12,500,000 Cp structure (-125 DC).

Your metamorphosis ritual continues, granting you even greater strength and resilience. You can now feel the awesomeness of your presence as your hatred grows even stronger.

This spell transforms you into the sixth stage of the Athasian dragon species. At this stage, your **natural armor** improves by another +3, it gains an additional +2 **enhancement bonus** on **Str** and **Con**, and the **frightful presence** ability. This ability takes effect whenever you attacks, charges, or flies overhead. Creatures within a radius of 30 feet x 1/2 your **HD** are subject to the effect if they have fewer **HD** than you. A potentially affected creature that succeeds on a **Will save** (DC 10 + 1/2 your **HD** + your **Cha** modifier) remains immune your **frightful presence** for 24 hours. On a failure, creatures with 4 or less **HD** become **panicked** for 4d6 rounds and those with 5 or more **HD** become **shaken** for 4d6 rounds. Athasian dragons ignore the **frightful presence** of other dragons. This spell may only be cast after the *defiler metamorphosis V* spell has been cast, you must be of **dragon** type, and the spell may only be cast using your dragon magic class ability. Casting this spell requires you to expend your **psionic focus** and lose 132 **power points**. If you are unable to lose the 132 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three defiler metamorphosis spells, costing no less than 12,500,000 Cp (125,000 gp). This may either be a new structure or the original structure used for the first three spells may be upgraded to meet these requirements. By this time, your form is completely hunched but you can still stand erect at your full height at times. Both your scales and hind legs have strengthened significantly. The changes made at this point cause you to enter a period of uncontrolled savagery, as in the *defiler metamorphosis V* spell, above.

Example: A human defiler at this point would be a full 16 feet tall, as well as weighing 2,000 pounds.

Defiler Metamorphosis VII

Transmutation

Spellcraft DC: 70

Components: V, S, Ritual

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

To Develop: 630,000 Cp; 13 days; 25,200 XP. Seed: *metamorphosis* (DC 28). Factors: Size increase 1 category (+95 DC), **breath weapon** (+60 DC), +3 **natural armor** (+90 DC). Mitigating factor: change range to personal target (-2 DC), sacrifice 2,000 **Hit Dice** of living creatures (-100 DC), increase **casting time** to 1 day (-22 DC), 28d6 backlash (-28 DC), 3 additional casters, contributing 9th-level spell each (-51 DC).

After using the Way to guide you through another stage of your ritual, you sense the fires burning inside your gullet, increasing even more in size and bulk.

This spell transforms you into the seventh stage of the Athasian dragon species. Your size increases by 1 category, gaining all the inherent features thereof. (If increases from **Large** to **Huge** for instance would gain +8 **Str**, -2 **Dex**, +4 **Con**, +3 **natural armor**, and -1 on attack/AC.) Your **natural armor** improves by another +3 (which stacks with any **natural armor** improvement due an increase in size) and you gain the ability to use your **breath weapon**. The **breath weapon** is a super heated cone of sand which deals 1d12 damage per 2 **HD** of you. This damage is half fire damage and half **piercing** damage due to the abrasion of the super heated sand. The breath weapon's size is per a dragon of the same **size category**. Creatures caught in the area of effect can attempt **Reflex saves** to take half damage (DC 10 + 1/2 your **HD** + your **Con** modifier.) This spell may only be cast after the *defiler metamorphosis VI* spell has been cast, you must be of **dragon** type, and the spell may only be cast using your dragon class ability. Casting this spell requires you to expend your **psionic focus** and lose 140 **power points**. If you are unable to lose the 140 **power points**, the spell immediately fails. You continue to gain in weight and length. The changes made at this point cause you to enter a period of uncontrolled savagery, as in the *defiler metamorphosis V* spell, above.

Example: A human defiler at this point would be over 20 feet long, as well as weighing 4,000 pounds.

Defiler Metamorphosis VIII

Transmutation

Spellcraft DC: 73

Components: V, S, Ritual

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

To Develop: 657,000 Cp; 14 days; 26,280 XP. Seed: *metamorphosis* (DC 28), *fortify* (*). Factors: Burrow speed (+20 DC), **SR/PR** at **HD** +11 (+135 DC), additional +3 **natural armor** (+90 DC). Mitigating factor: change range to personal target (-2 DC), sacrifice 2,000 **Hit Dice** of living creatures (-100 DC), increase **casting time** to 1 day (-22 DC), 31d6 backlash (-31 DC), 3 additional casters, contributing 8th-level spell each (-45 DC).

The almost unbearable pain and agony seem to be second only to your fury and hatred as another stage of the metamorphosis is completed. Your reptilian tail is now completely grown.

This spell transforms you into the eighth stage of the Athasian dragon species. Your **natural armor** improves by an additional 3; you gain the burrow speed of a dragon of the same size, and **SR/PR** equal to your **HD** +11. This spell may only be cast after the *defiler metamorphosis VII* spell has been cast, you must be of **dragon** type, and the spell may only be cast using your dragon magic class ability.

Casting this spell requires you to expend your **psionic focus** and lose 146 **power points**. If you are unable to lose the 146 **power points**, the spell immediately fails. Your weight and length continue to increase, mostly due to your full-grown tail. The changes made at this point cause you to enter a period of uncontrolled savagery, as in the *defiler metamorphosis V* spell, above.

Example: A human defiler at this point would be around 25 feet long, as well as weighing 10,000 pounds.

Defiler Metamorphosis IX

Transmutation

Spellcraft DC: 76

Components: V, S, Ritual

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

To Develop: 684,000 Cp; 14 days; 27,360 XP. Seed: *metamorphosis* (DC 28). Factors: Size increase 1 category (+95 DC), winged flight (+60 DC), additional +3 **natural armor** (+90 DC). Mitigating factor: change range to personal target (-2 DC), sacrifice 2,000 **Hit Dice** of living creatures (-100 DC), increase **casting time** to 1 day (-22 DC), 34d6 backlash (-34 DC), 3 additional casters, contributing 7th-level spell each (-39 DC).

Your body continues to grow stronger and larger as the metamorphosis develops. Your reptilian wings are fully grown now.

This spell transforms you into the ninth stage of the Athasian dragon species. At this point in the transformation, your size increases by 1 category, gaining all the inherent features thereof (if it increases from **Huge** to **Gargantuan** for instance, it would gain +8 **Str**, +4 **Con**, +4 **natural armor**, and -2 on attack/AC.) You also gain wings that give it a fly speed according to your size: **Medium** to **Huge** – 150 ft. (poor), **Gargantuan** – 200 ft. (poor). The Athasian dragon gains a **wing attack**. Damage for the **wing attack** is equivalent to that of a true dragon of the same size. The **wing attack** is treated as a **secondary natural attack**. Your **natural armor** improves yet again by another +3 (this stacks with any improvement to **natural armor** gained through an increase in size). This spell may only be cast after the *defiler metamorphosis VIII* spell has been cast, you must be of **dragon** type, and the spell may

only be cast using your dragon class ability. Casting this spell requires you to expend your **psionic focus** and lose 152 **power points**. If you are unable to lose the 152 **power points**, the spell immediately fails. You continue to increase in length and weight and wings sprout from your back. The changes made at this point cause you to enter a period of uncontrolled savagery, as in the *defiler metamorphosis V* spell, above.

Example: A human defiler at this point would be around 30 feet long, as well as weighing 20,000 pounds.

Defiler Metamorphosis X

Transmutation

Spellcraft DC: 80

Components: V, S, M

Casting Time: 1 minute

Target: Personal

Duration: Instantaneous

To Develop: 720,000 Cp; 15 days; 28,800 XP. Seed: *metamorphosis* (DC 28), *fortify* (*). Factors: +3 **natural armor** (+90 DC), **damage reduction** 15/epic and metal (+230 DC). Mitigating factor: change range to personal target (-2 DC), 39d6 backlash (-39 DC), personally kills opponent of 20+HD and capable of casting 9th level spells within 1 hour before casting spell (-225 Ad hoc DC).

After all those years of preparation and labor, you undergo the last stage of the metamorphosis, rising for the first time as a full dragon

This spell transforms you into the final stage of the Athasian dragon species. At this point, you gain your final boosts to your abilities. Your **damage reduction** becomes 15/epic and metal, and your **natural armor** improves by +3. At this, the final stage of you *metamorphosis*, the defiler gains the ultimate ability of dragonhood: the ability to store psionic and/or magical obsidian orbs of any type within himself, while still being able to use them. You accomplish this by swallowing the orb. Once swallowed, the orbs are stored in your stomach, where they can be used as normal. This spell may only be cast after the *defiler metamorphosis IX* spell has been cast, you must be of you type, and the spell may only be cast using your dragon magic class ability. Casting this spell requires you to expend your **psionic focus** and lose 160 **power points**. If you are unable to lose the 160 **power**

Table 4–1: Defiler Metamorphosis Progression

Stage	Str	Con	Natural Armor	Special
I	+0	+0	+0	Change type to dragon, ageless, <i>tongues</i>
II	+2	+2	+0	—
III	+3	+3	+3	—
IV	+3	+3	+3	DR 15/magic, two claw attacks
V	+3	+3	+6	Size category increase, bite and tail attack
VI	+5	+5	+9	Frightful presence
VII	+5	+5	+12	Two size category increases, breath weapon
VIII	+5	+5	+15	Burrow speed, SR/PR equal to HD +11
IX	+5	+5	+18	Three size category increases, fly speed, wing attack
X	+5	+5	+21	DR 15/epic and metal, store obsidian orbs

points, the spell immediately fails. This spell must be cast over the remains of a powerful creature (having no less than 20 HD and being capable of casting 9th-level spells) which the defiler has personally slain. The spell must be cast within 1 hour of the creature's death. At this, your final stage of the *metamorphosis*, you leave the humanoid form completely behind in favor of that of a pure dragon.

Example: A human defiler/dragon at this point would be around 40 feet long, as well as weighing 50,000 pounds.

Epic Banishment

Enchantment (Compulsion) [Clairsentience, Teleportation]

Spellcraft DC: 92

Components: V, S, XP

Casting Time: 1 standard action

Target: Creature touched

Duration: Instantaneous (1,000 hours for compulsion)

Saving Throw: Will negates; see text

Spell Resistance: Yes

To Develop: 828,000 Cp; 17 days; 33,120 XP. Seeds: *transport* (DC 27), *compel* (to keep target in plane) (DC 19). Factors: interplanar travel (+4 DC), unwilling target (+4 DC), 1-action casting time (+20 DC), 19 times increase in base duration (+38 DC), +15 to save DC (+30 DC). Mitigating factor: burn 5,000 XP (-50 DC).

Channeling your hatred into binding words of power, you thrust your hands in the direction of your foe, uttering the last words he will hear in quite some time.

You send your foe to a plane of choice. If you succeed at a **melee touch attack**, the target must succeed at a **Will save** (DC 35 + your key **ability modifier**). If he fails this **saving throw**, he is sent to the plane of choice and cannot willingly leave the plane for 1,000 years. Even after the **compulsion** fades, he must devise his own escape from the plane.

XP Cost: 5,000 XP.

Epic Simulacrum

Illusion (Shadow)

Spellcraft DC: 30

Components: V, S, M, XP

Casting Time: 1 day

Range: Touch

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: 270,000 Cp; 6 days; 10,800 XP. Seeds: *animate* (DC 25), *contact* (to give the bond to the simulacrum) (DC 23), *delude* (to change object to appear as caster) (DC 14). Factors: to make the transformation appear as caster to all senses (+10 DC). Mitigating factors: increase **casting time** by 1 day (-22 DC), burn 1,000 XP (-10 DC), 10d6 backlash (-10 DC).

After deeply concentrating on your subject, you outstretch your hand, and release the magical energies, creating an almost perfect duplicate of the original creature.

As *simulacrum*, except the duplicate has the full levels or **Hit Dice** of the real creature. Furthermore, the duplicate upon its death does not revert to the material from which it was initially created, but becomes inert, and if made of flesh is susceptible to decay. The dead body has no special properties that the real creature's corpse might have and a *speak with dead* spell fails automatically in the case of a duplicate of a living being. You receive a +10 **insight bonus** to your **Disguise** check to determine how good the simulacrum's likeness is in relation to the original.

Seeking Sandstorm

Transmutation (Teleportation)

Spellcraft DC: 39

Components: V, S, XP

Casting Time: 10 minutes

Range: Unlimited

Effect: Mobile sensor, transports up to 2,000 lb.

Duration: 1 month

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 351,000 Cp; 8 days; 14,040 XP. Seeds: *reveal* (DC 19), *transport* (to teleport the targets once the sandstorm finds them) (DC 27). Factors: making the sensor a mobile sandstorm (+2 DC), increase weight limit to 2,000 lb. (+20 DC), allow teleport to effect unwilling targets (+4 DC), increase duration of the sandstorm to 1 month (+22 DC). Mitigating factors: increase **casting time** by 10 minutes (-20 DC), burn 2,500 XP (-25 DC), 10d6 backlash (-10 DC).

Whipping your hand in a wide arc, you spray sand from your fingers, and instilling it with the hatred of a full blown sandstorm to seek your enemy.

This spell creates a sandstorm which seeks out targets matching certain parameters given by you. The parameters of the search must be spoken aloud by you and take no more than 100 words. Treat the sandstorm that is created as a mile-wide duststorm (DMG 94) traveling at a speed of 10 miles per hour in the general direction you choose, somewhat following existing wind currents. The sandstorm travels in search of those that match the parameters, making you aware of any finds, and allowing you to scry on the targets. Whenever a target enters the storm's radius it is automatically detected unless hidden, invisible, or ethereal. Upon any matching find the sandstorm stops in place, waiting for you to direct its next action. At that point you may choose to have the targets teleported to your location, thus expending the spell; if a locale is the target of this spell, you are instead teleported to the locale.

Spellbook Tattoo

Divination

Spellcraft DC: 21

Components: V, S

Casting Time: 10 minutes

Range: Touch

Duration: 1 month

Saving Throw: None

Spell Resistance: No

To Develop: 189,000 Cp; 4 days; 7,560 XP. Seeds: *reveal* (DC 19). Factors: increase duration to 1 month (+22 DC). Mitigating factors: increase **casting time** by 10 minutes (-20 DC).

You quickly peruse through your whole spellbook, becoming extremely familiar with your spells, tattooing them to your brain and body.

This spell allows you to store a standard traveling spellbook worth of arcane spells (up to 100 pages) as spell mastered spells by you; that is, you are considered to have the **Spell Mastery** feat for these spells for the duration of *spellbook tattoo*. In addition, you may allow other arcane casters to study the tattoo, which is the physical manifestation of the epic spell, and thus be able to memorize the stored spells.

Origin of Species: Dray

Conjuration (Creation, Healing)

Spellcraft DC: 105

Components: V, S

Casting Time: 30 days, 11 minutes

Range: 0 ft.

Effect: One constructed creature up to **Medium** (20 cu. ft.)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 945,000 Cp; 19 days; 37,800 XP. Seeds: *conjure* (DC 21), *life* (DC 27), *ward* (fire resistance 5) (DC 14). Factors: +3 to **natural AC** (+6 DC), additional 5 points of resistance (+5 DC), add two more **natural attacks** (ad hoc +4 DC), permanent (x5 DC). Mitigating factors: 10d6 backlash (-10 DC), increase **casting time** by 10 minutes (-20 DC), increase **casting time** by 30 days (-60 DC), five additional casters contributing 9th-level spell slots (-85 DC), five additional casters contributing 8th-level spell slots (-75 DC), ten additional casters contributing 2nd-level spell slots (-30 DC).

After a whole month of uninterrupted concentration, you finally release the mystical energies bottled up, shaping them into an idealized version of the perfect creature: a dray.

This spell creates a new creature: a second-generation dray (*ToA* 37). When first created, the dray is **Small**, but it grows to **Medium** size in 1d4 days. A created dray does not possess the treasure, culture, or specific knowledge of a normal second-generation dray. If released to be among its own kind, it quickly picks up dray traits and alignment.

Preserver Metamorphosis I

Transmutation

Spellcraft DC: 50

Components: V, S, F

Casting Time: 6 hours

Range: Personal

Target: You

Duration: Instantaneous

To Develop: 450,000 Cp; 9 days; 18,000 XP. Seeds: *metamorphosis* (DC 28), *reveal* (*). Factors: Change type to **aberration** (+30 DC), **psi-like abilities** (+135 DC), **ageless** (+10 DC). Mitigating factors: change range to personal target (-2 DC), burn 5,700 XP (-57 DC), preparation time 2 years (-24 DC), increase **casting time** to 6 hours (-20 DC), focus structure worth 50,000 gp (-50 DC).

The energy of life swirls around you and begins to infuse your form. The world looks different through your eyes now as you begin your new existence.

This spell transforms you into the first stage towards becoming an avangion. Your type becomes **aberration**, and you lose all previous types, and gain all advantages of the new type. You no longer can die of old age, and no longer suffer penalties to attributes for aging. Also you gain the following spell-like abilities at will: *tongues*, *discern lies*, *detect chaos/evil/good/law*, **caster level equal to character level**. This epic spell can only be cast while preserving. Casting this spell requires you to expend your **psionic focus** as well as expend 100 **power points** (which are recovered in the normal fashion). If you are unable to lose 100 **power points** the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp) This focus structure is actually a purified area that has been untouched by defiling, and the cost is made up of the remains (ash, physical remains, artifacts, etc...) of enemies of life. I.e. high-level defilers and the like. Physically you change very little, save possibly gaining slightly more noble features or your eyes may take on a gold or silver sheen.

Preserver Metamorphosis II

Transmutation

Spellcraft DC: 53

Components: V, S, F

Casting Time: 6 hours

Range: Personal

Target: You

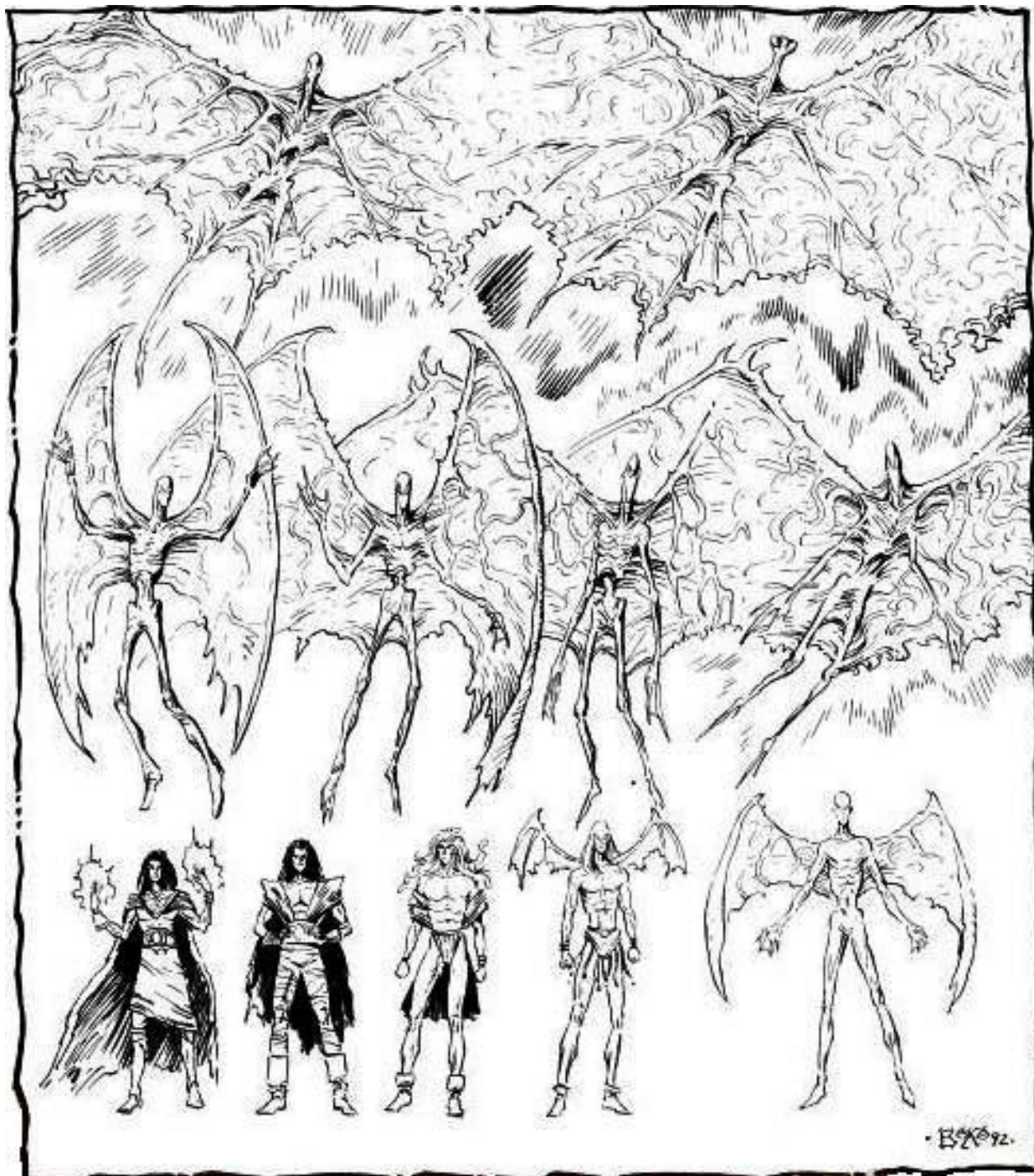
Duration: Instantaneous

To Develop: 477,000 Cp; 10 days; 19,080 XP. Seeds: *metamorphosis* (DC 28), *fortify* (*). Factors: **SR/PR** and **DR** (+145 DC), **deflection bonus** (DC 30). Mitigating factors: change range to personal target (-2 DC), burn 5,400 XP (-54 DC), preparation time 2 years (-24 DC), increase **casting time** to 6 hours (-20 DC), focus structure worth 50,000 gp (-50 DC).

As the energy around joins with you, your skins starts to glow and your hair turns white, you can feel the life force strengthening and protecting you.

This spell transforms you into the second stage towards becoming an avangion. At this stage your defensive nature starts to manifest, allowing you to gain a

are recovered in the normal fashion). If you are unable to lose 106 power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling, and the cost is made



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+1 deflection bonus on your armor value as well as damage reduction 5/-, and SR/PR equal to your HD + 2. This spell may only be cast after the *preserver metamorphosis* I spell has been cast, you must be of the aberration type, and you can only cast it using avangion magic. Casting this spell requires you to expend your psionic focus as well as expend 106 power points (which

up of the remains (ash, physical remains, artifacts, etc..) of enemies of life. I.e. high-level defilers and the like. Physically your skin takes on a metallic glow similar to your eyes, and any hair you have turns pure white.

Preserver Metamorphosis III Transmutation

Spellcraft DC: 56

Components: V, S, F

Casting Time: 6 hours

Range: Personal

Target: You

Duration: Instantaneous

To Develop: 540,000 Cp; 11 days; 21,600 XP. Seeds: *metamorphosis* (DC 28), *fortify* (*). Factors: SR/PR, DR, and Cha boost (+155 DC), deflection bonus (DC 30). Mitigating factors: change range to personal target (-2 DC), burn 5,700 XP (-57 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC).

As the life force for this spell joins with you, glimmering wings sprout from your back and lift you off the ground. Your skin glitters and any chance of being mistaken for a being of life and magic are lost.

This spell transforms you into the third stage towards becoming an avangion. At this stage, you increase yet further gaining an increased deflection bonus on armor up to +2 total, your SR/PR increases to be equal to your HD + 4, and you gain the extraordinary ability to fly 60 (good maneuverability). This spell may only be cast after the *preserver metamorphosis* II spell has been cast, you must be of the aberration type, and you can only cast it using avangion magic. Casting this spell requires you to expend your psionic focus as well as expend 112 power points (which are recovered in the normal fashion). If you are unable to lose 112 power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling, and the cost is made up of the remains (ash, physical remains, artifacts, etc...) of enemies of life. I.e. high-level defilers and the like. Any concealment of your true form is lost at this stage, as enormous gossamer wings sprout from your back and shoulders. The wings themselves are filmy and nearly transparent, though they span about 20 feet. Your eyes become bright silver and your skin glitters in the sunlight.

Preserver Metamorphosis IV

Transmutation

Spellcraft DC: 60

Components: V, S, F, XP

Casting Time: 12 hours

Range: Personal

Target: You

Duration: Instantaneous

To Develop: 540,000 Cp; 11 days; 21,600 XP. Seeds: *metamorphosis* (DC 28), *fortify* (*). Factors: SR/PR, DR, and Cha boost (+155 DC), deflection bonus (DC 30). Mitigating factors: change range to personal target (-2 DC), burn 5,700 XP (-57 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC).

As the last words of this spell are spoken, the hair on your body falls to the ground and the energy around you gives you insight into your true self. You feel your inner power grow and feel a rush of confidence as your new form develops.

This spell transforms you into the fourth stage towards becoming an avangion. At this stage, your defensive abilities increase dramatically. Your deflection bonus on the armor raises to +3, your SR/PR increases to be equal to your HD + 6, and your damage reduction also increases to 10/-. You also gain a +1 bonus to your Cha due to your heightened sense of self and inner power. This spell may only be cast after the *preserver metamorphosis* III spell has been cast, you must be of the aberration type, and you can only cast it using avangion magic. Casting this spell requires you to expend your psionic focus as well as expend 120 power points (which are recovered in the normal fashion). If you are unable to lose 120 power points the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions and the cost is made up of gifts from no less than three powerful good creatures (at least 20 HD). The structure is centered on a single bush or tree that you have personally saved from defiling. Your original form becomes increasingly vague. All your hair has vanished at this point and webs of filmy winglike material forms between your arms, torso, fingers and toes. Your existing wings form into multiple folds, which can be extended out to a 25-foot span.

Preserver Metamorphosis V

Transmutation

Spellcraft DC: 63

Components: V, S, F, XP

Casting Time: 12 hours

Range: Personal

Target: You

Duration: Instantaneous

To Develop: 567,000 Cp; 12 days; 22,680 XP. Seeds: *metamorphosis* (DC 28). Factors: deflection bonus (DC 90), size increase (DC 95), add *levitation* spell-like ability (ad hoc +10 DC), add *far hand* psi-like ability (ad hoc +8 DC), no material or somatic components requirements (ad hoc +8 DC). Mitigating factors: change range to personal target (-2 DC), burn 5,400 XP (-54 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC).

At the end of this spell, the energy around you rushes into you, causing you to lift off the ground and your limbs to almost disappear. Your feel yourself grow larger as your wings unfold to a much larger size.

This spell transforms you into the fifth stage towards becoming an avangion. At this stage your deflection bonus to armor increases up to +6, you gain an

extraordinary ability as per the *levitate* power which is always active, and you also gain the psi-like ability of *far hand* at will, *manifester level* equal to your *character level*. At this point, your inner nature and outer form have changed to the point that you no longer require *material* or *somatic components* for spells up to 9th level. In addition, your size increases 1 *size category*, gaining all the inherent features therein, *save Str* increases which instead become *Int* increases at half the rate of the *Str* increase. (If you increase from *Medium* to *Large* for instance you would gain +4 *Int*, -2 *Dex*, +4 *Con*, +2 *natural armor*, and -1 on attack/AC.) Also note that at this point, your body has changed so much as to make grappling you extremely difficult, you now add your *Int* modifier to all *grapple checks*. This spell may only be cast after the *preserver metamorphosis IV* spell has been cast, you must be of the aberration type, and you can only cast it using avangion magic. Casting this spell requires you to expend your *psionic focus* as well as expend 126 *power points* (which are recovered in the normal fashion). If you are unable to lose 126 *power points* the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions and the cost is made up of gifts from no less than three powerful good creatures (at least 20 *HD*). The structure is centered on a single bush or tree that you have personally saved from defiling. At this point your original form starts to become lost in the wispy folds of your wings, which can now extend to a 30 feet span. Your jaw retracts while your eyes grow larger. Your arms and legs grown thinner to the point where you can no longer support your own weight. You now can only float or fly at all times. You can also no longer wield hand held weapons or make standard unarmed attacks, though you can still make touch attacks. At this stage, you gain the ability to absorb magical items that take up body slots into your body gaining all of the ability of the item as if the item were worn. This effect lasts until you absorb a new item into the same slot at which point the former abilities are lost. (Note that the act of absorbing the magical item destroys the item in question.) This ability is very important at this point as you is no longer able to use many magic items, that take up body slots, regularly due to the massive transformation of your body.

Preserver Metamorphosis VI

Transmutation

Spellcraft DC: 66

Components: V, S, F

Casting Time: 12 hours

Range: Personal

Target: You

Duration: Instantaneous

To Develop: 594,000 Cp; 12 days; 23,760 XP. Seeds: *metamorphosis* (DC 28), *fortify* (*). Factors: *SR/PR* and *Cha* boost (+130 DC), *deflection bonus* (DC 60), increase flight

speed (ad hoc +2 DC). Mitigating factors: change range to personal target (-2 DC), burn 5,600 XP (-56 DC), preparation time 2 years (-24 DC), increase *casting time* to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC).

The energy for this spell infuses you, filling you with confidence and life. You feel yourself and your surroundings much more acutely and your speed increase.

This spell transforms you into the sixth stage towards becoming an avangion. Your *deflection bonus* to AC increases to +8, your *SR/PR* increases to be equal to your *HD* + 10, your flight movement rate increases to 120 ft. (good), and your *Cha* increases by another +1. This spell may only be cast after the *preserver metamorphosis V* spell has been cast, you must be of the aberration type, and you can only cast it using avangion magic. Casting this spell requires you to expend your *psionic focus* as well as expend 132 *power points* (which are recovered in the normal fashion). If you are unable to lose 132 *power points* the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the second three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions and the cost is made up of gifts from no less than three powerful good creatures (at least 20 *HD*). The structure is centered on a single bush or tree that you have personally saved from defiling. At this stage, you become far more mobile and graceful. Your incredible shining wings now span up to 40 feet, with your central body being now nearly lost in their folds.

Preserver Metamorphosis VII

Transmutation

Spellcraft DC: 70

Components: V, S, F

Casting Time: 12 hours

Range: Personal

Target: You

Duration: Instantaneous

To Develop: 630,000 Cp; 13 days; 25,200 XP. Seeds: *metamorphosis* (DC 28), *fortify* (*). Factors: *SR/PR*, *DR*, and attribute boosts (+265 DC). Mitigating factors: change range to personal target (-2 DC), burn 5,500 XP (-55 DC), preparation time 2 years (-24 DC), increase *casting time* to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC), 8 additional casters each contributing 5th-level spell slots (-72 DC).

As the spell ends, the life you draw into yourself expands your consciousness and your power. Your thoughts quicken your movements in new ways and your insight into the world increases.

This spell transforms you into the seventh stage towards becoming an avangion. Your *SR/PR* increases to be equal to your *HD* + 12 and the *damage reduction*

becomes 15/-. Due to the transformation, your mind and body changes even more, and you gain a bonus of +1 **Cha**, +1 **Wis**, and +2 **Dex**. This spell may only be cast after the *preserver metamorphosis VI* spell has been cast, you must be of the **aberration** type, and you can only cast it using avangion magic. Casting this spell requires you to expend your **psionic focus** as well as expend 140 **power points** (which are recovered in the normal fashion). If you are unable to lose 140 **power points** the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the third three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions and the cost is made up of gifts from the eight casters that contribute to the ritual. The structure is centered on a single bush or tree that you have personally saved from defiling. Your original form is nearly lost at this point. You now have only a head and torso, which are nearly lost among the near endless folds of your gossamer wings. The wing span is now about 50 feet when fully extended.

Preserver Metamorphosis VIII

Transmutation

Spellcraft DC: 73

Components: V, S, F

Casting Time: 12 hours

Range: Personal

Target: You

Duration: Instantaneous

To Develop: 657,000 Cp; 14 days; 26,280 XP. Seeds: *metamorphosis* (DC 28), *fortify* (*), *ward* (*). Factors: SR/PR (+120 DC), **deflection bonus** (DC 60), aura (DC 110), increase flight speed (ad hoc +2 DC). Mitigating factors: change range to personal target (-2 DC), burn 7,700 XP (-77 DC), preparation time 2 years (-24 DC), increase casting time to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC), 8 additional casters each contributing 5th-level spell slots (-72 DC).

With the completion of this spell, your life force grows to the point where it is no longer containable. Brilliant light shines

from your form and darkness cannot stand your presence.

This spell transforms you into the eighth stage towards becoming an avangion. At this point your defensive capabilities increase to raise your **deflection bonus** to +10, your SR/PR increases to be equal to your HD + 14, and the **damage reduction** advances to be 20/-. The flight movement increases to 200 ft. (perfect). You first take on your supernatural aura at this stage. A brilliant radiance of light extends out to a 100 foot radius that acts as a permanent *magic circle against evil* (caster level equal to your arcane caster level) spell as well as dispelling all darkness and negating the normal penalty that a creature suffers for being within a defiling radius. This spell may only be cast after the *preserver metamorphosis VII* spell has been cast, you must be of the **aberration** type, and you can only cast it using avangion magic. Casting this spell requires you to expend your **psionic focus** as well as expend 146 **power points** (which are recovered in the normal fashion). If you are unable to lose 146 **power points** the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the third three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions and the cost is made up of gifts from the eight casters that contribute to the ritual. The structure is centered on a single bush or tree that you have personally saved from defiling. The wingspan at this point has increased to 65 foot.

Preserver Metamorphosis IX

Transmutation

Spellcraft DC: 76

Components: V, S, F

Casting Time: 12 hours

Range: Personal

Target: You

Duration: Instantaneous

To Develop: 684,000 Cp; 14 days; 27,360 XP. Seeds: *afflict* (*), *metamorphosis* (DC 28), *fortify* (*). Factors: SR/PR and **Cha** boost (+135 DC), **deflection bonus** (DC 60), aura

Table 4–2: Preserver Metamorphosis Progression

Stage	Dex	Wis	Cha	Deflection Bonus	Special
I	+0	+0	+0	+0	Change type to aberration , ageless, <i>discern lies</i> , <i>detect chaos/evil/good/law</i> , <i>tongues</i>
II	+0	+0	+0	+1	DR 5/–, SR/PR equal to HD + 2
III	+0	+0	+0	+2	SR/PR equal to HD + 4, fly speed 60 ft. (good)
IV	+0	+0	+1	+3	DR 10/–, SR/PR equal to HD + 6
V	+0	+0	+1	+6	Size increase, <i>far hand</i> , <i>levitate</i> , no requirement of material or somatic components, Int modifier to grapple checks
VI	+0	+0	+2	+8	SR/PR equal to HD + 10, fly speed 120 ft. (good)
VII	+2	+1	+3	+8	DR 15/–, SR/PR equal to HD + 12
VIII	+2	+1	+4	+10	DR 20/–, SR/PR equal to HD + 14, fly speed 200 ft. (perfect), avangion aura (<i>magic circle against evil</i>)
IX	+2	+1	+5	+12	SR/PR equal to HD + 16, avangion aura (<i>ray of enfeeblement</i>)
X	+2	+3	+5	+12	Size increase, SR/PR equal to HD + 18, fly speed 400 ft. (perfect), avangion aura (<i>globe of invulnerability</i>)

(DC 100). Mitigating factors: change range to personal target (-2 DC), burn 7,900 XP (-79 DC), preparation time 2 years (-24 DC), increase **casting time** to 12 hours (-20 DC), focus structure worth 50,000 gp (-50 DC), 8 additional casters each contributing 5th-level spell slots (-72 DC).

The light that shines from your vast life force grows stronger, and you can feel the good nature that fills you weakening any evil that may come. Your insight and confidence grow stronger still as your form is almost lost within wispy folds of gossamer wings.

This spell transforms you into the ninth stage towards becoming an avangion. Your **deflection bonus** on the armor raises to +12, your **SR/PR** increases to be equal to your **HD** + 16, your **Cha** increases by another +1, and your avangion aura increases to 150 feet radius while gaining the ability to act as a variant of the *ray of enfeeblement* spell to all evil creatures within the aura. (All evil creatures within the radius take a penalty to his **Strength** equal to 1d6+5, no **save** allowed though can be resisted with **spell resistance**. **Caster level** is equal to your arcane **caster level**.) This spell may only be cast after the *preserver metamorphosis VIII* spell has been cast, you must be of the aberration type, and you can only cast it using avangion magic. Casting this spell requires you to expend your **psionic focus** as well as expend 152 **power points** (which are recovered in the normal fashion). If you are unable to lose 152 **power points** the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the third three *preserver metamorphosis* spells, costing no less than 5,000,000 Cp. (50,000 gp.) This focus structure is actually a purified area that has been untouched by defiling in an area no less than one mile in all directions and the cost is made up of gifts from the eight casters that contribute to the ritual. The structure is centered on a single bush or tree that you have personally saved from defiling. Physically you gain still more to your wings, now being an 80 foot span that nearly envelopes your torso and head. From a distance you resemble a cloud of interwoven wings at this point.

Preserver Metamorphosis X

Transmutation

Spellcraft DC: 80

Components: V, S, F

Casting Time: 1 round/2d12 months

Range: Personal

Target: You

Duration: Instantaneous

To Develop: 720,000 Cp; 15 days; 28,800 XP. Seeds: *fortify* (*), *metamorphosis* (DC 28), *ward* (*). Factors: **SR/PR** and attribute boosts (+185 DC), size increase (DC 95), aura (DC 200), increase flight speed (ad hoc +2 DC). Mitigating factors: change range to personal target (-2 DC), burn 10,000 XP (-100 DC), preparation time 2 years (-24 DC), increase **casting time** to 2d12 months (-220 DC), focus structure worth 82,000 gp (-82 DC).

After what felt like an eternal dream, floating backwards and forwards through time and witnessing all of what might be history, you awaken in your new form, a being of light and good with little more than wings and a head. You feel reborn, resplendent and magnificent.

This spell transforms you into the final form of an avangion. Your final form increases 1 **size category**, gaining all the inherent features therein, **save Str** increases which instead become **Int** increases at half the rate of the **Str** increase. (If you increase from **Large** to **Huge** for instance you would gain +4 **Int**, -2 **Dex**, +4 **Con**, +3 **natural armor**, and -1 on attack/AC.) Additionally, your **SR/PR** increases to be equal to your **HD** + 18, your fly speed becomes 400 ft. (perfect), you gain a +2 bonus to **Wis**, and a +1 bonus to **Cha**. Your avangion aura also advances to its final state with a radius of 200 feet and gains the ability of a *globe of invulnerability* (**caster level** equal to your arcane **caster level**.) in addition to all its other traits. This spell may only be cast after the *preserver metamorphosis IX* spell has been cast, you must be of the **aberration** type, and you can only cast it using avangion magic. Casting this spell requires you to expend your **psionic focus** as well as expend 160 **power points** (which are recovered in the normal fashion). If you are unable to lose 160 **power points** the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the final *preserver metamorphosis* spell, costing no less than 8,200,000 Cp. (82,000 gp.) This focus structure is a stone tomb large enough to hold you, built around a perfectly sealed glass case. In addition, a diamond, of value no less than 10,000 gp, is incorporated into the focus structure. The **casting time** is one round, although upon casting you, the focus structure, and the diamond disappear for 2d12 months for places unknown, leaving only the glass case behind (per **DM** choice, the character may become a **NPC** during this time). If the glass case is damaged during this time frame you are lost to oblivion. In your final form, your wings span 90 feet.

Rift

Necromancy [Evil]

Spellcraft DC: 56

Components: V, S, M

Casting Time: 10 minutes

Range: 540 ft.

Area: 540-ft.-radius emanation, centered on you

Duration: 12 hours

To Develop: 504,000 Cp; 11 days; 20,160 XP. Seeds: *heal* (DC 25), *transport* (DC 27). Factors: change to area of 20-ft. radius (+2 DC), change radius to 540 ft. (+24 DC), increase duration by 4 hours (+8 DC). Mitigating factors: increase **casting time** by 9 minutes (-18 DC), increase preparation time to 4 months (-4 DC), difficult material component (ad hoc -8 DC).

Upon completion of the spell, the Gray and Athas briefly become closer, bolstering all undead near you.

You temporarily bring the Gray closer to Athas, creating a rift between the two planes centered upon yourself. You must study undisturbed for at least four months prior to the casting, reading ancient scrolls and books about the two planes.

All **undead** within the area of effect receive **temporary hit points** equal to nine times their original **hit points** for the duration of the spell.

Material Component: An obsidian goblet worth at least 1,000 Cp, containing ground bones from an **undead** creature, having no less than 20 **HD** and being capable of casting arcane spells.

Shadow Transformation I

Transmutation

Spellcraft DC: 40

Components: V, S, F

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 360,000 Cp; 8 days; 14,400 XP. Seed: *metamorphosis* (DC 28), *fortify* (*), *reveal* (*), *conceal* (*), *transform* (*). Factors: Change type to **outsider**, **native** (+40 DC), speak/understand/read any language (+115 DC), ageless (+10 DC), lucent healing (+10 DC) shadow blend (+25 DC), **deflection bonus** (+30 DC), +1 **Dex** (+45 DC). Mitigating factors: personal target (-2 DC), preparation time 2 years (-24 DC), increase **casting time** to 1 day (-22 DC), 5,000,000 Cp structure (-50 DC), lunar cycle (double new moon) (ad hoc -75 DC), cast on two planes (ad hoc -50).

When the New Moons rise, you enter a hall filled with shadows and darkness, wisps of dark energy infuse you as you begin to merge with the Black that surrounds you.

This spell begins the shadow shifter transformation. Your type becomes **outsider** (**native**); you lose all previous types, and gain all advantages of the new type, you no longer need to breathe, though you may do so if you wish. You no longer can die of old age, and no longer suffers penalties to attributes for aging. You gain the ability to comprehend and speak any language of creatures that he interacts with, per the tongues ability.

The Black begins to enhance and protect you granting a +1 **deflection bonus** to **AC**, and a +1 **enhancement bonus** to **Dex**. You gain the lucent healing ability which grants fast healing 1 for every metamorphosis stage that you completed when within light as bright as torchlight and fast healing of twice that in sunlight or within the radius of a daylight spell. In total darkness, you 1d4 points of damage per round. You also gain the shadow blend ability, which grants you **concealment** when inside a shadowy area. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, full daylight or a *daylight* spell, however, will.

This spell must be cast using shadow magic. Casting this spell requires you to expend your **psionic focus** and

expend 80 **power points**. If you are unable to expend the 80 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first shadow transformation spell, costing no less than 5,000,000 Cp. (50,000 gp.) Half of this structure must be constructed within the plane of the Black of pure obsidian, with magical gates that tie the two planes together.

Physically, your shadow taint spreads to cover an additional 25% of your body. Your eyes glow with an inner blue light, and when you breathe, wisps of shadows leave your mouth.

Shadow Transformation II

Transmutation

Spellcraft DC: 43

Components: V, S, F

Casting Time: 1 day

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 387,000 Cp; 8 days; 14,580 XP. Seed: *metamorphosis* (DC 28), *fortify* (*), *afflict* (*), *compel* (*), *reveal* (*), *transform* (*). Factors: **Deflection bonus** (+30 DC), 2 touch attacks (+30 DC), **Aura** (blindsense, fear (+150 DC), +1 **Dex** (+45 DC), gain cold subtype (+20 DC), shadow blend (+25 DC), **incorporeal** (+31 DC), temporary corporeality (+31 DC), change shape (+230 DC). Mitigating factors: personal target (-2 DC), preparation time 2 years (-24 DC), increase **casting time** to 1 day (-22 DC), 5,000,000 Cp structure (-50 DC), lunar cycle (lunar eclipse Ral, solar eclipse Guthay) (ad hoc: -100 DC), Ad hoc: Cast on two planes (-50), Sacrifice Ritual Casters of opposite alignment (doubles the DC of the spell slot given, 12 participants giving 6th level spell slots ad hoc: -264 DC).

The Black infuses you even more as tendrils of darkness undo your form. You become a thing of shadow, taken whatever form suits you.

This spell progresses you into the second stage transformation. At this stage, you lose your former self and become a complete being of the Black. The shadow taint spreads to the last of your body and you finally embrace your new nature, granting you the cold and **incorporeal** subtypes. You can become temporarily corporeal as a **standard action** that does not provoke an **attack of opportunity**. When becoming corporeal your **deflection bonus** becomes a **natural armor** bonus. At this point, you also gain the ability to use your shadowy nature to assume any form you wish as a full round action that does not provoke an **attack of opportunity**. This ability is exactly like the change shape ability but you cannot alter your coloration from the essence of the Black and you become corporeal in any form that is not naturally **incorporeal**. You may change shape as often as you desire with each change taking a full round, but does not provoke an **attack of opportunity**. While changing form you may decrease your size down to diminutive, or

increase your size by one category. At this point, you no longer need to use verbal or material components for spells as if you had the Ignore Material **Components** feat, nor are you prevented from casting spells or manifesting powers if your form would not normally allow you to do so.

The Black continues to enhance and protect you, granting a +1 **deflection bonus** to **AC**, a +1 **enhancement bonus** to **Dex**. You gain two touch attacks that inflict damage as a claw of the same size would. These touch attacks are treated as your primary weapon. You gain a special chilling aura that is always active, but may lower it at will as a **free action**. At the end of each creature's turn, creatures within 40 ft. of you must succeed on a **Fortitude save** (DC 10 + 1/2 your arcane **caster level** + your **Cha** modifier) or become **fatigued** from the cold. A successful **save** negates the effect. A **fatigued** creature that fails its **save** becomes **exhausted**. A creature must attempt this **saving throw** each round it is within range, whether or not it has succeeded on an earlier **save**. A creature that has resistance or immunity to cold is immune to this effect, as is a creature that is not subject to the effects of extreme cold conditions. The **fatigued** and **exhausted** conditions end 1 minute after leaving the aura's area of effect. The **save DC** is **Charisma**-based. The aura brings out creatures worst fears. Creatures within the radius of your aura are subject to the effect if they have fewer **HD** than you. A potentially affected creature that succeeds on its **Will save** (DC 10 + 1/2 your arcane **caster level** + your **Cha** modifier) remains immune to the fear affects of your aura for 24 hours. On a failure, creatures with 4 or less **HD** become **panicked** for 4d6 rounds and those with 5 or more **HD** become **shaken** for 4d6 rounds. Your shadow blend ability now grants total concealment. Your understanding of the Black also increases your perceptions. This awareness extends through the shadows around you. In conditions other than total darkness, you gain the blindsight abilities within the range of your chilling aura.

This spell may only be cast after the shadow transformation I spell has been cast, you must be of the outsider type, and the spell may only be cast using the shadow magic class ability. Casting this spell requires you to expend your **psionic focus** and expend 86 **power points**. If you are unable to expend the 86 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the shadow transformation spell, costing no less than 5,000,000 Cp. (50,000 gp.) Half of this structure must be constructed within the plane of the Black of pure obsidian, with magical gates that tie the two planes together. The ritual casters for this spell must be of opposing alignments and must be captured in small obsidian orbs specially prepared for this spell for use with the magic jar spell. These obsidian orbs must cost 200 gp each and are not included in the development or focus structure costs of this spell. During the casting process they are released from the orbs and compelled to take part in the casting and give their spell slots. At the conclusion of the casting, you return to Athas and the must destroy

the orbs that contain the ritual casters and slay the casters as well.

Physically, your shadow taint spreads to cover all of your body. Your overall shape appears to blur, with wisps of shadow flowing into and out of your body. You are now a thing of shadow and darkness.

Shadow Transformation III

Transmutation

Spellcraft DC: 45

Components: V, S, F

Casting Time: 7 minutes

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 405,000 Cp; 9 days; 161,200 XP. Seed: *metamorphosis* (DC 28), *fortify* (*), *transform* (*), *afflict* (*). Factors: +1 **Dex** (+45 **DC**), flight (+60 **DC**), Deflection bonus (+30 **DC**), alter size (one size larger, **standard action** +205 **DC**), **DR** increase (+11 **DC**), **SR/PR** 11+**HD** (+135 **DC**), Aura (2 **ability damage** (-5), loss of sight and touch 80 ft radius, +76 **DC**). Mitigating factors: personal target (-2 **DC**), preparation time 3 years (-36 **DC**), increase **casting time** to 1 day (-22 **DC**), 7,500,000 Cp structure (-75 **DC**), Ad hoc: lunar cycle (lunar eclipse Guthay, solar eclipse Ral) (-100 **DC**), Ad hoc: Cast on two planes (-50 **DC**), Ad hoc: Sacrifice Ritual Casters of opposite alignment (doubles the **DC** of the spell slot given, 10 participants giving 7th level spell slots -260).

The darkness of the Black pours into your soul, merging even more with your essence. The energy of the Black bleeds through to Athas, and creatures nearby flee in terror.

This spell continues your transition into the third stage of the shadow shifter transformation.

The Black continues to enhance and protect you, granting a +1 **deflection bonus** to **AC**, a +1 **enhancement bonus** to **Dex**. Your ability to change shape increase, and now take a **standard action**, rather than a full round action. You may also increase your size one category larger than before, so if you are a Medium creature, you may become **Huge** in one round, rather than large. Your **damage reduction** increases to 15/epic and fire. The Black also absorbs harmful energies directed at you granting you a **SR/PR** equal to your **HD** +11.

At this point, your chilling aura increases in radius to 80 ft. In addition to its existing properties, the aura also causes temporary **ability damage** and impairs the senses of those within the aura. Those who fail a **Fortitude save** (DC 10 + 1/2 your **HD** + your **Cha** modifier) loose 5 points of **Str** and 5 points of **Dex** due to the extreme cold. In addition, the victims suffer blindness and loss of touch from the numbing darkness. These effects stack with those already granted to the shifter at previous levels. A creature must attempt this **saving throw** each round it is within range, whether or not it has succeeded on an earlier **save**. A creature that has resistance or immunity to cold is immune to this effect, as is a creature that is not

subject to the effects of extreme cold conditions. The all conditions and temporary damage end 1 minute after leaving the aura's area of effect. The **save DC** is **Charisma**-based. Finally, you gain the ability to fly at a rate of 60 (perfect maneuverability).

This spell may only be cast after the shadow transformation II spell has been cast, you must be of the outsider type, and the spell may only be cast using the shadow shifter magic class ability. Casting this spell requires you to expend your **psionic focus** and expend 90 **power points**. If you are unable to expend the 90 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the shadow transformation spell, costing no less than 7,500,000 Cp. (75,000 gp.). This may be a new structure or improvements may be made to the older structure to bring it in line with the needs of this spell. Half of this structure must be constructed within the plane of the Black of pure obsidian, with magical gates that tie the two planes together. The ritual casters for this spell must be of opposing alignments and must be captured in small obsidian orbs specially prepared for this spell for use with the magic jar spell. These obsidian orbs must cost 200 gp each and are not included in the development or focus structure costs of this spell. During the casting process they are released from the orbs and compelled to take part in the casting and give their spell slots. At the conclusion of the casting, you return to Athas and the must destroy the orbs that contain the ritual casters and slay the casters.

At the point, you are a walking three-dimensional shadow, and form no longer matters. You can take whatever form you please. When becoming corporeal, your color remains the same, that of deep dark shadow.

Shadow Transformation IV

Transmutation

Spellcraft DC: 47

Components: V, S, F

Casting Time: 4 minutes

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 423,000 Cp; 9 days; 16,920 XP. Seed: *metamorphosis* (DC 28), *fortify* (*), *transform* (*), *transport* (*). Factors: Deflection bonus (+30 DC), +1 **Dex** (+45 DC), Change shape/alter size (3 sizes larger, move action +255 DC), true sight (+95 DC) shadow slide (Shadow jump at will) (+135 DC). Mitigating factors: personal target (-2 DC), preparation time 4 years (-48 DC), increase **casting time** to 3 day (-26 DC), 7,500,000 Cp structure (-75 DC), Ad hoc: lunar cycle (double lunar eclipse) (-100 DC), Ad hoc: Cast on two planes (-50 DC), Ad hoc: Sacrifice Ritual Casters of opposite alignment (doubles the DC of the spell slot given, 8 participants giving 8th level spell slots -240).

Shadow and Form become one within you, and you relish your newfound power and abilities, sliding from shadow to shadow, taking a new form with each slide.

This spell transforms you into the fourth stage of the shadow shifter progression.

The Black continues to enhance and protect you, granting a +1 **deflection bonus** to **AC**, a +1 **enhancement bonus** to **Dex**. Your chilling aura grants you additional benefits. At this point, you gain true sight within the radius of you aura. At this stage, you can speed up the time it takes to change forms and size. Changing sizes and forms is now a move equivalent action, and you may assume a size up to three times as large as your normal size, so a medium sized creature would be able to become gargantuan in one round. Finally, you gain the ability to move from shadow to shadow, gaining the shadow slide ability. This works just like the shadow jump psionic power useable at will and augmented for your **character level** first for the move equivalent action then additional creatures.

This spell may only be cast after the shadow transformation III spell has been cast, you must be of the outsider type, and the spell may only be cast using the shadow shifter magic class ability. Casting this spell requires you to expend your **psionic focus** and expend 94 **power points**. If you are unable to expend the 94 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first shadow transformation spell, costing no less than 7,500,000 Cp. (75,000 gp.) This may be a new structure or improvements may be made to the older structure to bring it in line with the needs of this spell. Half of this structure must be constructed within the plane of the Black of pure obsidian, with magical gates that tie the two planes together. The ritual casters for this spell must be of opposing alignments and must be captured in small obsidian orbs specially prepared for this spell for use with the magic jar spell. These obsidian orbs must cost 200 gp each and are not included in the development or focus structure costs of this spell. During the casting process they are released from the orbs and compelled to take part in the casting and give their spell slots. At the conclusion of the casting, must destroy the orbs that contain the ritual casters and slay the casters.

At this point, you become darker and more menacing as you take on more and more of the plane that you are merging with.

Shadow Transformation V

Transmutation

Spellcraft DC: 49

Components: V, S, F

Casting Time: 4 minutes

Target: Personal

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 432,000 Cp; 9 days; 17,280 XP. Seed: *metamorphosis* (DC 28), *fortify* (*), *transform* (*), *afflict* (*). Factors: Deflection bonus (+30 DC), +1 **Dex** (+45 DC), +2 **Cha** (+90 DC), **DR** increase (+37 DC), aura (dispel harmful magic (+20 to check) negate 1st-3rd level spells, 120 ft rd +106 DC), change shape/alter size (four sizes larger,

immediate action +275 DC). Mitigating factors: personal target (-2 DC), **casting time** increased to 4 minutes (-6 DC), preparation time 3 years (-36 DC), 10,000,000 Cp structure (-100 DC), Ad hoc: lunar cycle (double solar eclipse) (-100 DC), Ad hoc: Cast on two planes (-50 DC), Ad hoc: Sacrifice ritual casters of opposite alignment (doubles the DC of the spell slot given, -5 participants giving 9th level spell slots -67)

You place your essence within a perfectly crafted obsidian orb, like an egg waiting to hatch. When it does, your transformation will be complete.

This spell transforms an arcane caster into the final stage of the shadow shifter.

The Black continues to enhance and protect you, granting a +1 **deflection bonus** to AC, a +1 **enhancement bonus** to Dex and a +2 **enhancement bonus** to Cha. Your DR increases to 15/epic. Once again, you can speed up the time it takes to change forms and size. Changing sizes and forms is now an **immediate action**, and you may assume a size up to four times as large as your normal size, so a medium sized creature would be able to become colossal in one round.

Your chilling aura increases in power and size increasing to 120 ft. in radius. In addition to all other abilities, the aura also gains the ability to dispel harmful magic cast at you with a +20 bonus to the dispel check. Furthermore, you become immune to spells of third level or lower that are cast at you. Finally, you no longer suffer penalties when in total darkness and are always considered to be in total sunlight.

This spell may only be cast after the shadow transformation IV spell has been cast, you must be of the outsider type, and the spell may only be cast using the shadow magic class ability. Casting this spell requires you to expend your **psionic focus** and expend 96 **power points**. If you are unable to expend the 96 **power points**, the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the first shadow transformation spell, costing no less than 10,000,000 Cp. (100,000 gp.) This may be a new structure or improvements may be made to the older structure to bring it in line with the needs of this spell. The improvement to this structure is actually a sphere of perfect obsidian, one foot in diameter for every **character level** you have. This obsidian sphere must be constructed within the plane of the Black but must also reside on Athas, being in both planes at once. The ritual casters for this spell must be of opposing alignments and must be captured in small obsidian orbs specially prepared for this spell for use with the magic jar spell. These obsidian orbs must cost 200 gp each and are not included in the development or focus structure costs of this spell. During the casting process, they are released from the orbs and compelled to take part in the casting and give their spell slots. At the conclusion of the casting, you must destroy the orbs that contain the ritual casters and slay the casters. You reside in the specially constructed orb for 2d6 months. The orb has a **hardness** of 50, a break DC of 50

and has as many **hit points** as you do. When this period of time ends, your transformation is complete and the orb crumbles to dust.

At this point, you appear as a thing of absolute darkness.

Storm of Icy Death

Conjuration (Creation) [Cold, Clairsentience]

Spellcraft DC: 80

Components: V, S

Casting Time: 20 minutes

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

Effect: 1,000-ft.-radius storm cloud

Duration: 8 hours (D)

Saving Throw: None

Spell Resistance: Yes

To Develop: 720,000 Cp; 15 days; 28,800 XP. Seeds: *conceal* (DC 17), *energy* (cold) (DC 19), *energy* (weather) (DC 19), *reveal* (DC 17), *conjure* (21). Factors: conceal detection (ad hoc +6 DC), change rain to ice storm (ad hoc +20 DC), dismissible by caster (+2 DC). Mitigating factors: increase **casting time** by 19 minutes (-22 DC), 19d6 backlash (-19 DC).

You harness the power of wind, storm, and cold to see, hear, and attack your enemies.

This spell summons a powerful storm that travels at a speed of up to 1,000 feet. The storm forms a quasireal viewpoint from which you can see and hear some creature located at any distance from you, even if planar boundaries separate you.

You can attempt to use **clairsentience** spells or powers through your quasi-real viewpoint, but you must make a **Concentration check** (DC 30 + level of the effect you wish to use) to succeed. Success means that the target suffers an effect equal to the *ice storm* spell. A creature that is brought to 0 **hit points** or below by *storm of icy death* is entombed in a block of ice, as if by the spell *imprisonment*. The block of ice lasts for a number of days equal to your **caster level**.

In addition, the storm bars extradimensional movement within a 1-mile radius around its center point, as per *dimensional lock*.

Wall of Ash

Necromancy (Creation) [Death]

Spellcraft DC: 50

Components: V, S, M

Casting Time: 20 minutes

Range: See text

Effect: Wall up to 10 ft./level long (S)

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 450,000 Cp; 9 days; 18,000 XP. Seeds: *conjure* (DC 21), *slay* (DC 25). Factors: change target to **caster level**-dependant area (ad hoc +20 DC), increase to 160 HD (+8 DC), works against teleportation (ad hoc +8 DC). Mitigating factor: increase **casting time** by 19

minutes (-22 DC), difficult material component (ad hoc - 10 DC).

You wave your hands in a circular motion, and gray mists swirls into existence as an ashen wall.

This spell creates a barrier of ash that snuffs out the life force of living creatures. During the five days prior to the casting of the spell, you must dig a small trench, at least one foot wide and one foot deep, in the shape of the wall. The ash appears in the trench and is piled one foot above the ground.

Any living creature touching or crossing the ash must make a **Fortitude save** or be instantly slain, turning to ash. The spell works even against effects like *dimension door*, *ethereal jaunt*, *teleport*, and similar *spell-like* or *psi-like abilities*. When 160 HD worth of living creatures are affected by the wall, the spell ends.

Material Component: A sack of ash collected from the remains of a defiler with **caster level** at least equal to yours.

New Non-Epic Spells

Clear-river

Evocation [Force]

Level: Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: 50 ft.

Area: Cone-shaped burst

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

A roaring stream of force spreads from your fingertip towards your enemies, deflecting their arrows before slamming them off their feet.

This spell functions like *gust of wind*, except that the effect is force-based and that the creature sizes affected by the spell are increased by one **size category** (i.e. Large creatures are unable to move forward against the force of the blast).

The roaring blast is sufficient to tear objects from unsuspecting hands within the area of effect. (A **Reflex save** allows a creature to maintain its grasp on an object.) Arrows, bolts, and spears are deflected away and miss. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) **Incorporeal** creatures, gases, most gaseous breath weapons, and creatures in gaseous form are shunted away from the area of the blast.

Ghostfire

Necromancy [Death]

Level: Wiz 4

Components: V

Casting Time: 1 standard action

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

Range: 40 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

After uttering the chant, a geyser of nebulous light springs forth from your hand, covering your enemies in a crimson hue. Then as the hue fades they begin to scream, as the flesh from their bodies pours off.

This spell functions like *circle of death*, except that the spell slays 2 HD worth of living creatures per **caster level** (maximum 40 HD) and no creature of more than 5 HD can be affected.

Groundflame

Conjuration (Creation) [Acid]

Level: Wiz 6

Components: V

Casting Time: 1 standard action

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

Effect: Cylinder (20-ft. radius, 5 ft. high)

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A glob of fluorescing green gas spews from the ground. In the blink of an eye, it changes color to vibrant blue. Then a blinding flash, and all of your enemies are gone.

A highly corrosive mist deals 1d6 points of acid damage per **caster level** (maximum 15d6) to each creature in the area.

Quietstorm

Evocation [Sonic]

Level: Wiz 5

Components: V

Casting Time: 1 standard action

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

Effect: Several rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A beam of white light silently shoots from your fingertip towards your enemy.

A white ray of subsonic energy springs from your hand. You may fire seven rays, plus one additional ray for every other level beyond 10th (to a maximum of twelve rays at 19th level). Each ray requires a **ranged touch attack** to hit and deals 8d6 points of sonic damage.

The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

Sparkrain

Evocation [Force]

Level: Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bright, silver and gold flare shoots out of your hand, filling the air with the smell of melting copper. As it strikes its target it explodes in a deafening cascade of red and blue sparks.

This spell allows you to hurl a bolt of force that has two effects. You must make a **ranged touch attack** to strike a target, and if you succeed you automatically dispel any defensive spell or power with the force descriptor that affects the target, with no limit on the level of the effect dispelled.

As the bolt strikes it explodes in a shower of sparks, affecting creatures and objects within a 20-ft.-radius burst.

All defensive spells or powers of 1st level with the **force** descriptor within the area of effect are automatically dispelled.

Skyfire

Evocation [Fire]

Level: Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Area: Three 5-ft.-radius spreads; see text

Duration: Instantaneous

Saving Throw: None or Reflex half; see text

Spell Resistance: Yes

Three bolts of crimson flame spurt from the end of your fingers, quickly moving towards their target, exploding on a fiery blast upon contact.

This spell functions like *meteor swarm*, except that you create three egg-sized spheres that inflict 1d6 points of **bludgeoning** damage (no **save**), and 3d6 points of fire damage in a 5-ft.-radius spread.

Epic Powers by Psicraft DC

41	Beast mastery
44	Epic Inertial Armor
54	Psionic Kinetic Control
67	Schism, Epic
70	Order's Scry
98	Time Travel

Epic Power Descriptions

Beast Mastery

Telepathy (Compulsion) [Clairsentience]

Psicraft DC: 41

Display: Mental

Manifesting Time: 1 standard action

Range: 75 ft.

Target: One psionic animal or magical beast

Duration: 20 hours

Saving Throw: Will negates

Power Resistance: Yes

To Develop: 369,000 Cp; 8 days; 14,760 XP. Seed: *compel* (DC 19). Factors: stricter **compulsion** of psionic or magical beast (ad hoc +2 DC), 1-action **casting time** (+20 DC).

You close your eyes and focus your mind on your nexus, making your mental vibrations resonate with the nearby psionic creature. You focus your mind again and wrestle control from its mind.

You make a gain control of any **animal** or **magical beast** creature with the **psionic** subtype. You establish a telepathic link with the creature's mind. If the creature has a language, you can generally force it to perform as you desire, within the limits of its abilities. If the creature has no language, you can communicate only basic commands. You know what the creature is experiencing, but do not receive direct sensory input from it. A creature forced to take an action against its nature receives a **saving throw** with a penalty of -10 to resist taking that particular action, but if it succeeds, it still remains under control. Once a creature makes a successful **saving throw** to resist a specific order, it makes all future **saving throws** to resist taking that specific action without a penalty.

Inertial Armor, Epic

Psychokinesis

Psicraft DC: 44

Display: Visual; see text

Manifesting Time: 1 minute

Range: Personal

Target: You

Duration: 24 hours (D)

To Develop: 396,000 Cp; 8 days; 15,840 XP. Seeds: *armor* (DC 14). Factors: +16 additional **armor bonus** (+32 DC). Mitigating factors: change range to personal (-2 DC).

You call upon your Will, and then manifest a force field to protect you from your enemy's blows.

Your mind generates a tangible field of force that provides a +20 **armor bonus** to **Armor Class**. Unlike mundane armor, this power entails no **armor check penalty** or speed reduction. Because epic inertial armor is composed of psychokinetic force, **incorporeal** creatures can't bypass it the way they do normal armor.

Your *epic inertial armor* can be invisible or can appear as a colored glow, at your option.

The **armor bonus** provided by epic inertial armor does not stack with the **armor bonus** provided by regular armor.

Kinetic Control, Psionic

Psychokinesis

Psicraft DC: 98

Display: Visual

Manifesting Time: 1 minute

Range: Personal

Target: You

Duration: 12 hours or until discharged (D)

To Develop: 882,000 Cp; 18 days; 35,280 XP. Seeds: *ward* (5 points against bludgeoning and piercing) (DC 14), *reflect* (DC 27). Factors: also against slashing (+4 DC), additional 15 points of protection (+30 DC), contingent reflection of damage (+25 DC). Mitigating factors: change range to personal (-2 DC).

You concentrate upon yourself, then use your psychokinetic powers to redirect the energy from you attacker's blow against itself.

As the *kinetic control* epic spell, except as noted here.

Order's Scry

Clairsentience

Psicraft DC: 54

Display: Mental

Manifesting Time: 10 minutes

Area: 5-mile radius spread

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

To Develop: 486,000 Cp; 10 days; 19,940 XP. Seeds: *reveal* (DC 17), *conceal* (DC 17). Factors: change from target to area (+10 DC), change area to 20 ft. radius (+2 DC); increase area by 100% x10 (+40 DC), *conceal* detection (ad hoc +6 DC). Mitigating factors: increase **casting time** by 9 minutes (-18 DC), decrease power's duration to instantaneous (ad hoc -20 DC).

You elevate your psionic senses to epic proportions, expanding your perception of Athas to unimaginable distances.

When you manifest this power, you are able to temporarily perceive the presence of any epic psionic characters in a 5-mile radius. Each psionic character receives a **Will save**, and if successful, prevents you from perceiving him. Whether the **saving throw** is successful or not, the psionic character is unaware of the attempted detection. Once this power is manifested, you know his general location and his alignment at the moment of the manifestation.

Schism, Epic

Telepathy [Clairsentience]

Psicraft DC: 67

Display: Auditory and visual

Manifesting Time: 1 minute

Range: Personal

Duration: 12 hours

To Develop: 603,000 Cp; 13 days; 24,120 XP. Seeds: *contact* (DC 23), *transform* (DC 21). Factors: include memories and mental abilities from split minds (+25 DC). Mitigating factors: change range to personal target (-2 DC).

You focus on your inner self, and temporarily fragment your mind into several smaller ones so that they work separately.

As *schism*, except that your mind splits into one more independent part for every 10 **manifest levels** you have. As such a 22nd-level **psion** would be able to split his mind into 4 distinct parts. Your second mind manifests powers as if your **manifest level** were six lower than it is. Each additional mind manifests powers as a **manifest level** four levels lower than the precedent mind. So in the example above, the **psion's** four minds could manifest powers as 22nd-level, 16th-level, 12th-level, and 8th-level **manifesters**, respectively.

Time Travel

Psychoportation

Psicraft DC: 70

Display: Visual

Manifesting Time: 10 days, 11 minutes

Range: Personal

Target: You

Duration: 5 rounds

To Develop: 630,000 Cp; 20 years; 25,200 XP. Seeds: *transport* (DC 27). Factors: move to time stream (+8 DC), increase the base temporal effect (ad hoc +335 DC). Mitigating factors: increased development time (ad hoc -200 DC), increase manifesting time by 10 minutes (-20 DC), increase manifesting time by 10 days (-20 DC), two additional **manifesters** contributing an epic power slot (-38 DC), 20d6 backslash (-20 DC), change range to personal (-2 DC).

After two decades of intense studies, you are finally able to master and pierce the veil of time, psionically transporting yourself to another era.

You can reach your psychoportative powers to the time stream and travel to different time periods. You can displace yourself up to 5,000 years in the time stream.

The DM must have the following things in mind when dealing with time travelers. First, after an event is changed, he can't be changed again. Second, main events tend to have "historical inertia", which means that events tend to repeat themselves even if certain key-aspects are changed. The more important the event is, the hardest will be to change it.

Note: Due to some mysterious barrier, no magic or psionic method can transport a character beyond the Green Age (year -14,000). Some Order physiologists believe

this is due to the fact you can't use a method to go to a time period in which the method itself didn't exist.

Seed Descriptions

Seed: Metamorphosis

Transmutation
Spellcraft DC: 28
Components: V, S
Casting Time: 1 minute
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Spells using the *metamorphosis* seed mutate a creature on a natural level. The normal use of this seed is to change physically between different subtypes of the same creature type. This also allows for cosmetic changes like the addition/reduction of fur/scales/feathers, or changing height or weight within the same **size category**. More drastic changes increases the base **DC**, which varies by the type of change involved, as shown on the table below.

Change Type	DC Increase
Ageless	+10
Improved senses	+10
Movement mode (except flight)*	+20
Special breathing	+20
Change type (except dragon)	+25
Natural attack	+30
Natural armor bonus	+30
Venomous attack*	+40
Enhancement bonus to physical ability	+45
Blindsense	+50
Change type to dragon	+50
Fast healing	+50
Breath weapon *	+60
Extra limbs*	+60
Flight movement mode	+60
Frightful presence*	+70
Size alteration*	+95
Regeneration	+100

* These changes cause animalistic rampage.

Ageless: You no longer take penalties to your ability scores for aging and cannot be magically aged. Any such penalties that you have already taken, however, remain in place. Bonuses still accrue, and you no longer die of old

age.

Blindsense: You gain **blindsense** out to 60 ft. (MM 306).

Breath Weapon: You gain a **breath weapon**. Using a breath weapon is a **standard action** that can be used every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to you and extends in a direction of your choice, with an area as noted on the table below.

Size Category	Cone Length ¹
Tiny	15 ft.
Small	20 ft.
Medium	30 ft.
Large	40 ft.
Huge	50 ft.
Gargantuan	60 ft.
Colossal	70 ft.

¹ A cone is as high and wide as its length.

Creatures caught in the area can attempt a **Reflex save** to take half damage (10 + 1/2 your **HD** + your **Con** modifier). You deal 1d8 of energy damage for every **HD** you have or 1d8 for every two **HD** you have if you deal any other type of damage (such as bludgeoning damage). This change causes animalistic rampage, see below.

Change Type: Your type changes to any living creature type (**aberration**, **dragon**, **elemental**, **giant**, **humanoid**, **magical beast**, **monstrous humanoid**, or **outsider**). Do not recalculate **base attack bonus**, **saves**, or **skill points**. **Subtype** is unchanged.

Enhancement to Physical Ability: One of your physical ability scores (**Str**, **Dex**, or **Con**) increases by 1. These increases stack and are gained as if through level advancement.

Extra Limbs: You grow an additional pair of limbs. The extra limbs look and behave exactly like your other limbs. For the purposes of combat, both extra limbs are treated as **off-hands**. This change causes animalistic rampage, see below.

Fast Healing: You gain **fast healing** 1. For every additional point of **fast healing**, the **DC** increases by an additional 10 (MM 309).

Frightful Presence: You can unsettle foes with your mere presence. The ability takes effect automatically whenever you attack, charge, or fly overhead. Creatures within a radius of 30 feet x 1/2 your **HD** (minimum 30 ft.) are subject to the effect if they have fewer **HD** than you. A creature that succeeds on a **Will save** (DC 10 + 1/2 your **HD** + your **Cha** modifier) remains immune to your **frightful presence** for 24 hours. On a failure, creatures with 4 or less **HD** become **panicked** for 4d6 rounds and those with 5 or more **HD** become **shaken** for 4d6 rounds.

Behind the Veil: Additional Participants in a Ritual

With the rules as they are written in *ELH*, adding participants to the ritual component of epic casting or manifesting could result in massive (and overpowered) mitigating factor reductions to epic spells and powers. With the availability of followers that they can force to participate in these rituals, sorcerer-kings could potentially have no practical limit to the manner in which they could abuse this. Therefore, DM should consider the option that additional participants in a ritual can only mitigate the **DC** of the epic spell or power a maximum of twice the caster's ranks in the **Spellcraft** skill. This represents the fact that this extra energy is difficult to control and only so much can be beneficially used by the epic caster or manifester.

This change causes animalistic rampage, see below.

Improved Senses: You gain either **low-light vision**, **darkvision** out to 60 ft, or **scent**.

Movement Mode: You gain either a **burrow**, **climb**, **fly**, or **swim** speed. You can burrow at a speed equal to one-half of your base land speed, climb and swim equal to your base land speed, and fly equal to double your land speed (poor maneuverability).

Natural Armor Bonus: Your **natural armor** bonus increases by 1.

Natural Attack: You gain a **bite**, **claw**, **gore**, **sting** or **tentacle** attack that deals damage according to your **size category** (MM 296). You are proficient with this **natural weapon**.

Regeneration: You gain **regeneration** 1. For every additional point of **regeneration**, the **DC** increases by an additional 20 (MM 314).

Size Alteration: Your size changes within one **size category** of your current size, with the usual changes in abilities (MM 291).

Special Breathing: You gain the ability to breathe freely while in another element, such as water or silt.

Venomous Attack: You gain a poisonous attack with any one of your natural attacks. Creatures damaged can attempt a **Fortitude save** (DC 10 + 1/2 your **HD** + your **Con** modifier) to negate the effects or take 1d4 **Constitution** damage as initial and secondary damage. This change causes animalistic rampage, see below.

Animalistic Rampage: Certain physical changes cause a transformed creature to go through an agonizing animalistic rampage due to the pain of the specific change. During this time, the character becomes an

uncontrollable force that strives only to slaughter all life. The duration of this rampage is equal to the total backlash damage received by the spell in months. *Note:* All defiler spells using the *metamorphosis* seed must deal backlash damage.

While only arcane or divine epic spells may be cast with this seed, casting a spell with the *metamorphosis* seed requires you to expend your **psionic focus**, and causes you to immediately lose a number of **power points** equal to twice the spell's final **DC**.

Special: When this seed is combined with any other spell seed the spell's duration remains instantaneous and the cost of all other modifiers and factors generated by the other seed(s), prior to mitigating factors, are multiplied by five. For example, if a spell with the *metamorphosis* seed included the ability to gain **SR 25**, then the total spell **DC** before mitigating factors would be increased by 135 (*fortify* seed to add **SR 25** is 27, multiplied by 5)

New Mitigating Factors

Factor	Spellcraft DC Modifier
Increase preparation time by 1 month ¹	-1
Focus structure (per 100,000 Cp) ²	-1
1 At least 8 hours per day during the preparation time must be spent studying the effects of the spell.	
2 The structure must be specifically built for the spell and can be reused only for the same caster.	

Chapter 5: Epic Items

Epic Magic Items

The following items complement those found in Chapter 4 of the *Epic Level Handbook* for Athasian campaigns.

Epic Weapon Special Abilities

Most magic weapons only have **enhancement bonuses**. They can also have special abilities, such as those detailed below and nonepic abilities. A weapon with a special ability must have at least a +1 **enhancement bonus**.

Dread Resolve

This **enchantment** is seen mostly on weapons that were used by the servants of Rajaat during the Preserver Jihad and Cleansing Wars, when it helped them get rid of their particular targets.

A dread resolve weapon excels at attacking one type of creature chosen by its wielder. Against its designated foe, its effective **enhancement bonus** is +6 better than its normal **enhancement bonus**. Furthermore, it deals an extra 6d6 points of damage against the foe, and if it scores a successful **critical hit** against the foe, that creature must make a **Fortitude save** (DC 30) or be destroyed instantly (this affects even creatures immune to **critical hits** or death magic). The manner in which the foe is destroyed is unique to each weapon and linked to that weapon's main attack form. For example, a *flaming* sword would consume its foe in flames. If the weapon has no main attack form, the foe is instead turned to dust.

The type of creature that is the designated foe of the weapon is decided by the wielder upon first taking possession of the weapon. The weapon may only have one designated foe at a time. Once the wielder decides which type of foe is the target of the dread resolve weapon, he cannot change this foe until all are slain or seven days have passed. This foe can be anything, as general as "every elf" to as specific as "Dregoth, the Dread King of Giustenal".

Overwhelming **conjuration**; CL 24th; **Craft Magic Arms and Armor**, **Craft Epic Magic Arms and Armor**, *summon monster IX*; Price +9 bonus.

Quelling

This **enchantment** can be found on powerful weapons used by the servants of Rajaat during the Preserver Jihad, to help in their campaigns against the preserver forces. Some parts of these weapons always depict anguished humanoid visages prevented from screaming by various means.

Against preservers, the effective **enhancement bonus** of the weapon is +4 better than its normal **enhancement**

bonus. It deals an extra 4d6 points of damage against these foes. Also, upon a successful hit, the defender must succeed at a **DC 27 Will save** or become unable to cast spells, use spell-like abilities, or activate spell completion or spell trigger items. A *miracle*, *reality revision*, or *wish* removes the effect. The quelling ability is only found on melee weapons.

Overwhelming **abjuration** and **necromancy**; CL 22nd; **Craft Magic Arms and Armor**, **Craft Epic Magic Arms and Armor**, *bestow curse*, *greater dispel magic*; Price +7 bonus.

Sharpness

This dreaded ability allows the incredibly sharp weapon to sever in half the body of those it strikes. Upon a roll of **natural 20** (followed by a successful roll to confirm the **critical hit**), the weapon lethally severs the opponent's body, slaying it instantly. Some creatures, such as **elementals**, **oozes**, and **swarms**, are unaffected by this ability, as they will not die even if their body is severed. Most other creatures, however, die when their body is cut in half. A *sharpness* weapon must be a slashing weapon.

Overwhelming **evocation** and **transmutation**; CL 21th; **Craft Magic Arms and Armor**, **Craft Epic Magic Arms and Armor**, *keen edge*, *mage's sword*; Price +6 bonus.

Specific Armors

Beasthide Plate

This suit of full plate is made of nightmare beast hide, rather than metal, so druids can wear it. It is otherwise identical to **masterwork** full plate.

No aura (nonmagical); Price 6,300 Cp.

Special Materials

Beasthide

Armorsmiths can work with the hides of nightmare beasts to produce armor or shields of **masterwork** quality. One nightmare beast produces enough hide for a single suit of **masterwork** hide armor for a creature one **size category** smaller than the nightmare beast. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of **masterwork** banded mail for a creature two sizes smaller, one suit of **masterwork** half-plate for a creature three sizes smaller, or one **masterwork** breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a small or large **masterwork** shield in addition to the armor, provided that the nightmare beast is **Large** or larger.

Because beasthide armor isn't made of metal, druids can wear it without penalty.

Beasthide armor costs quadruple what **masterwork** armor of that type ordinarily costs, but it takes no longer to make than ordinary armor of that type.

Beasthide has 10 **hit points** per inch of thickness and **hardness** 15.

Epic Psionic Items

Epic Armor and Shield Special Abilities

Great Mindarmor

This kind of armor or shield grants the wearer a +6 insight bonus on **Will saving throws** to resist all **clairsentience** and/or **compulsion** powers.

Overwhelming **psychokinesis**; ML 21th; **Craft Psionic Arms and Armor**, **Craft Epic Psionic Arms and Armor**, **empty mind**; Price +216,000 Cp.

Great Power Resistance

This kind of armor or shield grants the wearer **power resistance** while it is worn. The **power resistance** can be 21, 23, 25, or 27, depending on the amount that was built into the armor or shield.

Overwhelming **clairsentience**; ML 21th; **Craft Psionic Arms and Armor**, **power resistance**; Price +6 bonus (PR 21); +7 bonus (PR 23); +8 bonus (PR 25); or +9 bonus (PR 27).

Epic Weapon Special Abilities

Kinetic Blast

Upon command, a kinetic blast glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 3d4 points of damage on a successful hit. On a successful **critical hit**, it instead deals an extra 6d4 points of damage on a successful **critical hit**. If the weapon's critical multiplier is x3, add 9d4 points of extra damage instead, and if the multiplier is x4, add 12d4 points of extra damage. This extra damage is ectoplasmic in nature and is not affected by **damage reduction**. Bows, crossbows, and slings bestow this ability upon their ammunition.

Overwhelming **psychokinesis**; ML 21th; **Craft Psionic Arms and Armor**, **Craft Epic Psionic Arms and Armor**, **concussion blast**; Price +6 bonus.

Psidread

A psidread weapon excels at opposing psionic beings. When used against such creatures, its effective **enhancement bonus** is 4 higher than its actual **enhancement bonus**. It deals an extra 4d6 points of damage against psionic opponents, and if it scores a successful **critical hit** against the foe, that creature must make a **Fortitude save** (DC 27) or be destroyed instantly and turned to dust. (This even affects creatures immune

to **critical hits** or death magic.) It bestows two **negative levels** on any psionic creature attempting to wield it. These **negative levels** remain as long as the weapon is in hand and disappears when the weapon is no longer wielded. These **negative levels** never result in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psidread bows, crossbows, and slings bestow this ability upon their ammunition.

Overwhelming **clairsentience**; ML 22nd; **Craft Psionic Arms and Armor**, **Craft Epic Psionic Arms and Armor**, **reality revision**; Price +7 bonus.

Other Items

Nightmare Beast Elixir

This strange elixir is crafted from the ground horns of a nightmare beast and bestows upon the drinker the ability to quickly restore mental power. After 1 round of consuming it, you begin to regain one **power point** per round, up to one-tenth above your normal **power point** limit (round down). These benefits last for one hour, after which you lose all remaining **power points**. These **power points** are spent first when manifesting powers (much like temporary **hit points**).

Overwhelming **psychometabolism**; ML 21th; **Craft Universal Item**, creator must be a manifester of at least 21th level; Price 2,500 Cp.

Artifacts

The following items replace those found in Chapter 7 of the *Dungeon Master's Guide* for Athasian campaigns.

The Animus Circlet

This artifact is crafted from ivory and white onyx, formed into a circlet that is held in place around the neck by a bronze clasp and hinge.

History

Created by the sorceress Amiska half a King's Age ago, the *Circlet* was given as a gift to the Veiled Alliance of Tyr. The artifact vanished along with its high-ranking wearer a few years afterward, the organization considering them lost under "suspicious circumstances."

The wearer was in fact intercepted by the Order, which was informed by the city's local member about the nature of a strange, new psionic creation in the hands of the Alliance. Comprised of psionic purists, the Order protects the dogmatic truth of learning and growing into one's own psionic power with zeal, often hunting down psionic abominations and destroying or putting away **psion** or sorcerer's foul inventions, which was the case for the *Animus Circlet*. The preserver's body was disposed of and the *Circlet* spirited away to the vaults of the Order, never again to see the light of day.

Rumor says that after the events in Dragon's Crown, a fledgling member of the Order took the *Circlet* with him and was never seen again afterwards.

Campaign Use

This item could be used for characters that wish to become advanced beings, since it would greatly help the lengthy process that is becoming a high-level spellcaster and manifester.

If the knowledge that the item is no longer safely guarded in the Order's vault were made to be known, the Veiled Alliance could hire the PCs to learn more about the whereabouts of the item.

Abilities

When determining whether a wearer character takes an **experience point penalty** for multiclassing, his or her highest-level psionic class does not count while in control of the *Circlet*.

The *Animus Circlet* radiates an aura of strong **transmutation**.

Suggested Means of Destruction

- Be worn for a defiler for a full day.
- Be swallowed by an air drake.

Chatkcha of the Great One

This kreen artifact appears at first glance to be a regular dasl chatkcha, though it glistens like polished metal. It is silver colored, but its crude edges give it a dull appearance. Surrounding the hole in the center are cryptic runes, and the edges of the item appear razor sharp.

History

Memory of the Great One is present in every member of the kreen race, a recollection triggered by the sight of various images. One such image is the Chak'sa, the huge thri-kreen head carved from white stone that rests in the Hinterlands. Another is the appearance of an avangion. The third is the weapon known as the *Chatkcha of the Great One*.

The racial history of the kreen is sketchy at best, and much of the knowledge regarding the Great One is left to interpretation by individual kreen. However, in regards to the *Chatkcha*, all tales and legends are the same. It is said that before he disappeared from Athas, the Great One gave his greatest student, a kreen named Ka'Cha, a chatkcha of great power. A warning came with the weapon, decreeing that if it were ever used for a corrupt purpose, the item would shatter, and memory of the Great One would vanish from the land.

In the thousand years since its first appearance, the *Chatkcha of the Great One* has passed through the hands of generations of thri-kreen who followed the teachings of Ka'Cha. The *Chatkcha* was last seen in the lands of a kreen named T'katk, who took it to the Chak'sa to see if his vision of the Great One would become clearer. He was never seen again.

Campaign Uses

The *Chatkcha of the Great One* is the only artifact specifically designed for the kreen race, and it is an important part of their history. A quest for the *Chatkcha* could be a grand adventure— for a group of PC kreen. Should word of the *Chatkcha's* return surface, kreen from across the Tablelands and beyond would seek out the

possessor. Some would seek knowledge of the Great One, while others would wish to possess the *Chatkcha* for its famed power.

Since the *Chatkcha of the Great One* was last known to be in the vicinity of the Hinterlands, it is quite possible the last possessor took the item into the unexplored territory of the Crimson Savannah, far beyond the Jagged Cliffs.

If the possessor of this artifact is not kreen, any kreen they encounter instantly asks for the item. If the owner does not comply, the kreen attacks. If the possessor kills the kreen, he has committed an evil act and will be struck dead by the item.

Abilities

The *Chatkcha of the Great One* is a +5 *keen dasl chatkcha of speed*. The weapon ignores all mundane **armor**, **natural armor**, and **shield** bonuses to AC (**Dexterity**, **deflection**, **dodge**, and other such bonuses still apply).

When wielded by a kreen, the weapon also gains the *vorpal* special ability.

Once per month, a kreen wielder can raise the *Chatkcha* above its head and summon all kreen in a five-mile radius to its location (no **save**). As long as the summoned kreen are not of a diametrically opposed alignment to the wielder, they are treated as the wielder had the **Leadership** feat with a **leadership score** of 25 for a number of hours equal to its **Charisma** score, and as long as performing beneficial tasks to the kreen race.

The *Chatkcha of the Great One* radiates an aura of overwhelming **transmutation**.

Artifact Possession

The *Chatkcha* has a 1% cumulative chance each day that its wielder follows the same goals as Ka'Cha —peace, prosperity, and harmony— throwing away his weapons and traveling across Athas to preach the message of Ka'Cha. Nothing short of a *wish*, *miracle* or *reality revision* effect can remove this compulsion.

Suggested Means of Destruction

- The *Chatkcha of the Great One* can be broken only if it is used by a kreen for an evil purpose. In this event, the artifact shatters irreparably and becomes nonfunctional.

The Dark Lens

This lens is a polished obsidian egg-shaped orb about the size of a small kank weighing around 170 pounds. Its surface is flawless, and its blackness absolute, darker than the deepest obsidian. Through its glassy skin can be seen an occasional streak of scarlet, often vanishing one instant and reappearing again in a different location. The lens radiates intense heat upon its surface, a direct result of its incredible power...

History

The *Dark Lens* is an ancient artifact thought to have been created by Rajaat as the Time of Magic was coming to an end. The evil sorcerer fashioned the *Dark Lens* as a focus for his power, amplifying his magic and psionic energies to unheard of levels. By using the *Dark Lens* Rajaat created other powerful artifacts—such as *Silencer*,

Scorcher, and *Scourge*. Rajaat used the *Dark Lens* to give his 15 Champions their incredible powers.

As the Cleansing Wars were ending and the champions discovered the true nature of their master's schemes, the disciples of Rajaat took the *Dark Lens* and used its power to imprison their master in a place called the Hollow. Shortly after Rajaat was entombed, the *Dark Lens* was stolen by two dwarves named Jor'orsh and Sa'ram.

These dwarves were self-proclaimed protectors of Athas, taking the *Dark Lens* from the Pristine Tower to the Estuary of the Forked Tongue and secluding it on the isle of Mytilene. There they created a safeguard for the *Dark Lens* in the form of a crystal pit, which proved deadly to any who attempted to retrieve the artifact. Years later Jor'orsh and Sa'ram perished while defending the *Dark Lens* from evil giants. Soon after, they arose as banshee, and used their new powers to guard the *Dark Lens* from the eyes of the Dragon and the rest of Rajaat's champions.

Decades later, two clans of giants settled on Mytilene. Instead of driving them from the island, the spirits of the two dwarves appeared before the creatures and proclaimed the *Dark Lens* a powerful artifact to be revered and worshiped. The dull-witted giants believed the words of the banshees, and became guardians of what they referred to as "the Obsidian Oracle." It was here the *Dark Lens* remained until being recovered by Tithian of Tyr and Agis of Asticles.

With the *Dark Lens* in his possession, Tithian asked Borys, then later Rajaat, to use the artifact to transform him into a sorcerer-king. Following the final battle which saw Rajaat returned to his prison and the death of the Dragon as well as several sorcerer-kings, Sadira of Tyr cast the *Dark Lens* into the lava of the Ring of Fire. The sorceress placed powerful wards around the Ring of Fire to alert her to anyone attempting to free Rajaat or retrieve the *Dark Lens*.

Campaign Uses

The *Dark Lens* is an item of great power, one a DM may not wish to have in their campaign. With the power of the *Dark Lens* a psionic character would have their power increased immensely, potentially unbalancing a campaign. On the other hand, it may be that a DM could present a group of adventurers with a terrible problem, one whose only solution would be in retrieving the *Dark Lens* from its fire prison. The need for an item as powerful as the *Dark Lens* could be fighting the forces of a sorcerer-king, the return of Rajaat, or the onset of some new evil force on Athas.

Abilities

To invoke the powers of the *Dark Lens*, a character must come into contact with the artifact and make a **Use Psionic Device check** (DC 30). Failure to do so deals 1d10 points of fire damage to the character.

The *Dark Lens* has 500 **power points** when discovered. The wielder instantly knows the number of **power points** it has at the current time. The artifact recharges itself, gaining back all **power points** after 24 hours. The wielder can access all powers of the *Dark Lens* at **manifest level**

20th (or at the wielder's **manifest level** if it is higher than 20th).

The *Lens* bestows a constant *mind blank*, *protection from evil* and *good* effects on its wielder. Additionally, the wielder of the *Lens* can trigger, as a **standard action**, *astral construct* (3/day) as though the wielder rolled a 30 on his **Craft (sculpting)** check and *metamorphosis* (3/day).

The *Dark Lens* can draw spells or **spell-like abilities** into itself. The magic absorbed must be a single-target spell or a ray directed at the character possessing the *Dark Lens*. The artifact then nullifies the spell's effect and converts it to 5 **power points** per spell level, adding to its **power point** reserve. He can instantly detect a spell's level as the *Dark Lens* absorbs that spell's energy. The user of the lens must declare this intent after the spell is cast, and it requires a **Concentration check** (DC 15 + spell level) to perform.

The *Lens* also allows the wielder access at will to any psionic power that witnessed or intently studied. A minimal amount study and a successful **Psicraft** check is needed to duplicate most psionic powers with the *Dark Lens*. The time of research and the DC of the check are up to the DM, but a minimum of one week per power level and a DC 15 + power level is suggested.

The *Dark Lens* is also a focus for magical power. Arcane spells cast with the aid of the lens are greatly improved. The wielder can cast up to three spells per day that are improved as though using the **Empower Spell**, **Enlarge Spell**, **Extend Spell**, **Heighten Spell**, **Maximize Spell**, and **Widen Spell** feats (when applicable).

The *Dark Lens* can be used as a mitigating factor while casting epic spells. For those who know how to utilize it, the *Dark Lens* allows epic spells to be cast with a +50 bonus to **Spellcraft** checks. If used in conjunction with the Steeple of Crystals in the Pristine Tower, the total bonus becomes +150.

The *Dark Lens* is extremely powerful, maybe the most powerful artifact ever created on Athas, and its uses aren't limited to ones listed here. The DM may allow a character after several weeks of dedicated studies to make a **Psicraft/Spellcraft** check to discover new abilities or uses. The DM has a final say on the DC of those checks and the extent of the abilities that may be discovered.

The *Dark Lens* radiates an aura of overwhelming **abjuration** and **transmutation**.

Artifact Possession

The incredible power of the *Dark Lens* is intoxicating to anyone using the device. Each time the wielder the artifact, he must make a **Will save** (DC 10 + number of previous saves) or he will develop a form of megalomania, convinced that the power of the *Lens* makes him invincible. Characters with this insanity will do whatever they can to keep from being separated from the artifact. Eventually, the character becomes dependent upon the device, and it is the DM's choice as to whether or not the character takes a path towards ultimate power similar to that of Tithian of Tyr.

Suggested Means of Destruction

- Unknown. The *Dark Lens* is tied so closely with the fate of Athas and the sorcerer-kings that it may not be

possible to destroy the item until either the sorcerer-kings achieve a final victory, or are cast from the face of Athas.

The Dragonskin

The armor is a dull light gray, with a jagged texture and small spikes protruding along the front and back. There are no seams on the armor, and the wearer has to crawl into it to put it on. Those touching the armor experience a creepy feeling, as of insects crawling across the flesh.

This artifact is a breastplate of armor sized to fit any Medium-sized humanoid.

History

Who created the *Dragonskin* or where it came from is a mystery, but one thing is for certain — it is literally the hide of a dragon. The *Dragonskin* has been around for at least 2,000 years, and by process of elimination it cannot be the hide of Kalak, Abalach-Re, Tektuktitlay, or Borys of Ebe. That leaves only the sorcerer-queen of Yaramuke who was killed by Hamanu of Urik long ago, or the ruler of Kalidnay, Kalid-Ma. The body of Kalid-Ma was said to have disappeared following his rampages. In both instances Hamanu of Urik was present, and if anyone knows the truth is the Lion of Urik. Another theory is that a sorcerer-king may have given a copy of his *defiler metamorphosis* spell to someone, and then slew the victim for his carcass.

Whoever created the armor likely lost possession of it long ago, for tales of great warriors wearing the *Dragonskin* have surfaced over the years across the Tablelands. Whether worn by great heroes or terrible villains, accounts of these warriors commonly become legend. Each story ends the same, with the wearer being slain in one fashion or another and the armor disappearing for another hundred years. The *Dragonskin* was last reported in the hands of an elf lord named Ke'oosh, who raided dozens of caravans across the Ivory Triangle before he and his entire tribe disappeared in Free Year 8 of the Tyr calendar.

Campaign Uses

The *Dragonskin* is a potent artifact for warriors. Should a character with this artifact become well known, others covetous of the *Dragonskin's* power will surely come in search of the item. Should they know the item's weakness, it would be a simple matter to claim it for their own. The wearer might think himself invincible enough to confront a sorcerer-king, a conflict that would surely lead to the wearer's death.

Abilities

Anyone wearing this +5 *dragonhide breastplate* receives energy resistance 20 against fire, electricity and cold effects. The *Dragonskin* bestows the following effects upon its wearer: constant *cooling canopy* and *death ward* effects, and SR 25.

On command, the *Dragonskin* makes its wearer *ethereal* (as the *ethereal jaunt* spell). The effect is *dismissible*. The *Dragonskin* works for a total of up to 20 minutes per day. This duration need not be continuous.

Once per day, the wearer can also activate a *greater spell immunity* effect, with *caster level* 20th.

The *Dragonskin* radiates an aura of overwhelming *abjuration* and *transmutation*.

Artifact Possession

While wearing the *Dragonskin*, the wearer automatically fails any *Will save* against *clairsentience* powers. The wearer loses his manifesting ability, including his ability to use *power completion* or *power trigger* psionic items, just as if those powers were no longer on his class list.

Suggested Means of Destruction

- Bathed in the light of an avangion for 24 hours, the *Dragonskin* crumbles into ash. For each two hours of exposure the *Dragonskin* loses one armor bonus until reaching 0, when it is destroyed.

The Eye of Psurlon

This item is a glossy, four-inch diameter globe that weighs much more than its size would normally indicate, and is always warm to the touch. It looks like a giant eye from one of the great psionic cats, the black pupil of the eye floating in a gelatinous yellow substance, shifting its gaze about by its own volition. When looked upon the Eye tends to focus its stare at the viewer, seemingly trying to mentally drag the onlooker into its depths.

History

This artifact is not native to the world of Athas: It was brought into the world two centuries ago by a powerful, worm-like creature called psurlon who was summoned by powerful psions hoping to gain its psionic knowledge. Unfortunately for the psions, however, the knowledge they gained was mostly that of the *Eye* itself...as witnessed from the "receiving end."

Since that time the *Eye of Psurlon* has found its way into the possession of one potent *psion* or another, although its power is such that many seek it for themselves and thus it changes hands quite frequently (and most often violently).

Campaign Use

The *Eye of Psurlon* has many psionic and non-psionic powers, and is a dangerous artifact to possess if the owner is not a psurlon. Very few people know of the existence of the *Eye of Psurlon*, except for the hapless psionist that stumbled upon it since it came to Athas. Most would do anything to find it again, despite of its curse.

Any characters finding the *Eye of Psurlon* are sought after by some of the few psurlons living on Athas. These creatures do anything to possess the *Eye of Psurlon*, since it is considered to be an icon and savior of the psurlon race.

Abilities

The owner of the *Eye of Psurlon* manifests all powers from the *clairsentience* and *psychometabolism* disciplines by paying *power points* equal to the standard cost minus 3 (minimum of 1).

The *Eye* also functions as both a *psionatrix of clairsentience* and *psionatrix of psychometabolism* when held, adding a +1 *enhancement bonus* to the *save DC* of applicable powers. Additionally, every applicable

clairsentience and psychometabolism power manifested by a creature holding the artifact is considered enlarged as by the [Enlarge Power](#) feat, without increasing their power point cost.

Once per week, the owner can create an area combining both the effects of a [null psionic field](#) and an [antimagic field](#), as a 1-mile diameter emanation centered on the *Eye*, for a duration of 1 hour. The owner is unaffected by the field, as are any individuals able to cast epic spells or manifest epic powers.

The *Eye of Psurlon* radiates an aura of overwhelming clairsentience and psychometabolism.

Artifact Possession

A non-psurlon possessing this artifact slowly loses his sight, becoming completely blind in one month (no [save](#)). A possessor is forced to rely on the clairsentience powers of the *Eye* to supplement their senses. Psurlons who possess the *Eye* lose all personal ambition, concerning themselves with only the survival of their race. Psurlons aware of this curse are loath to touch the *Eye*, caring less for the race as a whole than for their own desires.

Suggested Means of Destruction

- Conflicting legends suggest that the bite of a roc or exposure to the Ethereal plane can destroy the *Eye of Psurlon*.

The Hearts of the Drake

This object seems to be the sculpture of a five-inch diameter animal heart. Strangely, it does not feel cold to the touch.

Each of these items is in fact the petrified heart of an advanced drake of a different element. The heart of the fire drake is a fiery crimson, the earth drake's heart a deep ginger, the water heart a glaring aquamarine, and the air drake a bright ivory, weighing around 20 pounds each.

History

Each Heart was created 1,000 years ago by a druid named Tehnik, to be used against the sorcerer-kings. Tehnik spent nearly two decades in his pursuit of four great drakes. Tehnik believed that their hearts contained their true power and hoped to harness the inherent elemental powers contained within them.

Tehnik slaved over his obsession until late in his life, gathering long-lost items and elemental magic from across the Tablelands to gather the need components. At the age of 78, Tehnik had everything he needed to empower each *Heart of the Drake*. As the items were charged with Tehnik's magic, the elderly druid collapsed from the strain of his years and died after completing the items.

The *Hearts of the Drake* went undiscovered for centuries, until a wandering elf named Gril stumbled upon the Tehnik's cave and robbed everything of value he could find, including the *Hearts of the Drake*. Gril believed them to be carvings of some sort, and brought them to Urik to sell in the marketplace. From there the artifacts passed from collector to collector, and were summarily sold to different customers.

Campaign Use

Each *Heart of the Drake* possesses considerable power, but individually they aren't likely to be mighty enough to serve their original function—the destruction of a sorcerer-king. Additionally, the curses inflicted by the artifacts are considerable, and a PC may think twice before using a *Heart of the Drake* if they know the price that must be paid as a result of power. Individually, a *Heart of the Drake* could be used to [save](#) a community from the ravages of a rampaging drake, or to retrieve something from an area where one lives.

Abilities

To activate a *Heart*, the possessor must anoint the item with a portion of its element in a small ceremony. The *Fire Heart* must be held completely within a burning flame, the *Earth Heart* requires dirt sprinkled upon it, the *Water Heart* needs to absorb a half gallon of water, and the *Air Heart* must be held aloft, in a breeze. The possessor of a *Heart* receives a +4 bonus against any effect with the same descriptor as their *Heart* and an [invisibility](#) effect against drakes of the same kind.

Each *Heart* has individual powers that can be invoked once per day at 20th [caster level](#).

- *Air Drake Heart*: [cloudkill](#) (Fortitude DC 23 partial), [crisis of breath](#) (Will DC 23 negates), [overland flight](#), [summon nature's ally V](#) (air elementals only), [whirlwind](#) (Reflex DC 23 negates), [worm's breath](#).
- *Earth Drake Heart*: [meld into stone](#), [transmute rock to mud](#), [summon nature's ally V](#) (earth elementals only), [worm's breath](#).
- *Fire Drake Heart*: [conflagration](#), [delayed blast fireball](#) (Reflex DC 23 half), [elemental armor](#) (fire), [sunbeam](#) (Reflex DC 23 partial).
- *Water Drake Heart*: [flash flood](#), [horrid wilting](#) (Fortitude DC 23 half), [summon nature's ally V](#) (water elementals only), [surface walk](#), [wall of ice](#), [worm's breath](#).

A *Heart of the Drake* radiates an aura of overwhelming [conjunction](#) and [transmutation](#).

Artifact Possession

Each Heart has an individual a 1% cumulative chance each time an invoked power is used a curse is bestowed upon the possessor.

- *Air Drake Heart*: Become [nauseated](#) while into contact with anything that touches the ground.
- *Earth Drake Heart*: Become [nauseated](#) while contact with the ground is lost.
- *Fire Drake Heart*: Suffer 1 point of permanent [Intelligence](#) damage every time the possessor invokes a power. Once the possessor's [Intelligence](#) is 4 or less, he reverts to a primal instinct similar to a fire drake and seek out the nearest very hot region (see the Athasian Heat section in *Dark Sun 3e Core Rules*) to live.
- *Water Drake Heart*: The possessor must drink five times per day as normal.

Suggested Means of Destruction

- The *Heart of the Fire Drake* can be destroyed by casting it into the heart of the hottest volcano on Athas

and casting a *resurrection* spell. After one week an ancient fire drake will emerge from the lava.

- The *Heart of the Air Drake* can be destroyed by casting it into the eye of a hurricane and casting a *resurrection* spell. After one week an ancient air drake will emerge from the storm.

- The *Heart of the Earth Drake* can be destroyed by casting it into the center of an earthquake and casting a *resurrection* spell. After one week an ancient earth drake will emerge from the ground.

- The *Heart of the Water Drake* can be destroyed by casting it into the sea and casting a *resurrection* spell. After one week an ancient water drake will emerge from the water.

The Heartwood Spear

This wooden spear is six feet in length, coming to an extremely sharp natural point at both ends, colored in the deepest burgundy; its surface completely smooth.

The *Heartwood Spear* was created by the halfling druid Nok in the 190th King's Age, and is rumored to have been constructed from a piece of the *Last Tree* (see page 79 of the *Life-Shaping Handbook* accessory for more information), and the life energy of Nok, both choosing to sacrifice part of their life essence to prevent another dragon from arising and rampaging across the land.

The *Heartwood Spear's* surface is perfectly smooth. When wielded, the overflowing life energy within makes the weapon tingle with its barely-contained energy, immediately alerting the wielder to its overwhelming power.

History

The *Heartwood Spear* was given to a Tyrian gladiator named Rikus by Nok in the year of Priest's Defiance of the 190th King's Age, when Ktandeo and the halflings from the Forest Ridge discovered that King Kalak of Tyr was going to accelerate his dragon metamorphosis to become a full dragon, a stage akin to that of Borys of Ebe.

Rikus was able to seriously injure Kalak with the *Heartwood Spear*, though it did not kill him. Later, Kalak was slain by the combined effort of Rikus, Sadira, Agis of Asticles, and the High Templar Tithian. Afterwards, Rikus honored his promise to Nok and returned the *Heartwood Spear* to him.

However, Sadira refused to return *Ktandeo's Cane* (see page 69), and Nok, armed with the *Spear*, pursued her across the Tablelands. During their final battle near the Canyon of Guthay, Nok transformed the *Heartwood Spear* into an immense oak tree to keep the weapon from Sadira, but perished in battle afterwards. To this day the *Spear* in its tree form lies shattered at the bottom of the canyon.

Campaign Uses

The *Heartwood Spear* is a weapon of considerable power, one that has proven itself to be a killer of sorcerer-monarchs. Characters that learn about the spear and are able to discover its current location may have to seek out a powerful halfling with the knowledge to transform the oak back into the spear. If the characters are not halflings,

this could reveal itself a very difficult task, especially if they cannot prove their worthiness to the halfling whose help they seek.

Abilities

The *Heartwood Spear* is a +4 *keen dragonbane double-tipped spear of distant shot*. The weapon ignores all armor, natural armor, and shield bonuses to AC (including any magic, psionic, or mundane enhancement bonuses to that armor. Dexterity, deflection, dodge, and other such bonuses still apply.).

The spear has a special ability that functions only upon scoring a successful critical hit. Any armor worn by an opponent against whom you score a critical hit must make a DC 20 Fortitude save or be completely destroyed.

Whenever it inflicts damage to a dragon, the *Spear* lodges in his body if he fails a Reflex save (DC 15 + damage inflicted). As long as the weapon is lodged in his body the dragon moves at half-speed, cannot charge or run, and must make a Concentration check (DC 15 + damage inflicted) in order to cast a spell with somatic components. The victim or someone else can make a Strength check (DC equals the Strength of the character that inflicted the wound) to pull the *Spear* from the wound; this requires two free hands and a standard action that provokes an attack of opportunity. Successfully pulling the *Spear* from his body inflicts half of the initial damage the *Spear* caused, rounded down.

The *Heartwood Spear* transfers one dose of its magical sap into the victim's veins each time it inflicts a wound upon him. It can produce such a dose only once every hour. The sap is composed of life energy and thus considered a living thing rather than a poison; therefore it is not subject to poison immunity or powers and spells that grant immunity to poison. The sap inflicts 1d6 points of ability damage to each ability score and a further 1d6 points every 10 minutes until the victim dies or the sap is negated with *wish*, *miracle*, or *reality revision*.

As long as the sap courses through the victim's veins it resonates with the living wood of the *Heartwood Spear*, making its wielder immune to powers and spells originating from him, as well as to the effects of his defiling radius. This immunity exists regardless of range so long as the *Spear* is held and the sap has not been negated via magical or psionic means

If ever sundered or otherwise broken, the *Heartwood Spear* becomes a normal, broken wooden spear until one of its ends is rammed upright into the earth. If left a full day under the sun and given a liter of water it will grow roots and leaves. From then on, it will reattach broken pieces if they are applied to a break. Once it is whole again, the leaves and the roots wither away, leaving an intact *Heartwood Spear* behind.

The *Heartwood Spear* radiates an aura of overwhelming transmutation.

Suggested Means of Destruction

- Smashed against the lands of the Obsidian Plains.
- The spear will rot if it ever draws the blood of a halfling.

The Hraash'nal

This item is a medallion the size of an aarakocra hand. At its center is an opaque ice crystal, as cold and eternal as the air of the mountains, from which snow-white feathers, delicately carved out of the bones of birds, radiate in a shape reminiscent of a snow lily.

History

The *Hraash'nal*, meaning “source of the feather” in the aarakocra language, was created by a powerful aarakocra air cleric named Thraka Cloud Glider several hundred years ago to be used for the protection of Winter Nest, and as an initiation rite for aarakocra hatchlings. Thraka managed to bind an elder air elemental into his divine focus after proving his devotion and his worthiness to the elemental powers in battle. This willingly binded elemental of tremendous power is the medallion's source of power, albeit this knowledge has been lost through the ages.

Campaign Use

In most campaigns the *Hraash'nal* should firmly belong to the aarakocra community of Winter Nest, where it was created and has been protected for centuries. This artifact is used as part of religious ceremonies involving the summoning of an air elemental, or Hraak'thunns. The involvement of a party of adventurers could extend to borrowing the artifact to battle paraelemental forces threatening the pact of Earth, Air, Fire, and Water, or to seeking out its fabled power in the hope of reviving a dead comrade who succumbed to the perils of the Silt Sea. In any case, the DM should treat the *Hraash'nal* as a plot device, an item whose powers could be the heroes' salvation or the aim of their quest.

Abilities

The powers of the *Hraash'nal* can only be invoked if its wielder is aarakocra or an air cleric, and he must know the Auran language.

Through a pact with the Hraak'thunns, an aarakocra or air cleric speaking summoning words in Auran while holding the *Hraash'nal* summons forth a Large air elemental, or an elder elemental if the wielder is both an aarakocra and an air cleric. The summoning words require 1 full minute to speak. In all ways this summoning functions like the *summon monster* spell (*summon monster VI* for the Large elemental or *summon monster VIII* for the elder elemental), except that the summoned elemental serves the wielder for a duration of 8 hours before disappearing or until dispelled, dismissed, or slain. One elemental can be summoned per day.

When held aloft for all to see, the *Hraash'nal* bestows a dignified and commanding aura upon its wielder that causes flying creatures and those with the air subtype to have a friendly attitude towards him.

With medallion in hand, the wielder can make use of the following effects, once per day and at caster level 20th: *whispering wind*, *wind wall*, *gaseous form*, and *control winds*. The *Hraash'nal* can also be used to invoke a *whirlwind* (DC 22, partial) once per week.

While in contact with the medallion, the minor elemental spirits that inhabit the winds, clouds, and dust devils whisper to the wielder. The lore gained from this function of the medallion is similar to that of the *commune with nature* spell, except that the wielder only gains knowledge of those features observable from the air, with the effect covering an area 100 miles in radius around the artifact's wielder.

If any of the *Hraash'nal*'s powers are ever intentionally used to attack an air elemental, the wielder's breath gets trapped within the ice crystal of the medallion (no save), which will lead to death if the wielder needs to breathe to stay alive (DMG 304). Only a *miracle* cast by an air cleric within close proximity of the *Hraash'nal* can reverse the process, releasing the victim's breath.

By touching a creature with the *Hraash'nal* and speaking words of healing in Auran, this artifact can be used to restore lost or impaired breathing to a creature (due to a curse or powerful spell), and can even *resurrect* a creature that drowned or suffocated within the last ten days (and whose body is mostly intact). Only those deemed worthy by the Hraak'thunns can be healed or brought back to life through the power of the *Hraash'nal*.

The *Hraash'nal* radiates an aura of overwhelming *conjunction* and *evocation*.

Suggested Means of Destruction

- Swallowed by an earthquake and slowly crushed within the earth for a hundred years.
- Stored in a small, lightless space, and left to slowly dissolve over a year.

Korgunard's Annulus

This device is a solid, round bar of silver two feet in length whose ends nearly join in a closed circle. On its surface are intricately carved figures of mythical beings that flow around its surface, changing shape from humanoid forms into clouds and back again.

History

This is the only artifact that the avangion Korgunard ever crafted, using an ancient relic from the time of the Great Pantheon, a ceremonial focus for prayers, which was gifted to him by Oronis, who had unearthed the object from the Elven ruins upon which his city was built. Since the death of Korgunard, the *Annulus* has been in the hands of a brown elf named Xaymon, a preserver apprentice of Korgunard, currently on the run from Hamanu's forces and hiding in the avangion's secret retreat.

Campaign Use

The *Annulus* is a powerful item that greatly helps any arcane spellcaster character in becoming an avangion. Korgunard was a member of the Veiled Alliance, and as such that organization would be very eager to retrieve the item. It could also be used to allow an arcane spellcaster to start renewing a defiled patch of land.

Abilities

Grasping the *Annulus* by its middle reveals this potent artifact's properties to a user without the taint of

defilement. At its most basic level it functions as a spellbook, containing spells meant to rejuvenate and reinforce nature. Although the spells are divine in nature, they function as arcane spells for the owner. While the spells cannot be transferred to another medium, such as a scroll or spellbook, they can be prepared as any other arcane spell by those who hold the *Annulus* and concentrate upon its runes while preparing their other daily spells. The artifact contains the following spells: 0—*create water*, *defiler's scent*, *nurturing seeds*, *purify food and drink*; 1st—*plant renewal*; 3rd—*plant growth*; 4th—*rejuvenate*. Note that the *Annulus'* owner must have spell slots of the appropriate level available in order to memorize any of these spells, just as if they were from a normal spellbook, and his *Intelligence* score must be 10 + spell level to be able to cast a spell of a given level.

Beyond its use as a unique spellbook, the *Annulus'* greatest power is the supernatural and timeless insight it bestows to its owner. Someone who has owned the *Annulus* for a year or more starts to occasionally and inexplicably gain flashes of insight about past, present, and future events while dreaming (a creature immune to sleep might gain these flashes of insight if they meditate with the item for an hour or more). This ability functions like a *vision* spell, but the information gained is of a random person, place, or object. This ability cannot be controlled and does not bestow any specific bonuses or abilities upon the owner; but primarily serves as a plot device, although the DM should feel free to provide the *Annulus'* owner with a variety of circumstance or insight bonuses when “foreseen” situations arise in-game.

Ultimately, the artifact is meant to facilitate the transition into an avangion. Oronis, unwilling to give a copy of the metamorphosis spell to any other student after the death of Nerad, was convinced by Korgunard to inscribe the spell into the relic that Korgunard would later make into the *Annulus*. Any owner of the *Annulus* who is good-aligned and without the taint of defilement can, at any time, initiate the casting of the *avangion metamorphosis I* spell. The spell is inscribed within the *Annulus*, and as such, knowledge of the spell is not imparted to the owner, nor can it be learned or copied to another medium. In all ways, the character using the *Annulus* is considered the caster, and as such needs to have the *Epic Spellcasting* feat, a free epic spell slot, succeed at his *Spellcraft* check, and expend his *psionic focus*. All other costs associated with the casting of the spell are incurred by the character as normal.

A defiler attempting to wield the *Annulus* sees his foul sorcery turned against him—he is consumed by his own defiling abilities, his life energy separated from his physical form and returned to the ground whence it came from, turning him into a pile of crumbling ash within 1 round (Fort DC 23 partial; success means the subject takes 20d6 points of damage instead for each round he holds the *Annulus*.) This is a *death* effect.

The *Annulus* radiates an aura of overwhelming *transmutation*.

Suggested Means of Destruction

- Strike it against the bones of a dragon.

- Leave it on the Deadlands for a whole month.

Ktandeo's Cane

This cane is a wooden rod constructed of an unknown hardwood, with an obsidian ball five inches in diameter affixed to the end of it.

Ktandeo's Cane is a 3 feet tall wooden staff and weighs 10 pounds. It allows its wielder to cast spells fueling his own energy into the obsidian orb on top.

History

This artifact was the creation of Nok as a gift to Ktandeo, the mentor to the half-elven *wizard* Sadira. Being a notable *wizard* by his own right, Ktandeo taught Sadira and many others the art of drawing magic from the land without defiling its essence. Nok created this cane to help Ktandeo in his struggle against the defilers of the land.

Ktandeo died while fleeing the Tyrian templars in UnderTyr, but before he passed away he told Sadira of the *Heartwood Spear* and of his magical cane. The dying human believed that these two artifacts of the halfling race were the only objects that could destroy King Kalak of Tyr. When Rikus was given the *Heartwood Spear* by Nok, Sadira received *Ktandeo's Cane* as an additional weapon to use in the defense of Tyr and the Forest Ridge.

Following the death of King Kalak, Sadira refused to return the artifact named after her late master to Nok. It was because of this that the halfling pursued Sadira across the Tablelands, until their final confrontation at the Canyon of Guthay. It was here that Nok shattered the obsidian ball atop the cane with another obsidian orb of his own, before falling to the damage of the destruction.

Campaign Use

Ktandeo's Cane is a powerful weapon that allows non-wizards to cast arcane magic. Ktandeo was a member of the Veiled Alliance, and felt that to fight defiling magic; one must have magic of his own, and thus created this artifact. It could also be the focus of a plot to restore the artifact to aid the halfling race against some new threat—to retrieve it from the Canyon of Guthay to restore the shattered orb that directed its power.

Abilities

The cane is a +2 *quarterstaff*. If grasped firmly, the command word “Nok” spoken followed by the spell's name, the cane enables the holder to use the following spell-like abilities at will, at *caster level* 20th.

- *Clear-river*
- *Ghostfire*
- *Groundflame*
- *Hold monster*
- *Invisibility*
- *Lesser globe of invulnerability*
- *Magic circle against evil*
- *Magic mouth*
- *Quietstorm*
- *Skyfire*
- *Sparkrain*
- *Suggestion*

Like the magic that is drawn from the land to fuel a wizard's spells, *Ktandeo's Cane* draws upon the life-force of its wielder to generate its **spell-like abilities**. Each time the artifact is used, the wielder ages 1 month per spell level. Any living creature within 5 feet of the wielder ages one-quarter of this amount. Should the wielder activate the *Cane* more than three times a day, the wielder's life-force is then taxed even further, causing the wielder to age double that amount. The effects of aging on the wielder manifest as graying hair, age spots, and other signs of age. Nothing can restore this aging, not even a *miracle*, *wish* or *reality revision* effect. Creatures immune to aging effects cannot use this ability.

Ktandeo's Cane radiates an aura of overwhelming **evocation**.

Suggested Means of Destruction

- Struck with an item crafted from the Last Tree.
- Crushed under the foot of an epic defiler.
- Broken in two by an elderly halfling.

The Defiler Warlords' Lost Arsenal

Long before the First Sorcerer came to be known as the Warbringer and created his Champions to fight the Cleansing Wars, he instigated a jihad against the preservers of the land. This long conflict spawned generations of warriors and sorcerers who took part in the struggle, and as it perdured it saw the rise of powerful servants of Rajaat. Today, all that remains of those great defiler warlords are the myths of their exploits and the ancient texts that describe their fearsome deeds... as well as the arsenal of powerful weapons they once wielded in battle, currently lost to the sands for some intrepid adventurer to stumble upon.

The Cleaver

This double-edged blade ends in a way reminiscent of a forked tongue, while a pointed ridge appears on each side of the blade at a point equidistant from blade-tip and guard. The hue of the alloy is darkest near the tip. The handle is unusually long and clearly made to be wielded in two hands, its guard forged in the form of a stylized open mandible.

The *Cleaver* is made of steel. Its darker alloy is an effect from its forging process. It weighs around 12 pounds.

History

Said to have been owned by the defiler warlord Merovech the Mage-Hound during the Preserver Jihad, the sword known as the *Cleaver* was made specifically to crush the forces arrayed against Rajaat at that time. Not forged by Rajaat himself, but rather by one of his defiler assistants, it is less powerful than its sister swords the *Scorcher*, the *Scourge*, and the *Silencer*. Merovech survived well into the Cleansing Wars, when he served under the Slayer of Elves and is thought to have died during the siege of a sorcerous Elven fortress.

Campaign Use

The *Cleaver* is a powerful weapon that can be used by either good or evil purposes. Finding the weapon based on ancient scrolls depicting Merovech's last battle and

then determining the item's current location could be a good story arc, or the PCs could be required to stop a powerful elf bandit who found the weapon and is using it to enslave the local population.

Abilities

The *Cleaver* is a **+4 rumbling silencing steel bastard sword**. The wielder gains **spell resistance** 18 against arcane magic only and a target hit by the *Cleaver* must succeed on a **DC 19 Fortitude save** or be knocked back 10 feet (falling **prone** instead if such movement is impossible). The wielder can use the *Cleaver* to make any number of cleave attacks per round (as if he had the **Great Cleave** feat and can also make a cleave attack against any creature successfully knocked back by the weapon.

The *Cleaver* radiates an aura of overwhelming **transmutation**.

Suggested Means of Destruction

- Be smashed against the *Coruscation* or the *Cleaver*, shattering both and making them nonfunctional.
- Must draw the blood of a dragon.

The Coruscation

Each link of this spiked chain is shaped like two intertwined forked tongues. It is continually warm to the touch, with its red-hot end spiting sparks even when left untouched.

The *Coruscation* is made of a steel alloy of dark color. It weighs 20 pounds.

History

The hallmark of the defiler warlord Setare the Adder during the Preserver Jihad, the spiked chain known as the *Coruscation* was the bane of preservers everywhere. Setare was best known as a scourge of armies, releasing her sorcerous weapon on enemy troops while unleashing deadly magic from the top of the terrible beasts she rode into battle.

Campaign Use

As with the *Cleaver*, the *Coruscation* is a powerful weapon that could easily fall into the wrong hands and become again a force of evil. The PCs could be asked to either retrieve the weapon or to slay its possessor.

Abilities

The *Coruscation* is a **+4 dancing silencing steel spiked chain**. Each successful hit of the weapon showers nearby creatures with red-hot sparks, dealing extra damage to anyone near the target. Each successful hit deals 2d4 points of fire damage to all targets in a 5-foot **burst** (**Reflex DC 15** half). The wielder is immune to the sparks of the chain, gains **spell resistance** 18 against arcane magic only, and can use the chain to make any number of **attacks of opportunity** per round (as if he had the **Improved Combat Reflexes** feat).

The *Cleaver* radiates an aura of overwhelming **transmutation**.

Suggested Means of Destruction

- Be smashed against the *Bellowing Throes* or the *Hunger*, shattering both and making them nonfunctional.
- Be sent to the Black for ten years.

The Hunger

This artifact is a 8-inch wide, circular bronze plastron, its center engraved with the figure of a screaming, quartered man with five small, smooth spheres of obsidian located at the end of each hand, foot, as well as on its chest. Five equidistant slots surround the plastron, allowing leather straps to secure it to the chest of its possessor.

This bronze armor does not have the usual patina old bronze items develop over time. It weighs 10 pounds.

History

This artifact was originally used as armor by Amen Thal the Devourer, a defiler warlord from the Preserver Jihad who later became a general under the command of the Champion Uyness of Waverly during the Cleansing Wars. Amen Thal's addiction to life energy was legendary and said to know no bound.

Campaign Use

This armor is a powerful item that also bears a strong disadvantage. Just by donning the armor, an arcane spellcasting character becomes a defiler, drawing the attention and hatred of many. The PCs could watch a familiar NPC slowly becoming more and more power hungry and would have to help him, even against the NPC's will.

Abilities

This plastron grants its wearer **spell resistance** 21 against arcane magic only, surrounds him with an invisible field of force that grants a +9 **armor bonus**, and enables him to determine the location and number of living orcs or orc-blooded creatures within a 1-mile radius by concentrating as a **full-round action** (this **divination** effect can be fooled by *mind blank*, *false life*, and *sequester* powers and spells).

Only to a **wizard** wearer, however, is the plastron's true power revealed: the ability to gather even greater life energy from the soil and plants surrounding him, boosting his spells. In effect, when gathering energy the caster is incapable of stopping the flow of power, and as a result can no longer preserve but instead gains great defiling power. The simple act of putting on the *Hunger* renders a **wizard** tainted, and casting a spell with it makes an instant defiler out of its wearer.

The potency of the gathering process is far greater than normal, causing the wearer's defiling radius to become 10 feet per spell slot level expended. His defiling power is vastly augmented, utterly destroying all plant life—including plant creatures—caught within it. The penalties suffered to attacks, **saves** and **skill checks** for being caught in a **wizard's** defiling radius increase by 1 (this effect stacks with *Agonizing Radius* and the painful radius class ability), and living beings within the defiling radius suffer 1 point of damage per spell slot level expended (this effect stacks with the dragon magic and life-draining radius class abilities). The above effects do not stack with those of an *ashbound scarab* or *torc of the land's desolation*, or with that of any other item that confers similar effects.

Additionally, while wearing the *Hunger* the terrain where the spell energy is gathered is treated as one category better; if in abundant terrain, the bonuses to **spell save DCs** and **caster level** checks are increased by an additional +1 (this effect stacks with *Efficient Raze*). While in abundant terrain (before any modifications from feats or items), every **conjuration** or **evocation** spell cast by the wearer of the *Hunger* is also considered enlarged, as per the **metamagic** feat of the same name.

Once a **wizard** casts a spell while wearing the *Hunger* they become addicted to the rush of life energy; the wearer will no longer cast spells unless they first succeed at a **DC 35 Will save** each time he wants to gather energy. Only *conversion*, *psychic surgery*, *reality revision* or *wish* can free a **wizard** from the addictive hold of the plastron. In the case of a casting of *conversion*, the caster of the spell must pay four times the **XP** cost (2,000 **XP**).

The *Hunger* radiates an aura of overwhelming **necromancy**.

Suggested Means of Destruction

- Be smashed against the *Coruscation* or the *Hunger*, shattering both and making them nonfunctional.

The Bellowing Throes

The tip of this spear is made from steel and is shaped like a snarling maw whose extended tongue constitutes the point. Its shaft is made of milky-white drake ivory and is engraved with dozens of flying spears.

The *Bellowing Throes* is made of a steel alloy of dark color. It weighs 12 pounds.

History

An enigmatic figure during the Preserver Jihad, not much is known of Vaque Deathshrieker. This defiler warlord was said to be untouchable in combat, shoving charging enemy soldiers aside with her will alone. The few writings that mention her also talk of her flying spear, a terrible weapon with which she butchered preservers one by one, oblivious to the skirmishes taking place around her. She is said to have struck fear into the hearts of even the stoutest man.

Campaign Use

As with the *Cleaver*, the *Bellowing Throes* is a powerful weapon that could easily fall into the wrong hands again and become a force of evil. The PCs could be asked to either retrieve the weapon or to slay its possessor.

Abilities

The *Bellowing Throes* is a +4 **baleful shriek**, returning **silencing steel spear**. The weapon produces baleful moans whenever it is held in hand and shrieks when coursing through the air, bellowing pain-wrecked cries when thrust into a victim. The wielder gains **spell resistance** 18 against arcane magic, and the ranged attacks made with this weapon ignore the **AC** bonus granted to targets by anything less than **total cover**, and the **miss chance** granted to targets by anything less than **total concealment** (as if he had the **Improved Precise Shot** feat).

The *Bellowing Throes* radiates an aura of overwhelming **transmutation**.

Suggested Means of Destruction

- Be smashed against any other vorpal steel weapon, shattering the *Bellowing Throes* and making it nonfunctional.
- The spear must be made unable to scream for 1,000 years.

The Lion King's Martial Regalia

The City by the Silt Sea has had a proud history, as great as any under the crimson sun. But this history has only survived due to the suddenness of the city's destruction, which kept all records within its ruins, and the certain knowledge that explorers and looters who traveled to the ruins rarely come back with a piece of its history...if they come back at all.

Entombed inside a great stone coffin somewhere within the ruins is rumored to be found the city's greatest treasure, the legacy of its great monarchs. Those that brave the ruin's dangers may discover these great relics, but more likely will only find their own death.

The Leonine Fender

This enormous greatsword is made of the finest steel, with a blade engraved with pictographs depicting a coronation. Its bronze guard is shaped like a lion's head with its eyes shut, while the handle is a polished, leather-wrapped agafari wood. The bronze pommel is a lion's paw grasping a green beryl gemstone.

This mighty sword belonged to Taraskir the Lion King of Giustenal and depicts his coronation. It weighs 40 pounds.

History

The *Leonine Fender* was crafted for their liege by a cabal of preservers as the Preserver Jihad was coming to an end. These survivors had found protection within Giustenal under Taraskir's leadership and wanted their protector, already skilled in the use of the Way, to be ready with a weapon of magical prowess if Rajaat's armies ever came, which they eventually did through Dregoth. When he came to conquer the city he bested Taraskir even as the sword was wielded against him, and entombed both within an enormous stone coffin. Legends say that it was a weapon capable of killing dragons, but in truth the sword is more an instrument of righteous protection than one of vengeful destruction.

Campaign Use

An item of respectable power, the *Fender* must be retrieved from the ruins of Giustenal before being put to use. An interesting campaign would be for the PCs to retrieve the entire Lion's King Regalia as a way to be able to defeat Dregoth.

Abilities

The *Leonine Fender* is a +2 *Huge axiomatic expiation steel greatsword*.

The wielder of the *Fender* is under a constant *psionic lion's charge* effect.

Once per day, as a *standard action* that does not provoke *attacks of opportunity*, a wielder of the *Fender*

without the taint of defilement can ask the local Spirit of the Land for protection. Immediately afterwards and for the following 15 rounds, a tangible, glowing white-green aura surrounds the wielder and his eyes glow with life-giving energy. He receives the benefits of an *allegiance to the land* spell at *caster level* 15th.

Three times per day, as a *free action*, the wielder of the *Fender* can use a targeted *greater dispel magic* effect upon a creature the weapon strikes. The effect must be used in the same round that the weapon strikes, but the wielder can wait to see if his blow lands before deciding.

The *Fender* bestows one *negative level* on any defiler or chaotic creature attempting to wield it. The *negative level* remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This *negative level* never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

The *Fender* radiates an aura of strong *abjuration*, *evocation*, and *divination*.

Suggested Means of Destruction

- Strike it against the *Lion's Pride*, destroying both artifacts.
- The weapon will lose its powers if it ever draws the blood of a law-abiding Giustenal citizen.

The Lion's Pride

The front of this fine steel cuirass is engraved and embossed with three bronze lioness heads, representing each of the three wives of the monarch, while on the back are the images of their seventeen children's faces.

This cuirass was crafted at the same time as the *Leonine Fender* to complete King Taraskir of Giustenal's arsenal. It weighs 150 pounds.

History

Designed to offer protection from the defiling magic of the defiler warlords, a task to which it was well-suited, its crafters never counted on the coming of a new type of conqueror: A Champion of Rajaat.

Campaign Use

An item of respectable power, the *Pride* must be retrieved from the ruins of Giustenal before being put to use. An interesting campaign would be for the PCs to retrieve the entire Lion's King Regalia as a way to be able to defeat Dregoth.

Abilities

The *Lion's Pride* is a +2 *Huge steel lifewall spell resistance* (17) *breastplate of command*.

When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 *competence bonus* on all *Charisma* checks, including *turning checks* and *Charisma-based skill checks*. The wearer also gains a +2 *competence bonus* to his *Leadership* score.

Allies within a 360-ft. *emanation* of the wearer become braver than normal, receiving the benefits of a *bless* spell for as long as they remain within the emanation's radius.

Since the effect arises in great part from the distinctiveness of the armor, these latter, charismatic effects do not function if the wearer hides or conceals himself in any way.

The *Lion's Pride* bestows one **negative level** on any defiler or chaotic creature attempting to wear it. The **negative level** remains as long as the armor is worn and disappears when the armor is no longer worn. This **negative level** never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

The *Lion's Pride* radiates an aura of strong **abjuration**, and **enchantment**.

Suggested Means of Destruction

- Strike it against the *Leonine Fender*, destroying both artifacts.
- The item will lose its powers if its wielder ever commits an act of cowardice.

The Pennant of Golden Giustenal

This standard's shape is reminiscent of a feline's paw and is made of the finest silk threaded with gold and silver, and depicts the people of Giustenal standing strong side-by-side with their king.

The *Pennant* weighs 5 lb.

History

This enormous standard was crafted to commemorate the golden age of peace and prosperity brought to Giustenal under the rule of Taraskir the Lion.

Campaign Use

An item of respectable power, the *Pennant* must be retrieved from the ruins of Giustenal before being put to use. An interesting campaign would be for the PCs to retrieve the entire Lion's King Regalia as a way to be able to defeat Dregoth.

Abilities

To be effective, the *Pennant of Golden Giustenal* must be affixed to a two-handed hafted weapon such as a halberd or lance. The possessor of the standard and any allies within a 30-ft. emanation receive a +4 **morale bonus** on **attack rolls**, **saves**, and **skill checks**, immunity to fear effects, and 15 temporary **hit points**. Once per day as a **standard action** that provokes **attacks of opportunity**, the standard possessor can link up with 9 willing psionic creatures within 30 feet of the item as per the *metaconcert* power with a duration of up to 20 consecutive minutes. The conductor of the *metaconcert* is chosen by mutual consent of all participants.

The *Pennant of Golden Giustenal* radiates an aura of strong **enchantment** and **telepathy**.

Suggested Means of Destruction

- The *pennant* will shatter if all nine participants of the *metaconcert* are defilers.
- Be eaten by a psurlon

The Royal Crown of Giustenal

An emerald crystal is affixed to the front of this great, golden crown, with two beryl stones mounted to each side.

History

This crown was the symbol of sovereignty of the great city of Giustenal, worn by its rulers for 8,000 years until the death of Taraskir the Lion at the hands of Dregoth the Ravager of Giants, after which the crown was entombed along with Taraskir's body for all eternity. The crown was seen by the inhabitants of Giustenal as a symbol of the wisdom and foresight of their rulers.

Campaign Use

An item of respectable power, the *Crown* must be retrieved from the ruins of Giustenal before being put to use. An interesting campaign would be for the PCs to retrieve the entire Lion's King Regalia as a way to be able to defeat Dregoth.

Abilities

This crown adapts itself to fit comfortably around any wearer's head, regardless of size or shape. The *Crown's* basic function is that of a **psicrown**: It has 900 **power points** and allows the use of the following powers:

- *Aura sight*
- *Clairvoyant sense*
- *Defensive precognition*
- *Detect psionics*
- *Detect remote viewing*
- *Fate of one*
- *Remote view trap*
- *Sensitivity to psychic impressions*
- *Trace teleport*

The wearer of the *Crown* also gains **power resistance** 30 and a +3 **insight bonus** on **Will saving throws** to resist all **clairsentience** and **compulsion** effects. Unlike a normal psicrown, the *Royal Crown of Giustenal* recharges itself, gaining back 1 **power point** per day if it currently has fewer than 900 points.

The *Royal Crown of Giustenal* has an **AC** of 10, 10 **hit points**, **hardness** 10, and a break **DC** of 30.

The *Royal Crown of Giustenal* radiates an aura of strong **clairsentience**.

Suggested Means of Destruction

- Must be consumed by a thought slayer.
- The crown will shatter if ever used for any evil act.

Nature's Fury

The unbecoming weapon before you appears to be a primitive looking mace crafted from a 4-foot section of tree root with a chunk of dull obsidian atop if it.

Nature's Fury is heavy mace that was crafted by a dying Sprit of the Land at the start of the Age of the Sorcerer-kings. The weapon appears to be crudely fashioned mace made from a gnarled agafari root topped with a roughly worked piece of unpolished obsidian.

History

Angered by the massacring of druids caused by the Sorcerer-king decreed Eradication, a nameless Spirit of the Land made a selfless sacrifice to aid his faithful. Mortally wounded by several defilers, the nature spirit infused a

portion of its own dying essence into a mighty weapon. The spirit later bestowed it to one of its most loyal followers, a half elf **ranger** of considerable psionic talent named Zenan, as a means to defend the druids from being mercilessly slaughtered.

Honoring his benefactor's last wishes, Zenan wielded the mace and protected the druids from the sorcerer-kings' minions to the best of his abilities for many years. Shortly towards the end of the Eradication, Zenan was beset by templars of the sorcerer-king Nibenay. Though he slew many of the Shadow King's priestesses, the remainder overpowered him, and took the **ranger's** life in the name of their husband and master.

The location of Zenan's remains and *Nature's Fury* is unknown. Rumors indicate that the weapon resides in a grove located on one of the islands lying east of the Tablelands in the Sea of Silt. Furthermore, stories persist that it is guarded by all manner of strange psionic beasts that have taken residence near the weapon's grove-like resting place.

Abilities

When wielded, *Nature's Fury* possesses the following abilities:

Nature's Fury acts as a *psychic heavy mace of collision*. The mace provides **spell resistance** of 10 + each level of **ranger** and **druid** the wielder possesses. This **spell resistance** extends to anyone adjacent to the wielder. It also enables the wielder to use *greater dispel magic* (once per round as a **standard action**) at a **caster level** equal to his combined levels of **ranger** and **druid**. (Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*.)

If left untouched for long periods of time, *Nature's Fury* becomes rooted to the ground and turns barren earth into fertile soil. When left undisturbed for a week, an oasis begins to form at a rate of 5' per week to a maximum radius of 100' centered about the mace. If uprooted the oasis begins to deteriorate at a rate of 5' per week unless the weapon is returned and replanted. At which point, the oasis will regenerate at a rate 5' per week.

Any defiler or templar who attempts to wield *Nature's Fury* gains three **negative levels**. Although these levels never result in actual level loss, they remain as long as the mace is in the character's possession and cannot be overcome in any way (including *restoration* spells). Furthermore, any defiler in possession of the weapon suffers from a **spell failure chance** of 20%. This penalty stacks with other forms of spell failure and cannot be overcome in any way

Suggested Means of Destruction

- Left unmolested at the center of the Deadlands for a month.
- Sent into the Grey.

The Obsidian Man

Taller than a half-giant, this is a perfectly carved obsidian statue of a man. Its limbs and features show no signs of chiseling and it bears a nobleman's kilt and baldric.

The Obsidian Man

CR 30

Always N Huge construct

Init -1; **Senses** darkvision 60 ft.; low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 37, touch 7, flat-footed 37

(-2 size, -1 Dex, +30 natural)

hp 337 (54 HD); **fast healing** 10; **DR** 20/epic and adamantine

Immune construct immunities, magic, psionics

Fort +18, **Ref** +17, **Will** +18

Weakness cold (see **immunity to magic**), sunlight

Speed 20 ft. (4 squares)

Melee 2 slams +55 each (5d10+15)

Space 15 ft.; **Reach** 15 ft.

Base Atk +40; **Grp** +63

Atk Options black fire (+39 **ranged touch**), **trample** 5d10+15

Spell-Like Abilities (CL 20th):

At will—*stone shape*, *passwall*

1/day—*overland flight*, *wall of fire*

1/week—*finger of death* (DC 37)

Abilities Str 41, Dex 9, Con —, Int —, Wis 11, Cha 1

SQ construct traits

Feats —

Skills Hide -9*, Listen +0, Spot +0

*The Obsidian Man has a +10 **racial bonus** when standing against a background of obsidian

Advancement —

Black Fire (Su) The Obsidian Man has the ability to manifest a thin beam of black fire. Each round, it can fire one beam as a **free action**. The beam is a **ranged touch attack** with range out to 180 ft. that deals 4d6 points of damage.

Immunity to Magic (Ex) The Obsidian Man is immune to any spell or **spell-like ability** that allows **spell resistance**, except cold attacks. The Obsidian Man gets no **saving throw** against magical attacks that deal cold damage. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows the Obsidian Man (as the *slow* spell) for 2d6 rounds, with no **saving throw**, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the Obsidian Man's structure but negates its **damage reduction** and **immunity to magic** for 1 full round.

Immunity to Psionics (Ex) The Obsidian Man completely resists psionic effects that are subject to **power resistance**.

Light Blindness Exposure to sunlight **stuns** The Obsidian Man for 1 round. On subsequent rounds, it is **stunned** as long as it remains in the area.

Trample (Ex) Reflex DC 52 half.

This unique golem has a humanoid body made from smooth obsidian. The *Obsidian Man* is 12 feet tall and weighs around 4,600 pounds. The *Obsidian Man* cannot

speak or make any vocal noise, nor does it have any distinguishable odor.

History

In the year of Wind's Reverence, obsidian miners in the Smoking Crown found a huge statue of a man entombed in a vein of solid black glass. The miners chiseled away the surrounding stone, and on orders of the templar leader, the *Obsidian Man* was laid in a sledge and prepared for transport to Urik.

Every morning, people were found gruesomely crushed to death, but never anything besides the statue was found near the bodies. The caravan finally reached Urik, but not before dozens of people was killed.

The *Obsidian Man* was then brought before Hamanu, who examined the figure with intense interest and was angered by his inability to learn anything about it. Soon, he set twenty of his half-giants bodyguards to watch it and retired to his library to research the matter.

His research was interrupted by sounds of battle. Rushing to the scene, he found half of his guards dead and the rest barely clinging to life. The *Obsidian Man* was gone, leaving a trail of rubble through the fortress as it smashed its way out. Hamanu caught up with it in the main square of the city.

There, he labored with all his available resources in order to find a way to command the creature. At last, bloodied and battered, Hamanu defeated the *Obsidian Man* and bound it to his service with a golden circlet around its brow. After that, he used its massive strength for many years until a young templar removed the *Golden Circlet* from the *Obsidian Man's* brow in FY -1. After killing the templar, the golem walked out into the desert and vanished.

In FY 1, the *Golden Circlet* was stolen from Hamanu's palace. The thief was never caught and the *Circlet* was not found, despite Hamanu's towering rage.

Campaign Use

The *Obsidian Man* of Urik can be used as a rampaging, unstoppable force for the PCs to oppose. As it wanders, the *Obsidian Man* is capable of destroying whole villages or small armies. If used as a random force of destruction in this manner, the PCs could be put in charge of finding the *Golden Circlet*, then tracking the *Obsidian Man* down.

Hamanu is eagerly seeking information about the *Obsidian Man* and the *Golden circlet*, and would pay handsomely for any information that leads to their current location.

Abilities

By day, the *Obsidian Man* is completely motionless. By night, the statue animates, killing everything in its path, unless controlled by the *Golden Circlet* (see below). Even then, it demands blood. For every night it is denied, the control check DC increases by 1. On a failed check, the *Obsidian Man* turns against its controller.

The *Obsidian Man* radiates an aura of overwhelming necromancy.

Golden Circlet: This small golden circular ornament is useless to those unable to manifest powers. When held by a manifester, it allows the control of the *Obsidian Man*. A character's ability to control it (or to keep controlling it) is

based on the result of a control check against DC 30 (a move action). A control check is 1d20 + character's level + character's relevant ability modifier). If the check succeeds, the character can control the *Obsidian Man* as a free action.

If the wielder of the *Golden Circlet* establishes control, he needs a check for maintaining control at the dawn of the next day. Note that while most magic and psionic effects have no effect upon the *Obsidian Man*, the *Circlet's* power of control can be suppressed or canceled.

Strong telepathy; ML 16th; Weight 1 lb.

Suggested Means of Destruction

- Expose it to 24 hours of continuous sunlight.
- Carve out its obsidian heart and throw it into the lava of the Smoking Crown.

The Orbs of Kalid-Ma

These items are five smooth obsidian spheres with diameters ranging from two inches to two feet. They are cool to the touch even with the sun shining over them.

The *Orbs of Kalid-Ma* are five perfectly crafted obsidian spheres in varying sizes once used to aid Kalid-Ma in his metamorphosis into a dragon and now containing the former sorcerer-king's fragmented psyche.

History

The now ruined city-state of Kalidnay was once one of the richest cities of the Tyr region, ruled by the sorcerer-king Kalid-Ma, Tari Killer. The city was destroyed by its own ruler in his obsession to become a full dragon. After years of research, Kalid-Ma attempted to accelerate his dragon metamorphosis, jumping from a second-stage dragon to a seventh-stage dragon by empowering five obsidian Orbs and swallowing all of them at once. Kalid-Ma crafted a and successfully cast a mighty epic spell involving the *Orbs*, but the pain from the transformation was too much for his mind and all reason and sanity was purged from it, and in the end all that remained of him was a rampaging dragon.

After destroying Kalidnay he wandered aimlessly, leaving a trail of destruction wherever he went. Borys of Ebe, Kalak of Tyr, and Hamanu of Urik took notice of his transformation and banded together to destroy him. Without the intelligence he once possessed, Kalid-Ma was slain after a battle that lasted two days. Kalid-Ma's physical form was ravaged, but his psyche was transferred to the *Orbs*, which survived the encounter.

Following Kalid-Ma's defeat, the five *Orbs of Kalid-Ma* were taken from the battlefield and have by now been scattered all across the Tableland. One of the *Orbs* was found in Kalak's Golden Tower following his death, though it is thought to have been stolen by a templar who later fled the city. Another of the *Orbs* was briefly spotted in Draj a decade ago in the hands of the House of the Mind before disappearing again. Of the other three *Orbs* there has been no word.

Campaign Use

The *Orbs of Kalid-Ma* can be a tool of great power and also of great doom for the PCs. The more *Orbs* a character

collects the more powerful he becomes, and the more potent Kalid-Ma's consciousness becomes within him and greater are the chances of the character starting to pursue a path to bring Kalid-Ma back to life, with the result of becoming the sorcerer-king himself.

The Protector

This is the smallest of the five *Orbs*, measuring only two inches in diameter. This *Orb* has an **Ego** rating of 10.

The *Protector* functions as a *cube of force* with 18 charges, which are renewed each day at dawn.

While holding the *Protector*, the possessor benefits from the following spells at **caster level 22nd**: *mage armor*, *mindblank*, *neutralize poison*, *protection from arrows*, *true seeing*.

He also gains a +2 **resistance bonus** on all **saving throws**.

If the *Protector* is ingested as part of the *defiler metamorphosis I* spell, the caster benefits of an additional -2 **DC** mitigating factor.

An ingested *Orb's* powers cannot be used by the possessor, and the *Orb* itself can only be retrieved once the ingesting creature is dead.

An ingested *Orb* cannot dominate a character regardless of his **Ego** score, does not subject its possessor to artifact possession, and doesn't count as being in possession of a character in respect of how much *Orbs* he command (see below, under Possession of Multiples *Orbs*).

Artifact Possession

The possessor of this *Orb* believes himself to be invulnerable. In order for a character to act normally every time he would need to be on the defensive, he must make a **Will saving throw** (DC 10, +1 per previous check in the day) or do nothing to avoid the threat. This is a **compulsion mind-affecting** effect.

The Orb of Minor Magic

This is the second smallest of the *Orbs*, measuring four inches in diameter. This *Orb* has an **Ego** rating of 16.

The *Orb of Minor Magic* functions as both a *lesser extend* and *lesser maximize metamagic rods*.

When held, the *Orb* protects its holder with a *minor globe of invulnerability* at **caster level 22nd**. The *Orb of Minor Magic* can be used to cast the following spells at **caster level 22nd**: At will—*dancing lights*, *burning hands* (DC 25); 3/day—*cause fear*, *sanctuary*; 2/day—*mnemonic enhancer*; 1/day—*freedom of movement*.

All these effects cause a defilement area when used, just as if they had been cast by a defiler.

Twice per day, as a **standard action**, the possessor of this *Orb* can recall one prepared spell ranging from level 1st to 3rd that has been cast within the last 12 hours. The prepared spell is available just as if the spell had not been cast.

Artifact Possession

Activation of any of this *Orb's* spells causes all water in a 30-ft. radius to become undrinkable.

The Confronter

This *Orb* is the third smallest of the five, measuring nine inches in diameter. This *Orb* has an **Ego** rating of 18.

The *Confronter* functions as an *enlarge*, *extend* and *empower metamagic rod*.

Twice per day, while held, this *Orb* can be commanded, as an **immediate action**, to empathically transfer its owner's pain and suffering to his attacker. When an opponent strikes the possessor in melee, or affects him with a spell or **spell-like ability**, it takes damage equal to the amount it dealt to the owner, while the latter doesn't suffer any. This damage is empathic in nature, so powers and abilities the attacker may have such as **damage reduction** and **regeneration** do not lessen or change this damage. This damage has no type, so even if you took fire damage from a creature that has immunity to fire, it will damage your attacker. If the possessor is affected by an area spell, only the damage dealt to him is transferred to the attacker, other creatures inside the area of effect being affected normally.

Twice per day, the possessor can activate the *Orb*, as a **swift action**, and gain a +2 bonus on attack rolls for the next minute.

The *Confronter* can be used to cast the following spells at **caster level 22nd**: At will—*shocking grasp*; 3/day—*bull's strength*, *greater heroism*, *flaming sphere* (DC 25); 1/day—*haste*, *spell turning*; 1/week—*chain lightning*; *energy drain*; *time stop*.

All these effects cause a defilement area when used, just as if they had been cast by a defiler.

Artifact Possession

Every time the *time stop* effect is activated, all dead creatures in the area of effect are reanimated as zombies as if by the *animate dead* spell, except the possessor or the *Orb* has no control over the animated creatures. The zombies attack nearby living creatures until destroyed.

The Orb of Schools

This *Orb* is the second largest of the five, having a diameter of 14 inches. This *Orb* has an **Ego** rating of 22.

The possessor of this *Orb* gains the benefit of the Path Dexter if a preserver, or the Path Sinister feat, if a defiler. Additionally, an arcane spellcaster gains 2 extra spell slots, at any level up to the highest level of spell he can currently cast, for use with the schools listed in the appropriate feat above. He also gains **SR 21** against spells of the schools listed in the appropriate feats above. This *Orb* must be in a character's possession for one day before he can gain the benefits of the feat, the **SR**, and the extra spell slots. If lost, these abilities cannot be accessed until the *Orb* is regained and a day has passed.

The *Orb of Schools* can be used to cast the following spells at **caster level 22nd**: At will—*cooling canopy*, *detect magic*, *chill touch*; 3/day—*charm person*, *grease*, *spell resistance*, *arcane eye*, *polymorph*; 1/day—*repulsion*; 1/week—*aerial servant*, *wall of force*, *weird*.

All these effects cause a defilement area when used, just as if they had been cast by a defiler.

Artifact Possession

The possessor of this *Orb* has a 1% cumulative chance per day that he carries it of being afflicted with delusional insanity, believing himself as powerful as a sorcerer-king and acting accordingly.

The Mindbender

This is the largest of the five Orbs, having a diameter of 24 inches. This Orb has an **Ego** rating of 26.

The *Mindbender* functions as an *enlarge*, *extend* and *empower metapsionic damarū*.

This Orb grants the ability to completely resist psionic effects that are subject to **power resistance**, but is limited to powers of a single discipline, which must be chosen at each dawn each day. You must possess this *Orb* for one day before you have access to the immunity. If lost, this ability cannot be accessed until the *Orb* is regained and a day has passed.

Twice per day, while held, this Orb can be commanded, as an **immediate action**, to empathically transfer its owner's pain and suffering to his attacker. When an opponent strikes the possessor in melee, or affects him with a power or **psi-like ability**, it takes damage equal to the amount it dealt to the owner, while the latter doesn't suffer any. This damage is empathic in nature, so powers and abilities the attacker may have such as **damage reduction** and **regeneration** do not lessen or change this damage. This damage has no type, so even if you took fire damage from a creature that has immunity to fire, it will damage your attacker. If the possessor is affected by an area power, only the damage dealt to him is transferred to the attacker, other creatures inside the area of effect being affected normally.

Similar to a psicrown, the *Mindbender* contains a pool of **power points** that can be used to manifest any of the following powers at **manifest level** 16th (or at the wearer's **manifest level** if it is higher than 16th):

- *detect psionics*
- *ego whip*
- *greater concealing amorphia*
- *hostile empathic transfer*
- *id insinuation*
- *inflict pain*
- *intellect fortress*
- *know direction and location*
- *mental barrier*
- *mind blank. psionic*
- *mind thrust*
- *power resistance*
- *psionic blast*
- *psychic crush*
- *reddopsi*
- *thought shield*
- *tower of iron will*
- *true seeing, psionic*
- *ultrablast*

The *Mindbender* has 500 **power points** when discovered. Anyone who touches the *Mindbender* instantly knows the number of **power points** it has at that time. Unlike a psicrown, however, the *Mindbender* constantly

recharges itself, gaining back 1 **power point** per day if it currently has fewer than 500 points.

Artifact Possession

The possessor of this *Orb* has a 1% cumulative chance per day that he will stop advancing in any other class other than arcane spellcasting (defiler) and manifesting classes.

Possession of Multiple Orbs

Should a character come into possession of multiple *Orbs*, additional powers can be gained, as well as additional side-effects incurred.

- **Commanding Two or More Orbs:** The possessor of two *Orbs* can cast the following spells at **caster level** 22nd: 3/day—*control winds*, *breeze lore*. All these effects cause a defilement area when used, just as if they had been cast by a defiler.

Also, the **Ego** score of each of the two *Orbs* increases by 2.

Once per day, the possessor gains an **extraordinary ability** that allows him to reroll one roll that he has just made before the **DM** declares whether the roll results in success or failure. He must take the result of the reroll, even if it is worse than the original roll.

- **Commanding Three or More Orbs:** The possessor gains **regeneration** 2. The possessor of three *Orbs* can cast the following spells at **caster level** 22nd: 3/day—*bull's strength*; 1/day—*identify*; 1/month—*earthquake*. All these effects cause a defilement area when used, just as if they had been cast by a defiler.

Also, the **Ego** score of each of the three *Orbs* increases by 5.

The possessor can sense the remaining *Orbs* within a 10 miles radius.

Activation of any of the powers provided by the possession of three of *Kalid-Ma's Orbs*, except for the regeneration, causes all vegetation for one mile centered on the possessor to turn to ash as if suffering from defiler magic destruction.

- **Commanding Four or More Orbs:** The possessor of three *Orbs* can cast the following spells at **caster level** 22nd: 1/day—*watch fire*; 1/week—*blazing wreath*, *elemental storm* (fire) (DC 22). All these effects cause a defilement area when used, just as if they had been cast by a defiler.

Also, the **Ego** score of each of the four *Orbs* increases by 10. If dominated, all the possessor's thoughts will be on seeking out the final *Orb*.

The possessor of four of *Kalid-Ma's Orbs* suffers from never causing reaction better than neutral.

The possessor can sense the remaining *Orbs* within a 100 miles radius.

- **Commanding Five Orbs:** The possessor of three *Orbs* can cast the following spells at **caster level** 22nd: 1/day—*magic jar* (DC 19), *ice storm* (DC 18); 1/week—*finger of death* (DC 21). All these effects cause a defilement area when used, just as if they had been cast by a defiler.

Also, the **Ego** score of each of the *Orbs* increases by 15. Once all the *Orbs* are gathered, a possessor overcome by the *Orbs'* **Ego** becomes obsessed into subduing an existing

sorcerer-king in order to make him swallow the five *Orbs* and hopefully turn him into a reborn Kalid-Ma.

The *Orbs* of Kalid-Ma radiates an aura of overwhelming of all schools and disciplines.

Suggested Means of Destruction

- Collectively bring all five of the *Orbs* to the Pristine Tower, and shatter them against its walls.
- Strike the *Orbs* with the bone of a Tari shaman.
- Cover them in the blood of two sorcerer-kings.
- Drop all five of the *Orbs* into a cauldron of boiling gold.

The Orphic Flower

An orb flattened into the shape of a scribe's lens, this stone — the size of a half-giant's hand — is of the purest white jade. Within its milky depths can be seen a darker shape, moving erratically like a fluttering moth trapped in a jar. The stone's surface is engraved with interlocking symbols from a now-dead dialect, with silver wire lining the ridges created by these engravings.

History

After the defeat of many of the great leaders of the preserver faction at the hands of defiler warlords, a wise and powerful leader named Amara foretold of a future in which preserver numbers would dwindle while defilers grew more numerous. She sought to preserve her cause despite the odds against her faction, and from that resolution conceived the *Orphic Flower*, a means to instill hope in the heart of future generations of oppressed preservers.

Amara secluded herself for years, researching ways to craft an artifact potent enough to serve her purpose. After years of enchantments she came to the conclusion that only her own powerful spirit could provide the necessary motive power to animate the artifact. Not long afterwards her followers found her empty retreat, discovering the *Orphic Flower* along with several priceless relics drained of their power, but no trace of their master. Sensing the object's power, her followers explored its properties through sorcery, divining traces of their absent master within it.

Since then the *Orphic Flower* was passed on from one preserver outpost to another throughout the Preserver Jihad, causing the war to perdure out of sheer hope. Shortly before the fall of the last outpost of the Wind Mages the *Orphic Flower* found its way into a sorcerous Elven fortress, where it helped the bastion stand against the assaults of the defiler warlord Merovech. Terrible magic was unleashed by each side, causing the destruction of both parties, after which the warlord's master — the Slayer of Elves — retrieved the artifact from the rubble. Managing to shrug off the device's persistent assaults on his person but unable to undo its potent magic, the Champion brought the artifact to his own master. Amused by this unique attempt at creating a device potent enough to oppose one of his Champions, Rajaat gave the artifact to his aides for study.

The artifact's course across the land from that point on is vague. The *Orphic Flower* might have been stored and forgotten throughout the ages in one of Rajaat's fortresses, or sent to the south to be studied by his greatest wizards, only to be entombed in the obsidian that covered the region millennia ago. Wherever its current location may be, the *Orphic Flower* would prove to be a potent weapon against defilers everywhere.

Campaign Use

Most suited for high-level, preserving-versus-defiling campaigns involving the Veiled Alliance, or even the remnants of such organizations as the Wind Mages, the *Orphic Flower* can by itself carry the good fight to the very pedestals of the sorcerer-kings, and in the hands of the right people could change the face of Athas for the better. The *Orphic Flower* is best suited as a means to an end, rather than as an end to itself. Its existence hinted at across an entire campaign, and with various factions competing for its possession, entering into possession of the artifact should not be an easy ordeal. Locating and taking possession of it should be as difficult and protracted as the heroes of Tyr's quest for the *Dark Lens*.

Abilities

The artifact's presence is anathema to defilers. Merely being within 120 ft. of the *Orphic Flower* forces a defiler to make a **Will save** (DC 20) or be overcome by a powerful sense of dread, **cowering** while the artifact is within range and for 1d6 hours afterwards. A defiler in physical contact with the *Orphic Flower* must make a **Fortitude save** (DC 20; partial) or be affected by a *finger of death* (CL 20th) effect. These effects are always active.

The *Orphic Flower* allows its owner to cast spells as if he were a 20th-level **wizard** with an **Intelligence** score of 20 (a character uses his own arcane **caster level** or **Intelligence** score if higher). The spells gained are cumulative with any existing spells per day that the character might have, even if he's already a **wizard**. Spellcasting abilities gained through the artifact cannot be used to fulfill feat or prestige class requirements.

The artifact also provides its owner with **spell resistance** 25 against arcane magic, and also protects him from the effects of being caught in the defiling radius of a spellcasting **wizard**; the owner is immune to all penalties and damage associated with being present in a defiled area, including dragon magic defilement, even when augmented with Raze feats or magical items.

When confronted by defilers the *Orphic Flower* draws upon its inner reserves of power to bolster its owner's defenses. Against attacks and effects originating from defilers the artifact confers a +8 **resistance bonus** to all **saving throws** and a +8 **deflection bonus** to **Armor Class**.

In addition to its other powers, the *Orphic Flower* allows its owner to access the great knowledge of the spirit it contains. This source of knowledge grants the wielder a +10 bonus on all **Knowledge (arcana)** and **Spellcraft** checks and a +5 bonus on all other **Knowledge** checks. Whoever owns the artifact can also create magic items, using its own **caster level**, as if he had access to the following item creation feats: **Brew Potion**, **Craft Rod**,

Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, and Scribe Scroll.

The *Orphic Flower* is inert until picked up, and will only allow itself to be used if the creature handling it is worthy, which it determines by dominating the candidate. Albeit not actually intelligent, for the purpose of dominating a character the artifact is considered to have an **Ego** score of 30 and follows the normal rules for intelligent magical items (DMG 268). A candidate that succeeds at his **Will save** against the *Orphic Flower's* **Ego** score is aware that a battle of wills just occurred and was won, but otherwise cannot make use of the artifact's abilities; all those touching the *Orphic Flower* are made aware of what it seeks, and thus may choose to willingly fail their **save** so as to be judged. A candidate that fails its **Will save** against the artifact's **Ego** score is dominated, and in that state all of the creature's knowledge is made known to the *Orphic Flower*.

Those deemed worthy by the *Orphic Flower* are released from domination the following round and become fully aware of the artifact's powers. Those deemed unworthy are immediately targeted with a *feeblemind* effect (no **save** allowed), the subject remaining in this state until a *miracle*, *reality revision*, or *wish* is used to cancel the effect. To be worthy a character must be a preserver without the taint of defilement, have a passionate belief in the precepts of preserving and strong moral opposition to defilers and all things defiling-related. Characters only partly meeting these criteria continue to be dominated and are used by the *Orphic Flower* as a means to find a more worthy candidate.

The *Orphic Flower* radiates an aura of overwhelming abjuration.

Artifact Possession

The *Orphic Flower* is imbued with Amara's powerful drive to further the cause of preservers, oppose defilers at every turn and on any scale, and with her undying hope in victory. A character that fails its **Will save** against the stone's **Ego** score becomes imprinted with this personality fragment and will, from now on, seek to further the cause of preservers. This dedication will never waver, even if the artifact is later lost to him. Only *conversion*, *psychic surgery*, *reality revision* or *wish* can free the character from the personality fragment.

Suggested Means of Destruction

- Burying the *Orphic Flower* in the lifeless ground of a defiled waste or as many years as Amara once lived, slowly leeching away the spirit within the stone.
- Having a direct defiler descendant of Amara touch it, causing the defiler's death and shattering the stone.

Pearl of the Sunrise Sea

This artifact appears as a half-inch diameter ivory pearl that is perfectly circular. Its surface is absolutely smooth, and it is cool to the touch even during the warmest of Athasian days.

History

The *Pearl of the Sunrise Sea* is from a time when oceans covered the face of Athas and the world was ruled by

halfling. Taken from the depths of the ocean now called the Silt Sea, this item was the possession of one of the nature-masters who help create the Pristine Tower and destroy the encroaching Brown Tide. With the coming of the Rebirth, the Pearl was left in the Pristine Tower by the unknown halfling and was discovered there six millennia later by Rajaat the First Sorcerer.

Over the eons the *Pearl* had developed certain abilities due to its proximity to the Pristine Tower, powers the evil pyreen quickly learn and utilized to his benefit. During the height of the Cleansing Wars Rajaat, displeased with Albeorn, Slayer of Elves, gave the Champion the *Pearl of the Sunrise Sea* to protect him from the substantial psionic powers of the Elven kings. Soon after the Champions turned on their master and Albeorn, later known as Andropinis, took control of the city-state of Balic. With the *Pearl* on his person, Andropinis later participated in the assassination of Dregoth. When Dregoth's superior psionic powers had no effect on him, Andropinis swore he would study the *Pearl* to learn the extent of its capabilities. In the years that followed Andropinis uncovered the *Pearl's* powers, and the limitation it imposes for such abilities. In the end the sorcerer-king decided the ancient artifact's limitations outweighed its abilities for a being of his power, and he hid the *Pearl* deep within the bowels of his city and told no one of its location—even his most trusted templars. As he was a psionist himself the *Pearl* could be used against him, and this made Andropinis wary of the relic.

Campaign Uses

The *Pearl of the Sunrise Sea* is a potent artifact to be sure, but not one that would have to be restricted to NPCs. Should a player character be willing to live with the limitations imposed by the artifact, it can become a powerful weapon. It's important to remember that evil as well as good can possess the *Pearl of the Sunrise Sea*. Should a character become renown through use of this artifact, others may desire its power and seek to kill him for it.

Abilities

- The possessor of the *Pearl of the Sunrise Sea* is completely immune to psionic powers. Though unaffected, the possessor becomes instantly aware of the location and intent of those trying to use psionics against him, regardless of distance.
- Once per day as a **standard action**, the *Pearl* can emit a beam of white light at a creature within 60 ft. The target struck by the beam must make a **Will save** (DC 23) or lose all remaining **power points**. If the **save** is successful, the victim still loses half his remaining **power points**.
- Three times per day as a **standard action**, the possessor of the *Pearl* can *detect psionics* within a radius of 100 yards. The possessor of the pearl knows the exact location of all beings with a **power point** reserve within that radius. Additionally he senses all powers being used and the targets of all psionic powers.
- The possessor of the *Pearl of the Sunrise Sea* is deprived of all psionic powers while in possession of the artifact. While no psionic powers can affect him, he cannot use them either.

Suggested Means of Destruction

- Subjected to magical fire for 24 hours.
- Swallowed by a psurlon.

The Planar Gate

This object is a giant mirror set in a mahogany frame. Instead of your reflection, you see bizarre creatures and animals in its.

The *Planar Gate* is a powerful artifact currently in possession of Dregoth. It is 10 feet tall and 5 feet wide, weighing around 100 pounds.

History

The ancients of the Green Age were powerful psionicists with abilities and knowledge far beyond those of even the greatest members of the Order today. These psionicists created the *Planar Gate* using powers that no longer exist on Athas today. With the *Planar Gate* they explored the vast reaches of other worlds. The artifact was kept within a great keep hidden in a cavern beneath Giustenal, where it was used to study the myriad planes of existence.

As the Green Age gave way to the Time of Magic, the cavern containing the *Planar Gate* was abandoned and forgotten. The gate sat beneath the place that would one day be called the Groaning City, awaiting discovery.

Centuries passed, and then during the days of the Cleansing War, humanoids from Giustenal established a sanctuary in the cavern. They discovered the *Planar Gate*, and looked upon it as a sign from their god.

To the followers of Taraskir the Lion, then king of Giustenal, all things leonine were sacred. While they had no idea what the *Planar Gate* truly was, it showed them a world of grassland with lions roaming free. They believed the cavern to be blessed by Taraskir, and lived there for a time in safety and peace.

Less than two decades later, Dregoth the Ravager and his forces found the hidden cavern and destroyed the humanoids. The *Planar Gate* then fell into Dregoth's possession. It now resides in his Dread Palace, providing the undead sorcerer-king with a window and a doorway to other worlds. Since it was created to provide a means for study and travel, and it has no problem with the uses Dregoth has found for it.

The ancients of the Green Age that created this unique and powerful psionic item used techniques and knowledge lost in the mists of the ages — processes far beyond the understanding of the greatest member of the Order or the most powerful sorcerer-king alive today. Dregoth has discovered how to operate the *Planar Gate*, but he cannot build another.

Once it is destroyed, the gate will be lost for all time, as no one on Athas has the knowledge or skill to rebuild it.

Campaign Use

It is very unlikely that any player character would get close enough to Dregoth's palace in New Giustenal in order to use the artifact's abilities. However, it is one of the few items that can pierce the Gray barrier and travel

to the Outer Planes, together with the *Nightmare Gate* and the *Crimson Monolith*.

Abilities

To use the *Planar Gate*, a character must look into its surface and manifest *clairvoyant sense*. After one round, the image in the mirror begins to shift to show various planes of existence. To determine which plane the Gate focuses on for the current round, roll on the table below.

Table 4-1: Random Planar Destinations

01–10	The Black
11–20	The Gray
21–28	Elemental Plane of Fire
29–35	Elemental Plane of Earth
36–42	Elemental Plane of Air
43–49	Elemental Plane of Water
50–53	Paraelemental Plane of Silt
54–57	Paraelemental Plane of Sun
58–61	Paraelemental Plane of Magma
62–64	Paraelemental Plane of Rain
65–66	Ysgard
67–68	Limbo
69–70	Pandemonium
71–72	The Abyss
73–74	Carceri
75–76	Hades
77–78	Gehenna
79–80	Baator
81–82	Acheron
83–84	Mechanus
85–86	Arcadia
87–88	Celestia
89–90	Bytopia
91–92	Elysium
93–94	Beastlands
95–96	Arborea
97–98	Outlands
99–100	DM's choice

To step through the mirror, a character must manifest *astral caravan*, allowing him to part the Gray barrier and step through to the image presented in the mirror. The Gate will stay focused on the location until the image is shifted by another use of *clairvoyant sense*.

On the other side, the Gate's location always appears as a shimmering rectangle of light within some reflective surface (another mirror, a small pool, etc.) Only those who stepped through the *Planar Gate* can see the way back. Returning requires another manifestation of *clairvoyant sense*, and the Gate must still be focused on the location.

The *Planar Gate* is neutral, has an **Intelligence** score of 15 and **Ego** of 18. It can use *correspond* at will. The *Planar Gate* is not fond of idle chit-chat, and usually does not speak of nothing other than desired travel targets. The Gate can focus itself to any specific plane in 1d6+1 rounds, if asked. It can even supply a limited history of the plane being traveled to if desired. However, if someone intends

on using the Gate in any obviously harmful manner, the Gate will refuse to function for that person from then on. Dregoth learned of this in early conversations with the device, and has been cautious in his use.

The *Planar Gate* radiates an aura of overwhelming psychoportation.

Suggested Means of Destruction

- Should a *gate* spell be cast upon the *Planar Gate*, the spell destroys it, turning in the spatial fabric and dealing 2d6x10 points of damage to everything within a 60-foot radius.
- If the *Planar Gate* is told that it has unwittingly participated in a truly evil act, it will shatter. The Gate destroys itself rather than be used for a purpose other than study and exploration.

The Athasian Psionatrix

This artifact appears as a mystical gem with an infinite pattern of light within its facets, slightly bigger than a human's hand.

History

The *Psionatrix* was invented by the Wind Mages, a group of powerful preservers, in their fortress of Dasaraches near the end of the Green Age to be used as a weapon against Rajaat's soon-to-be Champions. The fortress' inhabitants have mysteriously vanished afterwards, for the fortress is still intact today and it's unknown if the *Psionatrix* was ever used against the Champions or not.

There have been many legends regarding the *Psionatrix* prior to Rajaat's creation of his Champions, but nothing had been heard of the artifact since that time of the Champions. Legend states that the *Psionatrix* contains limitless psionic energy, drawing it directly from Athas itself. The possessor of the *Psionatrix* is said to have been able to draw upon his inexhaustible supply of power, as well as being able to wield other extraordinary psionic powers.

This artifact disappeared from Athas, becoming only a myth told to initiates of the Way, until its discovery by a member of the Order named Pharistes. This Master of Telepathy felt that the reason Athas was in its present condition was due to the misuse of psionic power.

Pharistes used the *Psionatrix* to augment his already incredible power, and with the aid of a magical device used the gem to dampen all psionic power in the Tyr region. In the end, Pharistes was defeated and the *Psionatrix* was again lost. Since its resurfacing, several sorcerer-kings have been interested in the discovery of the device, wishing to use it to increase their own power. Since the *Psionatrix's* last known location was in the Dragon Crown Mountains could be divined using psionics or magic, several powerful characters have expressed an interest in the artifact. The sorcerer-king of Urik has sent some of his finest warriors to the Dragon's Crown in search of the *Psionatrix*, many of which have not returned.

Campaign Uses

The *Psionatrix* was supposedly destroyed with an item called a water hammer. The hammer produced a powerful sonic vibration that shattered the *Psionatrix*, preventing it from dampening all Athasian psionics. A small portion of this artifact may have survived and would still contain an incredible amount of power. Obviously, a smaller portion of the artifact would be less powerful than the whole. Remember that knowledge of the *Psionatrix's* return has spread across Athas, and more than just the sorcerer-kings are looking for it.

Abilities

Abilities of the *Psionatrix* are given in two forms: before the artifact was shattered by the water hammer, and after.

Psionatrix – Original Version

The *Psionatrix* has several abilities, all of which require the possessor to hold it with at least one hand. When it is first grasped, knowledge of the artifact's powers immediately flood the possessor's mind. The possessor can access all powers of the *Psionatrix* at **manifest level 25th**.

The *Psionatrix* act as a **cognizance crystal** with unlimited power storage capacity, producing seemingly endless **power points** for its possessor. While holding the *Psionatrix*, the possessor can manifest any of its powers without drawing from his **power point** reserve. If the possessor enters a **metaconcert**, his **power point** reserve is accessed normally for the purpose of his contributing to the pool.

The *Psionatrix* generates a continuous **ubiquitous vision** effect upon its possessor.

The *Psionatrix* can be used to manifest, at will, any of the following powers.

- *Ego whip*
- *Id insinuation*
- *Intellect fortress*
- *Mental barrier*
- *Mind blank, psionic*
- *Mind thrust*
- *Psionic blast*
- *Psychic crush*
- *Thought shield*
- *Tower of iron will*

Once per day as a **standard action**, the *Psionatrix* can inhibit all psionic activity in a one-mile radius for three hours (the possessor of the *Psionatrix* or any shards of it is unaffected). While this psionic interference field is in effect, the **power point** cost of all psionic powers and **metapsionic** feats is doubled. Psi-like abilities cannot be used. In addition, the **Concentration check DC** to manifest defensively increases to 25 + power level.

The field is especially dangerous to kreen, which are driven mad unless they succeed a **DC 20 Will save**. Affected creatures immediately dash out into the wastelands to ferociously hunt all that moves (frenzied kreen never attack their clutchmates). This berserk fury lasts for 24 hours after the creature leaves the area of effect. Per **DM choice**, the creature may become an **NPC** during this period.

While in its supporting apparatus, the *Psionatrix's* psionic interference field radius is multiplied by 10.

- Three times per day as a **standard action**, the possessor can trigger *psionic blink*, *energy push*, and *greater concealing amorpha*.

- Once per day as a **standard action**, the possessor can trigger *power resistance*.

The *Psionatrix* is very powerful, and its uses aren't limited to ones listed here. The **DM** may allow a character after several weeks of dedicated studies to make a **Psicraft/Spellcraft** check to discover new abilities or uses. The **DM** has a final say on the **DC** of those checks and the extent of the abilities that may be discovered.

The *Psionatrix* radiates an aura of overwhelming telepathy.

Psionatrix – Lesser Version

The lesser version of the *Psionatrix* also requires the possessor to hold it with at least one hand. The lesser *Psionatrix* has 100 **power points** when discovered. The possessor instantly knows the number of **power points** it has at the current time. The fragment recharges itself, gaining back all **power points** after 24 hours. The possessor can access all powers of the *Psionatrix* at **manifest level** 15th (or at the possessor's **manifest level** if it is higher than 15th).

- The lesser *Psionatrix* generates a continuous *ubiquitous vision* effect upon its possessor.

- The **power points** in the *Psionatrix* can be used to manifest any of the following powers.

- *Ego whip*
- *Mind blank, psionic*

- Once per week the lesser *Psionatrix* can inhibit all psionic activity in a 100 yard radius for (1d3+1) x 10 rounds (the possessor of the *Psionatrix* or any shards of it is unaffected). While this psionic interference field is in effect, the cost of all psionic powers is multiplied by 1.5 (round down). In addition, the **Concentration check DC** to manifest defensively increases to 20 + power level. This version of the *Psionatrix* is no longer debilitating to kreen, though the creatures still feel "discomfort" while in the area of effect.

- Three times per day, as a **standard action**, the possessor can trigger *psionic blink* and *greater concealing amorpha*.

- Once per day as a **standard action**, the possessor can trigger *power resistance*.

The *Lesser Psionatrix* radiates an aura of strong telepathy.

Suggested Means of Destruction

- The only known means to destroy the *Psionatrix* is with a water hammer. One use of the hammer on the artifact reduces it to a less powerful device, while a second use destroys it.

The Psychometron of Nerad

This small, clear 1-inch gem is mounted into a headband of carru leather bounded in gold. It is perfectly round and sparkles with an inner light even in complete darkness.

History

The *Psychometron* was created six King's Ages ago by the powerful **psion** and preserver Nerad the Wise, a wanderer known to help people of good heart and who kept an eye out for those defiling the land. Nerad was perhaps the first to attempt the transformation from preserver to avangion, but the Dragon sought him out and trapped him, forcing Nerad into a battle that ultimately resulted in his destruction. Before this final encounter Nerad, in all his wisdom, gave his *Psychometron* to one of his retainers, instructing her to flee with the artifact and keep it safe. The retainer followed the good man's instructions, leaving for distant lands and joining a Villich community where the gem still resides to this day.

Campaign Use

The *Psychometron* would be a tool of considerable power, if the **PCs** managed to convince the villich that protect it that they are worthy of its possession, and this transaction would be but temporary unless the party boasted such a being as an avangion.

Abilities

The *Psychometron of Nerad* has all the powers of a *monitor psychometron* and is also intelligent (**AL NG; Int 16, Wis 18, Cha 16, Ego 33**), although it remains quiescent until used. It is imbued with the powerful personality of the avangion Nerad and as such seeks to end slavery and oppression, demanding that the wearer attempt to bring down the sorcerer-kings and the Dragon.

Similar to a **psicrown**, the *Psychometron of Nerad* contains a pool of **power points** that can be used to manifest any of the following powers at **manifest level** 20th (or at the wearer's **manifest level** if it is higher than 20th):

- *Anchored navigation*
- *Aura sight*
- *Attraction*
- *Aversion*
- *Body purification*
- *Concealing amorpha, greater*
- *Empathy*
- *Energy adaptation*
- *Intellect fortress*
- *Mindlink*
- *Teleport, psionic greater*
- *True metabolism*

The *Psychometron of Nerad* has 1,000 **power points** when discovered. Anyone who dons the *Psychometron* instantly knows the number of **power points** it has at the current time. Unlike a **psicrown**, however, the *Psychometron* constantly recharges itself, gaining back 1 **power point** per day if it currently has fewer than 1,000 points. It also acts as a *cognizance crystal* capable of storing 17 **power points**, recharging these at the rate of 1 **power point** per hour until full. As with a normal *cognizance crystal*, the wearer may also choose to store **power points** from their own **power point** reserve within the *Psychometron*, up to its maximum of 17 **power points**.

The wearer of the *Psychometron of Nerad* is constantly under the effect of the *personal mind blank* and *tower of iron*

will powers. These two effects can each be suppressed and resumed by the wearer as a [standard action](#).

The wearer of the *Psychometron* is also granted a +11 bonus on [Will saves](#) and, twice per day as an [immediate action](#), can make a second [saving throw](#) after failing a [Will save](#) to resist the effects of a spell or a power.

Whenever someone defiles within a 100-foot radius of the *Psychometron of Nerad*, it automatically reacts to protect the land by sacrificing some of its own [power points](#). The *Psychometron* loses 1 [power point](#) per 5 feet of defiling radius nullified. If it is in the defiling radius of a spell cast using the life force from living beings, the *Psychometron* loses 1 [power point](#) per level of the spell cast. This reaction nullifies a [wizard's](#) defiling radius and any effects it entails, including those of Raze feats or magical items.

A non-good character wearing the *Psychometron* gains one [negative level](#) as long as it is worn. A defiler or templar serving a dragon-king who dons the *Psychometron* gains in addition three additional [negative levels](#) as long as it is worn. During this time, no means can overcome these [negative levels](#) (including *restoration* spells and powers).

The *Psychometron of Nerad* radiates an aura of overwhelming [clairsentience](#).

Artifact Possession

Should the wielder of the *Psychometron* ever come within 300 feet of a dragon, he must make a [Will save](#) (DC 25) or attack the dragon. Such an encounter is, as far as the *Psychometron* is concerned, a confrontation to the death. This is an [enchantment \(compulsion\)](#), [clairsentience](#) effect.

Suggested Means of Destruction

- Be swallowed by a full dragon and digested by its stomach's acids for one full day.
- Keep the item from recharging its powers points for one month.

The Swords of Rajaat

When Rajaat was planning his Cleansing War, he forged three powerful weapons, to be given for his Champions.

The Scorchers

The *Scorchers* were created by Rajaat at the same time as the *Silencer of Bodach*, and is a massive long sword. The *Scorchers* are constructed of the same unidentifiable red alloy as the *Silencer*, and is much harder than enchanted steel. The *Scorchers's* blade is perfectly smooth, and the hilt contains a red glowing rune identical to that of the *Silencer*. The hilt is constructed of unbreakable obsidian, wrapped in the hide of an ancient fire drake. The pommel is a tooth from said fire drake, and its point is razor sharp. When used in combat, ebony flames appear from the blade and burn opponents with cold, black fire.

History

When Rajaat planned the Cleansing Wars 4,000 years ago, the great defiler warlord crafted three mighty weapons to be given to his most favored champions. The

Silencer was given to the left-hand of Rajaat, a warlord named Irikos, who was later killed after destroying the city of Bodach. The second weapon, a long sword called *Scorchers*, was given to the right-hand of Rajaat—a warlord named Myron who later became known as Myron the Troll *Scorchers*, 4th Champion of Rajaat. And the third was the *Scourge*, which was given to Borys of Ebe. With the *Silencer* lost following Irikos' death, Rajaat relied heavily on Myron during his war with the preservers of Athas, and with the help of the *Scorchers* Rajaat succeeded. Next came the Cleansing Wars.

As the terrible wars against the races of Athas ensued, Myron of Yorum began to question the moral implications of Rajaat's intentions. Perhaps the warlord discovered Rajaat's goal of returning Athas to a Blue Age, and realized that the Champions would also be slain. In the end, Myron's treachery was discovered by Rajaat and he was slain and replaced by Hamanu - who became the new 4th Champion of Rajaat and wielder of the *Scorchers*. The *Scorchers* remained in Hamanu's possession for years, and was the blade used by the sorcerer-monarch of Urik to deal the death-blow to Dregoth, the Ravager of Giants. Shortly after killing the 3rd Champion of Rajaat, Hamanu lost the *Scorchers* in the Silt Sea near Giustenal. It is believed that the assassins of Dregoth witnessed how easily the *Scorchers* slew the king of Giustenal, and it was agreed that this weapon of Rajaat could pose a threat to them some day—and was better off lost to all of Athas. All traces of the *Scorchers* were removed from the land, as the sorcerer-monarchs did not wish their subjects to know of a weapon capable of killing them.

The long sword remained at the bottom of the Sea of Silt for many centuries, until being accidentally swallowed by a silt horror. Later, the horror was killed when it raided the shores of the village of Cromlin and the artifact was retrieved from its gullet by an ex-gladiator named Vorr. With the power of the *Scorchers*, Vorr slew dozens of slave raiders from Draja, Raam, and Nibenay, before supposedly being killed by a nightmare beast in the Valley of Trevain.

Campaign Uses

The *Scorchers* is a weapon capable of killing the most powerful of Athas' creatures – a sorcerer-monarch. Unlike the *Silencer*, the *Scorchers* is a more elegant weapon that relies on its vast array of unique abilities to achieve its end. Because of Myron's powerful influence the *Scorchers* is considered "neutral" in alignment, causing it to be driven by whatever its possessor desires most. If the wielder of the *Scorchers* is intent on killing innocent villagers, the sword lends its power to the gruesome task.

If the wielder wishes the death of a sorcerer-monarch, then the *Scorchers* wants nothing more than to once again drink the blood of Rajaat's champions.

The attitude of the *Scorchers* is not one of good or evil, but of purpose. The *Scorchers* is not a weapon that will ever hang on someone's trophy wall. If the *Scorchers* is ever without a purpose it is either lost by the wielder, or it summons someone within a 30 mile radius that would have use of its powers in some sort of campaign. This challenger fights the wielder of the sword for its

possession, and the *Scorcher's* powers do not work for the idle possessor.

The *Scorcher's* whereabouts since Vorr's death are unknown. Rumor has it that the blade can be found in the lair of a nightmare beast that slew Vorr, though this is speculation by the only witness to the incident.

Abilities

When picked up, the *Scorcher* has the following statistics:

The *Scorcher* is a **+3 keen icy burst bane longsword**. The bane property is morphic; the wielder chooses an individual, race or organization, for which the weapon deals an extra 2d6 points of damage. The bane property can be changed 1/week as a **standard action**. The weapon is very light in its wielder's hand, so that the **Weapon Finesse** feat can be used with it. The *Scorcher* bestows constant blur and *protection from evil/good* effects on its wielder. It also grants its wielder **fire resistance 15**. Additionally, the wielder of the *Scorcher* can use *slay living* 1/week, *wall of fire* 1/day, *true seeing* 1/day and *cure serious wounds* 3/day, each at **caster level 20th**.

The *Scorcher* has even greater potential to those who know how to unlock it. If a character focuses on visualizing the completion of his goal and succeeds at a **Charisma** check (DC 15), the *Scorcher* has the following statistics:

The *Scorcher* is a **+6 speed keen icy burst bane longsword**. The bane property is morphic; the wielder chooses an individual, race or organization, for which the weapon deals an extra 2d6 points of damage. The bane property can be changed 1/week as a **standard action**. The weapon is very light in its wielder's hand, so that the **Weapon Finesse** feat can be used with it. Physical attacks made with the *Scorcher* ignore all bonuses to **AC** originating from spells and psionic powers, as well as psionic and magical items. The *Scorcher* bestows constant *mind blank*, *blur* and *protection from evil/good* effects on its wielder. It also grants its wielder **fire resistance 30**. Additionally, the wielder of the *Scorcher* can use *slay living* 1/week, *wall of fire* 1/day, *true seeing* 1/day and *cure serious wounds* 3/day, each at **caster level 25th**.

The *Scorcher* radiates an aura of overwhelming transmutation.

Artifact Possession

A side effect of the activated *Scorcher* is that the wielder develops a **compulsion** towards completing his goal. The extent is determined by the DM.

Suggested Means of Destruction

- Strike the weapon against the *Silencer of Bodach*, shattering both blades.
- The blade is consumed by a water drake.

The Scourge of Rkard

The steel of this sword is like no other, having an almost ivory sheen, and its polished surface is as reflective as the finest mirror. Its pommel is wrapped in the hide of a nightmare beast, and the tang is engraved with ancient symbols of power.

History

The *Scourge of Rkard* (originally called the *Scourge*) is the third of the three great swords created by Rajaat—the other two being the *Scorcher* and the *Silencer*. Rajaat gave the *Scourge* to his 13th champion, Borys of Ebe, to be used in his crusade to eliminate the dwarves from the face of Athas. The *Scourge* drank the blood of many, and soon the Butcher of Dwarves was met by Rkard, the last and most powerful of the dwarven kings. In the terrible conflict that followed Borys buried the sword deep within Rkard's chest, earning it the name the *Scourge of Rkard* thereafter.

As the champions of Rajaat planned to rebel against their master, Borys lost the *Scourge of Rkard*, and it somehow ended up in the hands of surviving dwarves of Kemalok, the lost city of dwarven kings. Over the centuries that followed, the *Scourge* was kept in the tomb of Rkard until the day that it was needed to defend the dwarves from the ravaging of Borys of Ebe.

Following the death of King Kalak, Rikus came to the dwarves of Kled, built over the ruins of Kemalok, to enlist their aid in defending Tyr from the approaching army of Urik. The *Book of Kemalok Kings* was stolen by Maetan of Lubar during a confrontation with the Urikite army. For defending the city and by agreeing to help retrieve it, Rikus was declared a Knight of Dwarven Kings and given both the *Scourge of Rkard* and the *Belt of Rank* to help him in the arduous battles that were ahead. Though the *Book of Kemalok Kings* was not recovered, the Urikite army was repelled (even though Hamanu who was mysteriously not affected by the *Scourge's* powers), it might be up to the player characters to recover the sword and use it to slay the Dragon) and both Kled and Tyr were safe. Rikus returned the *Belt of Rank* to the dwarves, but was given the *Scourge of Rkard* by the dwarven elder Lyanius as a reward for his struggles.

During the following decade, Rikus used the powers of the *Scourge* to help defend Tyr and the rest of the Tablelands from the ravages of the Dragon—otherwise known as Borys of Ebe. After Rajaat was released from his prison Rikus found himself in mortal combat with Borys, with his only weapon the *Scourge of Rkard*. In the battle that followed, Rikus drove the *Scourge* deep into the snout of the Dragon, and as a result of the creature's subsequent thrashing Rikus snapped the blade in two. The blade that remained impaled in the Dragon began to ooze a black ichor which eventually consumed and killed Borys. The two pieces of the *Scourge of Rkard* were left at the Ring of Fire following Rajaat's defeat, and are now guarded by powerful wards placed on the area by Sadira of Tyr.

Campaign Uses

The *Scourge of Rkard* is a powerful weapon that can be used by either the forces of good or evil, whichever happens to have possession of it at the time. The *Scourge* was in the possession of Rikus for nearly a decade, and it is possible characters may have come into contact with the blade if they were familiar with the ex-gliadiator mul. It is unlikely that Rikus would have parted with the *Scourge*, since he felt it to be the supreme gift from dwarves.

Retrieving it from the Ring of Fire would almost certainly attract the unwanted attention of Sadira of Tyr and her allies.

Abilities

The *Scourge of Rkard* is a +4 *keen ghost touch vorpal bastard sword of sundering*. The weapon is +6 versus any creature with the Champion of Rajaat template. The *Scourge of Rkard* also enhances the hearing of the wielder. Upon command the sword can increase its wielder's hearing, providing him with a +30 *circumstance bonus* on Listen checks.

The *Scourge* bestows constant *know direction and location*, and *defensive precognition* (+2 bonus) effects on its wielder. It also grants its wielder immunity from poisons. Once per day the wielder of the *Scourge of Rkard* can rally his allies by holding the sword high in the air prior to entering battle. Those viewing this spectacle are inspired for the forthcoming battle, receiving a +2 *morale bonus* on saving throws against charm and fear effects and a +2 *morale bonus* on attack and weapon damage rolls until either the battle is over or the wielder of the *Scourge* falls in battle. This is a *clairsentience* ability.

Additionally, if the *Scourge* is broken (which has occurred twice in recent history), the two pieces can mend themselves if held together for a period of one month. During this time none of the sword's powers function. While two broken pieces of the sword are apart, each piece issues a black ichor. Anything that comes into contact with it suffers 20d6 points of acid damage per round of exposition. This ooze can only be removed if fire is applied to it within one minute of exposure.

The *Scourge of Rkard* radiates an aura of overwhelming transmutation.

Artifact Possession

The power of the *Scourge of Rkard* is not without price. Should the wielder of this artifact ever come within 100 yards of one of the remaining Champions of Rajaat, he must make a Will save (DC 25) or attack the Champion outright. As far as the wielder of the *Scourge* is concerned, this is a confrontation to the death. This is an *enchantment (compulsion)*, *clairsentience* ability.

Additionally, should the *Scourge* ever again drink the blood of a dwarf, there is a chance that the sword's original purpose—the destruction of the dwarven race—will be revived. For each dwarf that is slain by the *Scourge of Rkard* there is a 5% cumulative chance that the wielder will take up the one-time mantle of Borys of Ebe, and attempt to finish killing all the dwarves on Athas. Only the death of the wielder can stop him from this savage need.

Suggested Means of Destruction

- Bath it in the elemental waters that are now Rajaat.
- Place it at the bottom of the Silt Sea for a decade.
- Have it melted down by a dwarf with the purest of hearts.

The Silencer of Bodach

The item is a mighty two-handed broadsword almost 7 feet in length. Its blade is long and straight, and made from an

unidentifiable alloy of red metal harder than enchanted steel. The blade is diamond-shaped in cross-section and is unusually wide—nearly 7 inches at the hilt.

The *Silencer's* only decoration appears on its crossguard: a red, glowing rune of ancient design whose meaning is now lost. The hilt is made of black, watered steel and is wrapped with braxat hide. The pommel is crafted in the shape of a serpent's skull.

History

In the ancient wars that ravaged Athas, the city of Bodach was a great neutral power. Its armies and magicians jealously guarded the lands of the city-state while the rulers refused all offers of alliance with the warring defilers and preservers. Eventually, the great defiler warlords decided to eliminate Bodach, and a great host gathered to destroy the city.

The leader of this host was a human defiler and warlord named Irikos, "the left hand of Rajaat." Irikos' ancient duty was to eliminate the preservers in Rajaat's name, and when the Cleansing Wars began he turned to the conquest of all who did not stand with Rajaat's captains. Irikos possessed a powerful weapon named the *Silencer*. Using the weapon, he and his host systematically destroyed the armies of Bodach and sacked the city. Still, the last and most powerful sorcerers of Bodach managed to cast a mighty spell of destruction against the defiler warlord, which blasted Irikos to ashes even as his hordes threw down Bodach with fire and sword. Only the *Silencer* survived.

About three Kings' Ages ago, a wandering adventurer named Rimmon discovered the ancient weapon in the heart of Bodach's ruins. With it she led a band of heartless raiders and rose to great power. However, Rimmon dared too much. In her arrogance, she gathered a horde to attack Balic, but only succeeded in angering Andropinis himself. The sorcerer-king and his soldiers slaughtered Rimmon's desert rabble, although it is recorded that the bandit queen slew a hundred half-giants with the *Silencer* before she was killed herself. The sword was reportedly carried away from the defeat by one of Rimmon's lieutenants, a wily elf who escaped into the wilderness.

Over the years, the *Silencer* has appeared in the hands of a succession of slave tribes, raiders, and savages. Twelve years ago, it was recovered by a patrol of Tyrian soldiers from the lair of a fierce bandit and brought back to Kalak's armory. But with Kalak's death, the sword has disappeared again. It is thought that one of Kalak's templars took the blade and fled into the desert.

Campaign Use

The *Silencer* is a powerful and evil weapon that deludes its owner to dreams of glorious conquest and righteous destruction. In fact, its extremely impressive array of offensive powers lend a fair amount of credence to these urgings. However, the *Silencer's* power is intoxicating, slowly making the wielder dependant to the sword. Many wielders of the *Silencer* perished because they manage to an enemy beyond their power, trusting that the sword alone would suffice. Another campaign use for the sword could lie in its potential as a weapon for

good. A great quest in search of a weapon potent enough to assassinate a sorcerer-king might be built around the legendary blade. Tracing the weapon's bloody trail across the Tablelands and bringing it to bear against a villain could make a fine adventure.

Abilities

The *Silencer* is a +6 *parrying greatsword of sundering*. The weapon ignores all nonmetallic armor, natural armor, and shield bonuses to AC (Dexterity, deflection, dodge, and other such bonuses still apply). It allows a wielder to attack any opponent within reach as if he had the Whirlwind Attack.

The wielder of the *Silencer* can use *tower of iron will* 3/day and *tornado blast* 3/day, at **manifest level 20th**.

The *Silencer of Bodach* radiates an aura of overwhelming psychokinesis.

Artifact Possession

A wielder of the *Silencer* has a 1% cumulative chance for each week it possesses it that he suffers 1 point of permanent Wisdom damage. Once the wielder's Wisdom is 4 or less, he will develop a bloodlust, attempting to seize command of any powerful group, and then lead his forces against any foe that crosses his path.

Suggested Means of Destruction

- Melt the *Silencer* in a full Dragon's breath.
- Break it on an anvil of meteoric iron.
- Dissolve it in the foams of the Last Sea.

The Regalia of the Dwarven Kings

The mighty dwarven kings of old had talented artisans to craft some of the finest items ever seen on Athas.

The Belt of Rank

This girdle is constructed of hardened leather inlaid with gold, silver, and precious gems. The belt's buckle is engraved with the skull of a fierce half-man in the center of a field of red flames.

History

The *Belt of Rank* is an ancient symbol of the dwarven people, a sign of their once great heritage before the Cleansing Wars devastated their race. This ancient artifact was created by dwarven clerics 4,000 years ago to be worn by the leader of the dwarven armies—generals of great charisma and skill who were sworn to protect the dwarven race.

The artifact was passed from general to general over the centuries, finally being given to the dwarven king Rkard to use in defense of his race in the face of the Cleansing Wars. Rkard was fatally wounded in battle by Borys of Ebe, and the *Belt of Rank* was buried with him in the city of Kemalok. Recently, it was given to the mul gladiator Rikus of Tyr to assist him in retrieving the stolen *Book of Kemalok Kings* and defeating an approaching army from Urik. Though the army was overcome, Rikus was unable to reclaim the book. Ashamed of this, the mul returned the *Belt of Rank* to the dwarves of Kled, where it

remains hidden to this day, waiting for the day when a dwarf general worthy of it will reclaim it once again.

Campaign Uses

Though it may be common knowledge in some circles that the *Belt of Rank* can be found in the dwarven village of Kled, getting it from its guardian spirits (other wearers of the belt) is another matter. The DM should present an adventuring party with the *Belt of Rank* only in defense of the dwarves of Athas. The belt could also have been the victim of theft, as was the *Book of Kemalok Kings*, and involved characters could be charged with its retrieval.

Abilities

The *Belt of Rank* will fit any Medium-sized creature. Half-giants are too big and most halflings too small to wear the artifact as the item does not magically adjust to fit the wearer. The belt gives any dwarf wearer a +8 competence bonus on Charisma checks and Charisma-based skill checks when dealing with dwarves. If the wearer is not a dwarf, he receives a +4 competence bonus on Charisma checks and Charisma-based skill checks when dealing with dwarves.

The belt provides the wearer a continual *freedom of movement*, *greater heroism*, and *protection from arrows* effects (all mundane missiles fired at the wearer unerringly strike the artifact's buckle). If a dwarven wearer succeeds at a Charisma check (DC 20), he can access the accumulated experience and knowledge of more than 40 centuries of dwarven kings. He receives a +20 bonus on all Knowledge (history) related to dwarves and +10 bonus on Knowledge (warcraft) checks.

Should the *Belt of Rank* be pilfered and summarily worn, all dwarves viewing the artifact will know it was stolen and do whatever they can to retrieve it. Should the possessor of the *Belt of Rank* ever unjustly take the life of a dwarf, the artifact will constrict to a diameter of four inches—effectively crushing the wearer to death.

The *Belt of Rank* radiates an aura of overwhelming enchantment.

Suggested Means of Destruction

- Submerge the belt in the blood of a hundred murdered dwarves.

Book of the Kemalok Kings

This ancient book is not of exceptional construction, made of braxat hide and thick, leather-like pages of unknown origin. It has a nondescript look, being no larger than a tome found in any sorcerer-king's library. It definitely shows its age.

It is thought by some dwarves that the *Book of the Kemalok Kings* stolen by Borys servants is actually a copy of the original, which has likely turned to dust over the centuries, though no one knows for sure if this is the case. The book definitely shows its age, and if returned to the dwarves it would likely be re-copied in an effort to preserve the knowledge contained within.

History

At the height of the Green Age, the dwarves of Athas were among the most powerful races of the Tablelands. From their majestic city of Kemalok, the dwarves grew

strong and prosperous in the years prior to the coming of Rajaat and his evil followers. It was during this peaceful time the writings of the *Book of Kemalok Kings* were begun.

A personal journal written by the king of the dwarven people, the book is a combination of historical events and vital insight into the dwarven race. In a time when historical documents were nearly nonexistent, the *Book of Kemalok Kings* was one of the few chronicles of Athas to survive the ravages of the Cleansing Wars. No single item on Athas contains as much rare history than this dwarven relic.

Following the death of Rkard, the last of the dwarven kings, at the hands of Borys of Ebe two millennia ago, the fallen monarch was placed in his sacred crypt along with the *Book of Kemalok Kings*. At that time, it was decided that until the threat of the sorcerer-kings on Athas was ended, no monarch would rule the dwarven race since he would likely be threatened by the Champions of Rajaat. Should knowledge from the book ever be required, the elder guardians of Kemalok would consult the ancient writings.

Like many other races following the Cleansing Wars, the dwarves of Athas lost considerable knowledge, history, and tradition to the harsh conditions of the world.

Among these was the ability to translate the *Book of Kemalok Kings*. For nearly a millennium, the relic gathered dust in the tomb of Rkard, its knowledge useless to those it was created to help.

The dwarf Er'Stali worked in the library of the sorcerer-king Hamanu, which that allowed him to learn parts of their ancient written language. With this knowledge, he could translate portions of the Book of Kings and learn more of the ancient language. The Urikite was sincere in his intentions and became the first non-dwarf ever to set eyes on the age-old text.

Unfortunately, Er'Stali studied the book for only a short time before it was stolen by a psionist named Maetan, who took the book to Urik. At the same time, Rikus and his Tyrian army were mobilizing to engage the forces of King Hamanu approaching the newly freed city-state.

While in Kled, the dwarves told Rikus of the Book of Kemalok Kings and asked him to recover it. Rikus agreed, and in return he was granted the title of a Knight of Kemalok and was given two artifacts to help him in his quest: the Belt of Kings and the Scourge of Rkard. However, on his way to meet the approaching army Rikus was attacked by a dozen wraiths who were former followers of Borys of Ebe.

Recognizing Rikus as a Knight of Kemalok, along with his possession the Scourge, the wraiths agreed not to kill Rikus if he brought them the Book of Kings so they could use information within to find their former master.

Spells placed on Rikus by the vile wraiths forced him to complete this task, and in the end the wraiths took possession of the dwarven relic.

Despite the loss of the Book of Kings, the learned Er'Stali was able to transcribe what he had read, preserving a portion of the ancient work.

Er'Stali died nine years later in Kled, and it is unknown how much of the text was copied. Also

unknown is the location of the Book of Kemalok Kings since the wraiths took possession of it. The crypt containing the undead warriors has since been vacated, and the location of the book is unknown. Since undead and shadow creatures were altered during Rajaat's brief release from the Hollow, it is possible the relic may now reside on one of Athas' mysterious dimensions: either the Black or the Gray.

Campaign Use

Following its theft from Kled the *Book of Kemalok Kings* has become well known. While focusing primarily on the lives of the dwarven race through the ages, the *Book of Kemalok Kings* does present information on other incidents and events from the past—details on things such as the Time of Magic, the War-Bringer, and even knowledge on races lost to Athas during the Cleansing War. Many of the sorcerer-kings and other powerful parties are interested in the book, foremost being the Shadow-King of Nibenay who is always hungry for ancient lore regarding the scorched world.

Abilities

Study of the *Book* takes one week, but upon completion a dwarven reader gains a +2 **inherent bonus** to **Wisdom** and a +20 bonus to **Knowledge (history)** checks. Nondwarven readers receive only a +10 bonus to **Knowledge (history)** checks. The same character can never benefit from reading the book again.

The *Book of Kemalok Kings* radiates an aura of overwhelming **enchantment**.

Suggested Means of Destruction

- Burn its pages under the breath of a dragon.
- The blood of a descendant of Rkard must be spilled into it.

Crown of the Dwarven Kings

The points of this crown are ragged and uneven. Otherwise, the crown boasts some of the finest workmanship to come out of the Green Age. It is studded with precious gems of all kinds, with a large diamond at the front. Its body consists of an unidentified gleaming white metal.

This artifact fits comfortably any Medium-sized humanoid creature.

History

From the Green Age to the conclusion of the Cleansing Wars kings of great strength and insight have ruled the dwarven people. Since the time of King Thoren Andiron, second king of the Dwarves, rulers of this stouthearted race have done so with the *Crown of Dwarven Kings* upon their brow. The crown was created by Thoren's wife, a powerful psionist, to help her husband protect the dwarven race. Upon his death the crown was passed to his son, and generations of Andiron to rule over Kemalok for 12,000 years.

With the coming of First Sorcerer and the Cleansing Wars, the dwarven race was faced with extinction by Borys of Ebe, thirteenth Champion of Rajaat. Led by Rkard Andiron the dwarves fought the forces of Borys — the *Crown of Dwarven Kings* displayed for all to see.

For nearly a century, Rkard led his people against the enemy, but it was not enough. In the end Rkard and Borys became locked in a battle to the death, one in which the Champion of Rajaat emerged victorious. However, through force of will, Rkard dealt Borys a terrible blow, and he was carried from the field before being able to claim the crown from the dwarf's body. Afterward, the body of Rkard and the *Crown of Dwarven Kings*, along with Borys' weapon, the *Scourge*, were sealed in the ruins of Kemalok until another king of the dwarven people could be found.

Recently, following the rise to power of Tithian, the *Crown of Dwarven Kings* was stolen from Kemalok by agents of the new king of Tyr. Later the crown resurfaced in the hands of a young mul named Rkard, son to the human gladiator Neeva and the dwarf sun cleric Caelum. Rkard was given the crown by the dwarven banshees Jo'orsh and Sa'ram, who told him he would succeed where the king Rkard failed and kill Borys of Ebe. Afterward, the *Crown* was returned to the tomb of Rkard Andiron.

Campaign Use

This is a considerable item for nondwarves, and a formidable item for any dwarven character. The item currently resides under the city of Kled, in the ruins of Kemalok, where the only known entrance is heavily guarded. The dwarven guardians will only likely allow a worthy dwarven member, and probably Rikus or Rkard, to ever remove it from its resting place. The *Crown* could also have been the victim of theft, as was the *Book of Kemalok Kings*, and involved characters could be charged with its retrieval.

Abilities

The *Crown of the Dwarven Kings* bestows formidable psionic might upon its wearer. When worn, the *Crown* confers a +4 **resistance bonus** to **saving throws** against psionic powers, psi-like abilities, and effects generated by psionic items; this bonus increases to +6 if the wearer is a dwarf or dwarf-blooded. The *Crown* also bestows a dignified and commanding aura upon a wearer of dwarven blood, granting them a +4 **competence bonus** on **Charisma** checks and **Charisma**-based **skill checks** when dealing with dwarves. The wearer also gains a +4 **competence bonus** to his **Leadership** score, but only for the purpose of determining dwarven cohorts or followers.

Friendly dwarven troops within a 360-ft. emanation of the wearer become braver than normal. Allies within a 360-ft. emanation of the wearer become braver than normal, receiving the benefits of a **bless** spell for as long as they remain within the emanation's radius. Since the effect arises in great part from the distinctiveness of the *Crown*, these latter, charismatic effects do not function if the wearer hides or conceals himself in any way.

The *Crown* allows its wearer to ignore, up to two times per day, any psionic power that affects him, as long as he was the power's target or was part of its area of effect. The decision to ignore the power must be made after a psionic power is manifested and area-of-effect or targets are determined but before any effects of the power are determined or **saving throws** are taken.

When worn by a dwarf or dwarf-blooded character, the *Crown* can, upon command and once per day, emanate an aura of peace around it. This affects the wearer as if by a **sanctuary** spell, all other dwarf or dwarf-blooded characters in a 40-ft.-radius spread as if by a **calm emotions** spell, and lasts as long as the wearer concentrates. The **sanctuary** effect only affects dwarf or dwarf-blooded characters; the wearer is free to attack or be attacked by other creatures without breaking the **sanctuary** effect, although their actions are still limited by the concentration (**standard action**) required to maintain this spell-like effect.

The *Crown's* wearer can bend reality to his will, but only so often. The wearer can, as a **standard action**, use the **bend reality** power once per week at no **XP** cost. The wearer can make further usage of the power within that time period a total number of times equal to his **Charisma** bonus, although each additional use costs **XP** as normal.

When worn by a dwarf who is a true king or queen of his race the wearer can call a conclave of dwarven-kind, mentally soliciting the attendance of their racial subjects from anywhere in the world. This sends waves of psionic energy across Athas, calling all dwarf and dwarf-blooded characters to his or her location for the great gathering. Dwarves of similar alignment to the wearer (either law/chaos, or good/evil) cannot defy this call, while dwarves with no alignment in common are allowed a **Will saving throw** (DC 20) to resist; dwarf-blooded characters of similar alignment hear the call but are not compelled to go, while those with no alignment in common do not hear it at all. Characters that are compelled do not simply abandon what they are doing and start traveling, but will do all they can to settle important matters to clear the way for their sojourn. Dwarves summoned by this ability will likely set their focus to reaching the king or queen, should this be an option.

If worn by a creature of non-dwarven ancestry, the *Crown* shifts the attitude of dwarves on the Influencing NPC Attitudes Table (*PH* 72) to the next more favorable reaction as long as the wearer does not intentionally cause harm to a dwarf.

Should the wearer of the *Crown* intentionally cause physical harm to a dwarf, the *Crown* immediately reduces his **Intelligence** and **Charisma** scores to 1 as if by a **feeblemind** spell, with no **saving throw** or **spell resistance** allowed.

The *Crown of the Dwarven Kings* radiates an aura of overwhelming **enchantment**.

Suggested Means of Destruction

- Legend tells that the *Crown* will explode in a tremendous fireball should all dwarves on Athas be slain.

Duryn's Anvil

This dwarf-sized suit of black plate armor has every one of its joints covered by an elaborate, fine script of gold and silver runes.

History

Made at the request of Durnyn the Builder, 17th king of Kemalok, this suit of black plate mail was originally engraved with an elaborate, fine runic script of precious metal that described the deeds of Durnyn's ancestors. More engravings were added with every passing generation, commemorating the great deeds of the last wearer, until every joint was eventually covered in gold and silver runes. Ever since Durnyn's death the armor has been the royal armor of the bloodline, and is still worn to this day by the last of Durnyn's descendants, the guardian spirit Rkard, who continues the tradition even in undeath.

Campaign Use

This item currently resides in the ruins of Kemalok, worn by king Rkard, now a dwarven banshee. Retrieving this item would only be possible in case of an immediate threat for the dwarven race, or after slaying Rkard, which would not be an easy task.

Abilities

Durnyn's Anvil is a +3 *dwarven steel heavy fortification full plate armor*. Every time the wearer of the armor is hit, regardless of damage, a sound like a hammer striking on an anvil can be heard. Whenever the wearer is hit with a melee attack, all enemies within a 30-ft. emanation are affected as if by the *doom* spell (DC 15 Will negates). Affected enemies remain so while in the area of effect and for 17 rounds afterwards. Any enemies that successfully save are immune to this effect for the next 24 hours.

Once per day, immediately upon being hit with a melee attack and regardless of damage taken (if any), the wearer can use a maximized *holy smite* and *order's wrath* upon the attacker (DC 18 Will partial, rolled separately per spell).

Durnyn's Anvil also grants the wearer a +4 **enhancement bonus** to **Strength** and **Constitution**.

The armor weighs 50 pounds.

Durnyn's Anvil radiates an aura of strong **abjuration** and **evocation**.

Suggested Means of Destruction

- Cast it in the Lava Gorge.
- Covering it in the blood of an innocent dwarf.

Andiron's Triad

Each generation of the Andiron family (see the *Crown of Dwarven Kings*, above) chose one of these weapons as their own, using it both as a weapon as well as a symbol of their rule.

The Blaze

This battle-axe has a serrated blade of polished steel that scintillates with a multitude of tiny, slowly moving sparkles of light. The hilt is forged of black iron and wrapped in ruddy sun drake leather, its guard sporting engraved dwarven runes praising the elemental powers.

History

Crafted 78 King's Ages ago by Jar'ral the Bright, high priest and 67th king of Kemalok, this masterwork battle-axe, also known as *Andiron's Will*, it has a serrated blade

of polished steel that scintillates with a multitude of tiny, slowly moving sparkles of light. The hilt is forged of black iron and wrapped in ruddy sun drake leather, its guard sporting engraved dwarven runes praising the elemental powers. When commanded, the blade's sparkling lights increase in speed and intensity until they coalesce into a solid emanation of energy, transforming the blade into its new form.

Campaign Use

This is a very powerful item against undead, so a campaign could be created in which the PCs need to find *Andiron's Will* so they could destroy a powerful undead villain.

Abilities

This +3 *dwarven steel dwarven waraxe* can, upon command, transform into a *brilliant energy* weapon. When the axe is in *brilliant energy* form, the wielder can use a maximized *searing light* spell once per day on a target up to 260 feet away as a **ranged touch attack**. The transformed waraxe always gives off light as a torch (20-foot radius) and can also, upon command, radiate light as a *daylight* spell twice per day for up to 160 minutes each time.

The waraxe weighs 8 pounds.

The *Blaze* radiates an aura of strong **transmutation**.

Suggested Means of Destruction

- Use it to destroy all the undead that inhabit the Deadlands.
- Leave it within the Gray for a year.

The Forger

This war-club is made of a solid piece of gray, dwarven steel. On its head is engraved the faces of ancient dwarves chanting in unison.

History

Some 12,000 years old, the *Forger*, also known as *Andiron's Faith*, is perhaps the oldest dwarven weapon still in existence. It is said to have been the preferred weapon of the pious Thanen the Father, founder of the Andiron dynasty and first of the dwarven kings of Kemalok, who was noted for his great concern for the welfare of his dwarven compatriots in both this world and the next. The *Forger* is a grand dwarven steel war-club.

Campaign Use

This is a very powerful item against dwarven banshees, so a campaign could be created in which the PCs need to find *Andiron's Faith* in order to put to rest a banshee that has been terrorizing a particular place. The *Forger* could also have been the victim of theft, as was the *Book of Kemalok Kings*, involving the characters in its search.

Abilities

Andiron's Faith is a +4 *undead bane dwarven steel holy heavy mace*. The *Forger* has the special ability to put to rest any dwarven banshees it destroys (brought to 0 **hit points**); banshees thus destroyed do not reform and are considered to have fulfilled their uncompleted focus. For

this ability to function, at least half of the damage that reduced the banshee to 0 **hit points** must be dealt by the mace, and it must be used to strike the final blow that brings it to 0 **hit points**. In addition, the wielder is immune to a dwarven banshee's gaze of frenzy ability.

Andiron's Faith weighs 8 pounds.

The *Blaze* radiates an aura of strong **conjunction** and **evocation** [good].

Suggested Means of Destruction

- It is stripped of all its powers if it ever creates a dwarven banshee.
- Leave it within the Gray for a year.

The Shaper

The red-tinted, dwarven steel blade of this longsword is shaped like a stylized flame.

History

The last of Andiron's Triad, the *Shaper* was forged some 4,000 years ago, in the year of King's Contemplation in the 138th King's Age. Rurent III, 83rd king of Kemalok, was given this blade as a wedding gift from his wife Estha'ar, one of the greatest psion-forgers of her time. She is said to have crafted and empowered it herself after a whole lunar cycle of restless work, creating it to signify her husband's greatest qualities as a proud and dedicated servant of his people. The stylized flame represents the dwarven focus that burns like an inner fire in every dwarf.

Campaign Use

The *Shaper* could be a powerful symbol for a dwarf attempting to fulfill a focus of epic proportion.

Abilities

Andiron's Devotion is a +4 **lucky dwarven steel longsword**. In the hands of a dwarf or dwarf-blooded character the blade allows a reroll on a failed **saving throw** three times per day (but only once per roll). A dwarf in possession of the *Shaper* increases his **morale bonus** gained while in the pursuit of his dwarven focus to +2.

The longsword weighs 4 pounds.

The *Shaper* radiates an aura of strong **evocation**.

Suggested Means of Destruction

- It is stripped of all its powers if its owner rolls three natural 1s in a row.
- The possessor willingly foregoes his focus.

The Rod of Teeth

This rod is a sturdy length of bone, studded with human teeth. It appears to have been carved from a human femur, and the teeth are sunk into the bone root-first. Strange runes and whorls are carved into it, and inix leather provides its grip.

This macabre item is both a handy offensive and defensive item. It weighs 4 pounds.

History

It is thought that the *Rod of Teeth* was originally carved by a powerful defiler named Atlak-Ta, who was the fetish-keeper of Lalali-Puy over 600 years ago and served

the Oba of Gulg loyally for more than 11 decades. When Atlak-Ta died, an apprentice named Habbak claimed the *Rod* and disappeared. It was last known to be in the possession of a defiler named Xactan, who lived alone in the Tablelands. Xactan was a traveler and explorer of ancient ruins, but seven years ago he vanished during one of his expeditions.

Campaign Use

The *Rod of Teeth* makes an excellent addition to any villainous **wizard's** arsenal. It is an evil thing, but it is not overwhelmingly powerful. It can exist in the campaign as a temptation to magic-using characters: Once they start to use it, it becomes hard to stop. Optionally, the *Rod* makes a great item to be sent in search of. A powerful **wizard** or sorcerer-monarch may demand that the **PCs** find the *Rod* and bring it to him in payment of some debt, or simply under the threat of some horrible doom.

Abilities

This +2 **quarterstaff** gives the wielder **spell resistance** 23 against **necromantic** effects. The *Rod* can be used to absorb arcane spell energy directed at its wielder, as a **rod of absorption** does. Unlike such an item, its maximum number of stored spell levels is equal to the number of teeth in the *Rod of Teeth* (currently 33). Each time a charge is expended; there is a 10% chance one of the teeth will fall out.

Any arcane spellcaster struck by the *Rod of Teeth* must make a **DC 20 Will save** or have 1d6 spells drained from its memory (the **DM** randomly determines which of the subject's spells are actually drained). The drained spells fade from the subject's awareness and appears within the wielder's. The wielder can now cast the drained spells just as if it were one of his spells prepared as a **wizard** with **caster level** equal to the wielder's **character level**. The wielder maintains knowledge of a drained spell for 2 hours at which time he loses knowledge of the spells and the spells reappear in the mind of the subject (if the wielder haven't cast them already), no matter how far from the wielder the subject is. Even if the subject is slain, the wielder loses knowledge of the drained spells when this effect ends.

The method of inserting teeth into the *Rod* was lost hundreds of years ago.

The *Rod of Teeth* radiates an aura of strong **abjuration** and **necromancy**.

Artifact Possession

Every time the spell-draining ability of the *Rod* is used, there is a 5% chance the *Rod* will transfer the wielder's psyche instead, suddenly replacing the wielder's psyche with the intended victim's. This ability works as the **mind switch** power, except that the duration is 1d4+2 days.

Suggested Means of Destruction

- When all teeth fall out, the *Rod* is inert.
- Return all the remaining teeth to their original hosts (now long since buried).

The Rubyheart

Very warm to the touch, this rare, black and red fire vermilion gem is about the size of a grown man's fist. At its

heart are flickers of red light which lick out to dance across all surrounding surfaces, illuminating a 30-ft.-radius with its red glow.

History

This terrible stone was first unearthed millennia ago. Since then, it been passed down through history until it was finally locked away by the priests of the nameless temple in the Black Spine Mountains.

The *Rubyheart* was used to fight a githyanki invasion in FY 6, and was seen ever since.

Campaign Use

This is a powerful item that also carries a powerful curse, slowly turning a character into a powerful villain. It is eagerly sought by evil fire, magma, and sun clerics alike, while most rain and water clerics seek to destroy it.

Abilities

When left untouched, every creature with fewer than 5 HD within 30 feet of the *Rubyheart* must make a DC 15 Will save or become dazed by artifact's glow. Additionally, if not currently in someone's possession, the gem can make a suggestion once per day to ask the most able-bodied warrior-type it encounters to pick it up if the target fails a DC 18 Will save. Once per day the *Rubyheart* can also brilliantly flare its light, blinding all sighted creatures within 130 feet as per the *blindness* spell (DC 17).

The *Rubyheart* is intelligent (Int 17, Wis 11, Cha 15; Ego 21), lawful evil, and communicates with its holder empathically.

A non-evil character holding the gem gains two negative levels as long as it is held. During this time, no means can overcome these negative levels (including restoration spells and powers). A character that dies while in possession of the *Rubyheart* is utterly consumed by the artifact in an instantaneous blaze of red-yellow flame, both physically as well as psychically, with no traces remaining. The only way to restore life to a character consumed by the *Rubyheart* is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

When held, the *Rubyheart* throbs like a great heart, engulfing the holder in dark red flames that cause damage to each creature that attacks him in melee, harming neither you nor your equipment. Any creature striking or touching the holder with its body, a natural weapon, or a handheld weapon deals normal damage to the *Rubyheart's* possessor but also take 1d6+7 points of fire damage to themselves as the flames sear their flesh. Creatures wielding weapons with exceptional reach are not subject to this damage. Those holding the gem also gain fire resistance 30 and cold resistance 30.

The *Rubyheart* can be used to cast the following spells at caster level 11th: 3/day—heightened (to 6th level) *burning hands* (DC 19), *empowered fireball* (DC 16); 1/day—enlarged heightened (to 5th level) *wall of fire* (DC 18).

The *Rubyheart* radiates an aura of strong evocation.

Artifact Possession

Each day the *Rubyheart* is used by the same person, the gem's Ego score increases by one against that character. The gem seeks to deliver evil and violence upon its possessor's enemies first and then, if or when these are

gone, to anyone and everyone else. The gem will also try to influence its possessor into traveling as far as possible from the place where it was found.

Suggested Means of Destruction

- Sent into the Elemental Plane of Water.
- Crushed under the weight of a Colossal earth elemental.

The Skull of Dorag Thel

This artifact is a human skull, browned with age. The teeth are chips of obsidian, and each eye socket contains a precious emerald. A living vine snakes its way through the skull.

History

The skull is all that remains of Dorag Thel, an ancient druid of Athas from the days before the world became a wasteland. Dorag warned about the adverse effects of defiler magic, but to no avail. After Dorag's death, preservers venerated him as a visionary, and he became, in death, a sort of patron to the early Veiled Alliance members.

Campaign Use

This item is obsessively sought by anyone hoping to become an avangion. The Veiled Alliance could hire the PCs to discover and retrieve the item in order to turn one of its leading members into the first stage of becoming an avangion.

Abilities

In order for the *Skull* to work, one being must claim it, and own it for at least five years. Attempts at giving it away before the five years are up simply don't work.

The *Skull* doubles the results of a *prolific forestation* spell, and acts as a *ring of life* (AE 71) for the owner. The wielder of the *Skull* can use the epic spell *life extension*, but only does these once per owner, and even then only once every 10 years.

Abalach-Re has perverted the *Skull's* magic. It allows a defiler to fuel his spells without defiling, as though it were a myrmeleon's orb (APXI 30). In addition, the *Skull* can send a summoning call for good-aligned humanoid creatures. The call gradually emanates from the skull like ripples in a pond, in a 120-mile emanation centered on you. The effect's area radiates from you and moves as you move. Any creature within or entering the area must attempt a DC 20 Will save. If it fails, it drops everything, gather up its survival gear, and proceed to the call's source, oblivious to all external stimuli.

The *Skull of Dorag Thel* radiates an aura of overwhelming enchantment.

Suggested Means of Destruction

- Be buried with the remains of Dorag Thel.

The Star of Badna

The *Star of Badna* is a perfect sapphire of 200 carats. It is the size of a human fist, the largest gem of its kind ever found on Athas. The gem is most often found embedded in the chest of a Badna zombie, a guardian who is cursed with an undead existence by the magic of the sapphire.

When exposed to moderate amounts of light, the *Star of Badna* glows with an azure radiance.

History

After asserting herself as queen of Raam, Abalach-Re proclaimed herself the servant of a greater power (a supreme entity named Badna from which she and her templars drew their power). This was, of course, a fraud, as the being known as Badna has never existed. Hundreds of years ago, Raam had the most plentiful mines on all of Athas, which produced alabaster, sapphires, and emeralds before being mined out several King's Ages ago. The largest gem to be taken from these mines was a sapphire of over 200 carats, and was accredited to be a gift to Raam from Badna by the sorcerer-queen. Called the *Star of Badna*, it was often displayed to the general populace as a way to dupe Raamites into believing their destiny was controlled by a great celestial entity named Badna and not Abalach-Re.

Nearly 100 years after taking control of Raam, Abalach-Re discovered the intentions of Dregoth to complete his dragon transformation. With Borys of Ebe still rampaging across the Tablelands, none of the other sorcerer-kings wanted the Ravager of Giants to attain such power. Hence, Abalach-Re planned to lead the other former Champions to Giustenal and kill Dregoth. Following weeks of seclusion, she empowered the near-perfect *Star of Badna* with magical wards that protected the possessor from defiler-based spells, as well as granting other protections and abilities. With the aid of the *Star of Badna*, Abalach-Re and the other sorcerer-kings slew Dregoth with ease.

Afterwards, Abalach-Re discovered that the *Star of Badna* came with a horrible curse — one the sorcerer-queen was not willing to pay. Unwilling to give up an artifact of such power should she ever need it again, Abalach-Re instead bequeathed the *Star of Badna* to several high templars over the next 2,000 years (usually those she did not like). This cycle continued until Abalach-Re's death at the hands of Sadira of Tyr in Free Year 10, after which the *Star of Badna* disappeared. The last known caretaker of the *Star of Badna* was a human by the name of Grogh-En, who disappeared after the sorcerer-queen's death and the riots that followed.

Campaign Use

Outside of the *Dregoth Ascending* adventure, the *Star of Badna* is a deadly artifact for player characters to have. Eventually, they'll fall victim to its curse and become evil NPCs. Characters should try to hide or attempt to destroy the sapphire before its power falls into the wrong hands.

Abilities

The owner of the *Star of Badna* has **spell resistance** 31 against spells cast by defilers and **spell resistance** 19 against other spells and effects. The star comes with a curse, however: Each month a creature possesses the artifact, it must make a **Will save** (DC 10 + number of previous saves) or become a Badna zombie.

The star also grants its owner the following abilities. (A Badna zombie can activate any of these abilities each round as a **free action**.)

- As a **standard action**, the wielder can use *spell turning* or a targeted *mage's disjunction* (DC 23) on a single creature affecting all its magical items and spells in effect. Each of these abilities can be used twice per day, at **caster level** 20.

- Once per day as a **standard action**, the star can project a bluish ray of light at a creature within 60 ft. A target struck by the ray must make a **Will save** (DC 23) or lose his remaining prepared spells and/or spell slots. If the **save** is successful, the victim still loses half his prepared spells and/or spell slots of each spell level (rounded down). The victim chooses which prepared spells to lose.

Suggested Means of Destruction

- Subjected to a weight of 2,000 pounds, one pound for every years of its existence.

- Sealed in complete darkness for a thousand years.

The Strength of the Beast

This armor is constructed from a patchwork of thick tagster pelts, with a tagster head adorning each shoulder and serving as half-sleeves that reach down to the elbows, with the wearer's arms passing through the cats' open mouths.

History

Found in the Barrier Wastes region, this ancient armor has long been sought by leaders of the Bandit States who wish to claim its great power.

It was built by Uatuk, a powerful halfling egoist member of the Order who wanted to straighten the bond with the psionic creatures he liked so much. So, he developed an item that helped him get more in touch with his primal side. When he passed away of natural causes some decades later, the *Strength of the Beast* was stolen from his hut in the Rohorind Forest and it was never seen again.

Campaign Use

The *Strength of the Beast*, although not very powerful is eagerly sought by the Bandit Lords of the Barrier Wastes, since it would make it possible for them to take over another lord's village. The item is also sought by the Order, since it was created by one of their own, and they would not like it to help disturb the natural balance. The PCs could help either one of these parties to find the item, or they could want it for their own.

Abilities

This **+2 heartening hide armor of quickness** also has all the properties of a *cloak of the tagster* (AE 93). Once per day its owner can manifest *psionic lion's charge* as a swift action, gaining the ability to make a full attack after a charge the same round as manifesting this power, as well as receiving a **+2 circumstance bonus** on damage to each of his attacks after the charge. Furthermore, when using the armor's *claws of the beast* ability, the owner gains use of the **Wounding Attack** feat provided he meets the requirements of the feat.

Strength of the Beast is treated as an armor and cloak for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master Guide*).

The *Strength of the Beast* radiates an aura of strong [psychometabolism](#).

Suggested Means of Destruction

- The item will forever cease to function if used by a chaotic psionic character.
- Be consumed by a tagster.

Sunray

The sheen of this sword hauntingly reflects the golden light of the setting sun from an earlier, gentler Age. The steel blade and its hilt of copper, bronze, and silver have no flaws, the entire sword having been conjured from the netherworld by potent sorcery. The hilt is delicately engraved with depictions of trees, wild animals, and tiny humanoid creatures with dragonfly wings, symbolically bathed by the light of the shining sun as represented by the polished sunstone set within the pommel. The stone glimmers with a faint, golden inner light. Intricate runes cover the entirety of the blade, relating the sword's construction and purpose from tip to guard. The runes are inscribed in an ancient, long-dead tongue.

This powerful weapon is also called *Defiler's Bane* or *Expiator* in ancient texts. It weighs 6 pounds.

History

After nine King's Ages of the Preserver Jihad, the coming of Rajaat's Champions signaled a bleak future for the preservers and their fight against the First Sorcerer's forces. The Golden Path, an alliance of druids and preservers who actively opposed Rajaat's turning of the natural order of the world while preaching a return to the more harmonious age of the Time of Magic, crafted *Sunray* to hunt down and kill defilers wherever they could be found. The sheen of the sword is the result of the extraordinary place in which it was crafted: **XXX**, a temple already ancient in its time, whose crystal roof allowed one to view a sky dominated by a golden sun that, to the rest of Athas, had already turned a dark crimson.

The item currently resides in [\[see forest maker 33\]](#) **XXX**.

Campaign Use

This weapon is obsessively sought by wandering druids and Veiled Alliance members, because it has the power to destroy one of Athas' most powerful beings: a sorcerer-king. Of course, any sorcerer-king aware of the item's existence would go to any length to have the item destroyed. The characters could pursue any of these paths.

Abilities

This **+1 flaming steel bastard sword** becomes a **+6 cleansing flame steel bastard sword** in the hands of a [druid](#) or [preserver](#). To such a wielder it provides [spell resistance](#) of 18, and also protects him from the effects of being caught in the defiling radius of a spellcasting [wizard](#), even when augmented with Raze feats or magical items. The command word that activates the weapon's flaming ability lies interlaced within the runic history engraved on the blade — the name of the sword, *Sunray*. Although *Sunray* sheds no light of its own, the mystical, golden

reflection off the surface of the blade can commonly be spotted in the dark.

Only against its most hated foe — dragons — is the sword's true might revealed, and only if wielded by a [druid](#) or [preserver](#). When within 1,000 ft. of such a foe, the pommel stone's inner light shines brighter, illuminating the surrounding area as a [daylight](#) spell (this divination can be fooled by [mislead](#), [mind blank](#), [nondetection](#) and similar spells, powers, abilities or effects). For the duration of the encounter, the sword becomes a [dragon bane](#) weapon and grants a **+8 sacred bonus** to the wielder's [saving throws](#) against powers manifested and spells cast by dragons, as well automatically reflecting the next ten levels of spells cast at the wielder, exactly as if [spell turning](#) had been cast upon the wielder, and this once per day.

A [druid](#) or [preserver](#) wielding *Sunray* can use the following spell-like abilities at [caster level](#) 15th: 1/day—[sunbeam](#), [wakefulness](#), [wind walk](#); 3/day—[clues of ash](#), [commune with nature](#), [curse of the black sands](#), [dispel magic](#).

A defiler attempting to wield *Sunray* is instantly affected each round the sword is held by the sword's [cleansing flame](#) ability.

Sunray radiates an aura of strong [evocation](#) and [necromancy](#).

Suggested Means of Destruction

- Cast the blade into the waters of the Last Sea.
- Strike the blade against the crystal roof of the temple in which it was found.

Sun's Terrible Glory

This artifact is a polished, palm-sized sunstone of great quality and clarity. Within its heart burns a dark flame, producing illumination as a slow-burning candle.

Made as a desperate last attempt to survive, this item is coveted by all sun clerics alike. It weighs 1 pound.

History

The creation of an ancient cult of troll sun-worshippers who believed the sun to be a supreme god of life, this powerful relic from ages past is a potent weapon against undead.

It was created as a weapon against the atrocities done by Myron, the first Troll Scorcher by the last powerful sun clerics of the troll race. The item, however, was not strong enough to withstand a Champion's attack.

Hamanu removed the item from the charred corpse of the last and greatest troll shaman, and brought the item for Rajaat's study. During the Champion rebellion the item was lost and hasn't been seen since.

Campaign Use

Although the item is not overwhelmingly powerful, many sun clerics would be very content in finding this legendary item. Hamanu would be very interested in any information leading to the discovery of the item's location.

Abilities

When the item is picked up its inner flame flares to life, increasing in magnitude until it reaches the

brightness of the sun, illuminating the surrounding area with bright light in a 10-ft. radius, and dim light for an additional 10 feet beyond that..

When activated, this gem emanates a 60-ft. radius of light that is anathema to undead. The command phrase for the gem's activation is "bhaskra idii nouan'tesh", a phrase in a long-dead troll dialect meaning "behold the sun's terrible glory". The gem can be activated three times per day, with a duration of 1 minute per activation. Each round, at the wielder's initiative count, all undead caught within the gem's brilliance suffer 2d6 points of fire damage each round they stay within the area of the light. Furthermore, undead struck by the light and that have fewer **Hit Dice** than 10 plus the wielder's **Charisma** modifier are turned as if by a cleric, while those undead with half as many **Hit Dice** (rounded down) are destroyed.

Creatures that take penalties in bright light also take them while bathed in the gem's light, and those undead with a vulnerability to sunlight are affected by the gem's light as if it were natural sunlight. The light also eliminates natural shadows and even hampers unnatural darkness; areas of magical darkness are temporarily suppressed when within the cone of light. Magical darkness created by artifacts or epic spells are not, however, suppressed

Sun's Terrible Glory radiates an aura of strong **evocation** and **necromancy**.

Suggested Means of Destruction

- It must be brought to a scorched drummer, who will then be able to destroy the item (see *Faces of the Forgotten North* for more information).
- It must be consumed by a sun drake.

Topassima's Tama

This *masterwork* tama — a double-headed hourglass drum with small holes around each rim for fastening animal-skin drumming surfaces to — is constructed from interlocking, polished plates of drake ivory. The tama player can change the pitch of the drum by squeezing the knots in the cords that hold down the animal skins. The drum is beautifully engraved with pictographs relating the feats of the legendary Elven hero Topassima.

This item is perhaps the greatest effort to preserve elf racial memory. It weighs 2 pounds.

History

This item was created by an Elven bard known as Duuko Airhunter of the Wind Dancer tribe during the Wind's Reverence of the 170th King's Age to celebrate the feats of the hero Topassima, considered by many elves to be the reincarnation of Coraanu, the first elf.

It has been since passed to the highest ranking bard in the Airhunter tribe. Albeit many times stolen by other tribes, the item somehow finds its way back to the Airhunters, a sign, they say, that are the direct descendants of Topassima. Since most elves don't bother to trace their family lines, this could never be proven.

Campaign Use

This item is particularly useful for bard characters, but anyone could benefit from its abilities. Elven air singer or battle dancers would be very interested in using the item. Since they would have to fight with the entire Airhunter tribe to have it, they quickly change their minds about it.

Abilities

Creatures playing this tama gain use of the bardic music class ability, usable once per day per **character level**. Creatures that already have the bardic music ability use their **character level** or total **Hit Dice** (whichever is greater) instead of their bard level to determine which bardic music abilities they can access. Creatures using the *Tama* must still possess the minimum number of ranks in **Perform** (percussion instruments) to qualify for the use of a given ability; all other rules governing bardic music apply to a creature playing this tama (*PH 29*).

Topassima's Tama grants a +2 **circumstance bonus** to **Perform** (percussion instruments) checks and a +7 **competence bonus** on bardic music checks for *countersong*, *fascinate*, and *suggestion* when played.

In addition to its other abilities, a character skilled with percussion instruments can generate a number of magical effects with this instrument depending on the number of ranks in **Perform** (percussion instruments) they have. The various abilities are cumulative and are each usable once per day at **caster level** 20th unless otherwise noted. A few abilities are always active as long as the tama is in hand (noted below), while the others require the user to play the instrument in order to activate their effect (a **standard action**).

Up to 4 ranks: *feather fall* (always active), *bless element* (air) (DC 15), *gust of wind* (DC 16) (at will)

Up to 8 ranks: *eye of the storm* (limited to the owner, always active), *whispering wind* (at will), *wind wall*

Up to 12 ranks: *air walk* (at will), *control winds* (DC 19), *elemental armor* (air)

Up to 16 ranks: *elemental strike* (sonic) (DC 19), *poisoned gale* (DC 21), *sirocco* (DC 20)

Up to 20 ranks: *control weather*, *power word stun*, *summon monster VII* (air elemental only)

21 ranks and more: *summon monster VIII* (air elemental only), *wind walk*, *whirlwind* (DC 22).

Topassima's Tama radiates an aura of overwhelming of all schools.

Suggested Means of Destruction

- The item will be destroyed if damaged by a *greater horn of blasting*, dealing 20d6 points of sonic damage to anyone within a 20-ft. radius, stunning creatures for 1 round, and deafening them for 4d6 rounds (a DC 21 **Fortitude save** reduces the damage by half and negates the stunning and deafening).

- Be swallowed by an air drake.

Tree Staff

This wooden staff has small sprouts growing over its surface. Upon closer inspection, it seems to pulse with life.

This staff, which is very useful for any spellcaster, but more especially arcane ones, is carved out from a *tree of life*. A *tree staff* weighs 5 lb.

History

Although the secret of their fabrication has been lost to the sands of time, these staves are rumored to still be created by the sorcerer-monarchs. They are made from the carved-out core of a *tree of life*—a process that kills the original tree.

Campaign Use

A *tree staff* can be very useful for any spellcaster, although the ability to nullify the defiling radius of an arcane spellcaster is extremely handy. Being desired by such different groups is both boon and curse, because whoever has it must be clever enough to hide it from prying eyes.

Abilities

A *tree staff* has AC 7, hardness 5, a break DC of 24, and a number of HD and hit points as if it were still a *tree of life* of the appropriate age. Like an actual *tree of life*, a *tree staff* continues to increase in power as it ages.

Just like a normal *tree of life*, a *tree staff* has an aura of protection, although the aura's area is limited to creatures in physical contact with it. The aura can amplify its wielder's arcane spells or nullify the effects of his defiling radius, as appropriate. The staff can be used in this manner until it has only 1 HD left, at which point it stops functioning until it heals at least one negative level. Every hour, a *tree staff* heals a number of hit points and negative levels depending on the age the *tree staff* has attained (see the Tree of Life table on page 39 of *Terrors of the Dead Lands*).

A cleric or druid who prepares spells while in contact with a *tree staff* gains a number of bonus spells as if within 5 ft. of a *tree of life*.

Due to the nature of the staff, it constantly regrows itself in an attempt to restore its true shape as a *tree of life*; the staff's magical enchantment, however, causes the buds to wither and die, shedding the newly-grown substance off. When this staff isn't grasped or otherwise held in place, it hovers in the air wherever it is placed, much like an *immovable rod* (though, unlike such a *rod*, the staff can support only its own weight).

A *tree staff* radiates an aura of strong necromancy and transmutation.

Suggested Means of Destruction

- If ever left planted in the ground for more than an hour; a *tree staff* loses all magical properties and becomes a *tree of life* that regenerates to full health and size within one week.
- Be stricken against a *tree of death*.

Veiling Amulet

This finely crafted golden brooch seemed to be a silver locket hanging from a leather strap just a second ago.

These amulets are usually made of precious metal or stone and attached to a neckpiece or bandoleer. Although the item's original design varies from one amulet to the next, all are engraved with ancient runes of secrecy, trickery and deceit. Thanks to the items power, however, once created few see its original form: When left to its own devices, a *Veiling Amulet* will randomly use its power to change shape, appearing differently from one moment to the next. It weighs 5 pounds.

History

An ancient item of tested design and supreme concealment, the latest of these devices to have been created was by the Raamite defiler Farcluun in order to conceal his presence from other sorcerer-kings, especially Abalach-Re, while he researched the first steps of the defiler *metamorphosis* spell. After becoming a stage I dragon, he used it to conceal his true nature.

Campaign Use

After being mortally wounded in a combat with Abalach-Re, Farcluun fell while trying to kill a group of adventurers near the Black Water Oasis, which presumably kept the item for themselves. However unlikely, it is probable that the party did not notice what the item really was, and left it there only to be picked up by a tribe of elves or a merchant house. Other *Amulets* may yet be found in old ruins across the land.

Abilities

With a mental command, an *Amulet* can shroud the wearer in a glamer that functions exactly like the *permanent image* spell; the nature of the glamer can be changed as a free action once per round. Spells, powers and abilities that allow a creature to see through illusions, such as *true seeing*, do not reveal the glamer. Only a *miracle*, *reality revision*, or *wish* reveals the illusion for what it is. Even interacting with the illusion will not dispel it; although a creature may realize that what they're seeing isn't really there, they have no means of distinguishing the glamer from reality. Even special senses, such as blindsight or scent, will be "confused" by a *Veiling Amulet's* potency.

While worn, a *Veiling Amulet* constantly protects the wearer from being sensed by all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power also protects against all *clairsentience* powers and effects as well as information-gathering by *clairsentience* powers or effects (except for *metafaculty* and *cosmic awareness* and similar powerful effects) as if the wearer was protected by the *mind blank* spell or the *psionic mind blank* power. This ability cannot be lowered while the item is worn, although the wearer can bypass this immunity in regards to spells, powers or abilities with a range of personal or touch.

A *Veiling Amulet* radiates an aura of strong *abjuration*.

Suggested Means of Destruction

- Farcluun's *Amulet* is destroyed if the light from the *Star of Badna* is shed over it for a full day.
- Strike it with the bone of one of its previous wearers.

Chapter 6: Epic Monsters

List of Acceptable Monsters

The following epic monsters that are considered acceptable in Dark Sun campaigns. Of course, the DM is always free to introduce any monster into his campaign.

Epic Level Handbook

Behemoth
Colossus
Devastation Vermin
Elemental, Primal
Golem
Legendary Animal
Living Vault
Mu Spore
Neh-Thalggu (Brain Collector)
Paragon Creature
Ruin Swarm
Shadow of the Void
Shape of Fire
Umbral Blot (Blackball)
Worm that Walks

Champion of Rajaat

The pit of your stomach drops as you feel your life draining from you. Turning, you see an enormously obese man; tendrils of your life force flowing into an obsidian orb in his hands. Moving his free hand and speaking strange words, fire shoots from his hands towards you.

Myron of Yorum CR 25

Male human psychic warrior 9/defiler 3/cerebremancer 7

LE Medium humanoid (psionic)

Init +5; **Senses** low-light-vision; **Listen** +5, **Spot** +5

Languages Common, Giant, Yorum

AC 23, touch 15, flat-footed 22

(+1 Dex, +8 armor, +4 deflection)

hp 188 (19 HD); regeneration 10; **DR** 10/epic

Immune disease, poison, stunning, sleep, paralysis, death effects, disintegration, energy drain, ability drain, ability damage, polymorphing, petrification

PR 28, **SR** 28

Fort +16, **Ref** +9, **Will** +21

Speed 30 ft. (6 squares)

Melee +3 *keen flaming burst greatsword of speed* +20/+15/+10 (2d6+12/17-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; Grp +16

Atk Options Cleave, Deep Impact, fire eyes, genocidal focus +4 trolls, **Power Attack**, **Psionic Weapon**, **spontaneous casting** (signature spells)

Special Actions Psionic Meditation, energy storing
Wizard Spells Prepared (CL 10th; 20% arcane spell failure chance):

5th—*hold monster* (2)

4th—*fireshield*, *greater invisibility*, *stoneskin*

3rd—*fly*, *heroism*, *lightning bolt*, *nondetection*

2nd—*bull's strength*, *invisibility* (2), *flaming sphere*, *protection from arrows*

1st—*comprehend languages*, *magic missile* (2), *shield*, *true strike*

0—*detect magic*, *light*, *mage hand*, *read magic*

Signature Spells 1st—*burning hands*; 2nd—*scorching ray*;

3rd—*fireball*, 4th—*wall of fire*; 5th—*cloudkill*

Power Points/Day 119; **Psionic warrior Powers Known** (ML 16th):

6th—*breath of the black dragon* (DC 21)

5th—*adapt body*, *oakbody*, *psychofeedback*

4th—*energy adaptation*, *psionic freedom of movement*, *steadfast perception*

3rd—*evade burst*, *psionic keen edge*, *vampiric blade*

2nd—*animal affinity*, *body adjustment*, *psionic lion's charge*

1st—*expansion*, *force screen*, *vigor*

Abilities Str 23, Dex 12, Con 19, Int 16, Wis 20, Cha 12

SQ genocidal focus (trolls), immortality

Feats Cleave, Combat Manifestation, Deep Impact, Great Fortitude, Greater Psionic Weapon, Improved Initiative, Leadership, Narrow Mind, Power Attack, Psionic Meditation, Psionic Weapon, Scribe Scroll^B, Weapon Focus (greatsword)

Skills Autohypnosis (Wis), Climb (Str), Concentration (Con), Jump (Str), Knowledge (psionics) (Int), Ride (Dex), Search (Int)

Possessions combat gear plus *amulet of health* +2, *+4 chain shirt*, *belt of giant strength* +4, *cloak of resistance* +2, *ring of protection* +4

Fire Eyes (Su) Myron has the ability to incinerate those around him. Once per day, as a **standard action**, she can use this ability to deal 25d6 points of fire damage in a 30-foot-radius **burst** emanating from him. Anyone caught in the **burst** can make a DC 25 Reflex **saving throw** for half damage. Anyone failing the Reflex **save** against the fire eyes must also make a Fortitude **saving throw** (same DC) or die due to extreme shock from the intense heat.

Genocidal Focus (Su) Spells and powers that deal damage do +4d6 bonus damage against trolls. Any weapon Myron wields in combat is considered a dread weapon against orcs. The weapon loses this dread ability if Yorum. Against orcs, the weapon's effective **enhancement bonus** is +4 better than its normal **enhancement bonus** and it deals +4d6 points of bonus damage.

Energy Storing (Su) Myron can store life energy from nearby creatures in psionically enchanted obsidian

orbs. Gathering and storing energy is a **full-round action** that provokes an **attack of opportunity**. Creatures within 190 feet of Myron gain one **negative level** each round he uses energy storing.

Regeneration (Ex) Cold and sonic effects deal normal damage to Myron. If Myron loses a limb or body part, the lost portion regrows in 3d6 minutes. Myron can reattach the severed member instantly by holding it to the stump.

A Champion of Rajaat appears to be a normal human, but is imbued with a number of potent abilities that lend him an air of supreme confidence. One of the foremost of these is the ability to draw magical energy from living creatures through the use of obsidian orbs. A Champion's skin feels steely hard to the touch and he can shrug off injuries that would fell mortals.

Strategies and Tactics

Each Champion or Rajaat is a unique being, with tactics that fit their personalities. When running a Champion, be sure to play to their strengths and use their signature spells to maximum effect. They are aware of their cold and sonic effects are one of the little vulnerabilities they have, and usually employ some sort of protection, either from power, spells, or items.

Regardless of whom they are, each Champion has been charged with the extermination of an entire race, and has the power to accomplish this, and will have several contingencies to protect themselves, such as *contingent resurrection* or *clone*.

Sample Encounter

Champions of Rajaat are almost found alone. They care little for their followers, and will sacrifice those around them if need be. They are some of the most powerful, dangerous and evil creatures to walk Athas, and should be played as such.

The Wrong Side of the Right Hand (EL 25): Myron, the Troll Scorcher believes that the **PCs** know the location of a clan of trolls, and seeks to capture them and question them till he finds the answers he seeks. He stalks them for a few hours, then attacks, seeking to disable rather than kill the **PCs**. If they resist, he kills some, and chooses those he deems smartest (most likely casters and manifesters) to leave alive but unconscious.

History

Thousands of years ago, the First Sorcerer of Athas, a twisted pyreen known as Rajaat, brought his fifteen greatest students together at the Pristine Tower. With the power of that ancient place and an artifact known as the Dark Lens, Rajaat channeled the very energies of the sun itself and transformed these students into immortal beings of terrible power: his Champions. So great were the eldritch forces unleashed in this transformation that the sun withered from a golden orb and became a smoldering crimson furnace, forever altering the course of Athas' history. This change signaled the beginning of a

time of blood and death of unprecedented magnitude. It signaled the start of the Cleansing Wars.

Already powerful defilers and mindbenders, Rajaat's newly formed Champions, humans all, were to wage a genocidal campaign against the non-human races of Athas, utterly eradicating them from the face of the world. Many were successful, wiping out races such as the orcs, ogres, gnomes and wemics. At the last, however, Rajaat's Champions discovered that their master planned to betray them in turn, for even humans would not be spared in his insane drive for purity. The Champions turned on their creator and imprisoned him in the Hollow. Those Champions that endured this time of destruction and treachery went on to become Athas' first sorcerer-kings.

Creating a Champion of Rajaat

"Champion of Rajaat" is an acquired template that can be added to any human creature (referred to hereafter as the base creature), provided that it can access and use the powers of the Pristine Tower (see *Dregoth Ascending III* for more information), and the *Dark Lens* (page 65). Note that it is possible that, with the imprisonment of Rajaat, the knowledge no longer exists on how to effect such a transformation and, even if it were possible, the Athasian sun may no longer possess sufficient energy to allow the transformation to be carried out.

Challenge Rating: Same as the base creature +6

Hit Dice: A Champion of Rajaat always has maximum **hit points**.

Attack Options: A Champion of Rajaat retains all the base creature's special attacks and gains those described below.

Genocidal Focus (Su): Each Champion of Rajaat is created to slay all members of a designated race. Spells and powers that deal damage do +4d6 bonus damage against members of the designated race. Any weapon that a Champion of Rajaat wields in combat is considered a dread weapon against members of that designated race. The weapon loses this dread ability if the Champion of Rajaat ceases to wield it. Against members of the Champion of Rajaat's designated race, the weapon's effective **enhancement bonus** is +4 better than its normal **enhancement bonus** and it deals +4d6 points of bonus damage.

Signature Spells (Sp): A Champion of Rajaat chooses one spell of each level 1st through 9th. These chosen spells become that Champion of Rajaat's signature spells. A Champion of Rajaat can channel stored spell energy into signature spells that he did not prepare ahead of time. A Champion of Rajaat can "lose" any prepared spell in order to cast one of these signature spells that is of the same spell level as the prepared spell or lower (just like a **cleric** can lose prepared spells in order to cast **cure** spells of the same level or lower.)

Special Qualities: A Champion of Rajaat retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): A Champion of Rajaat has **damage reduction** 10/epic.

Energy Storing (Su): Champions of Rajaat can store life energy from nearby creatures in psionically enchanted obsidian orbs. Gathering and storing energy is a **full-round action** that provokes an **attack of opportunity**. Creatures within 10 feet x 1/2 the Champion of Rajaat's **HD** gain one **negative level** each round the Champion of Rajaat uses energy storing. For more information on energy storing and obsidian orbs, see the Orb of Energy Storing, below.

Immortality (Ex): All champions of Rajaat are naturally immortal and cannot die from natural causes. Champions of Rajaat do not age, and they do not need to eat, sleep, or breathe. The only way for a Champion of Rajaat to die is through special circumstances, usually by being slain in magical or physical combat.

Immunities (Ex): Champions of Rajaat are immune to **disease, poison, stunning, sleep, paralysis, death effects, disintegration, energy drain, ability drain, ability damage, polymorphing, petrification**, or any other attack that alters its form. Immunities can voluntarily be lowered as a move action.

Regeneration (Ex): A Champion of Rajaat has **regeneration 10**. Cold and sonic effects deal normal damage to a Champion of Rajaat. If a Champion of Rajaat loses a limb or body part, the lost portion regrows in 3d6 minutes. The Champion of Rajaat can reattach the severed member instantly by holding it to the stump

Resistances (Ex): A champions of Rajaat has both **spell resistance** and **power resistance 32**.

Abilities: Increase from the base creature as follows: **Str +4, Con +4, Int +4, Wis +4, Cha +4**.

Level Adjustment: Same as the base creature +8

Orb of Energy Storing

While masters of the Way have used spheres of obsidian for centuries, champions of Rajaat have learned a darker use for these orbs. They can drain and store the life force of sentient creatures within them for purposes of fueling their epic spells later.

Physical Description: A perfect sphere of obsidian that varies in size from one inch to several feet in diameter. The orb has an **AC** of 7, **hp** equal to 5 + 1/inch diameter, a **hardness** of 8, and a break **DC** of 16.

Activation: Champions of Rajaat drain and store **HD** of sentient races inside the orbs, using the energy storing ability (see above). The stored **HD** can be used to replace **XP** costs tied to casting and manifesting non-epic and epic spells and psionic powers (including **XP** burn costs), and item creation, at a rate of 5 **XP/HD**. An orb can store up to 200 **HD**/inch of diameter. Only a character with the energy storing ability may use the orbs to replace the **XP** cost of casting and manifesting non-epic and epic spells and psionic powers.

Moderate **telepathy**; **ML** 7th; **Craft Universal Item, power leech**; Price: 2,000 Cp/inch diameter.

Champion of Rajaat Lore

Characters with ranks in **Knowledge (history)** can learn more about Champions of Rajaat. When a character

makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (History)

DC Result

40 This is a Champion of Rajaat. A powerful warlord in service of the Warbringer. Rajaat is the First Sorcerer.

40+CR Champions of Rajaat are always human, and they have greatly enhanced physical abilities and the ability to draw magical energy from living creatures. They are immortal.

Drake, True

The mighty drakes of Athas are merely the degenerate offspring of the true drakes who dwell on the elemental planes. These primordial drakes are larger and more puissant than their descendants. Yet though they are far more intelligent and civilized, they are still impelled by the same bestial urges as their smaller kin.

Air Drake, True

Your sight darkens as a serpentine shape nearly thirty yards long stretching across the sky. It holds itself aloft by the undulation of great fans of skin that stretch between its fore and rear legs. It turns its head towards you revealing a toothy reptilian maw.

Air Drake, True

CR 44

Usually **N** Colossal dragon (air, extraplanar, psionic)

Init +11; **Senses** darkvision 60 ft., low-light vision;

Listen +53, **Spot** +53

Languages Auran, Common

AC 20, touch 4, flat-footed 17; **Dodge, Mobility**

(-8 size, +3 **Dex**, +15 **natural**)

hp 1072 (75 **HD**); **DR** 15/magic and metal

Immune sleep, paralysis

SR 49

Fort +46, **Ref** +47, **Will** +44

Speed 30 ft. (6 squares), fly 80 ft. (good); **Blinding Speed** (10 rounds), **Flyby Attack, Improved Flyby Attack, Wingover**

Melee bite +82 (4d8+42) and 2 **claws** +80 each (4d6+36) and **tail slap** +80 (2d8+48)

Space 30 ft.; **Reach** 20 ft.

Base Atk +75; **Grp** +103

Atk Options **Blinding Speed** (10 rounds), **Combat Reflexes**, elemental attack (DC 59), **Great Cleave, Improved Flyby Attack, improved grab, Power Attack, Snatch, swallow whole**

Psi-Like Abilities (ML 45th):

At will—**anchored navigation** (across planar boundaries), **psionic levitate** (as nomad)

3/day—**body adjustment** (22d12*), **body equilibrium, mass cloud mind** (DC 19), **control air** (up to 60 mph change*), **control body** (all size creatures, DC 17*), **false sensory input** (21 targets, DC 16*), **inertial barrier, psionic mind blank, read thoughts** (DC 16), **telekinetic force** (1250 lbs).

max, DC 16*), *ubiquitous vision*

*Includes **augmentation** for the true air drake's **manifester level**.

Abilities Str 35, Dex 17, Con 25, Int 15, Wis 17, Cha 17
SQ dragon traits

Epic Feats Blinding Speed (2), Epic Prowess (3), Epic Reflexes, Epic Toughness (2), Superior Initiative

Feats Alertness, Cleave, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Hover, Improved Flyby Attack, Improved Initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Mobility, Multiattack, Power Attack, Snatch, Wingover

Skills Appraise +50, Climb +60, Concentration +40, Diplomacy +51, Hide +50, Intimidate +51, Knowledge (the planes) +50, Listen +53, Move Silently +51, Psicraft +50, Search +50, Spot +53, Survival +51 (+53 following tracks/ on other planes)

Advancement 76–150 HD (Colossal)

Elemental Attack (Su) Once per day an air drake may create a whirlwind that lasts for 10 rounds. The whirlwind is 10 ft. wide at the base, 50 ft. wide at the top, and 100 ft. tall. The drake may form a smaller whirlwind if it wishes. **Medium** or smaller creatures might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed at a **Reflex save** (DC 61) or take 2d8 points of damage. It must also succeed at a second **Reflex save** or be picked up bodily and held suspended in the powerful winds, automatically taking 2d8 points of damage. A creature that can fly is allowed a **Reflex save** each round to escape the whirlwind. The creature still takes damage but can leave it the **save** is successful. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including **darkvision**; beyond 5 ft. Creatures 5 ft. away have one-half concealment (see Concealment, Combat Section in the *Player's Handbook*). Those caught in the cloud must succeed at a **Concentration check** to cast a spell (DC 61). The **save DCs** are **Strength**-based.

Improved Grab (Ex) To use this ability, an air drake must hit with its **bite** attack. It can then attempt to start a grapple as a **free action** without provoking an **attack of opportunity**. If it wins the **grapple check**, it establishes a hold and can **swallow whole** that round.

Swallow whole (Ex) The air drake can try to swallow a grabbed opponent of **Huge** or smaller size by making a successful **grapple check**. Once inside, the opponent takes 4d6+12 points of crushing damage plus 4d6+8 points of acid damage per round from the air drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the air drake's digestive tract (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The air drake's gullet can hold 2 **Huge**, 8 **Large**, 32 **Medium**, 128 **Small**, or 256 **Tiny** or smaller creatures.

Pure air drakes exemplify the fluidity of their native element. They are filled with an insatiable wanderlust that sees them forever flying through infinite sky of the plane of air and beyond. They can be yielding as still air or as cutting as a tornado, sometimes both in short order. Movement and perception interest pure air drakes and they study natural and psionic ways to manipulate both.

Strategies and Tactics

A pure air drake prefers to attack with surprise. Faced multiple with opponents, the drake uses its telepathic and telekinetic powers, as well as its whirlwind ability, to upset and confuse enemy formations. It tries to grapple a single opponent with the intent to swallow or drop the foe, before moving on to the next. Against land-bound foes, the drake will try to attack them in areas of rough, preferably mountainous, terrain. Against any opponent, it uses its psionic powers to disrupt its opponent's mobility, so it can attack with impunity.

Earth Drake, True

As you set to climbing, the cliff face shifts, revealing itself to be the rocky hide of an enormous beast. You hear the scrape of its greatsword-sized claws on the plateau as it turns one giant crocodilian eye towards you.

Earth Drake

CR 42

Usually **N Colossal dragon** (earth, extraplanar, psionic)
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +44, Spot +44

Languages Common, Terran

AC 20, touch 0, flat-footed 20
(-8 size, -2 Dex, +20 natural)

hp 1192 (75 HD); **DR** 15/magic and metal

Immune sleep, paralysis

SR 47

Fort +48, **Ref** +39, **Will** +43

Speed 30 ft. (6 squares), burrow 10 ft.

Melee bite +85 (4d8+44) and 2 **claws** +83* each
(4d6+37/19-20) and **tail slap** +80 (2d8+51)

Space 30 ft.; **Reach** 20 ft.

Base Atk +75; **Grp** +105

Atk Options Awesome Blow, Devastating Critical, elemental attack (DC 50), Overwhelming Critical, Great Cleave, Improved Bull Rush, improved grab, Improved Overrun, Improved Sunder, Power Attack, swallow whole

Psi-Like Abilities (ML 45rd, melee touch +90):

At will—*concussion blast* (3 targets, 20d6 damage)

3/day—*body adjustment* (22d12), *control object*, *dissolving touch* (25d6 damage), *ectoplasmic form*, *false sensory input* (21 targets, DC 13), *immovability* (manifest as immediate action), *inertial barrier*, *matter agitation*, *matter manipulation*, *precognition*, *psionic iron body*, *sensitivity to psychic impressions*, *telekinetic force* (1250 lbs max, DC 16)

*Includes **augmentation** for the true earth drake's **manifester level**.

Abilities Str 39, Dex 7, Con 25, Int 13, Wis 15, Cha 17
SQ dragon traits

Epic Feats Devastating Critical (claw), Epic Prowess, Epic Toughness (6), Epic Weapon Focus (claw), Overwhelming Critical (claw)

Feats Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Natural Armor (2), Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (claw)

Skills Appraise +43, Climb +55, Concentration +40, Diplomacy +45, Hide +40, Intimidate +45, Knowledge (the planes) +40, Listen +44, Move Silently +40, Psicraft +40, Search +43, Spot +44, Survival +44 (+46 following tracks, +46 on other planes)

Advancement 76–150 HD (Colossal)

Elemental Attack (Earth) (Su) Once per day an earth drake may gate in 50 cubic ft. of material from the elemental plane of earth. This material is composed of rock and soil and must be gated onto a solid surface but may be in any shape the drake desires. Anyone caught in the area the material is gated into must make a **Reflex save** (DC 52). A failed **save** means the victim is trapped under the earth and is affected as though by an avalanche (see *DMG* Chapter 3). The **save DC** is Charisma-based.

Improved Grab (Ex) To use this ability, an earth drake must hit with its bite attack. It can then attempt to start a grapple as a **free action** without provoking an **attack of opportunity**. If it wins the **grapple check**, it establishes a hold and can **swallow whole** that round.

Swallow whole (Ex) The earth drake can try to swallow a grabbed opponent of **Huge** or smaller size by making a successful **grapple check**. Once inside, the opponent takes 4d6+12 points of crushing damage plus 4d6+8 points of acid damage per round from the earth drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the earth drake's digestive tract (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The earth drake's gullet can hold 2 **Huge**, 8 **Large**, 32 **Medium**, 128 **Small**, or 256 **Tiny** or smaller creatures.

Pure earth drakes are ponderous creatures; their normally easy going manner, belies their ability to shift violently when least expected. These drakes prefer cavernous areas – large enough for their massive bulk, but too small for much else. Pure earth drakes are very knowledgeable about stone and metal: their various strengths and weaknesses, uses and flavors.

Strategies and Tactics

If a pure earth drake has time, it will use its psionic power (and sometimes its elemental attack) to cut off its opponents escape routes. It also uses these powers to trigger avalanches either to crush its foes or to divide them up. An earth drake's lair will often contain precariously piled rocks for just this purpose. Once **melee** is engaged, the drake prefers to batter one or two foes

with his full attack before moving on to new targets. The drake directs psionic attacks against ranged opponents, even as it attempts to enclose them.

Fire Drake, True

Amidst the brilliant flame and blinding smoke, a draconic creature rises on powerful legs. It's black and red scales blend with surrounding holocaust; its baleful yellow eyes stand out like searchlights as you are caught in their glare.

Fire Drake, True CR 40

Usually N Colossal dragon (extraplanar, fire, psionic)

Init +9; **Senses** darkvision 60 ft., low-light vision; Listen +40, Spot +40

Languages Common, Ignan

AC 19, touch 3, flat-footed 18; **Dodge**, **Mobility** (-8 size, +1 **Dex**, +16 **natural**)

hp 1065 (70 HD); **DR** 15/magic and metal

Immune fire, sleep, paralysis

SR 47

Fort +46, **Ref** +44, **Will** +41

Weakness vulnerable to cold

Speed 30 ft. (6 squares)

Melee bite +82 (4d8+38) and 2 **claws** +80 each (4d6+31) and **tail slap** +80 (2d8+44)

Space 30 ft.; **Reach** 20 ft.

Base Atk +70; **Grp** +99

Atk Options Awesome Blow, Blinding Speed (5 rounds), elemental attack (DC 50) **Combat Reflexes**, Great Cleave, Improved Bull Rush, improved grab, Power Attack, Spring Attack, swallow whole

Psi-Like Abilities (ML 30rd):

At will—*control flames* (increase or decrease by 8 sizes), *control light*, *demoralize* (100 ft. radius, DC 28*), *mindlink* (26 targets, unwilling target DC 14), *synesthete*

3/day—*body adjustment* (14d12*), *ectoplasmic form*, *inertial barrier*, *id insinuation* (14 targets, DC 28*), *matter agitation*, *painful strike* (manifest as a **swift action**), *telekinetic force* (875 lbs max*, 16)

1/day—*energy conversion* (30 points, manifest as an **immediate action**), *fiery discorporation* (+7 to **Will save**)

*Includes **augmentation** for the true fire drake's manifester level.

Abilities Str 37, Dex 13, Con 25, Int 13, Wis 15, Cha 17

SQ dragon traits

Epic Feats Blinding Speed, Epic Prowess (2), Epic Reflexes, Epic Toughness (4), Superior Initiative

Feats Ability Focus (elemental attack), Awesome Blow, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Multiattack, Power Attack, Spring Attack

Skills Appraise +35, Climb +40, Concentration +40, Diplomacy +43, Hide +35, Intimidate +45, Jump +40, Listen +40, Move Silently +35, Search +40, Psicraft +40, Spot +40, Survival +38 (+40 following tracks, +40 other planes)

Advancement 71–140 HD (Colossal)

Elemental Attack (Su) Once per day, a fire drake is able

to gate in a 50 feet diameter sphere of fire from the elemental plane of fire. Any creature caught in the area of effect takes 16d8 points of fire damage (Reflex save for half, DC 50). Any creature that fails its saving throw also catches fire. The flame lasts for 1d8 rounds (see DMG for more on catching fire). Flammable material within the area of effect may catch on fire as well. The save DC is Charisma-based.

Improved Grab (Ex) To use this ability, a fire drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Swallow whole (Ex) The fire drake can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 4d6+12 points of crushing damage plus 4d6+8 points of acid damage per round from the fire drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the fire drake's digestive tract (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The fire drake's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 256 Tiny or smaller creatures.

Though not the most powerful of drakes, pure fire drakes are arguably the most destructive. Like raging infernos, these drakes are powerful, but difficult to control. They are not, however, mindless creatures; fire drakes are distinctly aware of the importance of elemental balance. Their fascination with fire and pain, however, makes them less than comfortable allies.

Strategies and Tactics

A pure fire drake is a vicious opponent who enjoys inflicting pain and scarring burns. A fire drake begins combat with psionic powers or its elemental attack hoping to soften up its prey with fire damage. If this proves ineffective or the opponent closes, the drake unleashes its physical attacks on any and all whom approach. The fire drake moves around the battlefield attempting to hem its foe into a disadvantageous position, such as against a rock face or river of lava. The pure drake has no fear of death, fully expecting to survive to fight again using either fiery discorporation or ectoplasmic form.

Magma Drake, True

The ground explodes – it is merely a thin crust over a river of magma; out of the molten rock emerges a giant red serpent with obsidian teeth. Clawed legs unfurl from its flanks as it slithers in your direction.

Magma Drake, True CR 42

Usually N Colossal dragon (earth, extraplanar, fire, psionic)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Listen** +43, **Spot** +43

Languages Common, Ignan, Terran

AC 19, **touch** 3, **flat-footed** 18
(-8 size, +1 Dex, +16 natural)

hp 1125 (70 HD); **DR** 15/magic and metal

Immune fire, sleep, paralysis

SR 47

Fort +46, **Ref** +44, **Will** +41

Weakness vulnerable to cold

Speed 50 ft. (10 squares), **burrow** 20 ft., **swim** 30 ft. (magma only)

Melee bite +77 (4d8+38) and 2 **claws** +75 each (4d6+31) and **tail slap** +75 (2d8+44)

Space 30 ft.; **Reach** 20 ft.

Base Atk +70; **Grp** +104

Atk Options Awesome Blow, Combat Reflexes, Great Cleave, Improved Bull Rush, improved grab, Improved Overrun, Power Attack, swallow whole

Psi-Like Abilities (ML 30th):

3/day—*inflict pain* (14 targets, DC 28), *psionic dominate* (affects all nonmindless, 10 targets, DC 28), *second chance*

*Includes augmentation for the true magma drake's manifester level.

Abilities Str 37, Dex 13, Con 25, Int 15, Wis 15, Cha 17

SQ dragon traits

Epic Feats Epic Prowess (2), Epic Reflexes, Epic Toughness (6), Superior Initiative

Feats Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor (x2), Improved Overrun, Lightning Reflexes, Multiattack, Iron Will, Power Attack

Skills Appraise +43, Climb +49, Concentration +40, Diplomacy +44, Hide +43, Intimidate +44, Jump +49, Knowledge (the planes) +43, Listen +43, Move Silently +43, Psicraft +43, Search +43, Spot +43, Survival +43 (+45 following tracks, +45 on other planes), Swim +31, Tumble +3

Advancement 71–140 HD (Colossal)

Constrict (Ex) A magma drake deals automatic tail damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a magma drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Swallow whole (Ex) The magma drake can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 4d6+12 points of crushing damage plus 4d6+8 points of acid damage per round from the magma drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the magma drake's digestive tract (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The rain drake's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 256 Tiny or smaller creatures.

Pure magma drakes, like the paraelement they embody, go through periods of relative hot and cool. Sometimes they are content to wait and watch, and other times they are moving in all directions. These drakes like to be in control of things. Occasionally, this control is gained through overt destruction, but more often the drake merely stokes the fires beneath a seemingly placid facade.

Strategies and Tactics

A pure magma drake prefers to ambush its foes. It uses its ability to burrow through rock and swim through lava to withdraw from combat only to resurface and attack from an unexpected direction. If possible it tries to drag or bull rush its foe into a pool of lava. A drake enjoys sending dominate targets into unstable – but not obviously dangerous – grounds.

Rain Drake, True

A bolt of lightning illuminates a sky darkened by storm clouds and silhouettes a serpentine creature overhead. It has an eel-like body with silvery scales, and the bearded face of a catfish. Its powerful legs end in webbed feet that push it through the rain-drenched air as easily as if it were underwater. It roars revealing a mouthful of sharp teeth.

Rain Drake, True CR 38

Usually N Colossal dragon (air, extraplanar, psionic, water)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Listen** +46, **Spot** +46

Languages Auran, Aquan, Common

AC 18, touch 2, flat-footed 17

(-8 size, +1 Dex, +15 natural)

hp 997 (65 HD); **DR** 15/magic and metal

Immune sleep, paralysis

SR 43

Fort +48, **Ref** +37, **Will** +37

Weakness susceptible to light

Speed 30 ft. (6 squares), **swim** 50 ft.; rain swim

Melee bite +71 (4d8+31/19-20) and 2 **claws** +66* each (4d6+25) and **tail slap** +66 (2d8+36)

Space 30 ft.; **Reach** 20 ft.

Base Atk +65; **Grp** +92

Atk Options Devastating Critical (DC 53), Great Cleave, Improved Bull Rush, improved grab, Improved Overrun, Power Attack, Snatch, swallow whole

Psi-Like Abilities (ML 30rd):

3/day—*danger sense* (improved uncanny dodge*), *inflict pain* (14 targets, DC 28*), *synesthete*

*Includes **augmentation** for the true rain drake's manifester level.

Abilities Str 33, Dex 13, Con 26, Int 17, Wis 17, Cha 17

SQ dragon traits

Epic Feats Devastating Critical (bite), Epic Fortitude, Epic Toughness (4), Epic Weapon Focus (bite), Overwhelming Critical (bite), Superior Initiative

Feats Cleave, Great Cleave, Great Fortitude, Improved Critical (bite), Improved Bull Rush, Improved

Initiative, Improved Natural Armor (2), Improved Overrun, Lightning Reflexes, Power Attack, Snatch, Weapon Focus (bite)

Skills Appraise +41, Climb +39, Concentration +40, Diplomacy +41, Hide +39, Intimidate +41, Jump +39, Knowledge (the planes) +46, Listen +46, Move Silently +39, Psicraft +46, Search +46, Sense Motive +46, Spot +46, Survival +41 (+43 following tracks/ on other planes), Swim +41, Tumble +3

Advancement 66–130 HD (Colossal)

Improved Grab (Ex) To use this ability, a rain drake must hit with its bite attack. It can then attempt to start a grapple as a **free action** without provoking an **attack of opportunity**. If it wins the **grapple check**, it establishes a hold and can **swallow whole** that round.

Rain Swim A pure water drake can swim through areas of rain or fog as if it were water.

Susceptible to Light (Ex) Rain drakes abhor the sunlight, and take 2d10 points of damage per round if they are in direct sunlight.

Swallow whole (Ex) The rain drake can try to swallow a grabbed opponent of **Huge** or smaller size by making a successful **grapple check**. Once inside, the opponent takes 4d6+12 points of crushing damage plus 4d6+8 points of acid damage per round from the rain drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the rain drake's digestive tract (**AC** 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The rain drake's gullet can hold 2 **Huge**, 8 **Large**, 32 **Medium**, 128 **Small**, or 256 **Tiny** or smaller creatures.

Pure rain drakes are the rarest of all drakes. Perhaps this is why they, of all drakes, are the most concerned with the elemental balance. Though highly intelligent and sensitive, rain drakes are quick to blame inhabitants of Athas for the current imbalance; they are more likely to attack an approaching humanoid than seek to parlay. If a rain drake can be mollified, its knowledge of the natural order can prove invaluable.

Strategies and Tactics

Though highly intelligent, a pure rain drake is a straightforward combatant. Lacking the overt psionic abilities of other drakes, it must rely on its physical abilities. The rain drake uses its powerful bite and other natural attacks to dismember larger foes. Against smaller opponents it might try to snatch an individual and drag him underwater or high into the sky; or else its try crush several foes with its great bulk.

Silt Drake, True

What you thought was an island in the endless silt sea reveals itself to be coiled serpent afloat on the dust. Its great multi-horned head bites into the bow your ship, while its long tail batters the stern.

Silt Drake, True

CR 42

Usually N Colossal dragon (earth, extraplanar, psionic, water)

Init +9; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; **Listen** +43, **Spot** +43

Languages Aquan, Common, Terran

AC 19, touch 3, flat-footed 18; **Dodge**, **Mobility** (-8 size, +1 Dex, +16 natural)

hp 1065 (70 HD); **DR** 15/magic and metal

Immune sleep, paralysis

SR 47

Fort +46, **Ref** +44, **Will** +41

Speed 20 ft. (4 squares), **swim** 50 ft. (silt only)

Melee bite +78 (4d8+38) and 2 **gore** +76 each (4d6+31) and **tail slap** +76 (2d8+44)

Space 30 ft.; **Reach** 20 ft.

Base Atk +70; **Grp** +99

Atk Options Awesome Blow, Combat Reflexes, Great Cleave, Improved Bull Rush, improved grab, Power Attack, Spring Attack, swallow whole

Psi-Like Abilities (ML 35th):

3/day—*attraction* (+17 interaction bonus, DC 31*), *suspend life*

*Includes **augmentation** for the true silt drake's manifester level.

Abilities Str 37, Dex 13, Con 25, Int 15, Wis 15, Cha 17

SQ dragon traits, dust-dweller

Epic Feats Epic Prowess (2), Epic Reflexes, Epic Toughness (4), Superior Initiative

Feats Awesome Blow, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Lightning Reflexes, Improved Bull Rush, Improved Initiative, Improved Natural Armor (2), Iron Will, Mobility, Multiattack, Power Attack, Spring Attack

Skills Appraise +43, Climb +44, Concentration +40, Diplomacy +44, Hide +44, Intimidate +44, Jump +44, Knowledge (the planes) +43, Listen +43, Move Silently +42, Psicraft +43, Search +43, Spot +43, Survival +43 (+45 following tracks/ on other planes), Swim +35, Tumble +3

Advancement 71–140 HD (Colossal)

Dust-dweller (Ex) A silt drake can breathe equally well in air and silt (but not water).

Constrict (Ex) A silt drake deals automatic tail damage with a successful **grapple** check.

Improved Grab (Ex) To use this ability, a silt drake must hit with its bite attack. It can then attempt to start a **grapple** as a **free action** without provoking an **attack of opportunity**. If it wins the **grapple** check, it establishes a hold and can **swallow whole** or **constrict** that round.

Improved Chameleon (Sp) As *chameleon*, except provides a +30 **enhancement bonus** to **Hide** checks. This ability can be used 3/day.

Swallow whole (Ex) The silt drake can try to swallow a grabbed opponent of **Huge** or smaller size by making a successful **grapple** check. Once inside, the opponent takes 4d6+12 points of crushing damage plus 4d6+8 points of acid damage per round from the silt drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the silt drake's

digestive tract (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The silt drake's gullet can hold 2 **Huge**, 8 **Large**, 32 **Medium**, 128 **Small**, or 256 **Tiny** or smaller creatures.

Unlike other drakes, silt drakes lack limbs of any sort. However, the horns of these great serpents grow to extraordinary size. While often content simply to swim the infinite dust-seas of the plane of silt, pure silt drakes leave their home plane on occasion to seek out new experiences. Rarities of all sorts intrigue these drakes; one might seek out unusual beasts to stalk and eat, while another might collect unique psionic items.

Strategies and Tactics

A pure silt drake uses its psionic powers to draw its prey into an ambush. The drake prefers to fight in silt, and uses its great bulk to sink ships and drag down opponents. When fighting a small number of foes, it attempts to squeeze a single foe while fending off other attackers. Against greater numbers the drake uses its mobility to snipe at its enemies, making single attacks from multiple directions. When its opponents are worn down, it moves in for the kill.

Sun Drake, True

A colossal serpent wheels over head. Its extended wings are like a second sun – mottled red and orange, they form a nearly perfect circle. Its sinuous limbs twine toward you as it descends.

Sun Drake, True

CR 43

Usually N Colossal Dragon (air, extraplanar, fire, psionic)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Listen** +51, **Spot** +51

Languages Auran, Common, Ignan

AC 20, touch 3, flat-footed 17; **Dodge**, **Mobility** (-8 size, +1 Dex, +17 natural)

hp 1222 (75 HD); **DR** 15/magic and metal

Immune fire, sleep, paralysis

SR 48

Fort +54, **Ref** +46, **Will** +43

Weaknesses vulnerable to cold

Speed 30 ft. (6 squares), **fly** 60 ft. (average); **Improved Flyby Attack**, **Wingover**

Melee bite +83 (4d8+43) and 2 **claws** +81 each (4d6+36) and **tail slap** +81 (2d8+49)

Space 30 ft.; **Reach** 20 ft. (30 ft. with tail slap)

Base Atk +75; **Grp** +104

Atk Options Blinding Speed (10 rounds), Combat Reflexes, Great Cleave, improved grab, **Snatch**, swallow whole

Psi-Like Abilities (ML 45th):

3/day—*defensive precognition* (+13 insight bonus, manifest as *swift action**), *inflict pain* (22 targets, DC 36*), *psionic dominate* (affects all nonmindless, 18 targets, DC 36*)

1/day—*ultrablast* (45d6 damage, DC 20*)

*Includes **augmentation** for the true sun drake's

manifest level.

Abilities Str 37, Dex 13, Con 28, Int 17, Wis 15, Cha 17

SQ dragon traits

Epic Feats Blinding Speed (2), Epic Fortitude, Epic Prowess (3), Epic Reflexes, Epic Toughness (2), Superior Initiative

Feats Dodge, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Flyby Attack, Improved Initiative, Improved Natural Armor, Iron Will, Flyby Attack, Hover, Lightning Reflexes, Mobility, Multiattack, Snatch, Wingover

Skills Appraise +49, Climb +50, Concentration +40, Diplomacy +46, Hide +46, Intimidate +49, Knowledge (the planes) +49, Knowledge (psionics) +49 (+51 with power stones), Listen +51, Move Silently +47, Psicraft +50, Search +51, Sense Motive +48, Spot +51, Survival +48 (+50 following tracks/ on other planes)

Advancement 76–150 HD (Colossal)

Improved Grab (Ex) To use this ability, a sun drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Swallow whole (Ex) The sun drake can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 4d6+12 points of crushing damage plus 4d6+8 points of acid damage per round from the sun drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the sun drake's digestive tract (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The sun drake's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 256 Tiny or smaller creatures.

Emulating the dark sun itself, pure sun drakes consider themselves above all other creatures. With their great physical and mental powers, these drakes are able to force lesser creatures to serve, and even worship, them. Sun drakes are intrigued by the ability to control others, whether politically or psionically; they equate such influence with the rays of the sun: simultaneously invisible and brilliant.

Strategies and Tactics

A pure sun drake attacks quickly and decisively. Against ground-based opponents it attempts to snatch one up and drop it from high altitude, or else make strafing attacks until its opponents are worn down. Versus flying opponents the sun drake uses its full attack and quickness to dispatch those who threaten it. If surrounded by multiple foes, it uses its psionic powers to reduce the effectiveness of their attacks, reserving its ultrablast until it is badly wounded or it thinks it can kill multiple opponents at once.

Water Drake, True

The coral beneath you shifts and darkens revealing a colossal crocodilian creature. Sweeping its powerful webbed feet and beating its long, flat tail it quickly ascends toward you. Its jaw opens revealing several rows of sharp teeth.

Water Drake, True

CR 37

Usually N Colossal dragon (extraplanar, psionic, water)

Init +6; Senses darkvision 60 ft., low-light vision; Listen +38, Spot +38

Languages Aquan, Common

AC 17, touch 2, flat-footed 17

(-8 size, +15 natural)

hp 997 (65 HD); **DR** 15/magic and metal

Immune sleep, paralysis

SR 42

Fort +47, **Ref** +36, **Will** +36

Speed 30 ft. (6 squares), swim 40 ft.

Melee bite +73 (4d8+36/19-20) and 2 claws +68 each (4d6+29) and tail slap +68 (2d8+42)

Space 30 ft.; **Reach** 20 ft.

Base Atk +65; **Grp** +94

Atk Options Devastating Critical, elemental attack (DC 47), Great Cleave, Improved Bull Rush, improved grab, Improved Overrun, Overwhelming Critical, Power Attack, Snatch, swallow whole

Psi-Like Abilities (ML 45th):

3/day—*body adjustment* (22d12*), *clairvoyant sense*, *control body* (any size target, DC 17*), *inertial barrier*, *psionic dimension door* (manifest as move action*), *telekinetic force* (1250 lbs., DC 16*)

1/day—*dream travel* (DC 36*), *psionic greater teleport*, *psionic banishment* (ML 57th, DC 37*), *temporal acceleration* (9 round duration)

Abilities Str 37, Dex 10, Con 25, Int 13, Wis 15, Cha 17

SQ dragon traits

Epic Feats Devastating Critical (DC 54), Epic Fortitude, Epic Toughness (4), Epic Weapon Focus (bite), Superior Initiative

Feats Ability Focus (elemental attack), Cleave, Great Cleave, Great Fortitude, Improved Critical (bite), Improved Bull Rush, Improved Initiative, Improved Overrun, Lightning Reflexes, Power Attack, Snatch, Weapon Focus (bite)

Skills Appraise +32, Climb +34, Concentration +38, Diplomacy +34, Hide +35, Intimidate +34, Jump +34, Knowledge (the planes) +32, Listen +38, Move Silently +31, Psicraft +32, Search +31, Spot +38, Survival +33 (+35 following tracks, +35 on other planes), Swim +42, Tumble +2

Advancement 66–130 HD (Colossal)

Elemental Attack (Su) Once per day, a water drake is able to gate in a 50 feet diameter sphere of pure water from the elemental plane of water. Any creature caught in the area of effect suffers 8d6 points of bludgeoning damage (Reflex half DC 47) as the sphere collapses. Any creature that fails its save is also knocked prone. If the water is contained within an area, creatures in the area of effect may be in danger of drowning. Nonmagical fires in the area are

extinguished. The save DC is Charisma-based.

Improved Grab (Ex) To use this ability, a water drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Improved Chameleon (Sp) As chameleon, except provides a +30 enhancement bonus to Hide checks.

Swallow whole (Ex) The water drake can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 4d6+12 points of crushing damage plus 4d6+8 points of acid damage per round from the water drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the water drake's digestive tract (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The water drake's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 256 Tiny or smaller creatures.

Pure water drakes adjust themselves to the events around them: in times of peace, they flow like a spring; in times of violence, they thunder like a flash flood. Water drakes have limited mastery over space and time; the ebb and flow (and occasional circumvention) of the cosmos intrigues them. Some scholars believe that these drakes were the first of their kind to travel to Athas.

Strategies and Tactics

A water drake prefers to ambush its opponents. The drake sets itself up in the most advantageous tactical position, even using its psionic powers to move itself or its opponents around the battlefield. A water drake focuses on one enemy at a time, usually the most vulnerable, moving on only when that foe is dispatched or the drake is surrounded. On the surface, the drake attempts to draw its prey into the water physically or psionically before attacking. If the battle turns against the drake, it uses its psionics to escape.

Sample Encounter

Agent Provocateur (EL 42): A convoy of dwarven silt skimmers is found smash by boulders. Across the silt bay, desert giants are found dead, apparently killed by dwarven weapons. In truth, a pure silt drake is fomenting war between the dwarves and the giants. Does it merely wish to rid the bay of humanoids, or does it secretly desire the magical heirlooms of ancient dwarves and giants?

The Caliph's Prize (EL 44): The heroes receive a distress message from a djinn cloud-city besieged by a pure air drake. The drake is after a giant jeweled egg in the Caliph's treasury, recently acquired by the Caliph's knights. Is it the drake's own egg taken by mistake, or an artifact capable of transporting the drake to Athas?

Earthquakes (EL 42): The city of Tyr is rocked by massive earthquakes. In truth, a pure earth drake has taken up residence in the Undercity. Its use of psionic

powers to "redecorate" is destabilizing the very foundations of the city. While tracking the source of the quakes, the heroes must deal with upset and unliving inhabitants of the catacombs.

Forest Fire (EL 40): Choking smoke fills the arboreal heights of Gulg blocking out the sun; a terrible inferno burns in the Crescent Forest. This is no normal forest fire, but the handiwork of a pure fire drake conjured to Athas by a rival sorcerer-king. The Oba offers great riches to any hero who can save her city.

Crack of Doom (EL 42): A great fissure cracks the endless mountains that divide the Elemental Plane of Magma from that of Earth. A pure magma drake seeking to expand its territory has brought fiery instability to the monolithic realm. If the drake and its minions are not stopped the rift's uncontrolled expansion could destroy both planes.

Misty Valley (EL 38): A powerful life-shaped relic is hidden in the Misty Valley high in the Ringing Mountains. However, a pure rain drake dwells beneath a waterfall in the valley, and spends its days swimming unseen through the persistent fog. If the heroes can divert the river that feeds the waterfall, the mist will clear, rendering the valley's guardian exposed and landlocked.

The Drake's Child (EL 43): The new speaker of the Tyrian senate's ability to placate the many rival political factions has earned her the epithet of drake's child. Unbeknownst to everyone, including her, she is indeed the descendant of a pure sun drake. When the speaker's extraplanar ancestor perches on the great ziggurat and demands that she return with it to the elemental planes, the city is thrown into turmoil. Can the heroes find a way to deal simultaneously with political unrest and an angry epic drake?

The Drake's Dream (EL 37): The heroes, in search of a certain hidden demiplane, learn that its location is known to an ornery pure water drake. The PCs must reach its lair in the depths of the Elemental Plane of Water. Then they must placate or subdue the beast before it agrees to take transport them to the demiplane via dream travel. Yet, what in the realm of sleep could give a drake nightmares?

Ecology

Pure drakes fill much the same niche as their lesser relatives. Though colossal in size, the drakes' efficient digestion means they eat far less than many suspect. While drakes can survive on pure elements, they much prefer the taste of warm flesh, especially intelligent humanoids (a trait that brings them in conflict with many potential allies). Like their kin, pure drakes congregate only to mate, and separating soon after the eggs hatched.

Environment: Pure drakes are native to the elemental planes. They rarely leave the purity of their home elemental, but have been known to travel to other elemental planes or even the material plane to hunt or brood (the latter activity giving rise to the more common drakes of Athas).

Typical Physical Characteristics: Pure drakes are typically 80 feet long from snout to the tip of the tail, though truly ancient drakes can be up twice as long. A

typical pure drake ranges in weight from 125 to 250 tons, with air drakes being the lightest and earth drakes the heaviest.

Alignment: These behemoths have little to concern them beyond hunting, mating, and contemplating the vast elemental planes. Most pure drakes are thus neutral. A particularly rapacious drake might be slide into chaos or evil, while one who joins the cause of natural balance becomes a powerful ally of law and/or good.

Typical Treasure

Like other draconic creatures, pure drakes are compulsive collectors of valuables, having double the standard amount for their Challenge Rating. The treasure they collect must be resistant to their native element. Drakes favor precious metals and gems, as well as psionic items that complement their innate abilities.

Advanced Drake Lore

Characters with ranks in **Knowledge (nature)** or **Knowledge (the planes)** can learn more about epic drakes. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature or The Planes)

DC	Result
30	This is an elemental drake of unusual size. This level of success reveals the common characteristics of the dragon type and the drake's physical attacks.
35	This is a pure elemental drake, the extraplanar ancestors of the more common elemental drake. This level of success reveals the drake's elemental attack (if any) and the psionic abilities it can use more than once per day.
40	This result reveals the general temperament and combat strategies of this type of drake as well as all the psionic abilities the drake can utilize.

Mindlord

This ordinarily-looking humanoid swiftly comes out of the ground as it were nothing but air. As you inspect him closer, it does not seem to breathe or blink.

Obrun

CR 27

Male human **shaper** 21

LN Medium humanoid (**incorporeal**, **psionic**)

Init +1; **Senses** Listen +8, **Spot** +8

Languages Elvish, Saragar

AC 17, touch 17, flat-footed 16

(+1 **Dex**, +6 **deflection**)

hp 76 (21 **HD**)

Miss Chance 50% (**incorporeal**)

Fort +6, **Ref** +7, **Will** +24

Speed fly 60 ft. (12 squares) (perfect)

Melee none

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** —

Atk Options Empower Power, Greater Power Penetration, Maximize Power, Psionic Endowment, Quicken Power

Special Actions absorb equipment, Psionic Meditation, telekinetic force

Power Points/Day 443; **Psion Powers Known** (ML 21st):

9th—*microcosm*, *reality revision*, *true creation*, *timeless body*

8th—*bend reality*, *matter manipulation*, *greater psionic teleport*

7th—*mass ectoplasmic cocoon*, *personal mind blank*, *psionic moment of prescience*, *psionic sequester*, *ultrablast* (DC 28)

6th—*crystallize* (DC 26), *greater psionic fabricate*, *mass cloud mind* (DC 27)

5th—*catapsi*, *hail of crystals*, *psionic true seeing*, *psychic crush* (DC 26)

4th—*correspond*, *psionic dimension door*, *quintessence*, *wall of ectoplasm*

3rd—*dispel psionics*, *dismiss ectoplasm*, *mental barrier*, *psionic blast* (DC 24)

2nd—*detect hostile intent*, *ego whip* (DC 23*), *psionic repair damage*, *swarm of crystals*

1st—*astral construct*, *call to mind*, *detect psionics*, *inertial armor*, *force screen*

*The save DCs for these powers might increase with the use of augments.

Abilities Str —, Dex 12, Con 10, Int 31, Wis 26, Cha 23
SQ discipline, enduring focus, immortality

Epic Feats Epic Speed

Feats Boost Construct, Combat Manifestation, Craft Universal Item, Empower Power, Greater Power Penetration, Greater Psionic Endowment, Maximize Power, Narrow Mind, Power Penetration, Psionic Body, Psionic Endowment, Psionic Meditation, Quicken Power

Skills Bluff +21, Concentration +24, Craft (gemcutting) +20, Diplomacy +2, Disguise +16 (+18 to act in character), Intimidate +8, Knowledge (local) +25, Knowledge (history) +25, Knowledge (psionics) +34, Listen +8, Psicraft +36, Spot +8, Use Psionic Device +18

Possessions *crystal mask of mindarmor* (absorbed), *psionatrix of telepathy* (absorbed), *torc of power preservation* (absorbed)

Absorb Equipment (Su) Obrun has the ability to absorb magical or psionic items that take up body slots into its obsidian orb as a **standard action** that provokes an **attack or opportunity**, gaining all of the abilities of the item as if the item were worn.

Enduring Focus (Su) Obrun's life force is tied to his obsidian orb. As long as his orb is intact, Obrun cannot be permanently killed; he reforms 1d4 days after his apparent death.

Immortality (Ex) Obrun is immortal and cannot die from natural causes. He no longer ages, neither does he need to eat, sleep, or breathe.

Telekinetic Force (Su) Obrun can use a *telekinetic force* effect as a **standard action** that does not provoke **attacks of opportunity**. The **save DC** is equal to 24 and has a **manifest level** 21st.

A mindlord is a **psion** who found a way to extend his lifespan by transferring his psyche to a specially created obsidian orb. All mindlords date from the Green Age. The human **shaper** mindlord presented here had the following ability scores before **Hit Dice** ability increases: **Str** 8, **Dex** 12, **Con** 10, **Int** 15, **Wis** 14, **Cha** 13.

Strategies and Tactics

A mindlord usually tries to fight while trying to hide his true nature as long as possible, using its telekinetic maneuver and telepathic illusions to cover for his incorporeality. Before entering combat, he activates *inertial armor* and *force screen*. His *astral constructs* weaken his opponents and helps to set up flanking situations.

Sample Encounter

Mindlords are a very selected crowd of psionics, most from the Green Age, since the secrets of the process of transferring the psyche to the obsidian orbs was lost a long time ago. They are usually found alone and several are mentally unstable.

EL 27: A mindlord is exploring Athas in order to discover the changes that happened during his exile. He will attack only if provoked or witness wanton destruction of the environment.

Ecology

As immortal construct-like creatures, mindlords have no place in the natural environment. They live in eternal contemplation and research, with their obsidian orbs carefully hidden and secured.

Environment: The only known mindlords are found only around Saragar and the Last Sea, although they are free to go wherever they please.

Typical Physical Characteristics: A mindlord resemble a typical creature of its own kind, albeit translucent because of their incorporeality. Mindlords usually rely on powers such as *telekinetic force* and *false sensory input* to convey a lifelike appearance to them.

Alignment: Mindlords can be of any alignment, although most tend to shift towards chaos with time.

Typical Treasure

Mindlords have treasure according to their Challenge Rating, usually absorbed psionic items. However, it is possible to encounter other cast aside items where the mindlord keeps his psionic orb.

Mindlord Lore

Characters with ranks in **Knowledge (psionics)** can learn more about mindlords. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower **DCs**.

Knowledge (Psionics)

DC	Result
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30	This is a mindlord, a powerful psionics that transferred its psyche to an obsidian orb. This
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result reveals the incorporeal and psionic subtypes.

30+CR Mindlords can be of almost any kind, and they have greatly increased mental abilities, and they are indestructible while their psionic orb are intact.

Creating a Mindlord

“Mindlord” is an acquired template that can be added to any psionic creature (referred to hereafter as the base creature), provided it can create the required orb; see The Mindlord’s Orb, below.

Size and Type: The base creature gains the **incorporeal** subtype.

Challenge Rating: Same as the base creature +6.

Armor Class: The base creature loses all **natural armor** bonuses to **AC** and gains a **deflection bonus** to **Armor Class** equal to its **Charisma** modifier (if positive).

Speed: The base creature gains a **fly** speed equal to its land speed (perfect maneuverability).

Abilities: Increase from the base creature as follows: **Int** +10, **Wis** +10, **Cha** +10.

Special Qualities: A mindlord has all the special qualities of the base creature, plus the following special qualities.

Absorb Equipment (Su): The base creature gains the ability to absorb magical or psionic items that take up body slots into its obsidian orb as a **standard action** that provokes an **attack or opportunity**, gaining all of the abilities of the item as if the item were worn. This effect lasts until a new item is absorbed into the same slot, effectively destroying the previous item. The standard limits on types of items utilized simultaneously still apply.

Enduring Focus (Su): The base creature’s life force is tied to its obsidian orb (see below). As long as its orb is intact, the base creature cannot be permanently killed; it reforms 1d4 days after its apparent death.

Immortality (Ex): The base creature becomes immortal and cannot die from natural causes. It no longer ages, neither does it need to eat, sleep, or breathe. The only way for the base creature to be destroyed is destroying its obsidian orb.

Telekinetic Force (Su): The base creature can use a telekinetic force effect as a **standard action** that does not provoke **attacks of opportunity**. The **save DC** is equal to 14 + the base creature’s key **ability modifier** (either **Int**, **Wis**, or **Cha**). The base creature’s **manifest level** is the **manifest level** of the effect.

Epic Feats: The base creature gains **Epic Speed** as a bonus feat.

Level Adjustment: Same as the base creature +8.

The Mindlord’s Orb

An integral part of becoming a mindlord is creating a psionic obsidian orb in which the character stores its psyche. As a rule, the only way to get rid of a mindlord for sure is to destroy its orb. Unless its orb is located and destroyed, a mindlord reappears 1d4 days after its apparent death.

Each mindlord must make its own orb, which requires the **Craft Universal Item** feat. The character must be able to manifest powers and have a **manifester level** of 21st or higher. The orb costs 10,000 Cp and 5,000 XP to create and has **manifester level** equal to that of its creator at the time of creation.

The orb is **Large** and has 120 **hit points**, **hardness** 20, and a **break DC** of 40.

Nightmare Beast, Athasian

An immense horror on four clawed legs, this titanic beast is covered in a thick, leathery hide of mottled blue and gray. A pair of enormous curving tusks flank jaws that sport teeth the length of shortswords, with canines twice that size. Its eyes blaze with a lurid crimson light and fix you with a gaze that seethes with grim cunning.

Nightmare Beast, Athasian CR 22

Always **CE Gargantuan magical beast (psionic)**

Init +2; **Senses** **darkvision** 120 ft.; **low-light vision**; **Listen** +12, **Spot** +12

Languages understands **Common**

AC 28, **touch** 8, **flat-footed** 26

(-4 **size**, +2 **Dex**, +20 **natural**)

hp 405 (30 **HD**); **DR** 15/epic

PR 31, **SR** 31

Fort +25, **Ref** +19, **Will** +15

Speed 30 ft. (6 squares)

Melee 2 claws +26 each (2d6+20) and 2 horns +24 each (2d8+15) and bite +34 (4d6+5/19-20)

Space 20 ft.; **Reach** 15 ft.

Base Atk +30; **Grp** +48

Atk Options **Awesome Blow**, **Combat Reflexes**, **Great Cleave**, **Improved Bull Rush**, **Improved Overrun**, **nightmare**, **Power Attack**, **trample** 2d8+15

Psi-like Abilities (ML 20th; **ranged touch** +32):

At will—**astral construct** (9th-level **construct***), **biofeedback** (DR 7/-*), **danger sense** (+4 **bonus**, **improved uncanny dodge***), **ego whip** (5d4 **Cha**, **DC** 20*), **id insinuation** (9 targets, **DC** 20*), **inflict pain** (9 targets, **DC** 20*), **intellect fortress** (14 rounds*), **matter agitation**, **mental barrier** (+6 **bonus**, 8 rounds*), **mind thrust** (20d10, **DC** 20*), **psionic blast** (**DC** 13, 8 rounds*), **psionic disintegrate** (40d6, **DC** 16*), **personal mind blank**, **psionic teleport**, **psychic crush** (8d6, **DC** 15*), **telekinetic thrust** (625 lb., **DC** 13*), **teleport trigger**, **thought shield** (**PR** 30, 18 rounds*), **tower of iron will** (**PR** 30, 12 rounds*)

*Includes **augmentation** for the nightmare beast's **manifester level**.

Spell-Like Abilities (CL 20th, **ranged touch** +32):

2/day—**chain lightning** (**DC** 16), **cloudkill** (**DC** 15), **dispel magic**, **enervation**, **fireball** (**DC** 13), **incendiary cloud** (**DC** 18), **lightning bolt** (**DC** 13), **wall of fire**.

Abilities **Str** 30, **Dex** 14, **Con** 27, **Int** 10, **Wis** 13, **Cha** 11

SQ **defiling aura**

Feats **Awesome Blow**, **Cleave**, **Combat Reflexes**, **Epic Will**, **Improved Bull Rush**, **Improved Critical** (bite), **Improved Natural Attack** (bite), **Improved Overrun**,

Multiattack, **Power Attack**

Skills **Climb** +20, **Concentration** +15, **Hide** -4, **Jump** +20, **Listen** +12, **Spot** +12, **Survival** +12

Advancement 31-59 **HD** (**Gargantuan**); 60-90 **HD** (**Colossal**)

Dual Action On its initiative, a nightmare can take one round's worth of physical action (moving and/or attacking) and one round's worth of mental actions (using a **psi-like** or **spell-like ability**).

Defiling Aura All of the nightmare beast's **spell-like abilities** use **defiling magic** and generate a **defiling radius**. The radius is 5 ft. x equivalent level of the **spell-like ability**. Creatures except the nightmare beast caught within the **defiling radius** when the **spell-like ability** is used experience **pain** and suffer a -1 **penalty** to **attack rolls**, **skill checks** and **saves**, lasting one round. **Plant creatures** also suffer 2 **hp** damage x equivalent level of the **spell-like ability**. The nightmare beast cannot extend the **casting time** of these abilities in order to boost its **caster level**, nor do the effects of **terrain modifiers** apply to these abilities.

Nightmare (Sp) As a **standard action**, a nightmare beast can manifest *nightmare* as a **psi-like ability** at will. The nightmare beast can choose to affect all targets in a 50 ft. radius. If the target(s) is not **asleep**, the nightmare beast does not need to enter a **trance**; the power takes effect the next time the target sleeps, and lasts three nights. Targets can resist this ability with a **DC** 23 **Will save**. The **save DC** is **Charisma-based** and includes a +8 **racial bonus**. A target who makes his or her **save** is **immune** to this ability for 24 hours. Any **spell** or **ability** that removes **insanity** (such as *heal*) will remove this effect.

Trample (Ex) **Reflex** half **DC** 35. The **save DC** is **Strength-based**.

A nightmare beast is one of the most feared creatures on the face of Athas. Rumored to have been created in ages past through the use of vile defiler magic, nightmare beasts are intelligent monstrosities possessing powerful psionic and magical abilities. Dominated by their voracious appetites, nightmare beasts divide their time between slumbering in their lairs and roaming the land in destructive orgies of all-devouring hunger.

Once thought to number as many as one hundred, there are now believed to be as few as half a dozen such creatures left in existence on Athas. Nevertheless, the appearance of a nightmare beast spells disaster for any inhabitants in the area as, when it is active, a nightmare beast's main purpose is to feed itself. The intelligence possessed by nightmare beasts, coupled with their devastating array of offensive powers, has led many sages to speculate that these creatures were bred for some long-forgotten war. Indeed, when threatened, a nightmare beast displays an uncanny degree of cunning and will often concentrate its powers specifically on those whom it feels have earned its vengeance.

Strategies and Tactics

Capable of crushing entire armies, a nightmare beast makes for a truly fearsome opponent. It typically chooses its most devastating attacks and unleashes these immediately, seeking to destroy its foes as swiftly as possible. Its large-scale spell-like abilities, such as *fireball* and *chain lightning* are favorite opening salvos, followed by attacks that target specific foes, such as *psionic disintegrate*, *psychic crush* and *enervation*. This latter attack is believed by many to be a specialized version of the draconic ability to drain life energy. All of a nightmare beast's spell-like abilities are accompanied by a defiling radius, and the creature uses this fact to its advantage wherever possible.

The nightmare beast draws its name from its unique version of the *nightmare* spell. Able to use this ability against both sleeping and waking targets, the nightmare beast often unleashes it on spell casters or psionic manifesters in the middle of combat and then abruptly departs through use of its *psionic teleport* power. It then returns the next day to devour these targets, who have consequently been unable to recover any spells or psionic *power points* in the intervening time.

A nightmare beast chooses the disposition and terrain of serious battles wherever possible. As noted above, it uses *psionic teleport* to come and go freely, conceals its activities and motivations using psionic mind blank and makes use of planar ally to summon creatures from other planes to fight for it or carry out its bidding.

Should it come to melee combat, the nightmare beast rears up on its hind legs and strikes with its slashing foreclaws. If these are not sufficient to fall its enemies, it follows up with a powerful bite and seeks to impale its foes on its two curving horns.

Sample Encounter

Bad Dreams (EL 22): The residents of a village (including the heroes) start suffering from *nightmares* – a nightmare beast is visiting in the night. If the heroes don't discover the source sooner, on the fourth night the beast attacks the weakened village to gorge itself on frightened humanoids.

Ecology

Nightmare beasts lair in caves, often using their psionic and physical abilities to shape natural caves to their liking.

When active, a nightmare beast will alternate between resting in its lair for six hours and then hunting for six hours and maintains this cycle of activity for weeks on end. When this alternating cycle is complete, the nightmare beast will return to its lair for as long as a year, before emerging once more to begin the hunting cycle again.

A nightmare beast is omnivorous, and will not shirk from attacking fortified structures in order to reach its prey. Lore has it, however, that a nightmare beast will refrain from attacking drakes, megapedes or dragons. Everything else is fair game.

When slain, a nightmare beast's body decays at an unnaturally fast rate; it is believed that the magical energies that created it dissipate upon its death, leading to a sudden degeneration of its corpse.

Environment: Nightmare beast attacks have been reported from the Ringing Mountains to the Silt Sea. It seems no place is safe from these, fortunately rare, monstrosities.

Typical Physical Characteristics: A typical Athasian nightmare beast stands between 20 feet tall and weighs around 4,000 pounds.

It is unknown how, or even if, nightmare beasts reproduce. Male and female beasts are practically indistinguishable.

Alignment: No mere predator, nightmare beasts take perverse pleasure in inflicting pain both physical and mental in their victims. They are always Chaotic Evil.

Typical Treasure

Nightmare beast do not collect treasure, though they often leave valuables in their wake. The horns, claws and teeth of a nightmare beast are sought after as the source of excellent weaponry and rumors persist that its horns can be used as the ingredient in a paste with powers similar to (but far more potent than) *esperweed*.

Nightmare Beast Lore

Characters with ranks in *Knowledge (nature)* can learn more about nightmare beasts. When a character makes a successful *skill check*, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
----	--------

- | | |
|----|--|
| 32 | This is a nightmare beast, a monster legendary for its terrifying nightmare ability. Weapons without epic enhancement are less effective against it. This reveals all <i>magical beast</i> traits. |
| 37 | A nightmare beast is innately skilled in both psionics and defiling magic. It has a wide variety of destructive powers as well potent psionic defenses. |
| 42 | A nightmare beast can activate a psionic or magical ability even when it is attacking physically. |

Paraelemental, Primal

Magma Paraelemental, Primal

Before you stands a walking volcano. Its crude arms and legs are streaked with veins of magma. Smoke billows from its featureless head as if it might literally blow its top at any moment.

Magma Paraelemental, Primal CR 35

Usually N Colossal elemental (earth, extraplanar, fire)

Init -1; Senses darkvision 60 ft.; Listen +38, Spot +37

Languages Ignan, Terran

AC 49, touch 1, flat-footed 49
(-8 size, -1 Dex, +48 natural)
hp 1048 (64 HD); **DR** 15/-
Immune fire, elemental immunities
SR 42
Fort +44, **Ref** +22, **Will** +28
Weakness vulnerability to cold

Speed 20 ft. (4 squares), burrow 40 ft.
Melee 2 slams +16 (4d10+16/19-20 plus burn)
Space 30 ft.; **Reach** 30 ft.
Base Atk +48; **Grp** +80
Atk Options burn (DC 52), Devastating Critical, Overwhelming Critical, Great Cleave, Improved Overrun, Improved Sunder, Power Attack

Abilities Str 43, Dex 8, Con 31, Int 8, Wis 13, Cha 13

SQ elemental traits

Epic Feats Devastating Critical (slam), Epic Prowess (x3), Epic Toughness (x6), Epic Will, Overwhelming Critical (slam)

Feats Alertness, Cleave, Great Cleave, Improved Critical (slam), Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Listen +38, Spot +37

Advancement 65-192 HD (Colossal)

Burn (Ex) Those hit by a primal magma paraelemental's slam attack must succeed on a **Reflex save** (DC 36) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The **save DC** is Constitution-based. Creatures hitting a primal magma paraelemental with natural weapons or unarmed attacks take fire damage as though hit by the paraelemental's attack, and also catch on fire unless they succeed on a **Reflex save**.

Primal magma paraelementals are the largest of their kind. They rest unquiet in the depths of the plane of magma like the heart of a long dormant but soon to wake volcano.

Strategies and Tactics

In combat, a primal magma paraelemental attempts to quickly overpower its opponent with repeated attacks. It focuses on a single foe before moving on to the next.

Sample Encounter

Primal magma paraelementals are most often encountered on their home plane. They appear on Athas only in the wake of epic magic and great geological upheaval.

Rude Awakening (EL 35): The ascension of a new avangion inadvertently awakens a primal magma elemental long dormant beneath the ringing mountains. Weakened from the ritual, the avangion is unable to protect the locals from the seismic activity caused by the roused paraelemental.

Rain Paraelemental, Primal

A torrential rain storm sweeps quickly across the land heading straight for you. Small flashes of lightning almost give it the appearance of eyes and teeth. Though you move to higher ground, the storm follows you.

Rain Paraelemental, Primal CR 35

Usually N Colossal elemental (air, cold, extraplanar, water)

Init +24; **Senses** darkvision 60 ft.; **Listen** +38, **Spot** +37

Languages Auran, Aquan

AC 66, touch 18, flat-footed 50; **Dodge**, **Mobility**
(-8 size, +16 Dex, +48 natural)

hp 944 (64 HD); **DR** 15/-

Immune cold, elemental immunities

SR 42

Fort +30, **Ref** +52, **Will** +36

Weakness vulnerability to fire

Speed fly 80 ft. (good) (18 squares); **Blinding Speed**, **Flyby Attack**

Melee 2 slams +59 (4d8+11 plus 4d8 cold)

Space 30 ft.; **Reach** 30 ft.

Base Atk +48; **Grp** +77

Atk Options Combat Reflexes, Dire Charge, Power Attack

Special Actions chill metal (DC 43)

Abilities Str 32, Dex 43, Con 28, Int 8, Wis 13, Cha 13

SQ elemental traits

Epic Feats Blinding Speed, Dire Charge, Epic Prowess (x2), Epic Toughness (x4), Epic Will, Superior Initiative

Feats Alertness, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Finesse, Weapon Focus (slam)

Skills Listen +38, Spot +37

Advancement 65-192 HD (Colossal)

Chill Metal (Su) A primal rain paraelemental can use *chill metal* at will, as the spell except that it affects all metal within a 40 ft. radius centered on the paraelemental. Additionally, the paraelemental extends the coldest round for 2 additional rounds, giving the ability a total duration of 9 rounds. The **save DC** is Charisma-based.

Primal rain paraelementals are the largest of their kind. Like all rain paraelementals, they are rare. However, the birth of the Tyr-storm has led to a resurgence of these paraelementals.

Strategies and Tactics

A primal rain paraelemental attacks like flash flood in the desert, attempting to overwhelm its opponent before he can ready a defense. Its mobility and speed makes the paraelemental difficult to avoid.

Sample Encounter

Primal rain paraelementals are most often encountered on their home plane. Only epic magic cast in

the shadow of a powerful storm can draw these paraelementals to Athas.

Storm Front (EL 35): Powerful secrets are hidden on the islands at the center of the Tyr-storm. Even before they reach their destination, seekers must contend with the elements, and a primal rain paraelemental who is drawn to the arcane storm.

Silt Paraelemental, Primal

Out of the dust cloud crawls a serpent of silt. Its back arches higher than the surrounding buildings. A trail of scoured bone and stone is left in its wake.

Silt Paraelemental, Primal CR 35

Usually N Colossal elemental (earth, extraplanar, water)

Init +14; **Senses** darkvision 60 ft.; **Listen** +38, **Spot** +37

Languages Auran, Terran

AC 64, **touch** 16, **flat-footed** 50; **Dodge**

(-8 size, +14 Dex, +48 natural)

hp 1048 (64 HD); **DR** 15/-

Immune cold, elemental immunities

SR 42

Fort +44, **Ref** +27, **Will** +48

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

Melee 2 slams +59 (4d10+16/19-20 plus 4d8 acid)

Space 30 ft.; **Reach** 30 ft.

Base Atk +48; **Grp** +80

Atk Options acid (DC 52), **Combat Reflexes**, **Devastating Critical**, **Great Cleave**, **Improved Sunder**, **Overwhelming Critical**, **Power Attack**

Abilities Str 42, Dex 38, Con 31, Int 8, Wis 12, Cha 12

SQ elemental traits

Epic Feats **Devastating Critical** (slam), **Epic Prowess** (x2), **Epic Toughness** (x6), **Epic Will**, **Overwhelming Critical** (slam)

Feats **Alertness**, **Cleave**, **Combat Reflexes**, **Dodge**, **Great Cleave**, **Improved Critical** (slam), **Improved Sunder**, **Iron Will**, **Lightning Reflexes**, **Power Attack**, **Weapon Focus** (slam)

Skills **Listen** +38, **Spot** +37

Advancement 65-192 HD (Colossal)

Acid (Ex) A primal silt paraelemental's slam attack deals bludgeoning damage plus acid damage from the paraelemental's highly corrosive body. This acid also deals damage each round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a **Reflex save**. A metal or wooden weapon that strikes a silt paraelemental also dissolves immediately unless it succeeds at a **Reflex save**. If a silt paraelemental successfully grapples an opponent, the opponent's armor must likewise make a **Reflex save** at a -4 penalty or be dissolved. The **save DC** is **Constitution**-based.

Primal silt paraelementals – the largest of their ilk – dwell in the depths of the paraelemental plane of Silt and perhaps even the Silt Seas of Athas.

Strategies and Tactics

A primal silt paraelemental is an implacable foe; its roiling silt bulk erodes anything that comes in contact with it, dissolving weapons almost before they can damage it. The paraelemental ignores smaller obstructions (including enemies). When surrounded it seeks to sow as much destruction as possible.

Sample Encounter

Primal silt paraelementals are most often encountered in the bottomless depths of their home plane. Even on Athas they rarely surface; which is just as well, for they turn to silt whatever they touch.

The Collector (EL 35): Whatever falls into the Sea of Silt is never seen again. However, rumors of a sunken artifact might draw the brave or foolish. If they can survive the silt depths, salvagers might encounter the Collector, a primal silt paraelemental who collects anything it can't destroy.

Sun Paraelemental, Primal

A second sun dawns over the horizon. As it looms larger and larger you realize it is moving towards you!

Sun Paraelemental, Primal CR 35

Usually N Colossal elemental (air, extraplanar, fire)

Init +24; **Senses** darkvision 60 ft.; **Listen** +38, **Spot** +37

Languages Auran, Ignan

AC 66, **touch** 18, **flat-footed** 50; **Dodge**

(-8 size, +16 Dex, +48 natural)

hp 944 (64 HD); **DR** 15/-

Immune fire, elemental immunities

SR 42

Fort +32, **Ref** +52, **Will** +28

Weakness vulnerability to cold

Speed fly 80 ft. (good) (18 squares); **Flyby Attack**

Melee 2 slams +59 (4d8+11 plus 4d8 fire plus burn)

Space 30 ft.; **Reach** 30 ft.

Base Atk +48; **Grp** +75

Atk Options **Blind-fight**, **Blinding Speed** (10 rounds), **burn** (DC 52), **Combat Reflexes**

Abilities Str 32, Dex 43, Con 28, Int 8, Wis 13, Cha 13

SQ elemental traits

Epic Feats **Blinding Speed** (x2), **Epic Prowess** (x2), **Epic Toughness** (x4), **Epic Will**, **Superior Initiative**

Feats **Alertness**, **Blind-Fight**, **Combat Reflexes**, **Dodge**, **Flyby Attack**, **Great Fortitude**, **Improved Initiative**, **Iron Will**, **Mobility**, **Lightning Reflexes**, **Weapon Finesse**, **Weapon Focus** (slam)

Skills **Listen** +38, **Spot** +37

Advancement 65-192 HD (Colossal)

Burn (Ex) A primal sun paraelemental's slam attack deals bludgeoning damage plus fire damage from the paraelemental's body. Those hit by a primal sun paraelemental's slam attack must succeed on a **Reflex save** (DC 36) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The **save DC** is **Constitution**-based. Creatures hitting a primal sun paraelemental with

natural weapons or unarmed attacks take fire damage as though hit by the paraelemental's attack, and also catch on fire unless they succeed on a [Reflex save](#).

Primal sun paraelementals are the largest of their kind. They orbit the heart of the paraelemental plane of Sun like small binary stars.

Strategies and Tactics

Like the dark sun itself, a primal sun paraelemental in combat is an omnipresent hazard. Depending on the situation it might use its size and speed to threaten as many opponents as it can, or focus its attacks like a lens on a truly threatening foe.

Sample Encounter

Primal sun paraelementals are loath to leave their home plane and are rarely encountered elsewhere. Epic magic might draw their attention especially that which is fueled by the sun.

Fallen Star (EL 35): A routine trip to the elemental plane of Air turns deadly when the heroes encounter a primal sun paraelemental attacking a djinni holding. An eccentric orbit has sent the paraelemental hurtling from its home plane. Though eager to return, the rogue sun violently lashes out at anything that approaches it.

Ecology

Among the largest of all elemental creatures, primal paraelementals dwell only in the deepest parts of the paraelemental planes. Embodying the perfect cohesion of two elements, little concerns primal paraelementals. They are almost never encountered outside their home plane; being separated from the perfection of their native plane angers them greatly.

Environment: Primal paraelementals are native to their corresponding Paraelemental Planes. When summoned to Athas, they are typically found near large deposits of their native element.

Typical Physical Characteristics: Primal paraelementals stand over 60 feet tall. Magma and silt primal paraelementals weigh in excess of 100 tons, while rain and sun paraelementals weigh as little 25 pounds.

Alignment: Primal paraelementals barely recognize lesser creatures; they are usually neutral.

Typical Treasure

Primal paraelementals have no interest in collecting treasure. Few physical objects can survive the presence of such as these, in any case.

Primal Paraelemental Lore

Characters with ranks in [Knowledge \(the planes\)](#) can learn more about primal paraelementals. When a character makes a successful [skill check](#), the following lore is revealed, including the information from lower DCs.

Knowledge (The Planes)

DC Result

12 This is an enormous paraelemental. This result reveals all [elemental](#) and appropriate subtype traits.

74 This is a primal elemental, the largest and rarest of all paraelementals. They come from the depths of the paraelemental planes.

Pyreen

From out of the shadows, a small creature scurries forward. Before your eyes, it grows and changes into first an elf, then a dwarf, then a creature with tusks you've never seen, then a halfling until finally, it takes a form that seems to be part of every humanoid race under the crimson sun. "You should not have come here, your bodies will return to the land, repairing the damage done by your presence."

Pyreen

CR 18

Usually [NG Medium fey](#) (psionic, [rhulisti](#))

Init +5; **Senses** low-light vision, darkvision 120 ft.;

Listen +30, **Spot** +30

Languages Common, [Rhulisti](#); [polyglot](#)

AC 28, touch 16, flat-footed 27

(+1 [Dex](#), +8 [armor](#), +4 [natural](#), +5 [deflection](#))

hp 200 (16 HD); **DR** 10/cold iron

Immune defiling, [poison](#)

Fort +13, **Ref** +16, **Will** +21

Speed 40 ft. (8 squares); [trackless step](#), [woodland stride](#)

Melee +4 [flaming burst longsword](#) +12/+7 (1d8+1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +8

Attack Options [Empower Power](#)

Special Actions [change shape](#)

Combat Gear [staff of the woodlands](#), 3 [potion-fruits of heal](#)

Druid Spells Prepared (CL 16th):

8th—[earthquake](#) (DC 24), [whirlwind](#) (DC 24)

7th—[elemental storm](#) (DC 23), [heal](#), [true seeing](#)

6th—[allegiance of the land](#), [awaken water spirits](#), [empowered elemental strike](#) (DC 20), [greater dispel magic](#)

5th—[call lightning storm](#) (DC 22), [empowered searing light](#) (19), [rejuvenate](#), [righteous might](#), [tree stride](#)

4th—[dispel magic](#), [elemental strike](#) (2) (DC 20), [ice storm](#) (DC 20), [nondetection](#)

3rd—[call lightning](#) (DC 19), [cure moderate wounds](#), [dominate animal](#) (2) (DC 19), [meld into stone](#), [searing light](#) (DC 19)

2nd—[echo of the lirr](#) (DC 18), [flame blade](#), [gust of wind](#) (2) (DC 18), [hold animal](#) (DC 18), [resist energy](#), [summon swarm](#)

1st—[charm animal](#) (DC 17), [cure light wounds](#), [entangle](#) (DC 17), [faerie fire](#), [obscuring mist](#), [plant renewal](#), [speak with animals](#)

0—[create water](#), [detect magic](#) (2), [purify food and drink](#), [read magic](#) (2)

Power Points/Day 269; **Psion Powers Known** (ML 16th):

8th—[bend reality](#), [hypercognition](#), [true metabolism](#)

7th—[mindflame](#) (DC 23)*, [personal mind blank](#), [ultrablast](#) (DC 23)*

6th—*dispelling buffer, psionic disintegrate* (DC 22)*, *temporal acceleration*

5th—*catapsi, metaconcert, psionic teleport*

4th—*empathic feedback, psionic divination, psionic fly, telekinetic maneuver* (DC 20)*

3rd—*dispel psionics, hustle, telekinetic force* (DC 19)*, *time hop* (DC 19)*

2nd—*cloud mind* (DC 18)*, *energy missile* (DC 18)*, *id insinuation* (DC 18)*, *read thoughts* (DC 18)*

1st—*detect psionics, far hand, force screen, mind thrust* (DC 17)*, *vigor*

*The **save DCs** for these powers might increase with the use of **augments**

Abilities Str 10, Dex 12, Con 16, Int 22, Wis 22, Cha 20

SQ child of the Rebirth, immortal, lore, unearthly grace, wild empathy +25 (+21 magical beasts)

Feats Alertness, Augment Summoning, Empower Spell, Empower Power, Eschew Materials, Improved Initiative, Natural Spell, Power Penetration, Spell Penetration

Skills Concentration +23, Diplomacy +16, Disguise +16, Hide +16, Knowledge (ancient history) +18, Knowledge (history) +17, Knowledge (nature) +28, Knowledge (psionics) +26, Listen +30, Move Silently +16, Psicraft +26, Search +17, Sense Motive +17, Spellcraft +26, Spot +30, Survival +20

*Pyreens have a +4 racial bonus on **Hide**, **Listen**, **Move Silently**, and **Spot** checks and a +2 bonus on **Knowledge (nature)** and **Survival** checks.

Advancement per character class; **Favored Class** any

Possessions combat gear plus +4 *flaming burst longsword*, +8 *bracers of armor*

Change Shape (Su) A pyreen can assume any **animal** or **humanoid** form, or revert to its own form, as a **standard action**. A pyreen remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the pyreen reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Child of the Rebirth For all effects related to race, a pyreen is considered a member of all Rebirth races.

Immortal (Su) The pyreen connection to the spirits of Athas infuses their bodies with youth and an exceptional resilience, and they do not age. Pyreen are totally sustained by the land and do not need to eat, breath or sleep. They can choose to, but suffer no ill effects if they do not.

Land Allegiance A pyreen cast divine spells as a **druid** equal to its **Hit Dice**.

Lore A pyreen may make a special lore check, similar to a **bardic knowledge** check with a bonus equal to its **Hit Dice** + **Int** modifier to see whether it knows some relevant information about local notable people, legendary items, or noteworthy places. Pyreen with 5 or more ranks in **Knowledge (history)** or (ancient history) gains a +2 bonus on this check. In all other ways, this ability functions just like the **bardic knowledge** feature.

Polyglot Pyreen can speak and understand any language.

Unearthly Grace (Su) A pyreen adds his **Charisma** modifier as a bonus on all his **saving throws**, and as a **deflection bonus** to his **Armor Class**. Included above.

The Way A pyreen manifests psionic powers as a **psion** equal to its **Hit Dice**.

Wild Empathy (Ex) This power works like the **druid's wild empathy** class feature, except that a pyreen has a +4 **racial bonus** on the check.

Pyreen were the last of the Rebirth races to be made from the remnants of the rhulisti nature-masters (see *Life-Shaping Handbook* for more information). When they knew their civilization was no more, they turned themselves into pyreen to watch over their "offspring," while moving among them undetected. During the height of the Preserver Jihad and throughout the Cleansing Wars, the pyreen were known as peace-bringers, as they tried to end the Wars. Not all worked for peace, and some joined the Rebirth races in resistance to the Champions of Rajaat. Since the coming of the Dragon of Tyr, the pyreen have been looking for a way to destroy him and return Athas to the peace and prosperity of the Green Age.

Strategies and Tactics

It is rare to encounter a pyreen in its true form. When entering combat, pyreen make the most of the situation. Each is unique in its spell and power selection, and each is a unique individual with a style their own. Pyreen who prefer subtlety will take the form of small creatures, or use *improved invisibility* to hide themselves while attacking opponents from afar with spells and powers. They may summon creatures to fight for them, and use the land to act on their behalf. Some pyreen prefer to attack an intruder directly, and will make full use of their wild shape ability by taking the form of the largest, deadliest creature in their domain. All prefer to leave their true identity hidden, and have plans and schemes that unfold to find and support those who can help heal Athas and kill the sorcerer-kings and their minions. Only those truly worth will ever discover a pyreen's true identity and nature.

Sample Encounter

When encountered, others will rarely know that they are dealing with a pyreen. They enter into interactions in disguise, or in a *wild shaped* form. When they do interact, they typically do not use their full abilities, to test the characters to see their power and worth. Only those worthy of their help are given it, and foes of the land are destroyed without mercy.

An Old Man in Need of a Hand (EL 12): An old **druid** meets the players on the side of the caravan road and asks for their assistance. He has lost his child in the desert and needs help getting her back. In truth, the pyreen is testing them, to see their motives. He leads them to a small belgoi (*ToA* 17) camp and asks them to kill the belgoi and **save** his daughter. If the **PC's** succeed, the Pyreen reveals himself.

Fury of the Land (EL 16): After a member of the party defiles the land, a pyreen shows up and ambushes them,

killing the offender and any companions that may be with her.

Ecology

Pyreen are masters of huge guarded lands, covering more than a simply a small grove. They watch over entire features of the land, like the Ringing Mountains or the Estuary of the Forked Tongue. Pyreen do not feud or battle over territory, so it is not unusual to see two or more with the same guarded lands. A few pyreen have guarded lands that include the city-states, though they are careful to avoid detection by the Sorcerer Kings or their agents. These pyreen are often more aggressive, sometimes aiding or even joining the Veiled Alliance of a city to aid their numbers in the battle against the former Champions.

Environment: Pyreen can be found anywhere. They often have preferences for terrain and weather of their guarded lands, but those are individual tastes, not racial preferences.

Typical Physical Characteristics: A typical pyreen stands between 6 and 7 feet tall and weighs around 200 pounds. Pyreen do not age, and there is little difference between the males and females.

Alignment: Pyreen are almost always neutral good.

Typical Treasure

Pyreen typically have powerful magical gear, often more powerful than a creature of their CR. They typically have one weapon and one protective item of great power, and several other items as well. They rarely care for coin, as the land gives them all they need.

Pyreen as Characters

Pyreen characters possess the following racial traits.

—**Fey** (psionic, rhulisti): Pyreen are fey creatures with the psionic and rhulisti subtype.

—**Medium** size: Pyreen have no special bonus or penalties due to their size.

—A pyreen's base land speed is 40 feet.

—**Darkvision** out to 120 feet. A pyreen can also see four times as well as a human in shadowy illumination.

—**Racial Hit Dice:** A pyreen begins with 16 levels of fey, which provide 16d6 **Hit Dice**, a **base attack bonus** of +8, and base **saving throw** bonuses of **Fort** +5, **Ref** +10, and **Will** +10.

—**Racial Skills:** A pyreen's fey levels give it skill points equal to 20 × (6 + Int modifier). Its class skills are **Concentration**, **Diplomacy**, **Disguise**, **Hide**, **Knowledge** (ancient history), **Knowledge** (history), **Knowledge** (nature), **Knowledge** (psionic), **Listen**, **Move Silently**, **Psicraft**, **Search**, **Sense Motive**, **Spellcraft**, **Spot**, and **Survival**. These skills always count as class skills. Pyreen have a +4 racial bonus on **Hide**, **Listen**, **Move Silently**, and **Spot** checks and a +2 racial bonus on **Knowledge** (nature) and **Survival** checks.

—**Racial Feats:** A pyreen's fey levels give it 6 feats. A pyreen receives **Alertness**, **Natural Spell**, and **Eschew Materials** as bonus feats.

—+4 natural armor bonus.

—**Special Qualities** (see above): **DR** 10/cold iron, **change shape**, child of the Rebirth, immortal, land allegiance, lore, polyglot, **unearthly grace**, **wild empathy**, **wild shape**, the Way.

—**Automatic Languages:** Rhulisti. **Bonus Languages:** Auran, Common, Dwarven, Halfling, Ignan, Elven, Pterran, Sylvan, Terran.

—**Favored Class:** Any.

—**Level Adjustment:** +16.

Pyreen Lore

Characters with ranks in **Knowledge** (nature) can learn more about pyreens. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
21	This is a pyreen, a powerful being with strong abilities druidic and psionic in nature. This result reveals all the fey traits and the psionic and rhulisti subtypes.
26	Pyreen fight against defilers, templars, and the sorcerer-kings.
31	Pyreen are the last of the Rebirth Races, descendant from the last nature-masters.
36	Characters with this level of success can learn important details about a specific pyreen, where he usually operates, and the kinds of activities he undertakes.

Ruvoka

This creature resembles a large, well-tanned, hairless human. She dresses in shell armor and carries a bone trident.

Zuleta

CR 25

Female human ruvoka (brajети) **druid** 21

N Medium outsider (native, water)

Init +0; **Senses** darkvision 60 ft.; **Listen** +18, **Spot** +18

Languages Aquan, Common, Sylvan; *speaks with animals, telepathy* 100 ft.

AC 20, **touch** 10, **flat-footed** 20

(+4 natural, +6 armor)

hp 157 (21 HD); **DR** 10/magic

SR 26

Immune poison

Fort +18, **Ref** +10, **Will** +24

Speed 30 ft. (6 squares); **woodland stride**

Melee +2 *keen trident of speed* +18/+13/+8 (1d8+3 plus 1d6 cold)

Space 5 ft.; **Reach** 5 ft.

Base Atk +15; **Grp** +15

Special Actions a thousand faces, elemental slide, spontaneous casting (*summon nature's ally* spells), **wild shape** 6/day, elemental 3/day (21 hours)

Combat Gear *wand of cure light wounds* (20 charges)

Druid Spells Prepared (CL 21st):

9th—*elemental swarm, empowered elemental storm* (DC 27), *flash flood, storm of vengeance, wild lands*

8th—*finger of death* (DC 28) (2), *mass cure serious wounds* (2), *word of recall*
 7th—*control weather, elemental storm* (DC 27) (2), *heal, mass cure moderate wounds, true seeing, waters of life*
 6th—*allegiance of the land, antilife shell, awaken water spirits, empowered elemental strike* (DC 24), *find the path, greater dispel magic, mass bull's strength*
 5th—*animal growth, call lightning storm, hallow, coat of mists, righteous might* (2), *stoneskin*
 4th—*control tides, cure serious wounds, dispel magic, elemental strike* (DC 24) (2), *freedom of movement, klar's heart*
 3rd—*call lightning* (DC 23) (2), *cure moderate wounds* (2), *dominate animal, surface walk, worm's breath*
 2nd—*animal messenger, bull's strength, fog cloud, clear water* (2), *lesser restoration, resist energy, owl's wisdom*
 1st—*cure light wounds* (2), *detect animals or plants, entangle* (DC 21), *faerie fire, obscuring mist, longstrider, pass without trace*
 0—*defiler scent* (4), *detect magic* (2)

Spell-like Abilities (CL 21st):

At will—*elemental weapon*

Abilities Str 12, Dex 10, Con 16, Int 14, Wis 30, Cha 17
SQ animal companion, link with companion, share spells, trackless step, wild empathy +26 (+22 magical beasts), timeless body, water personally carried continuously for the last 24 hours heals of 1d8 points of damage

Feats Augment Summoning, Combat Casting, Empower Spell, Extend Spell, Lightning Reflexes, Natural Spell, Spell Focus (conjuraton), Wastelander^B

Skills Concentration +27, Handle Animal +13, Heal +20, Hide +20, Knowledge (nature) +26, Knowledge (religion) +24, Knowledge (the planes) +30, Listen +18, Move Silently +28, Spellcraft +12, Spot +18, Survival +30 (+32 in aboveground natural environments/other planes), Swim +11

Possessions combat gear plus +2 *keen trident of speed*, *periapt of Wisdom* +4, *cloak of resistance* +2, +2 *wild shell armor*

Summon Elemental (Sp) Once per day a ruvoka can summon water elemental beasts a 50% chance of success, or a **Large** water elemental with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Elemental Focus (Ex) When casting divine spells with a water descriptor, a ruvoka is treated as being two levels higher than his actual caster level.

Elemental Slide (Sp) A ruvoka can enter the elemental plane of Water the Material Plane at will as a **standard action**. This ability transports the ruvoka and up to eight other creatures, provided they all link hands with the ruvoka. It is otherwise similar to the *plane shift* spell of the same name (caster level 9th).

Dire Athasian Shark Animal CR — Companion

Always N Huge animal (aquatic)

Init +2; **Senses** low-light vision, keen scent; **Listen** +12, **Spot** +11

AC 20, touch 10, flat-footed 18

(-2 size, +2 Dex, +10 natural)

hp 147 (18 HD)

Fort +14, **Ref** +13, **Will** +12

Speed swim 60 ft. (12 squares)

Space 15 ft.; **Reach** 10 ft.

Melee bite +17 (3d6+9)

Base Atk +13; **Grp** +27

Atk Options improved grab, swallow whole

Abilities Str 23, Dex 14, Con 17, Int 4, Wis 12, Cha 10

Feats Improved Natural Armor, Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)

Skills Listen +12, Spot +11, Swim +14

Improved Grab (Ex) To use this ability, a dire Athasian shark must hit with its bite attack. It can then attempt to start a grapple as a **free action** without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Keen Scent (Ex) A dire Athasian shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Swallow Whole (Ex) A dire Athasian shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+9 points of bludgeoning damage plus 8 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

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

Ruvoka are creatures from the elemental planes. They travel the planes easily, even the Astral Plane, but on Athas they are bound to certain locations. They often work with druids.

Strategies and Tactics

Ruvoka prefer to call elemental help, usually in the form of *summon nature's ally* spells, and casting protective spells such as *elemental armor* before jumping into the fray. They will step back once in a while to summon additional help or to attend the wounded. In case things go badly, it won't hesitate to use elemental slide in order to leave the battlefield.

Creating a Ruvoka

"Ruvoka" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred

to hereafter as the base creature), provided it can complete the metamorphosis ritual (see below).

Size and Type: The base creature type changes to **outsider** with both the elemental (of the element to which they are aligned) and **native** subtypes. Do not recalculate **base attack bonus**, **saves**, or skill points. Size is unchanged.

Challenge Rating: Same as the base creature +4.

Armor Class: The base creature's **natural armor** bonus improves by +4.

Attack Options: A ruvoka retains all the attack options of the base creature and gains the attack option below.

Elemental Weapon (Sp): A ruvoka can use *elemental weapon* at will. **Caster level** is equal to **character level**.

Infuse Weapon (Su): A melee weapon that a ruvoka wields deals and extra 1d6 points of damage of type based on the element to which they are aligned per the table below:

Element	Damage
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold

Summon Elemental (Sp): Once per day a ruvoka can summon elemental beasts a 50% chance of success, or a **Large** elemental with a 35% chance of success. The variety of elemental beast or elemental must be of the elemental type to which the ruvoka is aligned. This ability is the equivalent of a 3rd-level spell.

Abilities: Increase from the base creature as follows: **Str** +4, **Con** +4, **Wis** +6, **Cha** +4.

Special Qualities: A ruvoka has all the special qualities of the base creature, plus the following special qualities.

Damage Reduction (Su): A ruvoka has **damage reduction** 10/magic.

Elemental Focus (Ex): When casting divine spells with an elemental descriptor associated with their aligned element, a ruvoka is treated as being two levels higher than his actual **caster level**.

Primordial Blessing (Ex): A ruvoka gains access to one domain granted power of their choice in the element to which they are aligned (DS3 64).

Elemental Slide (Sp): A ruvoka can enter the elemental plane to which he is aligned or the Material Plane at will as a standard action. This ability transports the ruvoka and up to eight other creatures, provided they all link hands with the ruvoka. It is otherwise similar to the *plane shift* spell of the same name (**caster level** 9th).

Spell Resistance (Ex): A ruvoka gains **spell resistance** equal to the base creature's **HD** + 5.

Telepathy (Su): A ruvoka gains **telepathy** out to 100 ft.

Feats: A ruvoka gain **Wastelander**, assuming the base creature doesn't already have this feat.

Skills: A ruvoka gains a +10 **racial bonus** to **Knowledge (the planes)** and **Knowledge (religion)** checks.

Level Adjustment: Same as the base creature +6.

The Metamorphosis Ritual

The metamorphosis ritual requires that a **druid** obtain a number of gems whose value is no less than 10,000 Cp (tourmalines for a brajeti, diamonds for an ethilum, rubies for a kaltori, and sapphires for a zathosi), plus an elemental creature with at least 21 **HD** that is willing to be sacrificed for the ritual with the same elemental affiliation as the one desired. The character must be also able to cast 9th-level divine spells. Once the prerequisites are met, the character can begin the ritual. Once the ritual begins, the gems are destroyed over the course of a day and the elemental is incorporated into the body of the character. The character also expends 5,000 **XP** to complete the ritual. When the character finishes the ritual, he arises as a ruvoka.

Sample Encounter

Ruvoka spent most of their time on their elemental plane, or sometimes carrying some mission on their guarded lands. A ruvoka is usually encountered alone, but one might work with other druids or clerics against challenging foes.

Individual (EL 25): Zuleta, a brajeti ruvoka is investigating a rumor of a temple of magma built near her true sanctuary on Marnita. She is disguised to conceal her true identity, using force if necessary to extract information.

Ecology

Ruvoka sometimes they serve spirits of the land or elder drakes on various missions, or work directly in the elemental planes.

Environment: Ruvoka are usually found of areas where their affiliated element is abundant, regardless of the creature normal habitat.

Most ruvokas, however, dwell in their elemental planes.

Typical Physical Characteristics: A ruvoka is more muscular and bulkier than ordinary creatures of its kind, with a skin hue associated with their elemental plane. Most sport weapons associated with their element as well.

Brajeti resemble large, well-tanned, hairless humans dressed in bronze armors and bronze swords and shields. Ethilum are large, pale blue, elflike beings with white feathered wings and long, flowing hair, wearing only white clothing and armed with whips and javelins. Kaltori are bearded, red-skinned, stocky, human-looking beings who wear searing hot plate armors and bear fiery red tridents. Zathosi are large, gray-skinned, wrinkled humanlike creature resembling old men wearing stone-colored robe and mauls of stone.

Alignment: Ruvoka are usually neutral.

Typical Treasure

A ruvoka carries treasure according to its Challenge Rating. Ruvoka creatures favor the same sort of items as do normal specimens of their kind.

Ruvoka Lore

Characters with ranks in **Knowledge (the planes)** can learn more about ruvoka. When a character makes a successful **skill check**, the following lore is revealed, including the information from lower DCs.

Knowledge (The Planes)

DC	Result
----	--------

15	Ruvoka are powerful elemental outsiders.
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15+CR	A ruvoka type is determined by their elemental affiliation: Air (ethilum), Earth (zathosi), Fire (kaltori), and Water (brajeti).
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