

Bartleby Tiberius Pheight

"Half-god, half-cat, all plant"

Bartleby Tiberius Pheight, male half-celestial, frey Evangelist 6, Sorcerer 4, Mystic Theurge 11: ECL 25, CR 24; Small Outsider (Augmented Plant) (2 ft. 9 in. tall); HD 15d4 +6d8 +84; hp 152; Init +4 (Dex); Spd 40 ft., 60 ft. on all fours; AC 33, touch 22, flat-footed 28 (+1 size, +4 Dex, +1 dodge, +3 natural, +2 luck, +4 deflection, +8 armor); BAB/Grapple +12/+11; SA spells, spell-like abilities, haste; SQ low-light vision, darkvision 60 ft., scent, immune to disease, DR 10/magic, resistance acid 10, cold 10, electrical 15, regeneration 2, SR 31 (35 v. Evil); AL NG; Str 16, Dex 18, Con 16, Int 18, Wis 17 (25), Cha 20 (28); XP 317, 800

Attack: +20 melee (1d4+5 S, crit 19-20/×2, "Stonecarver"), or +17 melee (1d2+3 B/P, 20/×2, claw), or +20 ranged (1d6+2 P, 17-20/×2, "Ghostpicker")

Full Attack: +20/+15/+10 melee (1d4+5 S, 19-20/×2, "Stonecarver"), or +17 melee (1d3+3 B/P/S, 20/×2, bite) and +12/+12 (1d2+1 P/S, 20/×2, 2 claws), or +20 ranged (1d8+2 P, 17-20/×2, "Ghostpicker") plus one additional melee attack with any weapon in hand (haste)

Saves: Fort +20 (+9 base, +3 Con, +6 resistance, +2 luck); Ref +19 (+6 base, +4 Dex, +6 resistance, +2 luck, +1 haste); Will +31 (+16 base, +3 Wis, +4 enhanced Wis, +6 resistance, +2 luck)

Skills: Bluff +13 [0], Climb +23 [0], Concentration +17 [13], Diplomacy +13 [0], Gather Information +13 [0], Handle Animal +14 [5.0], Heal +9* [0], Hide +11/+17* [3.0], Intimidate +13 [0], Jump +25/+31* [0], Knowledge (arcana) +15 [11], Knowledge (nature) +11 [7], Knowledge (religion) +15 [11], Knowledge (the planes) +13 [9], Listen +16* [3.0], Move Silently +7 [3.0], Perform (dance) +15 [2.0], Perform (oratory) +15 [2.0], Perform (sing) +15 [2.0], Perform (stringed) +15 [2.0], Ride +11 [5.0], Search +8 [0], Speak Language (Celestial, Common, Elvish, Giant, Frey, Infernal, Picker) [2.0], Spellcraft +15 [9], Spot +13* [2.0], Swim +23 [0] (* indicates special modifiers apply, see class and racial abilities).

Feats: Augmented Dispelling^B, Empower Spell, Endurance, Eschew Materials, Extra Smite, Heighten Spell, Naturalized Denizen^B, Still Spell

Epic Feats: Epic Reputation.

Possessions: "Ghostpicker" heavy crossbow (+2, bane against undead, ghost touch, holy, keen, quick-loading); "Stonecarver" cleaver (+3, adamantite, bane against constructs); staff of

power [24ch]; "Talentguardian" (see Appendix); handy haversack; wand of break enchantment (CL10) [23ch]; wand of extended align weapon (CL5) [22ch]; wand of cure serious wounds (CL5) [18ch]; "Pheight's Amulet" (see Appendix); scroll of flame strike (Clr20); scroll of freedom of movement (Clr7); scroll of extended death ward (Clr20); scroll of remove paralysis (Clr7); scroll of stone to flesh (Wiz12); scroll of acid fog (Wiz15); scroll of wall of fire (Wiz10); scroll of wall of stone (Wiz9); scroll of teleport (Wiz9); scroll of extended water breathing (Wiz20); 50-100 gp gems; 5-500 gp gems; 5-1000 gp gems; 5-5000 gp gems; 50' silk rope; masterwork healers' kit; waterskin and 1 gallon water; wand of greater enhance magical flow (CL7) [25ch]; scroll of greater restoration (Clr10); ring of substitution (Appendix); bracers of armor +8; scroll of lesser restoration (Clr3); rod of epic negation; staff of restoration [22ch]; scroll of legendary dispel magic (Wiz30); 20 cold iron crossbow bolts; 50gp, 50sp.

Mystic Talents

Unless otherwise noted, all enhancement bonuses to ability scores are included when calculating values (i.e. Wis 25, Cha 28).

Domains: Animal, Good, Plant, Protection

Granted Domain Powers: Knowledge (nature) is an evangelist class skill.

Cast spells with the Good descriptor at +1 caster level.

Divine Caster Level: 16; **Spells Per Day:** 6/8/8/8/7/7/7/5/3/--; **Spell DC:** 17 + spell level

Divine Spells Known: Orisons—create water, cure minor wounds (DC 17), detect magic, guidance, inflict minor wounds (DC 17), light, mending, purify food and drink, resistance; 1st—bless water, calm animals (DC 18), charm person (DC 18), entangle (DC 18), entropic shield, lesser darkness, protection from chaos, protection from evil (G), remove fear, sanctuary (DC 18); 2nd—aid, augury, barkskin, calm emotions (DC 19), cure moderate wounds (DC 19), hold animal (DC 19), lesser restoration, make whole, remove paralysis, shield other; 3rd—blindness/deafness (DC 20), dominate animal (DC 20), inflict serious wounds (DC 20), invisibility purge, magic circle against evil (G), meld into stone, plant growth, protection from energy, remove disease; 4th—control plants (DC 21), cure critical wounds (DC 21), greater status, healing channel, holy smite (G) (DC 21), reincarnate, spell immunity, suggestion (DC 21), summon nature's ally IV (animals

only); 5th—*atonement, commune with nature, dispel evil* (G) (DC 22), *plane shift, raise dead, slay living* (DC 22), *spell resistance, true seeing, wall of thorns*; 6th—*antilife shell, antimagic field, blade barrier* (DC 23), *heal, heroes' feast, repel wood, undeath to death* (DC 23), *wind walk*; 7th—*animal shapes, animate plants, greater restoration, holy word* (G), *mass inflict serious wounds, summon monster VII, Pheight's spell inhibitor*; 8th—*control plants, holy aura* (G), *mass cure critical wounds, mind blank, polymorph any object, summon nature's ally VIII* (animal's only)

(G) indicates a Good spell.

Arcane Caster Level: 19;
Spells Per Day: 6/9/8/8/8/7/5/--/--; **Spell DC:** 19 + spell level

Arcane Spells Known:
cantrips—*arcane mark, dancing lights, detect poison, hygiene, mage hand, open/close, ray of frost, read magic, touch of fatigue*; 1st—

creature loresight, magic missile, protection from evil, ray of enfeeblement, shield, true strike; 2nd—*daylight, invisibility, mirror image, resist energy, shatter, web*; 3rd—*dispel magic, fly, lightning bolt, magic circle against evil, tongues*; 4th—*bestow curse, dimension door, fear, lesser globe of invulnerability, rainbow pattern*; 5th—*dismissal, hold monster, summon monster V, teleport*; 6th—*greater dispel magic, guards and wards, legend lore, power word thunder*; 7th—*banishment, limited wish, sequester*

Protective Ward (Su): Grant someone he touches a resistance bonus equal to his evangelist caster level on her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

Daylight (Su): Half-celestials can use a *daylight* effect (as the spell) at will.

Smite Evil (Su): 5x/day Bartleby can make a normal melee attack to deal +20 damage against an evil foe.

Rebuke Plants (Su): Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3+ his Charisma modifier (12/day).

Spell-Like Abilities: Caster level equals his HD, and the save DC is Charisma-based. 3x/day — *holy aura, protection from evil*; 1x/day — *aid, bless, cure serious wounds* (DC 22), *detect evil, dispel evil* (DC 24), *hallow, holy smite* (DC 23), *holy word* (DC 25), *mass*

charm monster (DC 27), *neutralize poison, remove disease, resurrection* (DC 26), *summon monster IX* (celestials only)

Speak with Animals (Sp): 1/day as divine caster at evangelist caster level.

Class and Racial Abilities

Background material drawn from the *Oathbound Campaign Setting* (Bastion Press) and *Lands of Arekoz* (Dark Portal Games). This D&D 3.5e character also uses *Book of Exalted Deeds* (Wizards of the Coast), *Draconomicon* (Wizards of the Coast), *Dragon Magazine* 304 and 311 (Paizo Publishing), *Epic Level Handbook*, (Wizards of the Coast), *Forgotten Realms Campaign Setting* (Wizards of the Coast), *Complete Divine* (Wizards of the Coast), *The Complete Book of Eldritch Might* (Malhavoc Press), *Unearthed Arcana* (Wizards of the Coast), and *Relics & Rituals* (Sword & Sorcery Studios). As much as possible, proprietary material has been removed from this OGC publication.

Prestige/Frey Nature: Immune to poison, sleep, paralysis, stunning; +3 resistance bonus v. mind-influencing effects and polymorphing; 50% chance to negate critical hits; immune to disease, including magical disease; +1 hit point per hit die; always considered *hasted* as an extraordinary ability; +4 competence bonus to Listen, Search, Spot; +2 racial bonus to Listen; +8 racial bonus to Jump; base move 20 ft. (30 ft. on all fours); -6 Jump skill checks unless on all fours;

Springing leap (Ex): A frey can jump up to many times their height. When calculating the result of jump checks, frey are

not limited by a maximum distance.

Augmented Natural Weapons: Frey have natural weapons of claws and bite. Bartleby's claws have been enhanced—his left hand claws are cold iron, his right hand claws are adamantine. His teeth have also been enhanced and are made of mithril and alchemical silver. He does not gain a masterwork bonus to attack rolls. Claw (1d2) and bite (1d3).

Stinging strike (Ex): Once per day per character level (21/day), a frey can strike at sensitive area he instinctively is drawn to, such as at a dog's nose or a human's groin. If the grey hits with his normal attack, it does an additional 1d4 points of damage. This is a free action that is added onto a standard attack action. This ability can only be used in a round in which the frey takes a full attack action, and its use must be announced by the player before the attack roll is made.

Celestial Nature: A half-celestial's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. Bartleby cannot learn spells with the Evil descriptor and these are removed from all his spell lists.

Augmented Plant Subtype: Although his creature type is Outsider, he is also a plant, and has the following plant traits. Low-light vision; immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); immunity to

poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits; plants breathe and eat, but do not sleep. He also gains a +6 circumstance bonus to Hide in natural settings due to his natural coloration and foliage.

Prestige Races: Focus of the Body (complete), Focus of the Green (complete), Focus of the Mind (sharpened creature, enhanced creature), Focus of the Senses (centered creature, enhanced creature)

Remarkable Retreat (Ex): Frey are quick and agile, granting a +4 dodge bonus to AC against attacks of opportunity.

Regeneration (Ex): He takes normal damage from acid and fire.

Ageless (Ex): A deific being granted Bartleby this ability during one of the siftings. He did not want Bartleby passing away because of the accelerated aging caused by Focus of the Body. Bartleby is now permanently considered a middle-aged frey.

Inherent Bonuses: +2 Dex (prestige race)

Wishes: Mystic theurge levels stack with evangelist levels to determine access to and effective level of domain granted powers. Augmented Dispelling is a bonus feat.

Background and Personality

Bartleby is an experiment by two deific beings. One shuttles him between two universes and the other is his father. The process of passing between universes often results in his equipment and possessions changing (usually he loses some), so he has focused on developing his own magical powers and altering his natural body.

Appearance

Bartleby is a plant creature, and has tufts of grass, moss and flowers instead of fur. His basic coloration continues to reflect the stripes of his frey origin. His coloration changes with the seasons, with colorful tiny flowers in the spring, green in the summer, gold and red in the autumn, and russet in the fall.

His eyes look like polished wooden orbs.

Appendix

Epic Mystic Theurge (Revised)

Hit Die: d4

Skill Points at Each Additional Level: 2 + Int modifier

Spells: When an odd-numbered mystic theurge level above 10th is gained she gains new spells per day (and spells known, if applicable), as if she had gained a level in an arcane spellcasting class she belonged to

previously, up to the maximum spells per day and spells known by that class. Her caster level in that class also increases by +1. When an even-numbered mystic theurge level above 10th is gained she gains new spells per day (and spells known, if applicable), as if she had gained a level in a divine spellcasting class she belonged to previously, up to the maximum spells per day and spells known by that class. Her caster level in that class also increases by +1.

Spell Penetration (Ex): The epic mystic theurge gains a bonus to caster level checks when attempting to overcome a targets spell resistance. The bonus is +1 at 13th level and increases +1 each three additional levels. This bonus stacks with that granted by the Spell Penetration feat tree.

Permanent Metamagic (Ex): The epic mystic theurge gains this ability for each five levels after 10th.

Choose one spell the mystic theurge knows and can cast, and one metamagic feat the character knows and can use. Whenever the character casts that spell, it benefits from that metamagic feat without any change in spell level slot or casting time (like spontaneously adding a feat without the overhead). Heighten Spell increases a spell by level by +2. This ability may be taken again with the same spell adding a new feat or the same feat; the benefits stack just as if multiple feats had been applied normally. Permanent metamagic can be combined with other feats normally. The caster is never required to use this ability and may cast the spell without the bonus feat.

Bonus Feats:

The epic mystic theurge gains a bonus feat (selected from the list of epic mystic theurge feats) every 6 levels after 10th.

Epic Mystic Theurge Bonus Feat List:

Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge,

This model of the epic mystic theurge breaks epic level class progression conventions slightly, but adheres to the flavor of the class. An analysis of the theurge, particularly at higher and higher levels, indicates the primary weakness is an increasing disparity between spellcaster level and the SR of likely foes. The new Spell Penetration ability helps the theurge remain viable without overbalancing. Similarly, the Permanent Metamagic ability is comparable to, but still weaker than, an increased frequency of bonus feats.

Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

Table: Epic Mystic Theurge

Level	Special
11	+1 arcane caster level
12	+1 divine caster level
13	+1 arcane caster level, spell penetration +1
14	+1 divine caster level
15	+1 arcane caster level, permanent metamagic
16	+1 divine caster level, spell penetration +2, bonus feat
17	+1 arcane caster level
18	+1 divine caster level
19	+1 arcane caster level, spell penetration +3
20	+1 divine caster level, permanent metamagic

Source: Adapted from the SRD.

Magic Weapons

Quick-loading: This weapon enhancement for crossbows and similar weapons makes the weapon practically self-loading. The wielder benefits as if she had the Rapid Reload feat when using a crossbow with this enhancement.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*; Price +1 bonus.

Source: Original.

Equipment

Cleaver: Simple light melee weapon, Medium creature: 1d6 slashing, 19-20/x2, 2 lbs., 10 gp.
Source: Modern SRD.

Feats

Augment Abjuration [General]

The character's abjuration spells are more durable than normal

Prerequisites: Spell focus (abjuration)

Benefits: Any abjuration spell with duration greater than instantaneous gains a +2 enhancement bonus to its DC to resist being dispelled and a +2 enhancement bonus to Search and Disable Device checks made to detect and remove it.

Source: Original.

Augmented Dispelling [General]

Prerequisites: Spellcraft 6 ranks

Benefits: The character gains a bonus to *dispel magic* checks. With this bonus, the caster may exceed normal level based restrictions. The bonus for *dispel magic* is +2 (max +12), *greater dispel magic* is +4 (max +24), *legendary dispel magic* is +6 (max +36) and *epic counterspell* is +8 (max +48).

Source: Original.

Empowered Dispelling [Epic]

Prerequisites: Greater Spell Focus (abjuration), Knowledge (arcane) 15 ranks, Spell Focus (abjuration), Spellcraft 25 ranks

Benefits: The maximum caster level limits of the *dispel magic* spell tree are increased by 50%. This does not change the caster's level, it only increases the number of levels that can be applied. The benefits of the Augmented Dispelling feat apply normally and are not increased by this feat.

Spell	Caster level limit
<i>Dispel magic</i>	15
<i>Dispel magic, greater</i>	30
<i>Dispel magic, legendary</i>	45
<i>Dispel magic, epic</i>	60

Normal: A caster can apply only as many caster levels as permitted by the spell description for each spell in the *dispel magic* tree.

Source: Original

Extra Smite [General]

Prerequisites: Base Will save +3, supernatural ability to smite.

Benefits: With this feat, a paladin able to smite evil, cleric with the Destruction domain, celestial or fiendish creature or some other creature with the smite power may make 2 extra smite attacks per day.

Normal: Creatures with the smite power can normally only do this as many times per day as their race or class allows.

Source: "Extra Smite - A d20 Fantasy Feat by Phil Smith and Patric L. Rogers"

Naturalized Denizen [Spelltouched]

The creature is unusually anchored to his location.

Prerequisites: Exposure to *dimensional anchor* spell

Benefits: The creature is never treated as an extraplanar creature (and never has the extraplanar subtype). Thus, she cannot be affected by a *banishment* or *dismissal* spell or similar effect that sends extraplanar creatures back to their home planes.
Source: *Unearthed Arcana* (Wizards of the Coast)

Magic Staffs

Staffs use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staffs are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than ones from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell dependant on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance.

Staff of Power: The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers. The default caster level is 15. Bartleby's caster level is 19. The values in parentheses () indicate the defaults, while those in brackets [] use Bartleby's personal abilities.

- *Magic missile* (1 charge) (5d4+5)
- *Ray of enfeeblement* (heightened to 5th level) (1 charge) (DC 17) [DC 24] (1d6+5)
- *Continual flame* (1 charge)
- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level) (1 charge) (DC 17) [DC 24] (10d6)
- *Fireball* (heightened to 5th level) (1 charge) (DC 17) [DC 24] (10d6)
- *Cone of cold* (2 charges) (DC 17) [DC 24] (15d6)
- *Hold monster* (2 charges) (DC 17) [DC 24]
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.)

Source: Condensed from the SRD

Staff of Restoration: A utility staff developed by those fighting undead and powerful outsiders.

- *Make whole* (1 charge)
 - *Restoration* (1 charge)
 - *Greater restoration* (2 charges)
- Caster Level:* 14. *Market Value:* 78,750 gp.
Source: Original.

Minor Artifacts

Pheight's Amulet: This amulet grants +8 enhancement bonus to Wisdom and Charisma. The owner gains a +4 bonus to Spell Resistance against evil spells (spells with the evil descriptor), and spell-like abilities used by evil outsiders.

The wearer is protected by a permanent *greater death ward* at caster level 18.

After wearing the amulet for 24 hours, the owner can cast an additional three spells per day of any level, as if he were using a *rod of absorption*.

Evil creatures gain 2 negative levels while in possession of the amulet. The negative levels do not result in permanent level loss, but cannot be recovered in any way. Undead and evil outsiders take 1d6 points of holy damage per round of possession of the amulet.

Source: Original

Talentguardian: A magic ring, taking up a magic ring slot, that grants +20 competence bonus to Climb, Jump and Swim checks. It also grants a +4 deflection bonus to armor class, and a +6 resistance bonus to saving throws. The wearer also has Evasion, identical to the rogue class ability of the same name.

Source: Original.

Spells

Creature Loresight

Divination

Level: Sorcerer/Wizard 2

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One living creature or one corpse

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The caster learns something significant about a creature (living or dead) that he touches. Go through this list, in order, and the first bit of lore you do not know, you learn through this spell:

1. Creature's race or type
2. Creature's name (if none, then skip)
3. Creature's class (if none, then skip)
4. How the creature died (if not applicable, skip)
5. Creature's most recent, basic goal (e.g. obtain food, carry out the orders of its superior, get some sleep)

6. Creature's attitude toward the caster
7. Creature that this creature interacted with most recently (other than the caster)
8. Creature's most valuable possession, if any
9. Location of the creature's home or lair, if any
10. Creature's alignment

Multiple castings allow the caster to gain multiple bits of information. If the caster knows all the above information, this spell teaches him nothing.

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

Darkness, Lesser

Evocation (Darkness)

Level: Bard 1, Cleric 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 Campaign Setting* (Bastion Press)

Death Ward, Greater

Necromancy

Level: Clr 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

This spell does not remove negative levels that the subject has already gained, nor does it affect

the saving throw necessary 24 hours after gaining a negative level.

An undead creature using a melee attack takes 2d6 points of damage from positive energy. An attacking caster or weapon receives no damage.

Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Source: Original.

Dispel Magic, Legendary

Abjuration

Level: Cleric 9, Druid 9, Magic 9, Sorcerer/Wizard 9

Components: V, S

Casting Time: 1 standard action

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

Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +30 instead of +10.

Additionally, *legendary dispel magic* has a chance to dispel any effect that *break enchantment* or *remove curse* can remove, even if *dispel magic* cannot dispel that effect.

Source: Original.

Enhance Magical Flow, Greater

Universal

Level: Cleric 4, Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None (harmless)

Spell Resistance: No

All the Difficulty Classes of your spells increase by a +2 enhancement bonus.

Material Component: A small jewel worth at least 50 gp.

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

Healing Channel

Conjuration (Healing)

Level: Cleric 4, Healing 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): *cure light wounds*, *cure minor wounds*, *cure moderate wounds*, *cure serious wounds*, *remove fear*. 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.

Source: Original.

Healing Channel, Greater

Conjuration (Healing)

Level: Cleric 7, Healing 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): *cure critical wounds*, *cure light wounds*, *cure minor wounds*, *cure moderate wounds*, *cure serious wounds*, *heal*, *remove blindness/deafness*, *remove curse*, *remove disease*, *remove fear*, *remove paralysis*. 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.

Source: Original.

Hygiene

Transmutation

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

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You clean one creature, ridding it of dirt, sweat, contamination, foul odors, and so on. This spell not only makes its subject presentable for fine company, it promotes health. For 24 hours after the casting, the affected creature gains a +1 circumstance bonus on all saves against disease. Used frequently, this spell can help stave off tooth decay and other such minor maladies, although this has no in-game effect.

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

Pheight's Spell Inhibitor

Abjuration

Level: Protection 6, Sorcerer/Wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Area: 100-ft.-radius emanation centered on caster

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Any spell cast by someone within the radius of this spell is cast as by a spellcaster of the lowest possible level of the same class required to cast that spell. For example, a *lightning bolt* cast by a sorcerer would be treated as if it were cast by a 6th-level spellcaster. The *inhibitor* affects range, duration, area, etc. with the sole exception that it does not affect the target spell's caster level for penetrating spell resistance.

Spells cast at higher levels through use of the Heighten Spell feat are treated as spells of the level at which they were prepared or cast. For example, a wizard who prepared *invisibility* at 6th level via the Heighten Spell feat casts as if by an 11th-level wizard.

Material Components: A pinch of powdered adamantine or adamantine-filings (worth 10 gp).

Source: Adapted from *Relics & Rituals* (Sword & Sorcery Studios).

Power Word, Thunder

Conjuration (Creation) [Sonic]

Level: Druid 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 within 60 feet of the caster, although creatures that were in the zone of silence are insulated from the effects of the *power word, thunder*.

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

Summon Nature's Ally

Bartleby can summon only animals. The list is summarized here.

Summon Nature's Ally**1st Level**

Dire rat
 Eagle
 Monkey
 Octopus¹
 Owl
 Porpoise¹
 Snake, Small viper
 Wolf

2nd Level

Bear, black
 Bison
 Crocodile
 Dire badger
 Dire bat
 Shark, Medium¹
 Snake, Medium viper
 Squid¹
 Wolverine

3rd Level

Ape
 Dire weasel
 Dire wolf
 Lion
 Shark, Large¹
 Snake, constrictor
 Snake, Large viper

4th Level

Bear, brown
 Crocodile, giant
 Deinonychus (dinosaur)
 Dire ape
 Dire boar
 Dire wolverine
 Sea cat¹
 Shark, Huge¹
 Snake, Huge viper
 Tiger

5th Level

Bear, polar
 Dire lion
 Elasmosaurus¹ (dinosaur)
 Rhinoceros
 Snake, giant constrictor
 Whale, orca¹

6th Level

Dire bear
 dElephant
 Megaraptor (dinosaur)

Octopus, giant¹

Whale, baleen¹

7th Level

Dire tiger
 Squid, giant¹
 Triceratops (dinosaur)
 Tyrannosaurus (dinosaur)
 Whale, cachalot¹

8th Level

Dire shark¹

Roc

1 May be summoned only into an aquatic or watery environment.

Magic Rings

Ring of Substitution: This is a broad beautiful ring, constructed of soapstone wound with electrum wire, topped with a bar of platinum. The bar takes the shapes of different objects commonly used in spellcasting, such as a coin, bell, or glass rod, changing only when no one is looking.

The ring allows a spellcaster to substitute one material component for another of equal or greater gold piece value. If, for example, a spell requires 250gp worth of diamond dust, and the caster has no diamonds, she can use a 250gp bottle of wine, a 500gp ruby, or even 250 gold coins as the component as long as the substitution is of equal or greater value.

The ring does not affect the requirement for a spell focus, XP costs, alignment or race restrictions, required feats, or any other aspect of casting a spell.

Activating the ring is not an action, and occurs automatically as part of the spell casting action. Preparing unusual components may require some time to retrieve before casting the spell, however (e.g. pulling a bottle of wine from a *bag of holding*). The ring is useable once per round.

Strong transmutation; CL 17th; Forge Ring, *polymorph any object*; Price 231,200 gp.

Source: "Ring of Substitution" by Rick Lewis and Patric L. Rogers.

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Patric L. Rogers is on the web at www.patric.net.

Certain game mechanics were revised based on feedback from Rick Lewis and Phil Smith (www.slacknhash.com).

Designation of Product Identity: “Bartleby Tiberius Pheight”, “Pheight”, Patric L. Rogers.

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