

# Fellderu

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## Document Introduction

The Fellderu prestige class was originally created by Tony Bounds of Dark Portal Games, LLC and released as Open Game Content in 2001. While Dark Portal Games is no more, the fellderu continues to live on.

The original manuscript was barely three pages and was neither well balanced, nor very interesting. Here before you is the Revised Fellderu, vastly expanded, better balanced, and more interesting.

The appendices are loaded with additional gaming goodies such as spells, feats, creatures and NPCs ready to drop into any campaign. Many of these crunchy bits are brand new, never before seen, while others are updates and revisions of material previously published in books by such industry leaders as White Wolf, Malhavoc Press, Bastion Press, Green Ronin Publishing.

Phil Smith also contributed ideas to this book, and acted as a great sounding board when he was not writing material outright.

## The History of Fellderu

A perverter of nature, a defiler of the essence of the earth best describes the fellderu or fell druid. The fellderu seeks mastery over nature to warp it to her own nefarious ends. While traditional druids seek harmony with nature the fellderu seeks to tear at the very fabric of nature's reality to form and mold it to her own will.

Sorcerers and wizards become fellderus to access an exotic form of magic that gives them an advantage in the wilderness. Rogues, monks, and bards may choose the

prestige class to augment their abilities. Fighters, barbarians, and clerics likewise may choose to become a fellderu to round out their assortment of skills. The prestige class is an anathema to paladins, druids and rangers and only the rare and disturbed will take it.

Fellderus are secretive and surreptitious in their machinations. They often ally with fellow fellderus and others of their ilk such as the humanoids and drow. Those who would become a fellderu, once accepted into a secret society, are taught the secrets of bending the magic of nature to their will.

**Adventures:** Fellderu are about destroying things and corrupting nature. Not generally the type to dungeon crawl, but not unheard of.

**Characteristics:** Bitter, angry, self-centered, manipulative, like to kick puppies.

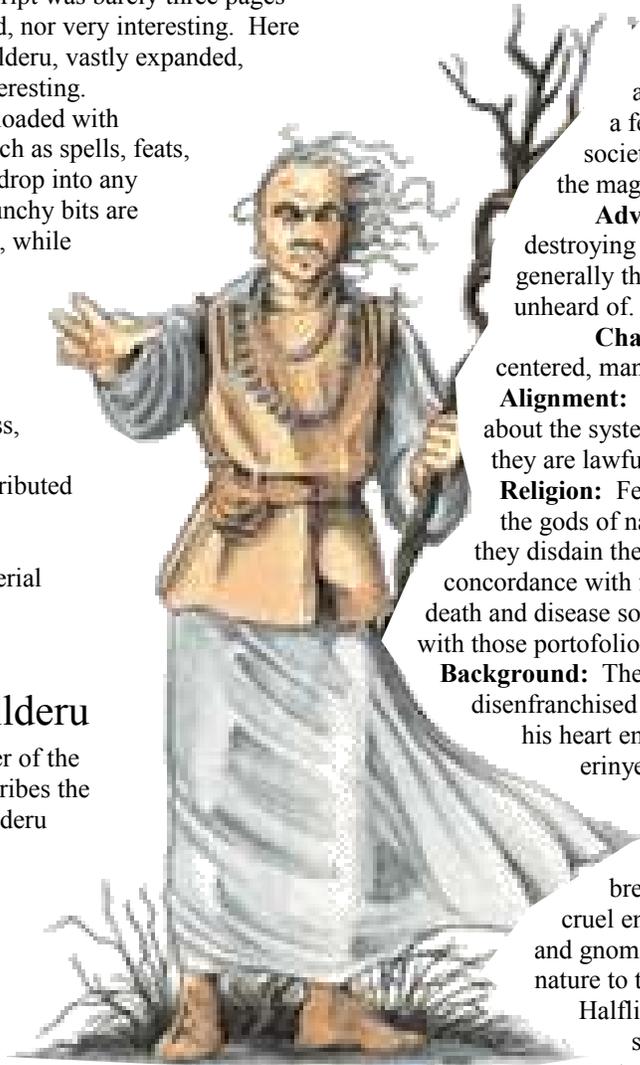
**Alignment:** The very nature of the fellderu is about the systemic destruction of nature. Thus they are lawful and never of good alignment.

**Religion:** Fellderu have turned their backs on the gods of nature and life. As a general rule they disdain the gods, but often find themselves in concordance with faiths that are about destruction, death and disease so many take up the worship of gods with those portfolios.

**Background:** The first fellderu was a disillusion and disenfranchised ex-druid. His morale broken, and his heart embittered, he was seduced by an erinyes and turned to the systemic destruction of all things natural.

**Races:** Humans and the half-breeds are most likely to be angry and cruel enough to become fellderu. Elves and gnomes very rarely turn their backs on nature to the required extent. Dwarves and Halflings typically lack the required selfish bent or attachment to nature to become fellderu.

**Classes:** As noted, most fellderu come from arcane spellcasting classes, although warrior types also benefit.



## Game Rule Information

Fellderu is a prestige class.

### Requirements

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

**Alignment:** Lawful Neutral or Lawful Evil

**Skills:** Knowledge (arcana) 6 ranks, Knowledge (nature) 10 ranks

**Feats:** Iron Will, Skill Focus (knowledge [nature])

**Spellcasting:** Ability to cast 1<sup>st</sup> level spells.

**Hit Die:** d6

### Class Skills

The fellderu's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int).

### Class Features

All of the following are class features of the fellderu prestige class.

**Weapon and Armor Proficiency:** Fellderu gain no additional weapon or armor proficiencies. Like any arcane spellcaster, a fellderu can cast spells while wearing armor or using a shield but suffers a chance of arcane spell failure if the spell in question has a somatic component.

**Table 1: The Fellderu**

<i>Class Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	0	+2	+0	+2	<i>Animal fear</i>
2	+1	+3	+0	+3	<i>Leech nature's essence</i> (1/day)
3	+1	+3	+1	+3	Servants of corruption I
4	+2	+4	+1	+4	<i>Sinister wild shape</i> (1/day)
5	+2	+4	+1	+4	<i>Sinister wild shape</i> (2/day)
6	+3	+5	+2	+5	Servants of corruption II, <i>sinister wild shape</i> (3/day)
7	+3	+5	+2	+5	<i>Fearsome visage</i> (1/day), <i>sinister wild shape</i> (Large)
8	+4	+6	+2	+6	<i>Sinister wild shape</i> (Tiny), <i>gutroot servant</i>
9	+4	+6	+3	+6	Servants of corruption III, <i>sinister wild shape</i> (Huge)
10	+5	+7	+3	+7	<i>Unnatural storm</i> (1/day)

**Spells:** A fellderu casts arcane spells, preparing them daily by drawing upon the dark mysteries of nature and the cosmos just as a druid does. A fellderu has access to a unique mix of spells; see the accompanying Fellderu Spells listing. The caster level is the fellderu class level plus one-half the total of the character's other spell-casting levels.

Charisma determines how powerful a spell a fellderu can cast, how many spells the fellderu can cast per day, and how hard those spells are to resist. To cast a spell, a fellderu must have a Charisma score of 10+ the spell's level. A fellderu gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a fellderu's spell is 10+ the spell's level + the fellderu's Charisma modifier.

**Table 2: Fellderu spells per day**

<i>Fellderu class level</i>	0	1	2	3	4	5	6	7	8	9
1	2	0 <sup>1</sup>	—	—	—	—	—	—	—	—
2	4	2	0	—	—	—	—	—	—	—

<i>Fellderu class level</i>	0	1	2	3	4	5	6	7	8	9
3	4	2	1	0	—	—	—	—	—	—
4	4	3	2	1	0	—	—	—	—	—
5	4	3	2	1	1	0	—	—	—	—
6	4	3	2	2	1	1	0	—	—	—
7	4	3	3	2	2	2	1	0	—	—
8	5	3	3	3	2	2	2	1	0	—
9	5	3	3	3	2	2	2	2	1	0
10	5	3	3	3	2	2	2	2	1	1

<sup>1</sup> The character receives only bonus spells per day at this level.

**Chaotic and Good Spells:** Spells associated with Chaos and Good are unavailable to the fellderu, even neutral ones. All spells with the Chaos or Good descriptor are removed from all the fellderu’s spell lists.

**Aura (Ex):** A fellderu has a particularly powerful aura of evil. Neutral fellderu have an aura strength equal to a cleric of one-third their fellderu class level (round down), plus any other levels that add to this aura. Evil fellderu have an aura equal to a cleric of one-half their class level (round down), plus any other levels that add to this aura.

**Animal Fear (Su):** A 1st-level fellderu is automatically able to terrify natural animals at will. This supernatural ability is equal to a *cause fear* spell but only applies to creatures with the Animal type. The total animal(s) affected by each use may be up to 1 Hit Die plus 1 Hit Die per fellderu class level. The attack has no range and a diameter area of effect equal to 25ft. + 5ft./2 class levels. The Save DC is 10 + class level + Charisma modifier.

**Leech Nature’s Essence (Sp):** A fellderu is able to replenish used spell slots, or increase the level of the spell she is about to cast. When using this ability, she sucks the magical life force out of an area and utilizes that energy to power her spell-casting. This ability can be used once per day. It gives the fellderu the ability to spontaneously Empower (as the feat) the next spell of 4<sup>th</sup> level or lower that she is casts. The cast spell does not use a higher level spell slot.

Alternatively, the fellderu may use this ability to recharge 1d4 spell slots, beginning with the lowest level spell slot first. It can only replenish spell slots of 6<sup>th</sup> level or lower.

Utilization of either aspect of *leech nature’s essence* results in the immediate death of all plant life in a 30ft radius of the fellderu as though a *black mulching* spell had been cast.

**Servants of Corruption:** Whenever the fellderu casts *animate dead*, *create undead*, and *create greater undead* this ability allows the fellderu to create a special type of negative energy powered servant able to follow her commands. A fellderu gains this ability at 3rd level, after which she is able to create progressively more powerful types of servants as she rises in levels. Only one servant can be created with each spell casting, the servants are bound to follow the commands of the fellderu, and do not count against the limit of undead creatures the fellderu can control. The fellderu can control a number of hit dice of corrupt servants equal to four times her fellderu class level.

The following types of undead are available at each level listed.

**3rd Level fellderu using *animate dead***

- Bone Crawlers
- Wood Zombies
- Corpse Creeper

**6th Level fellderu using *create undead***

- Burl Zombies
- Mohrderu
- Illderu
- Gwhonderu

**9th Level fellderu using *create greater undead***

- Boneskeve

See the appropriate monster description in Appendix II to determine the creatures statistics and abilities.

This supernatural ability requires the creation of seeds of corruption using the *seeds of corruption* spell to act as a material focus for the undead creation spell to be cast.

***Sinister Wild Shape (Su):*** At 4th level, a fellderu gains the ability to turn herself into any Small or Medium carnivorous animal, including dire animals, and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per fellderu level, or until she changes back. Changing form (to animal or back) is a standard action and does not provoke an attack of opportunity.

The form chosen must be that of an animal the fellderu is familiar with. The new form's Hit Dice cannot exceed the character's total hit dice.

A fellderu loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A fellderu can use this ability more times per day at 5th, and 6th level. In addition, she gains the ability to take the shape of a Large animal at 7th level, a Tiny animal at 8th level, and a Huge animal at 9th level.

***Fearsome Visage (Su):*** At 7th level, a fellderu gains the supernatural ability to change her facial appearance and radiate a terrifying aura once per day. For one round per class level, her face becomes distorted and monstrous, causing those creatures within 60 ft., who gaze upon it to require a Will save (DC 10 + Fellderu class level + Charisma modifier) or become panicked as per a *fear* spell cast by a sorcerer at the fellderu's class level.

***Gutroot Servant (Su):*** Starting at 8<sup>th</sup> level, once per week, when a fellderu successfully kills a creature with the *gutroot*\* spell, the fellderu may choose to have the resulting plant be a shambling mound instead of a normal plant. This shambler is neutral evil. It is under the control of the fellderu for three days as if the fellderu had successfully cast *control plants* on it. Use of this power is not an action.

***Unnatural Storm:*** At 10th level, when a fellderu calls forth a storm using *control weather*, she is not constrained to a particular season for the type of storm she can summon. For instance, a fellderu may call forth a heat wave in the winter.

## Fellderu Spell List

Fellderus choose their spells from the following list.

**cantrips-** *arcane mark, dancing lights, detect disease*\*<sup>1</sup>, *detect magic, detect poison, ghost sound, inflict minor wounds, light, stonense*\*<sup>2</sup>.

**1st level-** *animal enmity*\*, *bane, cause fear, conceal snares and pits*\*, *curse water, deathwatch, degenerate*\*, *detect animals or plants, detect chaos/good, detect vermin*\*, *doom, endure elements, enhance venom*\*<sup>3</sup>, *inflict light wounds, invisibility to animals, lesser darkness*\*<sup>4</sup>, *misguidance*\*, *obscuring mist, protection from chaos/good, resist scrying*\*<sup>5</sup>, *seeds of corruption*\*.

**2nd level-***animal trance, cavernlore*\*<sup>6</sup>, *commanding presence*\*<sup>7</sup>, *darkness, death knell, deep reserves*\*, *delay poison, desecrate, divine wisdom*\*<sup>8</sup>, *faultless grace*\*, *ferocious might*\*, *hold animal, ice armor*\*<sup>9</sup>, *inflict moderate wounds, mire*\*<sup>10</sup>, *perfect recollection*\*<sup>11</sup>, *resist elements, smother*\*<sup>12</sup>, *tunnel*\*<sup>13</sup>, *warp wood, wolf's cry*\*<sup>14</sup>.

<sup>1</sup> *Complete Book of Eldritch Might*

<sup>2</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>3</sup> Adapted from *Relics & Rituals (sethris' potency)*

<sup>4</sup> *Oathbound: Domains of the Forge*

<sup>5</sup> *Complete Book of Eldritch Might*

<sup>6</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>7</sup> *Relics & Rituals*

<sup>8</sup> *Relics & Rituals*

<sup>9</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>10</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>11</sup> *Relics & Rituals*

<sup>12</sup> *Relics & Rituals*

<sup>13</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>14</sup> *Relics & Rituals*

**3rd level**-animate dead, armor of undeath\*<sup>15</sup>, bestow curse, black mulching\*<sup>16</sup>, blindness/deafness, boulder\*<sup>17</sup>, call lightning, contagion, deeper darkness, destroy water\*<sup>18</sup>, diminish plants, dispel magic, dominate animal, fey ward\*<sup>19</sup>, glyph of warding, inflict serious wounds, gust of wind, listening ringworm\*<sup>20</sup>, magic circle against chaos/good, protection from elements, thorn throw\*<sup>21</sup>, wind wall, wither plant\*.

**4th level**-acid burst\*<sup>22</sup>, acid form\*<sup>23</sup>, blight, giant vermin, harmful channel\*<sup>24</sup>, impede movement\*, inflict critical wounds, gaze of destruction\*<sup>25</sup>, mind over matter\*<sup>26</sup>, neutralize poison, poison, ray of dryrot\*<sup>27</sup>, repel vermin, rusting grasp, sleet storm, spike stones, stone sanctuary\*<sup>28</sup>, stonelight\*<sup>29</sup>, tremorsense\*<sup>30</sup>, unholy blight, vermin plague\*<sup>31</sup>, wall of horns\*<sup>32</sup>.

**5th level**-condemned\*<sup>33</sup>, control water, control winds, elemental shroud\*<sup>34</sup>, gas cloud\*<sup>35</sup>, greater enhance venom\*, ice storm, infectious cloud\*<sup>36</sup>, insect plague, nightmare, pass the years\*<sup>37</sup>, quantelemental blast\*<sup>38</sup>, ray of rust\*<sup>39</sup>, squall\*<sup>40</sup>, unhallow, wall of thorns.

**6th level**-antilife shell, circle of doom, chain lightning, conceal the path\*, cone of cold, control weather, dispel chaos/good, fire seeds, harm, power word (thunder)\*<sup>41</sup>, repel wood, rusting fog\*<sup>42</sup>, slay living.

**7th level**-acid fog, blasphemy, control weather, create undead, creeping doom, destruction, dictum, elemental form\*<sup>43</sup>, fire storm, freezing curse\*<sup>44</sup>, greater dispel magic, greater harmful channel\*.

**8th level**-create greater undead, earthquake, finger of death, horrid wilting, leech field\*<sup>45</sup>, repel metal or stone, reverse gravity, squamous pulse\*<sup>46</sup>, unholy aura, whirlwind.

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<sup>15</sup> *Relics & Rituals*

<sup>16</sup> *Complete Book of Eldritch Might*

<sup>17</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>18</sup> *Freeport hardcover*

<sup>19</sup> *Complete Book of Eldritch Might*

<sup>20</sup> *Relics & Rituals*

<sup>21</sup> *Relics & Rituals*

<sup>22</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>23</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>24</sup> Adapt from *Bartleby Tiberius Pheight, a d20 fantasy character* by Patric L. Rogers

<sup>25</sup> *Complete Book of Eldritch Might*

<sup>26</sup> *Relics & Rituals*

<sup>27</sup> *Freeport hardcover*

<sup>28</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>29</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>30</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>31</sup> *Relics & Rituals*

<sup>32</sup> *Relics & Rituals*

<sup>33</sup> *Relics & Rituals*

<sup>34</sup> *Complete Book of Eldritch Might*

<sup>35</sup> *Relics & Rituals*

<sup>36</sup> *EverQuest Role-Playing Game Players' Handbook*

<sup>37</sup> *Relics & Rituals*

<sup>38</sup> *Complete Book of Eldritch Might*

<sup>39</sup> *Freeport hardcover*

<sup>40</sup> *Freeport hardcover*

<sup>41</sup> *Relics & Rituals*

<sup>42</sup> *Freeport hardcover*

<sup>43</sup> *Hammer & Helm: A Guidebook to Dwarves*

<sup>44</sup> *Relics & Rituals*

<sup>45</sup> *Relics & Rituals*

<sup>46</sup> *Complete Book of Eldritch Might*

**9th level-antipathy**, *cataclysm of nature*<sup>\*47</sup>, *energy drain*, *incapacitate*<sup>\*48</sup>, *limited wish*, *magma burst*<sup>\*49</sup>, *mass harm*<sup>\*</sup>, *sphere of deterioration*<sup>\*50</sup>, *storm of vengeance*.

\* Indicates a new spell found in *Appendix III*.

## Role-Playing and Campaign Notes

### Cult of fellderu

The fellderu are a loose knit organization with a clearly defined hierarchical structure. Any fellderu is allowed to teach the secrets to another person, creating another fellderu, but the hierarchy remains and the archfellderu is a real evil dirtbag.

### Adaptation to any setting

The fellderu are easily adapted to any setting because all you need is a group of selfish defilers.

## Appendix I – Sample Characters

Gnoll male Humanoid 2, Barbarian 4, Ranger 6, Fellderu 2

Half-elf Wizard 7, Fellderu 10 (use some of the undead feats in *Appendix IV*)

## Appendix II –Creatures

### Angry Mushroom<sup>51</sup>

Small Aberration, 1 HD

The angry mushroom is not a plant or fungus creature at all, but a fleshy being the general shape and color of a very large toadstool. They set traps for other flesh creatures by pretending to be mushrooms in underground caverns. When they attack, they make a sound like a dozen angry chipmunks defending their nest. They have four multi-jointed, bony, appendages that they can extrude from their base that provide locomotion. They have four more multi-jointed, bony appendages that unfold from the underside of their “cap”. These limbs are analogous to arms and end in two spiny digits the creature can use for fine manipulation. They attack by whirling wildly like drunken dervishes, slashing victims with their outstretched claws. Str 9, Dex 13, Con 18, Int 5, Wis 13, Cha 5. They have one claw attack per round that does 1d3-1 damage. They have Whirlwind Attack and Weapon Finesse as bonus feats. Natural armor +1, no DR or other special defenses of any kind; they survive on cunning, surprise, and sheer tenacity. They reproduce by laying eggs in freshly killed creatures. The eggs integrate into the flesh of the dead creature, then something comes along, eats the flesh, and the eggs incubate and hatch inside the unsuspecting living creature within one to two weeks. The immature angry mushrooms remain very small until they are then passed out in the creature's feces, at which point the angry mushrooms grow quickly pulling nutrients first from the feces then from whatever living creatures (including plants) they can chop up and eat. They have numerous tiny mouths on the underside of their “caps” and once they have killed a target, they use their claws to carve off small tiny chunks they feed into their mouths. They prefer the warm flesh of animals and humanoids, but can survive on just about anything organic. Neutral evil alignment is typical. CR ½.<sup>52</sup>

<sup>47</sup> *Relics & Rituals* (Denev's Fury)

<sup>48</sup> *Relics & Rituals*

<sup>49</sup> *Complete Book of Eldritch Might*

<sup>50</sup> *Complete Book of Eldritch Might*

<sup>51</sup> I created the angry mushroom just so there would be a CR ½ aberration for the *summon natures' enemy I* spell :-)

<sup>52</sup> CR ½ or 1? Tough call, although even with an average of 8 hit points and Whirlwind attack, I'm thinking it would take a boatload of them to really threaten the even a party of 1st-level wizards with spent spells.

## Bone Crawler

<i>Fine Undead</i>	
Hit Dice:	1d12
Initiative:	+6
Speed:	10 ft. (see below)
Armor Class:	24 (+8 size, +2 Dex, +4 natural), touch 20, flat-footed 22
Base Attack/Grapple:	+0/+19
Attack:	Tentacles +8 melee
Full Attack:	Tentacles +8 melee
Space/Reach:	0 ft./0 ft.
Special Attacks:	Improved grab, constrict 1d3
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +0, Ref +2, Will +3
Abilities:	Str 10, Dex 15, Con –, Int –, Wis 12, Cha 1
Skills:	–
Feats:	Improved Grapple <sup>B</sup>
Environment:	Any
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Neutral
Advancement:	–
Level Adjustment:	+0

A fellderu makes these undead from Humanoid finger bones. The creature is dormant until it contacts a any living creature other than the fellderu that created it. It then springs to action, instantly growing a dozen impossibly long and strong boney limbs that grapple the victim like some kind of giant spider. A fellderu can throw them at targets with a range increment of 10 ft and as a touch attack. A fellderu can use one in melee as a touch attack, or they can be left lying in wait as part of a trap. The fellderu uses the *animate dead* spell, with *seeds of corruption* as a material component, and 25 gp of rare inks used to draw symbols on the bones (25 gp for each bone crawler created). Once activated, a crawler attacks any nearby creatures until it is destroyed, or the creator fellderu touches it (causing it to collapse instantly back to dormant form for reuse).

### COMBAT

Bone crawlers have a +35 racial bonus to grapple checks and do 1d3 points of constriction damage.

**Constrict:** A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature’s entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

**Improved Grab:** If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature’s descriptive text). When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent’s weight.

**Undead Traits:** An undead creature possesses the following traits (unless otherwise noted in a creature’s entry). Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is

harmless). Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Undead do not breathe, eat, or sleep.

## Gore Mole

	<i>Gore Mole</i>	<i>Inferno mole</i>
	Large Magical Beast (Earth)	Huge Dragon (Earth, Fire)
<b>Hit Dice</b>	4d10+16 (38 hp)	11d12+77 (148 hp)
<b>Initiative</b>	+0	-1
<b>Speed</b>	40 ft., burrow 20 ft.	40 ft., fly 80 ft. (clumsy), burrow 20 ft.
<b>Armor Class</b>	18, touch 9, flat-footed 18 (-1 size, +9 natural)	23, touch 7, flat-footed 23 (-2 size, -1 Dex, +16 natural)
<b>Base Attack Bonus/Grapple</b>	+4/+13	+11/+32
<b>Attack</b>	Gore +8 melee (1d8 +5)	Gore +22 melee (2d6 +13)
<b>Full Attack</b>	Gore +8 melee (1d8+5), and 2 claws +3 melee (1d6+2)	Gore +22 melee (2d6+13), bite +20 melee (1d8+6), and 2 claws +20 melee (1d8+6)
<b>Space/Reach</b>	10 ft./5 ft.	15 ft./10 ft.
<b>Special Attacks</b>	Toss, spell-like abilities	Toss, breath weapon, spell-like abilities
<b>Special Qualities</b>	Darkvision 90 ft., tremorsense	Darkvision 90 ft., low-light vision, tremorsense, immunities
<b>Saves</b>	Fort +8, Ref +4, Will +2	Fort +14, Ref +6, Will +4
<b>Abilities</b>	Str 20, Dex 10, Con 18, Int 2, Wis 12, Cha 10	Str 36, Dex 8, Con 24, Int 5, Wis 12, Cha 12
<b>Skills</b>	Listen +7, Spot +6	Hide -2, Listen +17, Spot +17
<b>Feats</b>	Alertness, Endurance	Alertness, Endurance, Extra Breath Weapon*, Multiattack
<b>Climate/Terrain</b>	Any underground	Any underground
<b>Organization</b>	Solitary or pair	Solitary or pair
<b>Challenge Rating</b>	4	10
<b>Treasure</b>	None	None
<b>Alignment</b>	Always neutral	Often chaotic evil
<b>Advancement</b>	5-16 HD (Huge)	12-16 HD (Huge)
<b>Level Adjustment</b>	+2; because of their low Intelligence score, gore moles make poor characters or cohorts.	+5; because of their low Intelligence score, gore moles make poor characters or cohorts.

\* Extra Breath Weapon feat appears in *Appendix IV*.

Gore moles are burrowing monsters often trained by dwarves as steeds for elite cavalry units. Their brutal horns and keen senses make them powerful underground predators.

A gore mole looks like a giant mole, with two deadly rhinoceros-like horns protruding from its snout, and heavy jaws that resemble those of a badger. Its tough hide has a stony structure. Like its smaller cousin, the gore mole has whiskers and very small eyes and ears.

Wild gore moles stalk their prey using tremorsense and then ambush them from beneath. Large groups seldom intimidate them. When used as cavalry, they are even more dangerous as their natural predatory instincts are encouraged and they take to armor quite naturally.

### Combat

Although of only animal intelligence, gore moles are well practiced in their hunting technique. Typically one bursts through a thin section of cavern floor to catch a group unaware, tosses a victim back into the ambush tunnel that it burrowed, and then retreats behind a *wall of stone* to finish its victim in relative peace.

Even a small group of gore mole cavalry can easily control large battles, using their mounts to borrow trenches, set ambushes, and lead fearsome charges. Gore moles used as war mounts are often equipped with studded leather barding. A gore mole in studded leather barding is AC 21.

**Toss (Ex):** A gore mole that makes a successful charge attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the gore mole wins the opposed Strength check, instead of knocking the opponent prone, it tosses the opponent into the air to fall prone into any space that the gore mole threatens. This deals 1d6 point of falling damage in addition to the damage dealt by the initial charge attack. Characters with Tumble who are not flat-footed can make a Tumble check (DC 15) to avoid this additional damage and land on their feet.

**Tremorsense (Ex):** Gore moles can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Spell-like Abilities (Sp):** 1/day—*wall of stone*. The gore mole casts spells as a 12<sup>th</sup>-level sorcerer.

### Inferno Mole

The inferno mole is an advanced gore mole bred by a red dragon (11-HD half-dragon gore mole).

The creature is smarter and more cunning. They are more likely to be found above ground near volcanoes than deep underground. Inferno moles equipped for combat often wear mithril breastplate barding, granting AC 28.

**Breath Weapon (Su):** 3/day – an inferno mole can breath a 30-ft cone of fire. It deals 6d8 points of fire damage. A successful Reflex save (DC 22) reduces damage by half. After using its breath weapon, the inferno mole must wait 1d4 rounds before using its breath weapon again.

**Immunities:** An inferno mole has immunity to fire, and *sleep* and paralysis effects.

### Summoning a Gore Mole

A gore mole can be summoned using a *summon nature's ally V*. A celestial or fiendish gore mole can be summoned using *summon monster V*.

A fiendish inferno mole can be summoned using *summon monster IX*.

### Training a Gore Mole

Many underground civilizations train captive gore moles as combat mounts. They are generally too wild and temperamental to use for anything else. Gore mole whiskers are generally easy to come by underground as a spell component for the *cavernlore*<sup>\*53</sup> spell.

Training a gore mole as a mount requires a successful Handle Animal check (DC 24 for a young creature, or DC 29 for an adult). A gore mole can be trained to toss an opponent backward along its length to land behind it, provoking an attack of opportunity against the foe by its rider. This takes one of the gore mole's possible trick slots and requires a special Handle Animal check (DC 25) to teach. Gore mole young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a gore mole, and riding one requires an exotic saddle unless the gore mole never uses its burrow speed.

Inferno moles are so spiteful and ornery that only the most stubborn hill giants and fire giants even consider training inferno moles. More likely they have pens of captive moles, possibly with clipped wings, that they turn loose against their enemies for shock value.

*Source:* Adapted (and extensively expanded) from *Hammer & Helm: A Guidebook to Dwarves*.

## Wood Zombie

It is not normally possible to convert a plant into an undead creature. However, the fellderu have secret techniques for doing just that. They build a roughly humanoid form approximately five feet tall from wood freshly chopped from any number of trees, then use their vile rituals to animate it as wood zombies.

**Single Actions Only (Ex):** Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

**Undead Plant Traits:** An undead creature possesses the following traits. Low-light vision. Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Immunity to poison, sleep effects, paralysis, polymorph, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at

<sup>53</sup> Yes, the only reason the gore mole appears in this book is that its whiskers are a material component of the *cavernlore*\* spell. But it also gave me an excuse to revise and expand the creature ☺

risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Undead do not breathe, eat, or sleep.

	<b>Small Wood Zombie</b>	<b>Medium Wood Zombie</b>
	Small Undead	Medium Undead
<b>Hit Dice:</b>	2d12+3 (16 hp)	4d12+3 (29 hp)
<b>Initiative:</b>	+0	-1
<b>Speed:</b>	30 ft. (6 squares; can't run)	30 ft. (6 squares; can't run)
<b>Armor Class:</b>	15 (+1 size, +5 natural), touch 11, flat-footed 15	14 (-1 Dex, +5 natural), touch 9, flat-footed 14
<b>Base</b>	+1/-4	+2/+3
<b>Attack/Grapple:</b>		
<b>Attack:</b>	Slam +1 melee (1d4-1)	Slam+2 melee (1d6+1)
<b>Full Attack:</b>	Slam +0 melee (1d4-1)	Slam+2 melee (1d6+1)
<b>Space/Reach:</b>	5 ft./5 ft.	5 ft./5 ft
<b>Special Attacks:</b>	—	—
<b>Special Qualities:</b>	Single actions only, damage reduction 5/slashing, low-light vision, darkvision 60 ft., undead plant traits	Single actions only, damage reduction 5/slashing, low-light vision, darkvision 60 ft., undead plant traits
<b>Saves:</b>	Fort +0, Ref +0, Will +3	Fort +1, Ref +0, Will +4
<b>Abilities:</b>	Str 8, Dex 11, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 9, Con —, Int —, Wis 10, Cha 1
<b>Skills:</b>	—	—
<b>Feats:</b>	Toughness	Toughness
<b>Environment:</b>	Temperate forests	Any
<b>Organization:</b>	Any	Any
<b>Challenge Rating:</b>	1/2	1
<b>Treasure:</b>	None	None
<b>Alignment:</b>	Always neutral evil	Always neutral evil
<b>Advancement:</b>	3 HD (Small)	5-7 HD (Medium)
<b>Level</b>	—	—
<b>Adjustment:</b>		
	<b>Large Wood Zombie</b>	<b>Huge Wood Zombie</b>
	Large Undead	Huge Undead
<b>Hit Dice:</b>	8d12+3 (55 hp)	16d12+3 (133 hp)
<b>Initiative:</b>	-1	-1
<b>Speed:</b>	30 ft. (6 squares; can't run)	30 ft. (6 squares; can't run)
<b>Armor Class:</b>	15 (-1 size, -1 Dex, +7 natural), touch 8, flat-footed 15	17 (-2 size, -1 Dex, +10 natural) touch 7, flat-footed 17
<b>Base</b>	+4/+13	+8/+25
<b>Attack/Grapple:</b>		
<b>Attack:</b>	Slam +7 melee (1d8+7)	Slam +15 melee (2d6+14)
<b>Full Attack:</b>	Slam +7 melee (1d8+7)	Slam +15 melee (2d6+14)
<b>Special Attacks:</b>	—	—
<b>Special Qualities:</b>	Single actions only, damage reduction 5/slashing, low-light vision, darkvision 60 ft., undead plant traits	Single actions only, damage reduction 5/slashing, low-light vision, darkvision 60 ft., undead plant traits
<b>Saves:</b>	Fort +2, Ref +1, Will +6	Fort +6, Ref +5, Will +12
<b>Abilities:</b>	Str 20, Dex 9, Con —, Int —, Wis 10, Cha 1	Str 28, Dex 9, Con —, Int —, Wis 10, Cha 1
<b>Skills:</b>	—	—
<b>Feats:</b>	Toughness	Toughness
<b>Environment:</b>	Warm hills	Temperate marshes
<b>Organization:</b>	Any	Any
<b>Challenge Rating:</b>	3	4
<b>Treasure:</b>	None	None

<b>Alignment:</b>	Always neutral evil	Always neutral evil
<b>Advancement:</b>	9–15 HD (Large)	16–23 HD (Huge)
<b>Level</b>	—	—
<b>Adjustment:</b>		
	<b>Gargantuan Wood Zombie</b>	<b>Colossal Wood Zombie</b>
	Gargantuan Undead	Colossal Undead
<b>Hit Dice:</b>	24d12+3 (160 hp)	32d12+3 (199 hp)
<b>Initiative:</b>	+0	–1
<b>Speed:</b>	30 ft. (6 squares; can't run)	30 ft. (6 squares; can't run)
<b>Armor Class:</b>	18 (–4 size, –2 Dex, +14 natural), touch 4, flat-footed 18	19 (–8 size, –2 Dex, +19 natural) touch 0, flat-footed 19
<b>Base Attack/Grapple:</b>	+12/+37	+16/+49
<b>Attack:</b>	Slam +21 melee (2d8+19)	Slam +25 melee (4d6+25)
<b>Full Attack:</b>	Slam +21 melee (2d8+19)	Slam +25 melee (4d6+25)
<b>Special Attacks:</b>	—	—
<b>Special Qualities:</b>	Single actions only, damage reduction 5/slashing, low-light vision, darkvision 60 ft., undead plant traits	Single actions only, damage reduction 5/slashing, low-light vision, darkvision 60 ft., undead plant traits
<b>Saves:</b>	Fort +8, Ref +6, Will +14	Fort +10, Ref +8, Will +18
<b>Abilities:</b>	Str 37, Dex 7, Con —, Int —, Wis 10, Cha 1	Str 45, Dex 7, Con —, Int —, Wis 10, Cha 1
<b>Skills:</b>	—	—
<b>Feats:</b>	Toughness	Toughness
<b>Environment:</b>	Warm hills	Temperate marshes
<b>Organization:</b>	Any	Any
<b>Challenge Rating:</b>	8	10
<b>Treasure:</b>	None	None
<b>Alignment:</b>	Always neutral evil	Always neutral evil
<b>Advancement:</b>	25–31 HD (Gargantuan)	32–40 (Colossal)
<b>Level</b>	—	—
<b>Adjustment:</b>		

## Appendix III –Magic

### Cleric Domains

#### Vermin Domain

Many deities have insects, arachnids, vermin and other creepy crawly things as part of their portfolio. Some of these will have this domain available to their clerics.

**Benefits:** The character can use the Handle Animal skill on creatures of the Vermin type at a –4 penalty. (Normally, Handle Animal cannot be used on Vermin.) The cleric gains a +4 luck bonus on saving throws against the poison of Vermin.

- 1—*spider climb*
- 2—*summon swarm*
- 3—*wall of hornets*\*<sup>54</sup>
- 4—*repel vermin*
- 5—*insect plague*
- 6—*blight*

<sup>54</sup> *Relics & Rituals*

7—*creeping doom*

8—*mind blank*

9—*shapechange* (vermin forms only)

*Source:* Developed in collaboration with Phil Smith ( [www.slacknhash.com](http://www.slacknhash.com) )

## Spells

### Acid Burst

Evocation [Acid]

**Level:** Druid 4, Fellderu 4, Sorcerer/Wizard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Area:** 20-foot-radius burst centered on caster

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

Acid sprays outward from the caster's body, showering creatures in the area. The acid deals 1d6 points of damage per caster level, to a maximum of 10d6. Creatures in the area that make a successful Reflex save take half the damage.

The *acid burst* also deals damage to objects in the area of the effect. It scars the surfaces of walls and can mar or ruin unattended items (GM's discretion). If the damage caused to an interposing barrier destroys the barrier, the burst might continue beyond the barrier if the spell's area permits.

*Material Component:* A small citrus fruit.

*Source:* *Hammer & Helm: A Guidebook to Dwarves*

### Acid Form

Transmutation

**Level:** Druid 4, Fellderu 4, Sorcerer/Wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Caster

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

The caster's body transform into a thick, acidic gel. He retains his basic body shape and mobility.

While transformed, the caster is immune to acid damage. He may make melee touch attacks that deal 1d6 acid damage, or he may make an unarmed melee attack that deals 1d6 points of acid damage in addition to his normal unarmed damage. The caster's unarmed melee attacks do not provoke attacks of opportunity while he is affected by the *acid form*. Any creature grappling the caster takes 1d6 points of acid damage each round in addition to damage from any other attacks. As a standard action, the caster may shoot a jet of acid to a distance of 20 feet. This is a ranged touch attack that deals 2d6 points of acid damage to the target struck.

Made of a resilient, malleable gel, the caster gains a +10 circumstance bonus to Escape Artist checks and to checks made to escape a grapple. Weapons affect the caster normally, but creatures using natural or unarmed attacks take 1d3 points of acid damage each time they hit him.

The caster's equipment is subsumed into his new form for the duration of the spell and provides no benefits to him. Objects he picks up while transformed take 1d6 points of acid damage each round. The caster may not cast spells while transformed.

*Material Component:* A flask of acid costing 10 gp.

*Source:* *Hammer & Helm: A Guidebook to Dwarves*

## Animate Dead

In addition to creating animated skeletons and zombies, a fellderu can use *animate dead* to create bone crawlers, wood zombies and corpse creepers. These count along with skeletons and zombies for determining the total number of hit dice of creatures created with *animate dead* the fellderu can control.

## Armor of Undeath

Necromancy

**Level:** Death 3, Fellderu 3, Sorcerer/Wizard 3

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

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Caster

**Duration:** 1 hour/level or special

**Saving Throw:** None

**Spell Resistance:** No

This spell allows the caster to create magical armor from the remains of a humanoid. The caster must touch a corpse (the corpse can be fresh, rotting or even skeletal, so long as enough of it remains that it could be animated via an *animate dead* spell) and invoke the spell. The corpse will then stand erect, embrace the caster and begin to bend and twist, wrapping itself around the caster to form a gruesome armor of bones and dead flesh. The armor grants a +2 enhancement bonus to the caster's AC, 25 temporary hit points, a -1 armor check penalty and a 5% arcane spell failure penalty. Damage dealt to the caster is first removed from these temporary hit points. The spell ends when either the duration expires or 25 points of damage are dealt to the armor. Should the spell end normally, all remaining temporary hit points are lost.

*Material Component:* A humanoid corpse.

*Source:* *Relics & Rituals* (Sword & Sorcery Studies)

## Black Mulching

Necromancy

**Level:** Druid 4, Fellderu 3, Sorcerer/Wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 20-foot-diameter sphere

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

All plants in the area with 3 HD or less blacken and die automatically, falling to shreds. Other plants suffer 1d10 hit points of damage. The caster can move the area anywhere within the range of the spell each round as a standard action.

*Material Components:* A drop of any type of poison and a small pair of shears.

*Source:* *The Complete Book of Eldritch Might* (Malhavoc Press)

## Boulder

Conjuration (Creation) [Earth]

**Level:** Druid 3, Earth 3, Fellderu 3, Sorcerer/Wizard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** 3-ft.-radius sphere

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

**Saving Throw:** None (see text)

**Spell Resistance:** No

A spherical boulder of elemental earth rolls around the battlefield under the caster's control. The boulder is considered to occupy one 5 ft. by 5 ft. square. It moves up to 20 feet (or less if it strikes an immovable object) in a straight line every round in a direction of the caster's choice, bowling over creatures in its path.

The boulder makes a melee touch attack against any creature it contacts, using the caster's base attack bonus with an effective Strength modifier of +5. Creatures struck by the boulder must win an opposed Strength check or be knocked prone, taking 1d6+5 points of bludgeoning damage as the boulder rolls over them. If a creature wins the oppose Strength check, the boulder does no damage and travels no farther during that round.

The boulder has a hardness of 8 and 180 hit points. It takes damage as an unattended object.

*Arcane Material Component:* A smooth spherical pebble.

*Source:* Adapted from *Hammer & Helm: A Guidebook to Dwarves*

## Cataclysm of Nature

Evocation

**Level:** Druid 9, Fellderu 9

**Components:** V, S, XP

**Casting Time:** 1 full round

**Range:** See text

**Area:** See text

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This spell causes cataclysmic forces of nature to be unleashed over a vast area. The area affected is an entire geographic region within sight of the caster, such as a valley, the caverns beneath a mountain or a lake, from shore to shore. If the geographical area is especially large (a great plain, an ocean, etc.), then even this spell cannot affect it entirely. Assume a maximum one-mile-radius area of effect centered on a point chosen by the caster. However, in order to properly channel the massive energies this spell requires, the caster *must* be within the area of effect, if only at its periphery.

The entire chosen region becomes a nightmare of natural disasters. Scalding geysers erupt. Caverns collapse. Crevasses widen. All structures and living beings within the area of effect sustain 1d6 damage for every five levels of the caster (maximum 5d6). A Reflex save halves this damage. The caster must save too, for the chaos unleashed spares none. Additionally, the caster must make a Will save against her own DC for this spell (DC 19 + Wis modifier for druids, DC 19 + Cha modifier for fellderu) or be *stunned* and *prone* for 2d6 rounds. A successful Will save reduces this time to 1d6 rounds.

This spell is extremely taxing to cast even once, but future castings take a continually greater toll on the caster (as reflected in the XP cost below).

*XP Cost:* 6,000 XP (+6,000 XP each additional casting, so 18,000 XP the third time the same caster casts the spell).

*Source:* Adapted from *Relics & Rituals*

## Cavernlore

Divination

**Level:** Druid 2, Fellderu 2, Ranger 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Caster

**Duration:** 1 hour/level

While this spell is in effect, the caster gains several benefits that help her thrive in underground environments.

The caster gains a +5 enhancement bonus on Survival checks made while underground. (In the case of foraging, the GM must rule that there is sufficient edible material to even attempt the check.) The caster may move at normal speed when tracking creatures through natural caverns.

If the caster also has stonecunning (either naturally or through a spell such as *stonesense*\*), she gains an enhanced ability to notice unusual stonework. She can make Spot checks to notice unusual stonework within 20 feet. While *cavernlore*\* is in effect, the caster can also make Spot checks to notice worked materials made to look like natural stone, such as secret or concealed doors or traps. The DC of the Spot check is equal to the normal Search DC to locate worked material of stone (providing that it is hidden in the first place).

*Material Component:* A gore mole's whiskers.

*Source:* Adapted from *Hammer & Helm: A Guidebook to Dwarves*

## Commanding Presence

Transmutation

**Level:** Bard 2, Cleric 2, Fellderu 2, Paladin 2, Sorcerer/Wizard 2

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

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject is better able to exert his will and personality. The spell grants an enhancement bonus to Charisma of 1d4+2 points, adding the usual benefits to ability and skill checks, as well as turning attempts, spell DCs (where applicable), etc.

An increased Charisma score may allow the subject to cast more spells. For each additional spell cast by virtue of the recipient of this spell having a higher Charisma than normal, one random spell of the same spell level is lost from preparation as if it had been cast when *commanding presence*'s duration ends.

A creature cannot benefit from another casting of *commanding presence* for one week after receiving the spell. Such attempts automatically fail.

*Arcane Material Components:* A small wooden token carved in the likeness of the sun or a lock of hair from a being with a Charisma score of 18 or higher.

*XP Cost:* 50

*Source:* Adapted from *Relics & Rituals*

## Control Weather

A fellderu casts *control weather* as if she is a druid of her fellderu caster level. At 9<sup>th</sup> level, a fellderu can use her *unnatural storm* ability to enable her to change the weather in any fashion, regardless of the season or climate.

## Create Undead

See the note under *animate dead* above.

## Create Greater Undead

See the note under *animate dead* above.

## Darkness, Lesser

Evocation (Darkness)

**Level:** Bard 1, Cleric 1, Fellderu 1, Sorcerer/Wizard 2

**Components:** V, M, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

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

**Saving Throw:** None

**Spell Resistance:** No

This spell, when cast upon an object, blocks all light from entering into the area within a 20-foot radius. It also nullifies all natural light sources and all 0-level magical light sources in the area, such as the spells *light* and *dancing lights*, for the duration of the spell. Higher-level light spells, such as *daylight*, are unaffected by *lesser darkness*. The effect of this spell is similar to that of the spell *darkness*, except that creatures with darkvision are not prevented from being able to see.

*Lesser darkness* can alternatively be used to merely dispel any light spell of equal or lower level, including *light*.

*Arcane Material Component:* Either a drop of pitch or a piece of coal.

*Source:* *Oathbound: Domains of the Forge*.

## Deep Reserves

Transmutation

**Level:** Cleric 2, Druid 2, Fellderu 2, Ranger 2, Sorcerer/Wizard 2

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

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject gains greater stamina, endurance and durability. The spell grants an enhancement bonus to Constitution of 1d4+2 points, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

A creature cannot benefit from another casting of *deep reserves* for one week after receiving the spell. Such attempts automatically fail.

*XP Cost:* 50

## Detect Disease

Divination

**Level:** Adept 0, Cleric 0, Druid 0, Fellderu 0, Paladin 1, Sorcerer/Wizard 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 feet

**Area:** A quarter circle emanating from the caster to the extreme of the range

**Duration:** Concentration, up to one minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

The caster can detect in a creature the presence of disease or disease-causing filth or conditions, etc. The amount of information revealed depends on how long she studies a particular area or object:

*1<sup>st</sup> Round:* Presence or absence of disease.

*2<sup>nd</sup> Round:* Number of disease or disease-ridden areas and the location of each. If a disease source lies outside the casters line of sight, then she discerns its direction but not its exact location.

*3<sup>rd</sup> Round:* The general type of disease: the damage it inflicts, the incubation period, contagion factors, and the relative difficulty of the save.

*Note:* Each round, the caster can turn to *detect disease* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 1 yard of wood or dirt blocks it.

*Source:* *The Complete Book of Eldritch Might*

## Detect Vermin

Divination

**Level:** Druid 2, Ranger 2, Vermin 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect a particular kind Vermin in a cone emanating out from you in whatever direction you face. You must think of a kind of vermin when using the spell, but you can change the vermin kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of vermin.

*1st Round:* Presence or absence of that kind of vermin in the area.

*2nd Round:* Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

*3rd Round:* The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

*Conditions:* For purposes of this spell, the categories of condition are as follows:

*Normal:* Has at least 90% of full normal hit points, free of disease.

*Fair:* 30% to 90% of full normal hit points remaining.

*Poor:* Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

*Weak:* 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of vermin in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Divine Wisdom

Transmutation

**Level:** Cleric 2, Druid 2, Fellderu 2, Paladin 2, Ranger 2, Sorcerer/Wizard 2

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

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject gains a greater sense of inner balance and mental strength as well as a tangible connection to her god. The spell grants an enhancement bonus to Wisdom of 1d4+2 points, adding the usual benefits to ability and skill checks, spell DCs (where applicable), Will saves, etc.

An increased Wisdom score may allow the subject to prepare more spells. For each additional spell prepared by virtue of the recipient of this spell having a higher Charisma than normal, one random spell of the same spell level is lost from preparation as if it had been cast when *divine wisdom's* duration ends.

A creature cannot benefit from another casting of *divine wisdom* for one week after receiving the spell. Such attempts automatically fail.

*Arcane Material Components:* A small wooden token carved in the likeness of the sun or a lock of hair from a being with a Charisma score of 18 or higher.

*XP Cost:* 50

*Source:* Adapted from *Relics & Rituals*

## Elemental Form

Transmutation

**Level:** Air 7, Druid 7, Earth 7, Fellderu 7, Fire 7, Sorcerer/Wizard 7, Water 7

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Personal

**Target:** Caster

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

You are transformed into a greater elemental. Your creature type changes to elemental, and you gain the statistics, including effective Hit Dice (but not hit points), of a typical greater elemental. Your physical attributes (Strength, Dexterity, and Constitution, as well as size) change to match the new form, but your mental attributes (Intelligence, Wisdom, and Charisma) remain the same, as do your hit points. You retain your base attack bonus and saves (although your new ability scores may alter the totals). You retain the ability to cast spells in the new form, but your equipment is subsumed into your new form and cannot be used for the duration of the spell.

Existing spell effects are carried over to the new form, with the exception of those to which elementals are immune, including sleep, poison, paralysis, and stunning. If you are affected by a poison before assuming elemental form, the time you spend as an elemental does not elapse for the purposes of making a saving throw against the poison's secondary effects, just as if you were affected by the *delay poison* spell.

The spell takes on the subtype of the elemental transformed into. When cast as a clerical domain spell, it can only transform the caster into the element associated with the domain (i.e. Air domain = air elemental).

*Material Component:* A small quantity of the element to transform into.

*Source:* Adapted from *Hammer & Helm: A Guidebook to Dwarves*

## Enhance Venom

Transmutation

**Level:** Cleric 2, Druid 1, Fellderu 1, Ranger 1

**Components:** S, V, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 1 plant or creature touched/level

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell increases the DC for any of the target's natural poisons by +1 per two caster levels (maximum +5). This spell can be cast only on living creatures of the Animal, Magical Beast or Plant type, or on normal plants (objects) that produce a natural poison of some type, although a truly industrious poison herbalist can possibly harvest and prepare the target's poison in time for someone to make use of the preparation before the spell expires.

*Source:* Adapted from *Relics & Rituals*

## Enhance Venom, Greater

Transmutation

**Level:** Cleric 6, Druid 5, Fellderu 5, Ranger 5

**Components:** S, V, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 1 plant or creature touched/level

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell increases the DC for any of the target's natural poisons by +1 per two caster levels (maximum +10). This spell can be cast only on living creatures of the Animal, Magical Beast or Plant type, or on normal plants (objects) that produce a natural poison of some type, although a truly industrious poison herbalist can possibly harvest and prepare the target's poison in time for someone to make use of the preparation before the spell expires.

*Source:* Adapted from *Relics & Rituals*

## Faultless Grace

Transmutation

**Level:** Bard 2, Druid 2, Fellderu 2, Ranger 2, Sorcerer/Wizard 2

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

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject is more lithe, agile, coordinated and graceful. The spell grants an enhancement bonus to Dexterity of 1d4+2 points, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

A creature cannot benefit from another casting of *faultless grace* for one week after receiving the spell. Such attempts automatically fail.

*XP Cost:* 50

## Ferocious Might

Transmutation

**Level:** Cleric 2, Druid 2, Fellderu 2, Paladin 2, Sorcerer/Wizard 2, Strength 2

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

**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

The subject's muscles become charged with energy, allowing him to exert greater force in all endeavors. The spell grants an enhancement bonus to Strength of 1d4+2 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

A creature cannot benefit from another casting of *ferocious might* for one week after receiving the spell. Such attempts automatically fail.

*Material Components:* A tuft of hair from any Large mammal.

*XP Cost:* 50

## Freezing Curse

Transmutation [Cold]

**Level:** Druid 7, Fellderu 7, Sorcerer/Wizard 7

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

Upon finishing the spell, the caster's hands are coated with a glacial rime. The caster need then but touch the target to bring the full effect of the spell to bear. The target takes 5d8 damage, and must make a Fortitude save to avoid being frozen alive and encased completely in ice. If the save is successful, the victim is still chilled to the bone and takes 5d8 points of cold damage.

If the save is failed, the creature freezes; every portion of his body turns to solid ice. The victim so frozen is still alive and enters a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. His body functions virtually cease until the ice melts and he is restored to normal. In a temperate climate, the creature will thaw naturally in about a week. At the GM's discretion, proximity to a large fire or very warm climate can accelerate the safe thaw rate to as little as a day, while exposure to cold can lengthen the duration. The victim's frozen form shatters if he is struck at any time for 5 or more hit points of damage from any source except cold.

*Arcane Material Component:* A sliver of mirror which is consumed in the caster.

*Source:* *Relics & Rituals* (Sword & Sorcery Studios)

## Gas Cloud

Conjuration (Creation)

**Level:** Fellderu 5, Sorcerer/Wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Fog spreads 30-ft. wide, 20-ft. high

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*Gas cloud* creates invisible vapors whose most dramatic property is to explode whenever any type of flame is brought into its area. Whenever a flame, whether magical or normal, is brought into its area of effect, the *gas cloud* will explode, doing 1d6 damage per level of the caster (maximum 10d6), with a Reflex save for half damage. If a fire-based spell, such as a *fireball*, is cast into a *gas cloud's* area, resolve both damage effects separately.

Creatures entering a *gas cloud* or coming within 5 feet of one may make a Wisdom check (DC 18) to notice the faint odor of the *gas cloud's* vapors. Creatures with the scent special quality will automatically detect the *gas cloud*, though they will not necessarily know what it is.

Like *cloudkill*, *gas cloud*'s vapors are heavier than air and will settle into the lowest point within the area of effect, seeping down into grates or chimneys, for example.

Source: *Relics & Rituals*

## Gutroot

Transmutation

**Level:** Druid 5, Fellderu 5, Plant 5

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

**Casting Time:** 1 standard action

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

**Target:** One creature (see text)

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target of this spell must be either an herbivore or an omnivore (that is, one who actually eats plants on occasion) and is permitted a Fortitude save; success simply indicates an upset stomach and the creature is *nauseated* for 1d4 rounds. Failure indicates that the caster has seized all the undigested or partially digested plant matter in the target's stomach, fused it into a whole, living mass and caused it to grow at a tremendous rate, seeking the warmth of sunshine and nourishing soil. This causes 1d6 damage per caster level (maximum 15d6). If this damage is enough to kill the target, it is assumed that the writhing plant tentacles have burst their roots through the abdomen of the victim and sprouted vines and foliage up his throat and out his mouth (a grisly beginning for a new plant). The new plant has no special properties, and is treated as a small tree unless the GM decides it is another type of plant.

*Material Components:* A small bundle of roots dripped with bile.

Source: Adapted from *Relics & Rituals*

## Harmful Channel

Necromancy

**Level:** Cleric 4, Death 4, Fellderu 4

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** Personal

**Target:** Caster

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** None

For the duration of this spell, the caster can cast any of the following spells as if they had a range of Close (25 ft. + 5 ft./2 levels): *inflict light wounds*, *inflict minor wounds*, *inflict moderate wounds*, *inflict serious wounds*. It requires a ranged touch attack to hit an unwilling target. The target is affected normally by the spell, just as if it had been touched.

## Harmful Channel, Greater

Necromancy

**Level:** Cleric 7, Fellderu 7

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** Personal

**Target:** Caster

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** None

For the duration of this spell, the caster can cast any of the following spells as if they had a range of Medium (100 ft. + 10 ft./level): *inflict critical wounds*, *inflict light wounds*, *inflict minor wounds*, *inflict moderate wounds*, *inflict serious wounds*, *harm*, *contagion*, *poison*. It requires a ranged touch attack to hit an unwilling target. The target is affected normally by the spell, just as if it had been touched.

## Ice Armor

Abjuration

**Level:** Fellderu 2, Sorcerer/Wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell sheathes the recipient in thin armor made entirely of ice. The armor radiates no cold and does not harm the recipient. It provides +3 armor bonus and prevents the next 30 points of fire damage dealt to the recipient. Every full 10 points of fire damage so prevented reduces the armor bonus provided by the spell by –1; when both fire protection and armor bonus drop to 0, the spell ends.

The *ice armor* does not reduce the recipient's movement rate, apply an armor check penalty, or encumber the creature. It is not true armor, and it may be cast on a creature that is already wearing armor (although the armor bonuses overlap and do not stack).

A character may only have one *ice armor* spell in effect at a time.

*Source:* Adapted from *Hammer & Helm: A Guidebook to Dwarves*

## Listening Ringworm

Conjuration (Creation)

**Level:** Druid 3, Fellderu 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Magical sensor

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

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The caster touches her intended target (making a melee touch attack if cast on an unwilling target). Wherever the caster touches, a small, magical, pinkish ringworm appears just beneath the target's skin. The worm grows to about 2 inches in diameter over the next 15 minutes.

From that point until the spell fades, the caster can concentrate and hear any sounds around the target as though the ringworm was one of the caster's ears. Clothing or the sound of scratching might muffle the reception. The infection lasts 1 hour per caster level, itches slightly, and is visible as a discoloration of the skin. Spells that cure disease or dispel magic will remove the infection.

The spell fails if the target is not naturally susceptible to epidermal infections – for example, if it has no skin or it is made of stone.

*Source:* *Relics & Rituals*

## Mind Over Matter

Transmutation

**Level:** Bard 4, Cleric 4, Druid 4, Fellderu 4, Sorcerer/Wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Caster

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

The caster of *mind over matter* gains a +10 competence bonus to all Concentration skill checks for the duration of the spell. The spell ends before its normal duration if the caster voluntarily moves more than 5 feet in a single round. The caster can benefit from only one *mind over matter* effect at a time.

*Source:* Adapted from *Relics & Rituals*

## Mire

Transmutation

**Level:** Druid 2, Fellderu 2, Sorcerer/Wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One 10-ft. square

**Duration:** 1 round/level

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

**Spell Resistance:** Yes

This spell is similar in many ways to the druid spell *entangle*. The earth twists and moves, binding creatures in the area of effect and hindering their movement. Creatures in, or passing through, the area must make a successful Reflex save or become entangled. An entangled creature suffers a –2 penalty on attack rolls, suffers a –4 penalty to effective Dexterity, and cannot move. An entangled creature that attempts to cast a spell must make a successful Concentration check (DC 15) or lose the spell. It can break free and move at half normal speed by using a full-round action to make a Strength check (DC 20) or an Escape Artist check (DC 20). A creature that succeeds at a Reflex saving throw immediately moves out of the area of effect by the shortest route possible. If the creature opts not to move in this manner, it suffers the effects of mire as if it had failed the saving throw.

Flying creatures and creatures with burrow speeds are immune to the effects of *mire*.

*Material Component:* A small lump of clay.

*Source:* *Hammer & Helm: A Guidebook to Dwarves*

## Perfect Recollection

Transmutation

**Level:** Bard 2, Fellderu 2, Sorcerer/Wizard 2

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

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject is better able to recall distant memories and focus on mentally challenging tasks. The spell grants an enhancement bonus to Intelligence of 1d4+2 points, adding the usual benefits to ability and skill checks, spell DCs (where applicable), etc. The creature does not gain any additional skill points, or bonus languages.

An increased Intelligence score may allow the subject to prepare more spells. For each additional spell prepared by virtue of the recipient of this spell having a higher Intelligence than normal, one random spell of the same spell level is lost from preparation as if it had been cast when *perfect recollection's* duration ends.

A creature cannot benefit from another casting of *perfect recollection* for one week after receiving the spell. Such attempts automatically fail.

*Material Components:* A few feathers from an owl or a small figurine in the shape of an owl.

*XP Cost:* 50

*Source:* Adapted from *Relics & Rituals*

## Pass the Years

Transmutation

**Level:** Cleric 6, Fellderu 5, Sorcerer/Wizard 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 1 creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell causes magical, permanent aging in the target. By means of this spell, the target ages 1d10 years. A successful throw negates the aging.

The exact effect this artificial aging has on a creature depends on the particular creature. Humanoids suffer ability score penalties to their physical characteristics, but do not gain the normal aging benefits to the mental characteristics because they have not matured mentally to gain those benefits. Aging a dragon might actually help the creature by making it more powerful (GM's discretion if a dragon's mental ability scores increase with the artificial aging).

*Material Component:* A lock of hair from a venerable humanoid.

*Source:* Adapted from *Relics & Rituals*

## Power Word, Thunder

Conjuration (Creation) [Sonic]

**Level:** Druid 6, Fellderu 6, Sorcerer/Wizard 6

**Components:** V

**Casting Time:** 1 standard action

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

**Area:** See text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

When uttered, the *power word, thunder* quickly rises to a tremendous pitch and washes outward as a tangible boom of sound. All creatures within 60 feet of the caster with 30 or fewer hit points are immediately *deafened* and *dazed*. Creatures with 31 to 60 hit points are *deafened* but not *dazed*. Creatures with 61 or more hit points are unaffected. A *power word, thunder* can be cast within magical silence, and it also destroys all magical silence spells of lower level within 60 feet of the caster, although creatures that were in the magical silence are insulated from the effects of the *power word, thunder*.

*Source:* Adapted from *Relics & Rituals*

## Smother

Evocation

**Level:** Fellderu 2, Sorcerer/Wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target, Effect, or Area:** One living creature or 10-ft.-diameter circle

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

**Saving Throw:** Reflex negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

When cast, this spell creates a grayish blanket of magical energy that adheres directly to the target. Any fires in the area of the spell's effect are instantly extinguished and any other phenomena that require air are also stopped immediately. If cast on a living being, this spell deprives it of air, causing suffocation for the duration of the spell. Since the subject of the spell usually does not have an opportunity to take a large breath prior to the spell's effect, the victim must begin rolling Constitution checks in rounds instead of 2 rounds per point of Constitution as per normal suffocation rules. A Reflex saving throw allows the victim to avoid the cloak, and it negates the spell.

The magical cloak does not hinder movement nor does it offer any protection other than preventing air and other gases from reaching the spell's target. The spell can be used for protection against poison gas attacks, *cloudkill* and the like as long as the protected subject does not mind holding his breath! It can also be used to trap opponents who are in gaseous form.

*Material Components:* Small piece of woven cloth.

*Source:* Adapted from *Relics & Rituals*

## Stone Sanctuary

Abjuration

**Level:** Druid 2, Fellderu 4, Sorcerer/Wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** See text

**Effect:** Hollow stone boulder whose area occupies 3 adjacent 5-ft. squares surrounding the caster

**Duration:** 1 minute/level

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

**Spell Resistance:** None

This spell creates an immobile thick stone shelter around the caster and up to two adjacent Medium creatures. The sanctuary offers complete cover from outside creatures; there are no openings of any kind. It resembles a peaked boulder approximately 10 feet in height. It is possible to block narrow passages and caverns with a *stone sanctuary*. The stone is 3 inches thick, with hardness of 8, 90 hit points and break DC 50.

The hollow boulder encloses three 5-foot squares and houses up to 3 Medium creatures, including the caster. Creatures of other sizes are affected by the spell only if they are small enough to fit inside the enclosed area. For example, a Large caster can fill two of the 5-foot squares by squeezing, leaving room for only one additional Medium creature. Creatures in the area who do not wish to be enclosed in the shelter may make a Reflex saving throw. On a successful save, the creature remains outside—provided that it immediately moves out of the spell's area by the most direct route. The caster cannot choose to be outside the shelter when the spell is cast. Creatures inside the shelter, including the caster, may use *teleport* and similar spells to enter or leave the *stone sanctuary* after it is formed.

The caster must be standing on the ground or stone flooring to cast *stone sanctuary*; otherwise the spell fails.

*Material Component:* A small piece of pumice.

*Source:* Adapted from *Hammer & Helm: A Guidebook to Dwarves*

## Stonesense

Divination

**Level:** Druid 0, Fellderu 0, Sorcerer/Wizard 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Caster

**Duration:** 1 round/level

The caster temporarily gains enhanced understanding of stone and stonework, becoming akin to a dwarves' stonecunning racial ability. *Stonesense* grants a +5 enhancement bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. While affected by *stonesense* the caster can make a check as if actively searching if he merely passes within 10 feet of such stonework. The caster can also use the Search skill to detect stonework traps as a rogue can. *Stonesense* stacks with stonecunning.

*Arcane focus:* A small rock hammer.

*Source:* *Hammer & Helm: A Guidebook to Dwarves*

## Stonesight

**Level:** Fellderu 4, Sorcerer/Wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell allows the recipient to see through stone, dirt, rock, and other mineral substances, which become palely translucent to the creatures sight. He can see into open spaces within his range of vision. He can see creatures using spells or abilities like *meld into stone* to hide within stone or earth, but not ethereal creatures that share the same space as the stone (unless he normally has the ability to see ethereal creatures.)

*Stonesight* does not give the recipient the ability to see in lightless places, so unless he has darkvision or there is light in the area he is looking into, he sees only darkness.

*Source:* *Hammer & Helm: A Guidebook to Dwarves*

## Summon Nature's Enemy I

Conjuration (Summoning) [see text]

**Level:** Blackguard 1, Fellderu 1

**Components:** V, S, DF

**Casting Time:** 1 round

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

**Effect:** One summoned creature

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

**Saving Throw:** None

**Spell Resistance:** No

This spell summons an aberration. It appears where the caster designates and acts immediately. It attacks the caster's opponents to the best of its ability. If the caster can communicate with the creature, she can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Enemy table. The caster chooses which kind of creature to summon, and can change that choice each time she casts the spell.

When using a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

## Summon Nature's Enemy II

Conjuration (Summoning) [see text]

**Level:** Blackguard 2, Fellderu 2

**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's enemy I*, except that the caster can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

## Summon Nature's Enemy III

Conjuration (Summoning) [see text]

**Level:** Blackguard 3, Fellderu 3

**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's enemy I*, except that the caster can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

## Summon Nature's Enemy IV

Conjuration (Summoning) [see text]

**Level:** Blackguard 4, Fellderu 4

**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's enemy I*, except that the caster can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## Summon Nature's Enemy V

Conjuration (Summoning) [see text]

**Level:** Fellderu 5

**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's enemy I*, except that the caster can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## Summon Nature's Enemy VI

Conjuration (Summoning) [see text]

**Level:** Fellderu 6

**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's enemy I*, except that the caster can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

### Summon Nature's Enemy VII

Conjuration (Summoning) [see text]

**Level:** Fellderu 7

**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's enemy I*, except that the caster can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

### Summon Nature's Enemy VIII

Conjuration (Summoning) [see text]

**Level:** Fellderu 8

**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's enemy I*, except that the caster can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

### Summon Nature's Enemy IX

Conjuration (Summoning) [see text]

**Level:** Fellderu 9

**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's enemy I*, except that the caster can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

<b>Summon Nature's Enemy</b>
<b>1st Level (CR1)</b>
Angry Mushroom (NE)
<b>2nd Level (CR2)</b>
Choker (CE)
Skum (LE)
<b>3rd Level (CR3)</b>
Ethereal filcher (N)
Ettercap (NE)
Grick (N)
Rust Monster (N)
<b>4th Level (CR4)</b>
Ettercap, Large, 9-HD advanced (NE)
Grick, Large, 6-HD advanced (N)
Mimic (N)
Otyugh (N)
<b>5th Level (CR5, CR6)</b>
Cloaker (CN)
Ettercap, Large, 13-HD advanced (NE)
Gibbering moulder (N)
Mimic, Huge, 11-HD advanced (N)
Otyugh, Huge, 10-HD advanced (N)

<b>6th Level (CR7, CR8)</b>
Aboleth (LE)
Athach (CE)
Chuul (CE)
Destrachan (NE)
Drider (LE)
Mimic, Huge, 19-HD advanced (N)
Naga, dark (LE)
Naga, water (N)
Otyugh, Huge, 18-HD advanced (N)
Phasm (N)
<b>7th Level (CR9, CR10)</b>
Aboleth, 16-HD advanced (LE)
Delver (N)
Destrachan, 12-HD advanced (NE)
Naga, dark, 13-HD advanced (LE)
Naga, guardian (LG)
Naga, spirit (CE)
<b>8th Level (CR11, CR12)</b>
Delver, 23-HD advanced (N)
Destrachan, Huge, 20-HD advanced (NE)
Naga, dark, 21-HD advanced (LE)
Naga, guardian, 15-HD advanced (LG)
<b>9th Level (CR13, CR14)</b>
Aboleth wizard 7 (LE)
Delver, Gargantuan, 31-HD advanced (N)
Naga, dark, Huge, 24-HD advanced (LE)
Naga, guardian, Huge, 23-HD advanced (LG)

Table Source: Developed in collaboration with Phil Smith ( [www.slacknhash.com](http://www.slacknhash.com) )

### Thorn Throw

Evocation

**Level:** Druid 3, Fellderu 3, Plant 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This spell creates a huge volley of sharp thorns that spread from the caster’s hand in a cone. The thorns are small enough to find their way into almost any kind of armor, although the better a victim’s AC, the less damage she will sustain. All those caught within the cone take 1d6 hit points/level (maximum of 10d6) minus their AC in damage. Those who save take half this damage (halve damage after subtracting AC). For example, a 6<sup>th</sup>-level druid casts *thorn throw* at a goblin and his wolf mount. The druid rolls 6d6 for damage to get 20 points, so the AC 15 goblin (who does not save) sustains 5 hit points of damage and the AC 13 wolf (who does save) sustains 3 hit points of damage (half of 7 hit points, rounded down).

Source: Adapted from *Relics & Rituals*

### Tremorsense

Divination

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**Level:** Druid 4, Fellderu 4, Ranger 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Caster

**Duration:** 1 hour/level

The caster gains uncanny sensitivity to vibration. For the duration of the spell, she automatically discern the location of anything within 60 feet that is in contact with the ground.

*Source: Hammer & Helm: A Guidebook to Dwarves*

## Tunnel

Transmutation

**Level:** Druid 1, Fellderu 2, Ranger 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Caster

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

This spell allows the caster to move through the earth easily. While the spell is in effect, the caster gains a burrow speed of 10 feet and can tunnel through dirt but not through rock. She cannot use the run action while burrowing.

While this spell is in effect, the skin of the caster's hands and forearms thickens to endure the rigors of digging, however, this provides no combat benefit other than the ability to burrow.

*Material Component:* A small piece of a burrowing animal's claw.

*Source: Hammer & Helm: A Guidebook to Dwarves*

## Wall of Hornets

Conjuration (Summoning)

**Level:** Druid 3, Fellderu 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Effect:** Area up to one 5-ft. square/level

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

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

**Spell Resistance:** Yes

A swarm of stinging hornets forms a wall-like barrier. Any creature passing through the wall is stung repeatedly for 1d4 damage per 3 caster levels (maximum 5d4 at level 15) with no saving throw every round that it is within the swarm wall. Additionally, the poison of the stings inflicts 1d4 points of temporary Dexterity damage immediately and another 1d4 points of temporary Dexterity damage 1 minute later. Each instance of poison damage can be negated by a Fortitude save (DC 10 + ½ caster level + caster's ability modifier). Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall, unless it makes a successful Reflex save, which negates the damage. Creatures with damage reduction, incorporeal forms or other such special defenses are immune to the non-magical damage from the hornets.

Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save against the spell DC negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

The wall may stretch out in a straight line, curve into a semicircle, form a whole circle or even form a dome that can protect from aerial attacks. Once it is in place, however, it cannot be moved or changed. It must also be at least 5 feet thick. The wall can be seen through with some difficulty, and ranged attacks can be made through it, but creatures are treated as having concealment. Druid casters and their animal companions can move through the wall freely without being stung.

Although the *wall of hornets* is a magical wall and not a creature with the swarm subtype, the wall can be attack as if it was a swarm of Diminutive vermin with each 5-foot square having 5 hit points per caster level.

*Source: Adapted from Relics & Rituals*

## Wolf's Cry

Necromancy [Fear, Mind-Affecting, Sonic]

**Level:** Druid 2, Fellderu 2, Ranger 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Area:** Living creatures in a 50-ft. radius

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Animals in the spell's area of effect, which possess fewer HD than the caster's level, must make a successful Will saving throw or become *panicked*. Animals whose HD exceed the caster's level, or other intelligent opponents, must also make Will saving throws or suffer a –1 morale penalty to attack rolls for 2d4 rounds due to the eerie and frightening nature of the howl. This spell is not effective against vermin.

*Source:* Adapted from *Relics & Rituals*

# Appendix IV – Miscellaneous Rules

## Feats

### Extra Breath Weapon [General]

**Prerequisites:** Breath weapon

**Benefit:** Any creature that has a breath weapon attack usable a limited number of times per day gains two additional uses per day.

Half-dragons must wait 1d4 rounds before using their breath weapon again. Other creatures that have a delay in their breath weapon must wait as normal based on their description. Creatures that normally can use a breath weapon more than once per day, but do not have a delay, do not suffer a delay because of this feat.

**Special:** This feat can be taken multiple times. The benefits stack.

### Marshal of the Undead [General]

The character can control hordes of undead.

**Prerequisites:** Cha 13+, ability to use *animate dead* as a spell, spell-like, or supernatural ability

**Benefit:** The character can control 6 HD worth of animated undead creatures per caster level. Evil clerics automatically have command of any undead they create with *create undead* or *create greater undead*.

**Normal:** The character can control only 4 HD worth of undead creatures per caster level. Evil clerics do not automatically control undead they create using *create undead* or *create greater undead*.

**Special:** This can be combined with the Grand Marshal of the Undead feat to allow the character to control 15 HD worth of animated undead creatures per caster level.

### Create Fortified Undead [General]

The character has studied necromantic secrets of creating more powerful undead.

**Benefit:** Any undead created by the character have a +2 enhancement bonus to Strength, +2 hit points per hit die, and +2 bonus to natural armor.

### Grand Marshal of the Undead [General]

The character can command and control legions of undead minions.

**Prerequisites:** Cha 19+, Leadership, the character must be at least 6th level, ability to use *create undead* as a spell, spell-like, or supernatural ability.

**Benefit:** The character can control 10 HD worth of animated undead creatures per caster level.

The character's cohort and followers can be intelligent undead and in that case do not count against the limit of controlled undead.

**Normal:** The character can control only 4 HD worth of animated undead creatures per caster level.

**Special:** This can be combined with the Marshal of the Undead feat to allow the character to control 15 HD worth of animated undead creatures per caster level.

## Necromancer Bane of Undead [General]

The character has combined knowledge of undead and magic to more powerfully focus magic effects against undead.

**Prerequisites:** Knowledge (religion) 10 ranks, Spell Focus (necromancy).

**Benefit:** Undead targeted by necromancy spells by the caster save at a DC +2 higher. The caster gains +2 to caster level checks to overcome the spell resistance of undead creatures when targeting them with necromancy spells.

**Special:** This feat stacks with other similar feats, such as Spell Focus, Greater Spell Focus, Spell Penetration and Greater Spell Penetration.

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Luthia's Tools of Precision, Mask of Desire, Necklace of Immunity, Nomari Candles, Oathbreaker's Bracelet, Pack of Safekeeping, Pipe of Visions, Prophetic Tablet, Revenge Doll, Robe of the Netherworld, Saddle of the Master Riders, Scabbard of Hiding, Shackles of Apathy, Shell of the Ocean's Call, Solar Brooch, Soul Brazier, Spectral Yoke, Spider Webs, Star Gazer, Vengaurak Mask, Amulet of Ebon Dreams, Armor of Flesh, Armor of Grace, Black Book of Belsameth, Clotstone, Divine Token, Dweomer Crystal, Fist of the Forsaken, Mask of Whispers, Master's Brush, Natural Order, Roaring Wand, Robe of the Earth Mother, Shard of the Forsaken, Slarecian Memory Sphere, Sunray Spear, Tanil's Screaming Arrow, Titan's Blood, All-Mother's Judgement, Arator, Holy Sword of Karria, The Autumn Blade, The Axe of Huror, The Bells of Non, Belsameth's Silver Ear, Bloodlust, The Bone Axe of Gaurak, Chalice of Marvels, The Crown of Undead Splendor, Elkhorn Bow, Whitebone Arrows, Emporer's Quiver, The King's Rattle, Oakskin Armor, The Soul Forge, The Sword Chaotic, Fahenia (Fire Sword of Scarn), Izlander (Ice Sword of Scarn), Ertmodl (Earth Sword of Scarn), Huriki (Air Sword of Scarn), Shargar (Shadow Sword of Scarn), Mageli (Spell Sword of Scarn), Tanzil's Wondrous Chariot, The Tear of Mormo, Wicked's Edge, The Witch Cube, The Wretched of Vangal, Marriage, Indoctrination, Holy Vigilance, Armament of the Gods, Thirst for War, Embalm the Undying Servant, Build the Temple, Conversion of the Faithless, Absolute Binding, Sense the Unwanted, Rite of Summoner, Rite of Spring, Rite of Fall, Create Druid Ring, Rite of Winter, Relocate Town, Restore the Land, Awaken Forest, Locate Power Point, Consumption of Fire, Control the Soul, Lich, Lycanthrope Infestation, Sorcerous Power, Vampirism, Raise the Keep, Immortality, Acid Spittle, Adhere to Wood, Alibi, Animal Infusion, Animal Spy, Animate Shadow, Armor of Undeath, Arrow Charm, Assassin's Senses, Avatar, Awaken Lesser Titan Avatar, Banish Shadow, Battlecry, Beast Soul, Belsameth's Blessing, Belsameth's Strike, Blackflame, Blazing Shield, Bleeding Disease, Bloodstorm, Bottomless Pit, Brothers in Arms, Buoyancy Net, Call Aquatic Animal I, Call Aquatic Animal II, Call Aquatic Humanoid I, Call Aquatic Humanoid II, Call Aquatic Monster, Chameleon Skin, Chardun's Torments, Chill/Warmth, Circle of Sounds, Clean, Cloak of Righteousness, Cold Snap, Commanding Presence, Condemned, Control Light, Convert, Curse of Terror, Curtain of Darkness, Daggers of Vault, Dar'Tan's Shadow Bolt, Dark Flames, Dark Water, Darkstaff, Dead Man's Eyes, Death Blade, Declaration of Death, Denev's Exile from Nature, Denev's Fury, Detect Gold, Dirge of Woe, Disappear, Distort Shadow, Divine Raiment, Divine Wisdom, Dolomar's Limited Liquification, Dolomar's Force Wave, Dolomar's Mapping, Doomwail, Dowsing, Dragon's Breath, Eclipse, Enkili's Luck, Enkili's Lightning Storm, Enkili's Prank, Enumerate, Ephod of Melee, Ethereal Bolt,

Ever Scent, Flame Bolt, Flame/Frost Weapon, Flash, Freezing Curse, Frog Tongue, Ganest's Farstrike, Gas Cloud, Gaze of Truth, Ghostdweomer, Gloom, Glue, Gluttony, Great Knock, Greater Circle of Seeing, Greater Familiar, Greater Healing Circle, Grim Feast, Grove of Serenity, Gutroot, Hand of Justice, Heart of Valor, Hedrada's Balance, Holy Beacon, Holy Beacon's Answer, Holy Channel, Hunter's Stalk, Ilajam Fire, Imbue Shadow, Incapacitate, Incite, Inquisition, Intoxicate, Invigorate Dead, Iron Storm, Ironheart, Leech Field, Life Force Transfer, Life Shield, Liliandel's Flurry, Limbs of Endurance, Listening Ringworm, Live Wood, Locate Corpse, Madriel's Empathic Resonance, Manaspear, Meld Object, Mind Over Matter, Mind Raid, Minor Circle of Seeing, Minor Shadow Conjunction, Minor Shadow Evocation, Minor Symbol of Divinity, Mirror Safe, Mormo's Serpent Hands, Multiplicity, Nethergaze, Obscure Shadow, Pass the Years, Perfect Recollection, Phantom's Howl, Pillar of Attraction/Repulsion, Power Word (Thunder), Pressure Sphere, Prevarication's Bounty, Purifying Flames, Quick Sober, Rabbit Feet, Rapid Journey, Recall Champion, Remove Resistance, Rend the Sovereign Soul, Renewed Focus, Reshape Shadow, Reverse Illusion, Rie's Dance of Seduction, Rune of Darkness, Rune of Fire, Rune of Poison, Rune of Seeing, Rune of Sleep, Sacred Journey, Sacred Weapon, Sacrifice Spell, Sacrificial Heart, Salamar's Quiet Contemplation, Seal of Hedrada, Sethris' Potency, Sethtel's Stick Servant, Sever, Shade Evocation, Shade's Sight, Shadow Form of Lyrand, Shadow Images, Shadow Shield, Shadow Smash, Shadow Storm, Shadow Strike, Shadow Touch, Shadow Twin, Shadow Weapon, Shatter Soul, Ship Snare, Shockwave Strike, Shockwave, Sleep of the Dead, Smite, Smother, Sneeze, Song of Champions, Song of the Gods, Song of Heroes, Soul of Mercy, Soulstrike, Spark, Steal Sleep, Strength of Kadum, Sunspear, Swift Water, Taldock's Spell Inhibitor, Tanil's Purging, Tanil's Touch, Tattoo Item, Terole's Translator, Tevikk's Creeping Eye, Thorn Throw, Time Skip, Touch of the Eel, Transmute Flesh to Shadow, Trigger Rune, Two Minds, Unbuckle, Unholy Channel, Vangal's Touch, Vangal's Wounding, Verminplague, Wall of Hornets, Water's Embrace, Widdershins, Wolf's Cry, Yaral's Totemic Transformation, and Zombie Form.

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