

Home

Articles

Loot the  
Bodies!

Enemies and  
Allies

The Archlich's  
Spellbook

Campaigns

Links

Contact

welcome to

# Talen's

# forge

the village where adventure begins

*Talen's Forge* is a page of free D&D content by [Jonathan Drain](#), a chap from the UK who's trying to get into professional game and website design.

**4th December, 2004, Saturday:** I hear my *Born of Fire* article finally ran in *Dragon*. Perhaps if I get around to it I'll write up some interesting in-game uses for the progressions and put them on this site, which I've neglected recently, being busy with university. Sorry!

Two new links added to the links page: [Cognizant Chance](#) (another site with free roleplaying content) and [Talon's Spell Browser](#), feel free to check them out.

**13th July, 2004, Tuesday:** Issue #322 of [Dragon magazine](#) is out, featuring my article: "Shady Characters", p44. It's illustrated by Marc Sasso, which is pretty neat - I was hoping for Wayne Reynolds, but I guess it's not easy to draw an incorporeal shadow running at a forty-five degree angle.

To celebrate, I made a new magic item: the unusual [Sharkey's Stove](#).

**25th May 2004, Saturday:** I completely overhauled the site design and made a few fixes to the content. I don't know how I ever managed to settle for the old design. Check back regularly, as I'll be sporadically updating the place with new stuff.

Meanwhile, be sure to catch the issue #322 of *Dragon*<sup>TM</sup> magazine which features one of my articles - rules for having a character become one of three kinds of shadow creature - an undead shadow, a darkness-dwelling inhabitant of the Plane of Shadow or a Shade from the *Forgotten Realms Campaign Setting*.

In addition, I have another article running in a later issue of *Dragon*<sup>TM</sup> magazine which will provide the same treatment for all four half-elemental templates. Now your fire-sorcerer can become an actual fire creature, or your dwarven fighter find himself blessed with a connection to the elemental earth.

[printer friendly version](#)

[Home](#)

[Articles](#)

[Loot the  
Bodies!](#)

[Enemies and  
Allies](#)

[The Archlich's  
Spellbook](#)

[Campaigns](#)

[Links](#)

[Contact](#)

# Talen's forge

## the village where adventure begins

[printer friendly version](#)

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[printer friendly version](#)

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Home

Articles

Loot the Bodies!

- [Armor & Shields](#)
- [Artifacts](#)
- [Wands, Rods, Staffs](#)
- [Weapons](#)
- [Wondrous Items](#)

Enemies and Allies

The Archlich's Spellbook

Campaigns

Links

Contact

# Talen's forge

## the village where adventure begins

[printer friendly version](#)

### Loot the Bodies - Magic Items and Gear

Magic items are often as important in a D&D game as any of a character's natural abilities. This page contains an assortment of magic items ranging from novelty baubles to legendary epic treasures.

#### Armor & Shields

A staple of any warrior's gear, this is a (slightly understocked) collection of armor and shield enhancements to boost your character's defensive capability.

#### Artifacts

Artifacts go beyond the limits of any mere "magic item". Don't expect to find price tags on *Magicbane* or the *Celestian Orb*.

#### Wands, Rods, Staffs

Valuable and often highly useful, wands and staffs are potent in the hands of spellcasters, while rods can be appreciated by characters of all classes. Included in this collection are the *Eye of Lauviah* and the *Healer's Gauntlets*.

#### Weapons

A wide assortment of melee and ranged weapon properties, as well as specific weapons. Make deadly sneak attacks with a *backstabbing* short sword, weaken your foes life force with a *necromantic* crossbow or enjoy some [8-Bit](#) humour with a pair of *Sword-Chucks*.

#### Wondrous Items

Any magic item that doesn't fit into another category will be found here. The *eldritch guitar*, *halo of Umberlee's emissary* and *tomes of the sage* can be found here.

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Home

Articles

Loot the  
Bodies!

Enemies and  
Allies

The Archlich's  
Spellbook

Campaigns

Links

Contact

# Talen's forge

## the village where adventure begins

[printer friendly version](#)

### Enemies and Allies - Monsters and NPCs

#### Chocobo (from *Final Fantasy*)

*CR1 magical beast*

Wark! At long last, Final Fantasy's iconic creature has been converted to D&D.

#### The Rabbit of Caerbannog (from *The Holy Grail*)

*CR18 paragon animal*

I warned you, but did you listen to me? Oh, no, you knew it all, didn't you? Oh, it's just a harmless little bunny, isn't it? Well, it's always the same. I always tell them...

#### the Cairn

*evil humanoid race*

Selfish and malicious, the Cairn are an obscure white-skinned subterranean race with a penchant for the undead. Devout worshippers of the lich god of secrets, their leaders are exclusively clerics and are followed without question by those who dare not risk becoming their leader's next undead minion.

#### Colossal Fiendish Zombie

*CR16 thoroughly broken artifact of a bygone edition*

Though no longer valid in the v3.5 revision of D&D, a zombie in 3.0 could theoretically be created with as many as 96 hit dice. This monster is most likely taller than anything in the Monster Manual!

#### Other resources:

- [Fey Light Golem](#)
- [The Creature Catalog](#)

[printer friendly version](#)

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Home

Articles

Loot the  
Bodies!

Enemies and  
Allies

The Archlich's  
Spellbook

Campaigns

Links

Contact

# Talen's forge

## the village where adventure begins

[printer friendly version](#)

### The Archlich's Spellbook

One of the greatest things about a fantasy RPG is how easily new magical effects can be created by inventing new spells. This page contains several new spells, mostly ones of my own invention, ranging from cantrips to powerful 9th level effects.

#### Acid Rain

Evocation

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** Cylinder (20-ft.-radius, 20ft. high)

**Duration:** Instantaneous

**Saving Throw:** Reflex Half

**Spell Resistance:** Yes

Although it appears much like a sudden rain shower within its area of effect, the precipitation created by this spell is far more deadly. All creatures and unattended objects in the spell's area of effect take 1d6 acid damage per caster level (maximum 10d6).

Since the acid comes and goes in a flash, it does not remain after the spell's duration. It cannot leave the area of effect, so an *acid rain* spell centered in midair can still only affect a twenty foot high cylinder. Targets safely protected from above by a barrier which the acid cannot burn through - for example, hiding underneath a sufficiently sturdy table - are unaffected by the spell.

*Material component:* A small quantity of strong acid. One standard flask of acid is sufficient for four castings of the spell.

#### Aramil's Mighty Axe

Transmutation

**Level:** Clr 2, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One weapon touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (object) (see text)

**Spell Resistance:** Yes (object)

What's a fighter to do when he needs to chop down a tree but all he has is a warhammer? This spell polymorphs the weapon touched into any which the caster is familiar with. The weapon's new form is of the same material as the original. Weapons that are currently held or carried by a creature may attempt a Will save to resist the spell, using the Will save bonus of their owner.

A masterwork weapon is still masterwork when polymorphed. The weapon retains its enhancement bonus and special properties, if any, though special properties which cannot normally be applied to the weapon's new form (such as the Disruption property on a mace polymorphed into a sword) are suppressed for the spell's duration. The spell is, however, limited to transforming weapons into other functional weapons.

Clerics who favour combat often use this spell to turn powerful weapons found on adventures into their deity's favoured weapon, while those favouring trickery prefer to turn an enemy's powerful greatsword

into a pocket knife before initiating combat.

## Aramil's Mighty Cleave

Transmutation

**Level:** Clr 0, Pal 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature with the cleave feat

**Duration:** 1 minute/level or until expended

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

**Spell Resistance:** Yes (harmless)

This spell is named after a dwarven hero who was renowned for his ability to strike down several foes at once with a single swing of an axe. The subject gains a one-time ability to make a single extra cleave attempt in a round, as if wielding a *mighty cleaving* weapon. They must already have the cleave feat to make use of this extra attempt, and the spell ends once the extra cleave attempt is made. Multiple of castings of *Aramil's Mighty Axe* have no effect.

For example, Derrick has the Cleave feat and casts *Aramil's mighty cleave* and charges into battle. He destroys a skeleton in one hit, and cleaves onto another skeleton. If he then destroys this skeleton, this spell allows him make a second cleave attempt. If he chooses to use this extra attempt, the spell ends.

The effects of this spell are not cumulative with a *mighty cleaving* weapon or the Great Cleave feat.

## Bootknife

Conjuration (Creation)

**Level:** Sor/Wiz 1, Asn 1

**Components:** V

**Casting Time:** 1 standard action

**Range:** Personal

**Effect:** One nonmagical non-masterwork dagger

**Duration:** 1 hour

**Saving Throw:** None

**Spell Resistance:** No

Rarely does a seasoned adventurer set off into a dangerous dungeon without a backup weapon in case of emergencies. Even the bravest of warriors will likely keep a dagger in his boot "just in case", and a powerful wizard may at least once find himself having to resort to actual melee combat.

This spell creates a nonmagical, non-masterwork dagger for a short duration. The dagger appears anywhere in the caster's possession that he desires, normally in the hand or concealed in an article of clothing. The weapon can leave the caster's possession normally, but any attempt to sell the dagger causes it to disappear immediately.

This spell cannot create more powerful daggers, only the standard dagger as described in the *Player's Handbook*.

## Gil-Lachel's Torrent

Transmutation [Fire]

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60ft.

**Area:** 60-ft. line

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

Gil-Lachel, the legendary elven fire sorceror, once spent several weeks communing with creatures from the Plane of Fire in an attempt to learn their secrets. The incredible strain this put on his mind made him insane for almost a month afterward, but sparked the invention of one of his most impressive spells.

The caster of this spell momentarily transforms into an incredible creature of pure flame, shooting

relentlessly forward in the direction desired out to the full range of the spell (60ft) before reverting to their original form. All creatures within the caster's path take 1d6 fire damage per caster level (reflex half), to a maximum of 10d6 damage. Flammables (such as paper) in the area of effect are set alight, as with a Fireball spell.

The caster moves instantaneously, provoking no attacks of opportunity for doing so, and takes no damage from any fire sources he moves through. The spell allows him to move freely through semi-solid or easily flammable barriers (such as a porticullis or curtain), but the caster must attempt a strength check in order to break down solid doors and the like. If he would be unable to return to his normal form when the spell ends (such as being inside a space too small for him to fit), he re-forms in the nearest suitable space.

## Hail of Skewering Surprises

Conjuration (Creation)

**Level:** Sor/Wiz 3, Drd 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 25ft. cube

**Duration:** 1 round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** No

A hail of nonmagical wooden shortspears rains down, dealing 2d6 damage each round to any creature within the spell's area of effect (Reflex negates). Spell resistance does not apply, but damage reduction does. The damage each round is dealt on the caster's turn. Any creature entering the area and leaving in the same round takes 1d6 damage (Reflex negates). Taking the full defense action while in the spell's area gives a +2 bonus on the save.

The spears remain in the spell's area until the spell ends, and can be picked up and used as normal weapons. Balance checks made within the area suffer a cumulative -1 penalty per round due to all the spears lying on the ground. After 4 rounds, anyone moving more than half their base speed must make Balance checks (DC 10) or fall prone. The spears can also be set alight by the normal means, such as alchemist's fire or a fire spell of non-instantaneous duration.

## Jinx

Enchantment [Mind-Affecting]

**Level:** Sor/Wiz 1

**Components:** V

**Casting Time:** 1 standard action

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

**Target:** One humanoid creature of up to Large size

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell is cursed with a complete inability to speak. The spell is automatically ended, however, if the victim hears someone speak his name. The spell ends if they are attacked.

If the target is threatened or in a dangerous situation such as combat, they may speak normally but take 2d4 damage as they feel an invisible fist punch them on the arm, which ends the *jinx* spell. The target is aware of the *jinx* effect, and creatures intelligent enough to cast spells easily realise that they can speak as a free action to trigger the hit before casting their spell.

*Jinx* does not prevent the caster from using forms of nonverbal communication, such as telepathy or writing.

## Lich's Accompaniment

Necromancy

**Level:** Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 full round

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

**Target:** Up to one undead under the caster's control per 2 levels

**Duration:** 10 minutes/level

**Saving Throw:** None  
**Spell Resistance:** Yes

Even lowly clerics of the evil deities of undeath know the advantages of hiding behind their mindless zombie minions in a fight, but the more powerful spellcasters have developed more sophisticated magical methods of using their undead as bodyguards. Through long and arduous magical research and testing, this spell was created.

All subjects of the spell are transmuted to appear, feel and sound exactly as the caster himself. Only undead of roughly the same size as the caster and under the caster's complete control are affected. The caster makes a disguise check (with a +10 circumstance bonus) when creating the skeletons' disguises to determine the spot DC for viewers to determine which is the real caster and which are the fakes. This bonus increases to +15 for undead which actually resemble the caster's natural form - for example, a lich casting the spell on skeletons, hence the spell's name.

For the duration of the spell, all of the caster's doubles copy his sounds and movements exactly, similar to a *mirror image* spell. Any spells he casts also appear to be cast by all of the doubles as well - for example, a ray spell appears to be fired by all of the doubles at once as well as by the caster himself. The doubles move with the caster to the best of their ability, but may be unable to follow if their master moves too quickly by using movement spells such as *fly* or *dimension door*.

*True seeing* reveals the undead as their true form and shows the visual effects of any spells the doubles "cast" to be illusory, but they still copy their master's movements. However, particularly clever liches have been known to outwit opponents by using mundane disguises in conjunction with this spell, such as dressing themselves and their undead minions in identical nondescript robes.

Anyone interacting with one or more of the doubles is allowed a Will save to recognise those individual undead as fakes.

## Merciful Blade

Transmutation  
**Level:** Clr 2, Pal 2, Sor/Wiz 2  
**Components:** V, S, F, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Weapon touched  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)

As *magic weapon*, but all damage the weapon deals for the spell's duration is subdual. This spell is favoured by pacifist clerics who prefer to avoid unnecessary bloodshed, and also useful in situations where the caster needs to take a foe alive.

## Necropolis

Necromancy [Evil]  
**Level:** Clr 9, Sor/Wiz 9  
**Components:** V, S, M, XP  
**Casting Time:** 24 hours  
**Range:** Touch  
**Area:** Up to a 1 mile radius emanating from the touched point  
**Duration:** Permanent  
**Saving Throw:** None  
**Spell Resistance:** None

This dark spell permanently corrupts an area the size of a small town with an unholy necromantic curse. Firstly, the ground within the area is permanently affected with something similar to both *desecrate* spell and an *unhallow* spell. Any *animate dead* spell cast within the area may animate twice the normal hit dice of undead (4HD/level instead of 2HD/level). Checks to turn undead within the area take a -8 profane penalty, while rebuking checks gain a +4 profane bonus. Undead within the area gain +1 profane bonus to attack rolls, damage rolls and saving throws, and any undead created within or summoned into the area gain +1 hit point per hit die.

If the area contains one or more permanent temples dedicated to an evil deity, up to one temple per four caster levels is protected by a *magic circle against good*. Undead within the area gain a +2 profane bonus

on attack rolls, damage rolls and saving throws, and any undead created in or summoned into the area have +2 hit points per hit die.

Secondly, any corporeal creature with a skeletal system who dies within the area is automatically raised at midnight as a zombie or skeleton (caster's choice). If the caster wishes, created undead can be added to his own set of controlled undead as if he had animated them himself with *animate dead*, with any excess undead remaining uncontrolled. The caster may leave simple standing orders for the undead, such as "guard this area" or "attack the nearby city". Upon casting the spell, the caster decides what the orders are, and whether or not he wishes to add them to his own set of controlled undead. He may change these undead-creation options by undertaking a special 24-hour ritual at the site.

This spell supersedes and supresses any *desecrate* or *unhallow* spells within its area. *Consecrate* or *hallow* spells are dispelled, with the exception of *hallow* spells already in effect within the grounds of good aligned temples, which remain unaffected by *necropolis* and may be renewed normally. A *consecrate* spell cast within the area supresses its effects within the *consecrate* spell's area for 1d4 minutes, and likewise a *hallow* supresses its effect within its area for 1d4 hours. *Necropolis* cannot be dispelled in the standard manner, a *miracle* spell cast by a good-aligned caster is required to permanently lift the curse.

*Material component:* 5,000gp worth of black onyx mixed with unholy water  
*XP cost:* 1,000XP.

## Peace Agreement

Enchantment [Mind-Affecting]

**Level:** Clr 4

**Components:** V, S, F, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell is sheathed in a faint white glow. For the duration of the spell, the creature is unable to deliberately cause harm to another creature. They may not attack with either melee or ranged attacks, nor use a spell or other special ability to affect an unwilling creature. Nor may they take other actions which directly harm another creature, such as activating a trap with the intent of injuring someone. They are not, however, prevented from indirectly harming foes, such as summoning monsters to fight on their behalf or casting beneficial spells on allies.

Should any creature attempt to attack the target of this spell directly (such as by one of the methods described above), the spell no longer applies with regards to this creature, and the target of *peace agreement* may attack them as if the spell was not in effect. If the spell's caster attacks the victim, the spell ends entirely.

## Silver Bullet

Conjuration (Creation)

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

A tiny silver pellet shoots from the caster's pointed finger, dealing 1d6 damage to the opponent struck. The caster must make a successful ranged touch to hit. For every two caster levels above 1st, the pellet deals an additional 1d6 damage to the opponent struck, to a maximum of 5d6 at 9th level.

This spell has an additional effect against creatures with a weakness to silver - lycanthropes, vampires and the like. Against such creatures, the spell deals an extra point of damage per bullet (1d6+1) and the save DC is increased by +1. This spell was created by wizards whose homeland was plagued by werewolves, and they now use this spell almost entirely as a replacement for *magic missile*.

*Material component:* A silver piece.

## Skewering Surprise

Conjuration (Summoning)

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One spear, shortspear or longspear

**Duration:** 1 minute/level

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

**Spell Resistance:** No

This spell summons a spear, shortspear or longspear to appear anywhere within the spell's range, typically either directly above an opponent at the maximum possible height, or in the caster's hand. If summoned above an enemy, he must make a Reflex save or be struck by the falling spear, taking the spear's normal damage, plus the spear's falling damage (1d6 damage for every 60 feet it falls, or 1d6 per 70 feet for a shortspear). The spear then remains on the ground for the spell's duration, allowing anyone to pick it up and use it as a normal weapon.

At the caster's option, he may summon any spear, shortspear or longspear which he already owns and has prepared in a special ritual costing 50gp. The spell functions as long as the spear is stored anywhere on the same plane as the caster (even in the caster's possession), and is useful for allowing the caster to summon magical and/or poisoned weapons. The weapon's enhancement bonus to damage and special properties still apply to an enemy it strikes, although it cannot score a critical hit. The caster may only have one such spear prepared at any one time.

## Wedgerocket's Alchemical Accident

Transmutation

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One unopened flask of alchemist's fire

**Duration:** Instantaneous (see text)

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

Wedgerocket, the gnome wizard, is known throughout his homeland of Lantan for his infamous alchemy lab accident. While he was not seriously injured, the explosion did manage to destroy several hundred gold pieces worth of equipment. One bored weekend, he decided to duplicate this effect in a dangerous spell - and as far as anyone knows, it has only ever been used once.

One round after casting the spell on a flask of alchemists' fire (or if directly strikes a target before this) it explodes violently, dealing 1d6 slashing damage and 2d6 fire damage to any person directly struck (or holding the flask), and 1d6 fire damage to anyone within five feet. The flask explodes at the end of the round after the spell has been cast on it, whether or not the caster is still holding the flask - hence, they would be advised to throw the flask at an enemy soon as possible.

Additionally, anyone suffering fire damage from a direct hit must succeed at a DC15 reflex save or be set alight. Failure means that they take another 1d6 fire damage and remain alight, success means that the flames are extinguished. Each round that the character remains on fire, they must make another DC15 reflex save or take another 1d6 fire damage. (See the *Dungeon Master's Guide*, page 86 for the rules on catching on fire.)

*Material component:* A vial of alchemist's fire.

## Wedgerocket's Embarrassing Trap

Abjuration

**Level:** Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 1 minute

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

This amusing cantrip was the first spell created by Wedgerocket, a clever gnomish wizard and spell inventor. During his early adventures, this spell led to some highly amusing pranks being played on a group of senile dwarves.

This spell creates a tiny magical "trap" of more than one six-inch square on the object or area touched. Popular targets among pranksters include door handles, frequently-passed spots on the ground. The trap has a search DC of 25, appearing as an almost unnoticeable magical symbol, and has a disable device DC of 20. The next person to touch the trapped object (generally by stepping on it or picking up the trapped item) sets it off. The spell duration ends once the trap has been set off.

The spell has one of two effects when activated. When used in combat, it deals one point of damage to its victim, reflex negates. If simply used as a prank, however, the victim must make a reflex save or his trousers fall down. The prank version of the trap cannot be used against foes in combat, nor against someone who is not wearing trousers.

*Focus:* The object to be "trapped".

## Wings of Fire

Transmutation

**Level:** Clr 4, Pal 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You suddenly sprout a massive pair of flaming wings. These wings allow you to fly at your normal base speed with good maneuverability for the duration of the spell. In addition, you may use them as natural weapons, each dealing 1d6 damage plus half your strength modifier and 1d6 points of fire damage. They can not be used to set foes on fire, and you cannot make these wing attacks while flying.

As with normal wing attacks, you may attack with one wing as a standard action, or both as part of a full attack action. If you also fight with another natural or manufactured weapon in that round, your wing attacks count as secondary attacks and are thus made at a -5 penalty.

[printer friendly version](#)

Home

Articles

Loot the  
Bodies!

Enemies and  
Allies

The Archlich's  
Spellbook

Campaigns

- [Rynwold Pantheon](#)  
- [Kingdom of Alaria](#)

Links

Contact

# Talen's forge

## the village where adventure begins

[printer friendly version](#)

### Currently Running Campaigns

#### The Rynwold Pantheon

The [Rynwold Pantheon](#) is a game I'm currently running. Peace has reigned ever since the five main churches of the Kingdom of Rynwold signed the agreement to work together for a better future. Now, in the year 1638, most of the heroes of old have passed on and the kingdom's fate is in the hands of a small number of inexperienced young warriors.

As the world faces the greatest threat it has in centuries, Rynwold is about to find out that the world just got a lot bigger.

#### Second Incursion

I'm currently running an online game on Saturdays at 6am GMT. Four centuries into Rynwold's past, *Second Incursion* sets the history to *The Rynwold Pantheon* at a time when demons and angels alike fought out a terrible war using the human lands as the battleground. The campaign doesn't have a webpage yet.

#### Other Games

[The Kingdom of Alaria](#) was the first game I ran. (Warning: page contains spoilers for the short story series *The Story So Far*, which is based on the events of that game.) I'm also currently playing a *Legacy of Kain: Soul Reaver* based game.

[printer friendly version](#)

Home

Articles

Loot the  
Bodies!

Enemies and  
Allies

The Archlich's  
Spellbook

Campaigns

Links

Contact

# Talen's forge

## the village where adventure begins

[printer friendly version](#)

### Links Page

#### Top 5

[Monte Cook's message board](#) - An excellent place to discuss D&D

[Roleplaying Tips](#)

[Sean R's RPG Stuff](#)

[System Reference Documents](#) - The official D&D rules, for free

[WotC's Official D&D Page](#) - Regularly updated with high-quality free content.

#### Recently added

[Cognizant Chance](#) - another site with free roleplaying content

[Talon's Spell Browser](#)

#### News Sites

[EN World](#)

[WotC's Official D&D Page](#)

#### Message Boards

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[JD Wiker's message board](#)

[rec.games.frp.dnd](#)

[Monte Cook's message board](#)

[SeanKReynolds Boards](#)

#### Free D&D Content

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[d20 Reviews Free adventures](#)

[Sean R's RPG Stuff](#) - Content from the co-author of the *Forgotten Realms Campaign Setting*

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[Netbook of Feats](#)

[Spellbook Archive](#)

[SRD](#)

#### Humour

[101 reasons to love D&D](#)

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#### Tools

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[MW Tools](#)

[RaceCalc](#)  
[Random Number Generator](#)  
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[printer friendly version](#)

Home

Articles

Loot the  
Bodies!

Enemies and  
Allies

The Archlich's  
Spellbook

Campaigns

Links

Contact

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## Home

## Articles

## Loot the Bodies!

- [Armor & Shields](#)
- [Artifacts](#)
- [Wands, Rods, Staffs](#)
- [Weapons](#)
- [Wondrous Items](#)

## Enemies and Allies

## The Archlich's Spellbook

## Campaigns

## Links

## Contact

# Talen's Forge

## the village where adventure begins

[printer friendly version](#)

### Wondrous Items

#### Demon's Horde Bracers

Human spellcasters are not the only creatures able to craft magical items. While most powerful demons choose to specialize in combat, a few work from behind the scenes, honing their magical abilities instead and churning out powerful magic items for their demonic hordes. The Demon's Horde Bracers are once such item.

Worn as a set, each bracer is crafted from black steel and inlaid with black onyx in strange, abyssal patterns. They afford their wearer a +3 armor bonus, similar to *bracers of armor +3*. Additionally, one of each pair of bracers is inset with three large runes, which when activated affects the wearer as if the spell had been cast on them. Each rune may be activated once per day, and activating one is a standard action.

*First rune:* Dimension Door (720ft range, self and two medium creatures or one large creature)

*Second rune:* Greater Invisibility (Improved Invisibility) (self only, duration 8 rounds)

*Third rune:* Divine Favor (+2 luck bonus to attack and damage for one minute)

The bracers, however, have a limitation. While any wearer can use the first rune, the second and third runes may only be used by a demon of the type specified upon the item's creation. Furthermore, the item does not resize to fit its wearer. Each rune glows an eerie red when if its wearer can use it and its charge has not been used for the day.

*Caster Level:* 8th; *Prerequisites:* Craft Wondrous Item, *dimension door*, *divine favor*, *invisibility*, *greater resistance*; *Market Price:* 47,880gp; *Cost to Create:* 23,940gp and 9,576 XP; *Weight:* 1lb.

#### Dwarven Beard Rings (novelty)

It's widely known that dwarven men value their beards highly, and take any damage to their beards very seriously. It is for this reason that certain enemies of the dwarves have occasionally use traps or magic to cut, burn or otherwise damage a dwarf's prized facial hair. Though magic item creators are rare in dwarven society, a small group of clerics was formed to deal with this problem. *Dwarven beard rings* were their solution.

A simple piece of magically enhanced jewellery, a *Dwarven beard ring* provides magical protection against beard-related injury. Any attack made specifically against the wearer's beard has a -2 penalty to hit and damage. Any spell cast on the beard allows the dwarf a +2 bonus to the saving throw. If the beard is set on fire, the flames are automatically extinguished within one round. The *beard ring* provides absolutely no protection against attacks or magic which do not specifically target the wearer's beard.

Up to three *Dwarven beard rings* can be worn at any one time, and the bonuses stack.

*Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *resistance*; *Market Price:* 50gp; *Cost to Create:* 25gp and 2 XP; *Weight:* —.

#### Eldritch Guitar

Highly prized by wealthy musicians, the *Eldritch Guitar* was first created by a generous wizard as a gift to an adventuring party. This six-stringed instrument is extremely beautiful and well crafted, and its potential to create beautiful music is unsurpassed by any nonmagical instrument. It can be played by someone proficient in any stringed instrument.

Perform checks made with the *Eldritch Guitar* are granted a +8 circumstance bonus, provided that the player has at least five ranks in Perform (any stringed instrument). If the owner has at least 10 ranks in the Perform skill with a stringed instrument, this circumstance bonus rises to +10. In addition, a bard who has specialised in the instrument in this manner can play it to inspire his thoughts once per day, granting him a +4 circumstance bonus to any Knowledge skill check or Bardic Knowledge check.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *enthrall* or *major image*; *Market Price:* 10,000gp; *Cost to Create:* 5,000gp and 400 XP; *Weight:* 3 lb.

#### **Halo of Umberlee's Emissary** (by CC)

A powerful magic item created by a powerful cleric of Umberlee, the Halo of Umberlee's Emissary appears as a crown made of coral and the skeletons of small underwater creatures. It hovers slightly above the wearer's head, granting them a +5 competence bonus to all Bluff, Diplomacy and Intimidate checks.

*Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item, *enthrall* or *wieldskill*, creator must be a cleric of Umberlee; *Market Price:* 10,000gp; *Cost to Create:* 5,000gp and 400 XP; *Weight:* 1 lb.

#### **Hammer of Great Smithing**

Used by the the dwarven prince Aramil to create many weapons for his adventuring party, the *Hammer of Great Smithing* has been magically enhanced to assist its owner's weapon and armor smithing. It grants a +5 competence bonus to Craft checks when used to create and repair items made of metal or stone. (Aramil notes that it's best used in the hands of a skilled dwarven smith.)

*Caster Level:* 6th; *Prerequisites:* Craft Wondrous Item, *make whole*; *Market Price:* 6,000gp; *Cost to Create:* 3,000gp and 120 XP; *Weight:* 2 lb.

#### **Helm of King Aramil**

This dwarven helmet is crafted from mithral and is surrounded by a simple gold circlet. When worn, it grants the wearer the ability to *detect evil* at will, as per the paladin's ability. Additionally, it grants the wearer a +2 enhancement bonus to both Dexterity and Constitution, and gives a +1 competence bonus to all attack rolls, damage and saves.

*Caster Level:* 6th; *Prerequisites:* Craft Wondrous Item, *detect evil*, *cat's grace*, *endurance*; *Market Price:* 36,000gp; *Cost to Create:* 8,000gp and 640 XP; *Weight:* 3 lb.

#### **Menlo's Magic Hat**

The stereotypical image of a wizard is an old man in a robe and pointed hat, and Menlo the Great (self-titled) is no exception. His is no ordinary wizard's hat, however.

This cheesily named headwear grants its wearer a +6 enhancement bonus to its wearer's intelligence score, and has the ability to store objects similar to *Heward's Handy Haversack*. *Menlo's Magic Hat* can hold up to 80lbs in weight, with a capacity of eight cubic feet. Additionally, the hat's bearer can automatically draw any item stored in it as a move-equivalent action without having to search or fumble for it. This makes it invaluable both for conveniently storing gear and magic items, as well as hiding all sorts of objects.

For the wizard on a tight budget, Menlo's Magic Shop also sells economy version of *Menlo's Magic Hat* which provide a more modest +4 or +2 bonus to the wearer's intelligence score.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *fox's cunning*, *Leomund's secret chest*; *Market Price:* 40,000gp (+6 bonus), 20,000gp (+4 bonus), 8,000gp (+2 bonus) ; *Cost to Create:* 20,000gp and 1,600 XP (+6 bonus), 10,000gp and 800 XP (+4 bonus), 4,000gp and 320 XP (+2 bonus);

#### **Sharkey's Stove**

Legend has it that a rich sea pirate by the name of Sharkeye gave up the seaman's life to settle down and marry a woman he met on shore. When a particularly clumsy and dimwitted servant had burned his breakfast for the third time that month, he became enraged, ordering the man to sit upon the stove until he had gained some sense.

Amazingly, the man discovered himself feeling altogether cleverer and more eloquent through some unexplained magic of the stove. When word of this magic stove got out, the servant secretly auctioned off the stove at a high price. Unfortunately, he failed to realise the item's only flaw, and found himself losing his intellect and charm the very next day...

*Sharkeye's Stove* provides a permanent +2 inherent bonus to both Intelligence and Charisma to anyone

who sits upon it. However, if someone else later sits upon the Stove, the previous person immediately loses these benefits.

Strong evocation (if miracle is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 110,000 gp  
Cost 5,000 gp + 20,400 XP; Weight 5 lb.

### **Sneaking Suit**

Thieves and assassins alike know the benefits of wearing dark, well-fitted clothes and soft-soled shoes to make sneaking around easier. Even so, only the most legendary rogues can afford this magically enhanced outfit. The wearer of a Sneaking Suit finds himself almost completely invisible to normal sight and his movements inaudible even to himself.

An ingenious camouflage system causes the wearer to appear seemingly transparent, granting him an amazing +20 competence bonus to Hide checks. The limitation that a character cannot hide while being observed still applies, since it is still possible for onlookers to notice movement. In addition, the suit muffles all sound made by the wearer, bestowing a +20 competence bonus on Move Silently checks.

The Sneaking Suit takes up the robe slot on the wearer's body. As a standard action, one or both of the suit's functions may be activated or deactivated.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *invisibility*, *silence*; *Market Price:* 100,000gp; *Cost to Create:* 50,000gp and 4,000 XP; *Weight:* 1 lb.

### **Tomes of the Sage**

These heavy leatherbound encyclopaedias of magic know more ancient and obscure lore than their thousands of pages actually hold. To use one, the reader must first ask a question aloud and open the book, which takes a full-round action. The book grants a +5 competence bonus to the reader's Knowledge (arcana) check to answer this question, as on a successful check the book magically opens at the correct "page".

If the check is successful, the page can be bookmarked for later perusal. If unsuccessful, however, the book simply does not know the answer to this question and opens at a random page on some other topic. The book cannot answer a failed question even if asked by another person, or if the reader tries to ask a different question to learn the same piece of knowledge.

As the name suggests, each Tome is actually one in a series of four books. If the reader consults two differently-numbered books the bonus granted increases to +7. If three different books are consulted, the bonus increases to +8, and if all four are consulted it increases to +10. The process takes one round per book checked. As with a normal Knowledge skill check, however, retries are not possible - if the reader consults each Tome separately it can only increase the bonus to the original roll as described above, not allow multiple attempts at the roll.

Variations on this book are known to exist which contain different sorts of knowledge, such as the *Tomes of Planar Lore* and *Encyclopaedias of Engineering*. These books should not be confused with the powerful ability score increasing items such as *Tome of Clear Thought* or *Tome of Understanding*.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *identify*, creator must have 8 ranks in Knowledge (arcana); *Market Price:* 2,500gp; *Cost to Create:* 1,250gp and 100 XP; *Weight:* 10 lb.

[printer friendly version](#)

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printer friendly version | [back to non-printer friendly version](#)

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[Home](#)[Articles](#)[Loot the Bodies!](#)

- [Armor & Shields](#)
- [Artifacts](#)
- [Wands, Rods, Staffs](#)
- [Weapons](#)
- [Wondrous Items](#)

[Enemies and Allies](#)[The Archlich's Spellbook](#)[Campaigns](#)[Links](#)[Contact](#)

# Talen's Forge

## the village where adventure begins

[printer friendly version](#)

### Armor and Shields

#### **Foe defence**, armor or shield enhancement

This armor or shield enhancement protects its wearer better from attacks made by a specified type of creature, similar to how a bane weapon excels in attacking one type of creature. The foe defence property is named for the creature it is keyed to protect against - for example, dragon defence or evil outsider defence. The full list of possible types is given in the description of the bane weapon property (*Dungeon Master's Guide*, p185).

From attacks by the designated creature type, foe defence armor and shields protect the wearer as if its enhancement bonus was two higher. For example, +3 undead defence armor defends its wearer from a skeleton's claw attack as if it was +5 armor. This enhancement is especially popular among rangers and dragonslayers.

Foe defence can be applied to the same armor or shield more than once. Each time, it must apply to a different creature type. If a creature is two types at once, (for example, a lawful evil outsider), the foe defence bonuses stack.

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*, part of a creature of the appropriate type; *Market Price:* +1 bonus.

#### **Peace**, armor enhancement only

Peace armor is the preferred choice of those who disdain fighting. If its wearer has not performed any hostile action for at least three rounds, peace armor provides an additional +2 circumstance bonus to the wearer's AC. Hostile actions include attacking and casting spells on unwilling recipients, but not indirectly attacking foes (summoning creatures to fight, or tricking a foe into falling into a pit).

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *sanctuary*, creator must be nonevil; *Market Price:* +1 bonus.

#### **Sorcerer's Armor**, specific armor type

Adventuring sorcerers are all too rarely well armored, and often have to rely on the tougher party members to keep them safe of dangerous traps, monsters and anything else that might be out there. It's no surprise - few sorcerers, with their limited spell selection, will specialise in defensive spells, and fewer still are willing to wear armor and risk a chance of spell failure. Sorcerer's Armor is a solution to this problem.

Sorcerer's Armor usually resembles a heavy robe or a long, loose-fitting coat. It is designed specifically with freedom of movement in mind, and is always masterwork. While it provides no armor bonus, it can be enchanted just as regular armor can. It has an armor check penalty of 0, a maximum Dexterity bonus of +10 and no arcane spell failure chance.

*Caster Level:* — *Market Price:* 800gp; *Weight:* 5 lb.

[printer friendly version](#)

## Home

## Articles

Loot the  
Bodies!

- [Armor & Shields](#)
- [Artifacts](#)
- [Wands, Rods, Staffs](#)
- [Weapons](#)
- [Wondrous Items](#)

Enemies and  
AlliesThe Archlich's  
Spellbook

## Campaigns

## Links

## Contact

# Talen's Forge

## the village where adventure begins

[printer friendly version](#)

### Artifacts

#### **Celestian Orb**, Major Artifact

Millennia ago, the celestial champion Aera led an epic holy crusade against the Nine Hells, slaying the overlord of the Lower Realms and ensuring the safety of the Planes from fiendish invasion for millennia to come. To ensure that his strength and wisdom would continue to protect the world, Aera was requested by his patron deity to travel to the material plane and father a child with a mortal. Unfortunately, the celestial found himself unable to complete his task, when he realised that the world he returned to had become almost as evil and corrupt as the fiendish planes he had spent centuries fighting against. Aera was not able to find a brave and righteous enough mortal, nor was he willing to introduce a child of his into what had become such a realm of evil.

To complete his final mission, Aera sealed his celestial essence inside this orb and hid it in such a way that only one strong, faithful and righteous enough to bear celestial heritage would be able to retrieve and use it. The *Celestian Orb* is extremely difficult to locate, even with magic, and the journey to retrieve it is even more arduous. It can only be activated by one who is wholly good and true of heart, and is destined to become a true champion of righteousness. The Orb will simply fail to function for an unsuitable owner, and will instantly annihilate any truly evil person or creature who attempts to use its power.

Once activated, the *Celestian Orb* transforms its possessor into a celestial champion by granting them the Half-Celestial template as described in the *Monster Manual*. The character takes on an aura of celestial righteousness, as befitting their new responsibility, and their appearance changes appropriately. The orb disappears immediately upon completion of the transformation, a process which takes ten minutes and gives off an incredible celestial light.

*Note to DMs:* As a sudden jump in power in this manner is unbalancing, you may find it useful to allow the template to be taken one level at a time, as described in [Anger of Angels](#) by [Sean K Reynolds](#), published by Malhavoc Press. Perhaps the transformation is interrupted at the last minute, resulting in the subject gaining only one level now and requiring the rest to be unlocked through a series of quests. Alternatively, Aera may simply wish for the bearer to prove themselves over time instead of being given the power all at once.

If unable to obtain this book, you could derive it from its opposite, [this half-fiend template class](#). Alternatively, you could have the artifact transform the character into an aasimar, and later progress to half-celestial by means of [this aasimar to half-celestial transition class](#). Whichever method you chose, note that the character should only be allowed to take the first level when they would normally be able to gain a level, which is not unlikely after they complete the quest required to obtain the artifact.

*Caster Level:* 20th; *Market Price:* -

#### **Magicbane**, Minor Artifact weapon

This simple black-handled blade is similar to a longsword in appearance, but reduced in size to that of a dagger. For the purposes of being used in combat, it counts as a +5 keen dagger.

However, only when in the possession of an arcane spellcaster is *Magicbane's* true power unleashed. Its base damage increases from 1d4 to 2d4, and on an attack roll of a natural 20 the target must make a Fortitude save, DC24 or be slain instantly. This ability functions even if the target is normally immune to critical hits, but not against enemies immune to death effects.

*Magicbane* grants its possessor spell resistance 25, and immunity to death effects, polymorphing, sleep, paralysis and *hold* effects. The possessor is immune to all curses (such as *bestow curse*) - except, however, on a roll of a natural 1 on a the save (the possessor is afforded a Will save versus curses which

do not normally allow a save). Additionally, the possessor may freely discard any cursed items, and all items he carries are immune to rust and disintegration.

*Magicbane* does not have to be actually held or wielded for the possessor to gain these benefits, merely keeping it on the owner's belt is sufficient. Just as well, since the weapon is intelligent and detests being used in actual combat. If the weapon is drawn in earnest combat, an ego conflict occurs, and the wielder must succeed at a Will save (DC31) or be unable to use the dagger as a weapon for one day; success means that it allows itself to be used as a weapon for one day. It has the following ability scores: Int 22, Wis 18, Cha 19; with an Ego score of 31. Its alignment is Neutral and it can communicate telepathically with its owner if within 100ft. It is also unaffected by antimagic or dead magic areas.

In the hands of any other than an arcane spellcaster, the weapon behaves only as a +5 keen dagger. Its preferred owners are wizards and adepts. At the DM's discretion, it may opt to hide its powers for an owner it deems not a serious arcane spellcaster (a fighter with only one level in wizard, or an assassin).

*Caster Level:* 20th; *Market Price:* -

### **Thundaril**, Minor Artifact weapon

Known through the centuries under several names, this legendary greataxe has been wielded by countless generations of dwarven heroes. Constant exposure to powerful magic and untold feats of bravery has infused the weapon with a soul of its own, and some believe it has been blessed by Moradin himself.

*Thundaril* has gradually been magically enhanced by its previous owners - most recently by the renowned archwizard Elminster himself. In its current form, it is an intelligent adamantine *+5 keen icy burst greataxe*. It has an Intelligence score of 18, Wisdom of 19, a Charisma of 10 and an ego score of 31, and is lawful good in alignment. It can speak and read all languages, read magic at will and communicate telepathically with its wielder. It grants also its them the following abilities:

- Free use of the Combat Reflexes feat
- Constant *true seeing*
- The ability to find traps as a rogue
- Flight, as the *fly* spell for thirty minutes, twice per day
- Telepathy, range 100ft, twice per day

*Thundaril's* special purpose is to defend dwarvenkind. When its wielder is in the pursuit of this goal, any foe struck must make a Will save DC 12 or be blinded for 2d6 rounds. *Thundaril* is strongly lawful good, and any character who so much as picks it up and is not also lawful good gains three negative levels until they drop it again.

The weapon's haft also functions as a staff, containing the following spells:

- Divine Favor (18th level caster) (1 charge)
- Antimagic Field (Protection domain version) (2 charges)

In addition to all these abilities, *Thundaril* functions normally in dead magic areas and is immune to antimagic and dispelling - even *Mordenkainen's disjunction* has no effect on it. Note that only the original artifact *Thundaril* has this ability - while the statistics below can be used to create a replica *Thundaril*, such a weapon will neither be an artifact nor will it have the immunity to dispelling and antimagic.

*Caster Level:* 29th; *Prerequisites:* Craft Magic Arms and Armor, Craft Staff, *chill metal*, *keen edge*;  
*Market Price:* 250,195gp *Cost to Create:* 125,098gp and 10,008 XP; *Weight:* 25 lb.

### **Credits and notes:**

*Magicbane* was converted from the game *Nethack* by Jonathan Drain. The name *Thundaril* was chosen by the player's DM from a *Forgotten Realms* sourcebook, although the weapon itself is not. All other items on this page were created by [Jonathan Drain](#).

[printer friendly version](#)

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## Home

## Articles

## Loot the Bodies!

- [Armor & Shields](#)
- [Artifacts](#)
- [Wands, Rods, Staffs](#)
- [Weapons](#)
- [Wondrous Items](#)

## Enemies and Allies

## The Archlich's Spellbook

## Campaigns

## Links

## Contact

# Talen's Forge

## the village where adventure begins

[printer friendly version](#)

### Wands, Rods and Staffs

These valuable items can come in more forms than the typical ornate sticks.

#### Eye of Lauviah (Rod)

The lightning demon Lauviah once held this icy crystal ball - a sphere that magnified his power enough to wield his deadly lightning bolt attack with greater power and range than ever before. For hundreds of years he held his grip on the sphere, his claw still firmly embedded in it when he was eventually slain by a demon jealous of his power. Unable to remove the ball from the Lauviah's grip, he simply removed and kept the arm it was attached to - the form in which it exists today, albeit hardened and blackened with time.

Five times per day, the wielder of the *Eye of Lauviah* can fire a bolt of electricity at any target within 30 feet. The bolt requires a ranged touch attack, and deals 4d6 electricity damage (no save). The Eye glows a pale blue when one or more charges remain in it, emitting a very faint crackling noise. It recharges at midnight.

*Caster Level:* 10th; *Prerequisites:* (to build a replica) Craft Rod, *shocking grasp* or *call lightning*; *Market Price:* 12,500gp; *Cost to Create:* 6,250gp and 500 XP; *Weight:* 1 lb.

#### Healer's Gauntlets (Wand/Staff)

Staves and wands have been created in innumerable different designs and forms, but few as unusual as that of a pair of gauntlets. Paladins and combat clerics favour these, since it allows them to heal themselves and their allies in the midst of a battle without going to the bother of sheathing or dropping one's weapon in order to draw a healing staff.

Often adorned with the holy symbol of deity of healing or war, the *Healer's Gauntlets* act as wands or staves of various healing spells. Both gauntlets must be worn in order for them to function. The spells contained in the gauntlets can vary from pair to pair, but two versions of these gauntlets are the most common.

#### *Healer's Gauntlets, minor*

Each gauntlet stores fifty charges of a spell, and once exhausted each gauntlet can be recharged separately.

- Left gauntlet: Cure Light Wounds, 50 charges (750gp and 60 XP to recharge)
- Right gauntlet: Cure Serious Wounds, 50 charges (5,625gp and 450 XP to recharge)

#### *Healer's Gauntlets, major*

Unlike the *minor* gauntlet, this version has a total of 50 charges shared between the two gauntlets, as per a staff.

- Left gauntlet: Lesser Restoration (uses 1 charge)
- Right gauntlet: Heal (uses 2 charges)

*Caster Level:* 5th (minor), 11th (major); *Prerequisites:* Craft Wand or Craft Staff, *cure light wounds*, *cure serious wounds* (minor), Craft Staff, *lesser restoration*, *heal* (major). *Market Price:* 12,750gp (minor), 28,125gp (major); *Cost to Create:* 6,375gp and 510 XP (minor), 14,062gp, 5sp and 1,125 XP (major); *Weight:* 4 lb.

### Yrinthakis' Staff

This potent staff is approximately five feet long, made from black steel and shod with black onyx gems at either end. It is inscribed in great detail with the twisted faces of its creator's previous victims, as well as the arcane marks of several ill-fated wizards and liches who once opposed him. The staff contains the following spells:

- Coldball (As *fireball* but dealing cold damage rather than fire, 10d6, DC14) (1 charge)
- [Summon Undead VI](#)<sup>†</sup> (1 charge)
- Summon Monster VI (typically summoning chain devils) (1 charge)

In addition (at the DM's option), the staff carries a curse. Although performing normally in tests and appearing uncursed to all divinations, the staff backfires when used in earnest by anyone other than its original creator, Yrinthakis. The cold fireball detonates centered on the person activating the staff, or the summoned creatures attack the staff's wielder.

Yrinthakis has intended to add *enervation* to the list of spells in the staff, but a lack of time and resources has hampered his efforts. It has an AC of 7, 25 hit points, a hardness of 10, and a break DC of 24.

*Caster Level:* 12th; *Prerequisites:* Craft Staff, Energy Substitution, *fireball*, *summon undead vi*. *Market Price:* 94,500gp; *Cost to Create:* 47,250gp and 3,780 XP; *Weight:* 9 lb.

<sup>†</sup> Author's Note: I never did finish building the *summon undead iv* and *summon villain* series, since I'm not entirely sure on my previous method of balancing summoning spells based on the creature's CR. In the meantime, you may want to replace it with *maximized cold fireball*.

[printer friendly version](#)

## Home

## Articles

## Loot the Bodies!

- [Armor & Shields](#)
- [Artifacts](#)
- [Wands, Rods, Staffs](#)
- [Weapons](#)
- [Wondrous Items](#)

## Enemies and Allies

## The Archlich's Spellbook

## Campaigns

## Links

## Contact

# Talen's Forge

## the village where adventure begins

[printer friendly version](#)

### Weapons

#### **Backstabbing**, melee and ranged weapon enhancement

This weapon is slightly deadlier than normal, for those with the knack to handle it. In the hands of a character who can deal sneak attack damage (such as a rogue) or someone whose race's favoured class is rogue, a backstabbing weapon deals +1d6 bonus damage on a successful sneak attack. Ranged weapons so enchanted bestow the ability on their ammunition.

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *true strike*; *Market Price:* +1 bonus.

*Author's note:* I've seen two +1d6 sneak attack enhancements in other publications since I first created this one - one priced at +½, the other at +2. Since sneak attack works only on living creatures with a discernable anatomy, and only when the opponent is flanked or caught flat-footed, and even then it can be rendered impossible by many situations or properties, I have priced it at +1, the same as a flaming weapon (+1d6 fire damage).

#### **Featherlight**, melee weapon enhancement only

First created by elven clerics to allow their warriors to wield a longsword in each hand, a featherlight weapon wields like a much lighter weapon, thus counting as one size class smaller for the purpose of determining how easily it can be wielded. For example, a human's featherlight greatsword could be wielded as a one-handed weapon, and an elf's featherlight longsword could be wielded as a light weapon.

The weapon's damage is unchanged by this enhancement. Due to the inherently "light" nature of the enhancement, it cannot be applied to weapons sized for creatures larger than Medium, and for the purposes of disarm attempts it counts as if one size smaller (a featherlight longsword is as easily disarmed as a shortsword).

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*; *Market Price:* +1 bonus.

*Author's Note:* In v3.5 rules a Greatsword sized for a Large creature would deal an average 3.5 points more damage than one sized for humans, which is too powerful for a +1 equivalent enhancement. At best, this enhancement allows a person to wield a greatsword one handed for an average +1.5 points damage over a longsword, which is about right for a +1 enhancement.

#### **Glamered**, melee and ranged weapon enhancement

A glamered weapon has the ability to appear as an entirely different weapon, which must be chosen when the weapon is given this enhancement and cannot be changed thereafter. Only its visual appearance changes - the weapon still feels and acts like its original form, and anyone interacting with the weapon receives a Will save (DC15) to realise the illusion. The glamer ability can be suppressed or resumed as a standard action. Popular uses of glamered weapons are to conceal one's identity by having one's world-famous legendary weapon appear as a mundane one, to carry a type of weapon considered illegal in certain lands, or to disguise a deadly assassin's weapon as a harmless quarterstaff.

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *silent image*; *Market Price:* +500gp; *Cost to Create:* 250gp and 20XP.

#### **Minor trait**, melee and ranged weapon enhancement

As spellcasters push ever more of their own personal energy into the creation of powerful magic items, a few occasionally pick up minor traits of their creators. When in the possession of such a weapon, the owner often behaves slightly differently. This side-effect is almost unnoticeable to the weapon's current owner, and many a dumb-witted fighter has wielded such a weapon for years before realising its effect. The following is a list of known traits for a weapon, though others undoubtedly exist.

- **Alignment** - Owner behaves slightly more like the alignment of the weapon's creator. This can be a boon (a character with a chaotic trait weapon finding themself more creative) or a downside (a normally honest person with an evil trait weapon who feels an urge to cheat or steal).
- **Appearance** - The weapon's owner gradually begins to look slightly like the creator. He may grow or shrink slightly, his hair colour may gradually change, and/or his facial features may alter a little. The owner gains a +1 to disguise checks, increasing to +2 after several weeks.
- **Personality** - The owner begins to share the creator's outlook on life. While this isn't powerful enough to turn a paladin into a power-hungry tyrant, he may find himself gaining a little of the creator's bravery, curiosity, bad temper, patience, ingenuity or some similar attribute. This may bestow a circumstance bonus or penalty between -2 and +2 on certain circumstances, at the DM's discretion.
- **Race** - The owner gains a minor ability of the creator's race, and may also gain a barely noticeable physical change (but not significant enough to warrant a Disguise bonus). Examples include:
  - **Aasimar** - +2 competence bonus to Sense Motive checks.
  - **Dwarf** - +2 competence bonus to Craft (Weaponsmithing) checks, beard begins to grow faster (even if the character was unable to grow a beard, such as an elf or a human female).
  - **Elf** - +2 to saves vs *sleep* spells, ears become slightly elongated and pointed.
  - **Gnome** - +2 competence bonus to Craft (Alchemy) checks, nose grows slightly larger.
  - **Half-Elf** - +2 competence bonus to Search checks, slightly pointed ears or greenish eyes.
  - **Half-Orc** - +2 competence bonus to Intimidate checks, jaw extends slightly and becomes squarer.
  - **Halfling** - +2 competence bonus to Jump checks, height shrinks by an inch or two.
  - **Lich** - +2 competence bonus on Knowledge (arcana) checks, gaunt build with deep-set eyes.
  - **Tiefling** - +2 competence bonus on Bluff checks, reddish eyes.

A weapon rarely has more than one minor trait, and it is usually the most dominant trait of the weapon's creator. Traits are not usually included in the full name of a weapon - somehow, *Kurgendar's +5 keen chaotic dragon bane greatsword* sounds less heroic with *minor gnome trait* added to it. The DM may also apply creator's traits to other magic items.

*Caster Level:* 5th; *Prerequisites:* Craft Magic/Psionic Arms and Armor; *Market Price:* +400gp; *Cost to Create:* 200gp and 16XP

#### **Necromantic**, melee and ranged weapon enhancement

Necromantic weapons are infused with negative energy, attacking the victim's life energy with every hit. They deal +1d6 bonus negative energy damage on a successful hit. The bonus negative energy damage dealt by this weapon cannot be healed naturally or magically until 24 hours after the damage was dealt. If used against undead, this weapon 'heals' them by 1d6 points instead.

*Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *enervation*; *Market Price:* +2 bonus.

#### **Self-maintaining**, melee and ranged weapon enhancement

A minor weapon enhancement invented by a lazy wizard's apprentice, self-maintaining weapons never require cleaning, sharpening, oiling or minor repairs. Additionally, it automatically repairs one point of damage on itself per hour provided that it has not been completely destroyed.

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *mending*; *Market Price:* +500gp.

#### **Rubiel's Chance**, specific weapon (unique)

Once an angel of peace, Rubiel was known for his friendly nature and compassion for all living creatures, and his capacity for alleviating illness and solving disputes without bloodshed far outweighed the combat ability of many of his peers. Once, however, he found himself forced into combat with a dangerous rebel angel to protect a group of mortals, and had no choice but to kill him. Horrified at the realisation that he had slain a fellow angel, Rubiel was overcome by guilt and sealed himself in the weapon of the angel he had slain in the hope of one day finding repentance at the hands of a chosen mortal.

*Rubiel's Chance* is a weapon with a modestly celestial appearance - perhaps a few Celestial runes engraved somewhere upon it, or a holy symbol on the hilt. However, the weapon's type is unknown - it may be a longsword, bastard sword, longbow or some other weapon entirely, since the type of angel Rubiel killed was never recorded. It is fated to find its way into the hands of a mortal who has suffered a great deal of hardship in their life, although the bearer need not be particularly heroic or altruistic - one previous owner obtained the weapon by theft.

In addition to being a +2 weapon, *Rubiel's Chance* counts as a good-aligned weapon for the purposes of

overcoming damage reduction. The wielder is granted a +2 competence bonus on all Diplomacy and Sense Motive checks.

*Rubiel's Chance* is also said to have further power in the hands of the [Swift Scion, the weapon's fated wielder](#).

*Caster Level:* 14th; *Prerequisites:* a celestial must bind itself into the weapon; *Market Price:* 10,800gp plus the masterwork weapon cost; *Cost to Create:* 5,400gp and 432XP plus the masterwork weapon cost; *Weight:* varies.

#### **Sword of Catharsus**, specific weapon

The Church of Catharsus are responsible for upkeep of the army of [Rynwold](#). This longsword is the standard issue weapon for members of the clergy above the rank of Initiate. (In game terms, this typically means any fighter, cleric or paladin of at least 2nd level.)

In addition to being a masterwork weapon, the sword is self-maintaining - it never requires cleaning or sharpening, and if damaged repairs one point of damage to itself per hour. It grants its owner a +1 bonus on saves versus fire effects when drawn. Bastard swords of this type are also not uncommon.

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *mending, resistance*; *Market Price:* 915gp. *Cost to Create:* 615gp and 24 XP; *Weight:* 4lbs. These statistics are for a longsword - for a bastard sword, increase costs by 20gp and weight by 2lbs.

#### **Sword-Chucks**, specific weapon type (novelty)

This strange weapon is almost as dangerous to its wielder as it is to its enemies. Sword-chucks are a cross between the longsword and the nunchaku, with the unfortunate design flaw of being invented by one of the most bird-brained fighters in history. Essentially, the weapon is a set of two longswords, attached by a short length of chain.

*Sword-Chucks*, two-handed exotic double melee weapon. Cost 60gp, Damage (small) 1d6/1d6, Damage (medium) 1d8/1d8, Critical 19-20/x2, Weight 6lbs, Type slashing. On a roll of a natural 1, the wielder strikes himself with the sword-chucks, automatically hitting and dealing damage.

The Exotic Weapon Proficiency feat for this weapon has an additional prerequisite of Dex 15. Any wielder not proficient in its use must make a reflex save (DC 18) once during each round in which they attempt to use it as a double weapon, or else automatically strike themselves with the weapon.

#### **Teaching**, melee and ranged weapon enhancement

The wielder of a teaching weapon automatically finds himself proficient in its use. This ability does not grant proficiency in other weapons of this type - for example, a wizard with a +1 *teaching greatsword* does not gain proficiency with other greatswords.

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *identify* or *wieldskill*; *Market Price:* +1 bonus.

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# Talen's Forge D&D resources

printer friendly version | [back to non-printer friendly version](#)

## Loot the Bodies - Magic Items and Gear

Magic items are often as important in a D&D game as any of a character's natural abilities. This page contains an assortment of magic items ranging from novelty baubles to legendary epic treasures.

### Armor & Shields

A staple of any warrior's gear, this is a (slightly understocked) collection of armor and shield enhancements to boost your character's defensive capability.

### Artifacts

Artifacts go beyond the limits of any mere "magic item". Don't expect to find price tags on *Magicbane* or the *Celestian Orb*.

### Wands, Rods, Staffs

Valuable and often highly useful, wands and staffs are potent in the hands of spellcasters, while rods can be appreciated by characters of all classes. Included in this collection are the *Eye of Lauviah* and the *Healer's Gauntlets*.

### Weapons

A wide assortment of melee and ranged weapon properties, as well as specific weapons. Make deadly sneak attacks with a *backstabbing* short sword, weaken your foes life force with a *necromantic* crossbow or enjoy some 8-Bit humour with a pair of *Sword-Chucks*.

### Wondrous Items

Any magic item that doesn't fit into another category will be found here. The *eldritch guitar*, *halo of Umberlee's emissary* and *tomes of the sage* can be found here.

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## Enemies and Allies - Monsters and NPCs

### **Chocobo** (from *Final Fantasy*)

*CR1 magical beast*

Wark! At long last, Final Fantasy's iconic creature has been converted to D&D.

### **The Rabbit of Caerbannog** (from *The Holy Grail*)

*CR18 paragon animal*

I warned you, but did you listen to me? Oh, no, you knew it all, didn't you? Oh, it's just a harmless little bunny, isn't it? Well, it's always the same. I always tell them...

### **the Cairn**

*evil humanoid race*

Selfish and malicious, the Cairn are an obscure white-skinned subterranean race with a penchant for the undead. Devout worshippers of the lich god of secrets, their leaders are exclusively clerics and are followed without question by those who dare not risk becoming their leader's next undead minion.

### **Colossal Fiendish Zombie**

*CR16 thoroughly broken artifact of a bygone edition*

Though no longer valid in the v3.5 revision of D&D, a zombie in 3.0 could theoretically be created with as many as 96 hit dice. This monster is most likely taller than anything in the Monster Manual!

### **Other resources:**

- [Fey Light Golem](#)
- [The Creature Catalog](#)

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[Home](#)[Articles](#)[Loot the Bodies!](#)[Enemies and Allies](#)[The Archlich's Spellbook](#)[Campaigns](#)[Links](#)[Contact](#)

# Talen's forge

## the village where adventure begins

[printer friendly version](#)

### Final Fantasy Chocobo

I once asked my DM if my summoner character could find or summon a Chocobo from Final Fantasy, to which he agreed on the condition that I could come up with stats for one. The following is my own take on the Chocobo as a creature in Dungeons & Dragons 3rd edition. Wark!

A Celestial or Fiendish Chocobo can be summoned with *summon monster ii*, while a paladin may take one as his special mount.

#### Chocobo

Large Magical Beast

**Hit Dice:** 3d10+6 (22 hp)

**Initiative:** +2

**Speed:** 40ft. (8 squares)

**Armor Class:** 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

**Base Attack/Grapple:** +3/+10

**Attack:** Peck +6 melee (1d6+4)

**Full Attack:** Peck +6 melee (1d6+4)

**Space/Reach:** 5 ft./ 5 ft.

**Special Attacks:** Chocobo kick

**Special Qualities:** Darkvision, low-light vision

**Saves:** Fort +5 Ref +5, Will +1

**Abilities:** Str 16, Dex 15, Con 14, Int 3, Wis 11, Cha 7

**Skills:** Listen +3, Spot +3

**Feats:** Endurance, Run

**Environment:** Any land

**Organization:** Solitary, pack (1-5), herd (4-12) or domesticated

**Challenge Rating:** 1

**Advancement:** 4-9HD (Large)

**Level Adjustment:** —

These friendly yellow-feathered birds resemble ostriches somewhat, but are tougher and have larger heads. They are easily trained as mounts, and are used similarly to horses. Chocobos do not speak a language, although they may understand the language of their trainer.

**Chocobo kick (Ex):** If the chocobo charges, he may make a slam attack dealing 2d4+3 damage. If it hits, the chocobo can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the chocobo.

#### Variant chocobos

Different versions of the chocobo can be made, based on the chocobos games where they have various special abilities. For example, to create an FFV Black Chocobo, simply give the standard chocobo a fly speed of 40ft (clumsy). To create chocobos with abilities such as Choco Cure, give them comparable spell-like abilities (such as cure moderate wounds 3/day), noting that significantly powerful abilities should increase the creature's challenge rating. To create an FFVI Golden Chocobo, advance a chocobo to maximum HD and give it permanent *spider climb* and *water walk* abilities.

[printer friendly version](#)

Home

Articles

Loot the  
Bodies!

Enemies and  
Allies

The Archlich's  
Spellbook

Campaigns

Links

Contact

# Talen's forge

## the village where adventure begins

[printer friendly version](#)

### The Rabbit of Caerbannog (from The Holy Grail)

I watched *Monty Python and the Holy Grail* again and was inspired to write up this monster. *The Holy Grail* is a comedy film, however, so this creature probably shouldn't be taken seriously. The Paragon template is from the *Epic Level Handbook*.

#### Paragon Rabbit

Tiny Animal

**HD:** 1d8+12 (950hp<sup>†</sup>)

**Init:** +17 (+13 dex, +4 Improved Initiative)

**Speed:** 90ft (18 squares).

**AC:** 54 (+2 size, +13 dex, +5 natural, +12 luck, +12 insight), flat 41, touch 49

**Base Attack/Grapple** +0/+2

**Attack:** Bite +37 melee (1d4+35)

**Full Attack:** Bite +37 melee (1d4+35)

**Space/Reach:** 2½ft./0 ft.

**Special Attacks:** Spell-like abilities, Vorpal Bite

**Special Qualities:** Cold resistance 10, DR 10/epic, fast healing 20, fire resistance 10, Keen Bite, spell resistance 10

**Saves:** Fort +24, Ref +25, Will +23

**Abilities:** Str 30 (+10), Dex 37 (+13), Con 35 (+12), Int 17 (+3), Wis 33 (+11), Cha 28 (+9)

**Skills:** Bluff +21, Jump +22, Listen +30, Spot +30, Survival (Wilderness Lore) +26, Swim +22

**Feats:** Power Critical\*(B), Improved Initiative

**Environment:** Temperate plains

**Organization:** Solitary

**Challenge Rating:** 18

**Treasure:** None

**Alignment:** Always neutral evil

**Spell-Like Abilities (Su):** 3/day -- greater dispelling, haste, see invisibility, as a 15th level sorcerer.

**Keen, Vorpal Bite (Ex):** The Holy Grail Rabbit's bite attack naturally threatens a range of 15-20/x3. On a roll of a natural 20 it may decapitate any foe of up to three sizes larger than it (up to Large size). Even a standard critical hit is usually sufficient to kill a weaker foe. The rabbit favours gory decapitation attacks, and has no compunctions against using them to defend itself.

\* Power Critical, from *Complete Warrior*.

† Seriously, 950HP. That's what the errata says.

[printer friendly version](#)

[Home](#)[Articles](#)[Loot the Bodies!](#)[Enemies and Allies](#)[The Archlich's Spellbook](#)[Campaigns](#)[Links](#)[Contact](#)

# Talen's Forge

## the village where adventure begins

[printer friendly version](#)

### The Cairn

Selfish and malicious, the Cairn are an obscure white-skinned subterranean race with a penchant for the undead. Devout worshippers of The Lich God of Secrets, their leaders are exclusively clerics and are usually followed without question by those who dare not risk becoming their leader's next undead slave.

The Cairn instantly are recognisable by their white, flaky skin and dull red eyes. Inexperienced adventurers stumbling upon their lairs have been known on occasion to flee at the mere sight of them, mistaking them for powerful undead.

*Author's Note:* This race has been rewritten and renamed since the original version. The concept of an evil subterranean race is probably as clichéd as all getout, but they can provide an interesting side-story from the game's usual underground inhabitants, or even replace the drow in a setting without elves.

#### Cairn, first level warrior

Medium-size Humanoid

**HD:** 1d8+2 (6hp)

**Initiative:** +0

**Speed:** 20ft (4 squares)

**AC:** 16 (+4 armor, +2 shield), touch 10, flat-footed 16

**Base Attack/Grapple:** +1/+2

**Attack:** Morningstar +1 melee (1d8)

**Full Attack:** Morningstar +1 melee (1d8)

**Space/Reach:** 5ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Darkvision 60ft., light sensitivity, undead affinity

**Saves:** Fort +4, Ref +0, Will +1

**Abilities:** Str 13, Dex 11, Con 14, Int 8, Wis 12, Cha 9

**Skills:** Intimidate +3, Listen +4, Spot +4

**Feats:** Alertness

**Environment:** Underground

**Organization:** Gang (7-12 and a 3rd-level cleric), band (10-100 plus 10% noncombatants plus 1 3rd-level cleric with 3 skeletons per 20 adults and 1 cleric leader of 4th-6th level with 3 zombies per 2 levels), or tribe (40-400 plus 1 3rd-level cleric per 20 adults, 1 or 2 cleric lieutenants of 5th-7th level with 3 zombies per 2 levels, 1 cleric leader of 11th level with 6-8 ghouls)

**Challenge Rating:** ½

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class, usually cleric

**Level Adjustment:** +1

**Light Sensitivity (Ex):** Cairn suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

**Undead Affinity (Su):** Cairn clerics can command a number of undead equal to their cleric level dice plus two. However, they do not always choose to control the maximum possible number of undead - often, a cleric will leave just enough hit dice of undead free to create a zombie, as a warning to his subordinates that any one of them might be his next zombie.

A Cairn is generally outfitted with whatever weapons and armor he manages to make or steal himself. Comparatively few noncombatants exist in their society, since the females are just as tough and capable as the males and are treated as such. Those who are no longer able to fight (or refuse to) stand at risk of

being sacrificed to Vecna by his clerics.

Their society tends to form a loose hierarchical structure. Small groups (often extended families or gangs) are each led by a cleric who pays fealty to a higher ranking cleric and his clan, who in turn pays fealty to a higher ranking cleric and so forth. Since an individual's rank in society is primarily dependant on his spellcasting ability, Cairn clerics routinely make sacrifices to Vecna in hope of being granted greater power. As in drow society, sacrificing a higher-ranking cleric is a sure way of proving one's strength and superiority, but of course is rarely an easy task.

The continual threshing of the Cairn society, where the weak and careless find themselves made into sacrifices or killed and raised as zombies, has made its remaining members strong in mind and body, if not especially numerous.

### **Cairn characters**

Many Cairn become clerics of The Lich God of Secrets, favouring the Evil and Death domains. Those who find themself lacking the knack to be a cleric tend to become fighters, often finding themself in high demand as bodyguards for high-ranking chieftains.

Cairn possess the following racial traits.

- +2 Constitution, +2 Wisdom. Cairn are tough, like the undead they revere, and in such a cutthroat society the careless and aloof rarely survive.
- Medium size.
- An Cairn's base land speed is 30 feet.
- Darkvision out to 60ft.
- Light sensitivity.
- Special Qualities (see above): Light sensitivity, undead affinity. —Racial skills: Due to their fearsome appearance and selfish attitude, Cairn gain a +2 racial bonus to Intimidate checks, but a -2 racial penalty to Diplomacy checks. They also gain a +2 racial bonus to Knowledge (religion) checks pertaining to undead.
- Automatic Languages: Undercommon. Bonus Languages: Common, Abyssal. Their society is heavily isolated and has little need for foreign languages.
- Favored Class: Cleric.
- Level adjustment: +1 The Cairn warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

[printer friendly version](#)

[Home](#)[Articles](#)[Loot the Bodies!](#)[Enemies and Allies](#)[The Archlich's Spellbook](#)[Campaigns](#)[Links](#)[Contact](#)

# Talen's forge

## the village where adventure begins

[printer friendly version](#)

### 96HD Colossal Fiendish Zombie

Tired of throwing the party up against weak, lifeless undead? Feel like you wasted ten levels taking the Doomguide prestige-class, only to find one undead that's even a decent challenge by that level? Try Vaelen's Fiendish SuperZombie™ - your newest rotting friend!

This creature is the result of taking the standard Colossal Zombie and advancing a standard 3.0 zombie it as far as the Monster Manual will allow - 96HD - then fudging things to add the Fiendish template. If your party's also found that powerful undead foes are almost impossible to locate - barring high-level liches and vampires - this might be an interesting change. Time to break out the Undead band weapons again.

*Author's note:* Unlike most of the creatures on this site, this monster hasn't been updated to the new v3.5 rules. The new rules do not allow for 96HD Colossal zombies, and while a fiendish 20HD Huge zombie could be created, it would be *balanced*, and what fun would that be?

#### Fiendish Zombie

Colossal Undead

**Hit Dice:** 96d12+3 (627 hp)

**Initiative:** -2 (Dex)

**Speed:** 40 ft.

**AC:** 11 (-8 size, -2 Dex, +11 natural), flat 11, touch 0

**Base Attack/Grapple:** +48/+73

**Attack:** Slam +50 melee

**Full Attack:** Slam +50 melee

**Damage:** Slam 4d6+13

**Face/Reach:** 40 ft./25 ft.

**Special Attacks:** Smite Good

**Special Qualities:** Cold and fire resistance 20, damage reduction 10/+3, darkvision 60ft, partial actions only, spell resistance 25, Undead

**Saves:** Fort +32, Ref +30, Will +50

**Abilities:** Str 29, Dex 6, Con &en;, Int 3, Wis 10, Cha 3

**Feats:** Armor Proficiency (light, medium and heavy), Cleave, Great Cleave, Improved Critical (slam), Leadership, Power Attack, Toughness, Shield proficiency, Weapon Focus (slam), and any one other feat

**Climate/Terrain:** Any land and underground

**Organization:** Solitary, gang (2-5), squad, (6-10) or mob (11-20)

**Challenge Rating:** 16

**Treasure:** None

**Alignment:** Usually neutral evil

**Smite Good (Su):** Once per day the fiendish zombie can make a normal attack to deal +20 additional damage against a good-aligned foe.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Partial Actions Only (Ex):** Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

### Points to Note About This Particular Fiendish Zombie

- With the inclusion of the Fiendish template, the superzombie here gains the minimum intelligence score of 3. This puts him in the interesting position of being an intelligent undead, even allowing him to take character levels! However, the ECL of a ninety-six hit dice creature would be unbelievably high, making this is an unlikely career path for the zombie.
- It has a leadership score of 89, despite being composed mostly of rotting flesh. This means that it most likely has its "owner" as a cohort, as opposed to the traditional concept of the undead being slaves to their human masters. The superzombie would make an excellent addition to an undead army, especially since many of his 163 followers can be used to fight alongside undead hordes and simply raised as undead if killed. The zombie's "owner" can also use Leadership in this way.
- It's almost impossible to turn or rebuke this creature. Ninety-six hit dice is hard to beat, even if you're a cleric with the Sun domain, a charisma score of 30 and the Empower Turning feat.
- For optimum results, you can simply have the zombie sit on his foes until they're dead. A creature that size weighs a lot, and his ass attack (I'm not kidding!) can penetrate damage reduction of up to +3, dealing fistfuls of d6 in crushing damage.
- Don't forget that the zombie can wear and use armor and magic items. An *Amulet of Mighty Fists* (from splatbook *Sword and Fist*) can give the zombie +5 attack and damage with his slam. Full plate armor, though unbelievably costly for a creature of this size, would definately be useful - Tarrasque armor, perhaps?

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printer friendly version | [back to non-printer friendly version](#)

## The Archlich's Spellbook

One of the greatest things about a fantasy RPG is how easily new magical effects can be created by inventing new spells. This page contains several new spells, mostly ones of my own invention, ranging from cantrips to powerful 9th level effects.

### Acid Rain

Evocation

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** Cylinder (20-ft.-radius, 20ft. high)

**Duration:** Instantaneous

**Saving Throw:** Reflex Half

**Spell Resistance:** Yes

Although it appears much like a sudden rain shower within its area of effect, the precipitation created by this spell is far more deadly. All creatures and unattended objects in the spell's area of effect take 1d6 acid damage per caster level (maximum 10d6).

Since the acid comes and goes in a flash, it does not remain after the spell's duration. It cannot leave the area of effect, so an *acid rain* spell centered in midair can still only affect a twenty foot high cylinder. Targets safely protected from above by a barrier which the acid cannot burn through - for example, hiding underneath a sufficiently sturdy table - are unaffected by the spell.

*Material component:* A small quantity of strong acid. One standard flask of acid is sufficient for four castings of the spell.

### Aramil's Mighty Axe

Transmutation

**Level:** Clr 2, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One weapon touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (object) (see text)

**Spell Resistance:** Yes (object)

What's a fighter to do when he needs to chop down a tree but all he has is a warhammer? This spell polymorphs the weapon touched into any which the caster is familiar with. The weapon's new form is of the same material as the original. Weapons that are currently held or carried by a creature may attempt a Will save to resist the spell, using the Will save bonus of their owner.

A masterwork weapon is still masterwork when polymorphed. The weapon retains its enhancement bonus and

special properties, if any, though special properties which cannot normally be applied to the weapon's new form (such as the Disruption property on a mace polymorphed into a sword) are suppressed for the spell's duration. The spell is, however, limited to transforming weapons into other functional weapons.

Clerics who favour combat often use this spell to turn powerful weapons found on adventures into their deity's favoured weapon, while those favouring trickery prefer to turn an enemy's powerful greatsword into a pocket knife before initiating combat.

## Aramil's Mighty Cleave

Transmutation

**Level:** Clr 0, Pal 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature with the cleave feat

**Duration:** 1 minute/level or until expended

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

**Spell Resistance:** Yes (harmless)

This spell is named after a dwarven hero who was renowned for his ability to strike down several foes at once with a single swing of an axe. The subject gains a one-time ability to make a single extra cleave attempt in a round, as if wielding a *mighty cleaving* weapon. They must already have the cleave feat to make use of this extra attempt, and the spell ends once the extra cleave attempt is made. Multiple of castings of *Aramil's Mighty Axe* have no effect.

For example, Derrick has the Cleave feat and casts *Aramil's mighty cleave* and charges into battle. He destroys a skeleton in one hit, and cleaves onto another skeleton. If he then destroys this skeleton, this spell allows him make a second cleave attempt. If he chooses to use this extra attempt, the spell ends.

The effects of this spell are not cumulative with a *mighty cleaving* weapon or the Great Cleave feat.

## Bootknife

Conjuration (Creation)

**Level:** Sor/Wiz 1, Asn 1

**Components:** V

**Casting Time:** 1 standard action

**Range:** Personal

**Effect:** One nonmagical non-masterwork dagger

**Duration:** 1 hour

**Saving Throw:** None

**Spell Resistance:** No

Rarely does a seasoned adventurer set off into a dangerous dungeon without a backup weapon in case of emergencies. Even the bravest of warriors will likely keep a dagger in his boot "just in case", and a powerful wizard may at least once find himself having to resort to actual melee combat.

This spell creates a nonmagical, non-masterwork dagger for a short duration. The dagger appears anywhere in the caster's possession that he desires, normally in the hand or concealed in an article of clothing. The weapon can leave the caster's possession normally, but any attempt to sell the dagger causes it to disappear immediately.

This spell cannot create more powerful daggers, only the standard dagger as described in the *Player's Handbook*.

## Gil-Lachel's Torrent

Transmutation [Fire]

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60ft.

**Area:** 60-ft. line

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

Gil-Lachel, the legendary elven fire sorcerer, once spent several weeks communing with creatures from the Plane of Fire in an attempt to learn their secrets. The incredible strain this put on his mind made him insane for almost a month afterward, but sparked the invention of one of his most impressive spells.

The caster of this spell momentarily transforms into an incredible creature of pure flame, shooting relentlessly forward in the direction desired out to the full range of the spell (60ft) before reverting to their original form. All creatures within the caster's path take 1d6 fire damage per caster level (reflex half), to a maximum of 10d6 damage. Flammables (such as paper) in the area of effect are set alight, as with a Fireball spell.

The caster moves instantaneously, provoking no attacks of opportunity for doing so, and takes no damage from any fire sources he moves through. The spell allows him to move freely through semi-solid or easily flammable barriers (such as a porticullis or curtain), but the caster must attempt a strength check in order to break down solid doors and the like. If he would be unable to return to his normal form when the spell ends (such as being inside a space too small for him to fit), he re-forms in the nearest suitable space.

## Hail of Skewering Surprises

Conjuration (Creation)

**Level:** Sor/Wiz 3, Drd 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 25ft. cube

**Duration:** 1 round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** No

A hail of nonmagical wooden shortspears rains down, dealing 2d6 damage each round to any creature within the spell's area of effect (Reflex negates). Spell resistance does not apply, but damage reduction does. The damage each round is dealt on the caster's turn. Any creature entering the area and leaving in the same round takes 1d6 damage (Reflex negates). Taking the full defense action while in the spell's area gives a +2 bonus on the save.

The spears remain in the spell's area until the spell ends, and can be picked up and used as normal weapons. Balance checks made within the area suffer a cumulative -1 penalty per round due to all the spears lying on the ground. After 4 rounds, anyone moving more than half their base speed must make Balance checks (DC 10) or fall prone. The spears can also be set alight by the normal means, such as alchemist's fire or a fire spell of non-instantaneous duration.

## Jinx

Enchantment [Mind-Affecting]

**Level:** Sor/Wiz 1

**Components:** V

**Casting Time:** 1 standard action

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

**Target:** One humanoid creature of up to Large size

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell is cursed with a complete inability to speak. The spell is automatically ended, however, if the victim hears someone speak his name. The spell ends if they are attacked.

If the target is threatened or in a dangerous situation such as combat, they may speak normally but take 2d4 damage as they feel an invisible fist punch them on the arm, which ends the *jinx* spell. The target is aware of the *jinx* effect, and creatures intelligent enough to cast spells easily realise that they can speak as a free action to trigger the hit before casting their spell.

*Jinx* does not prevent the caster from using forms of nonverbal communication, such as telepathy or writing.

## Lich's Accompaniment

Necromancy

**Level:** Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 full round

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

**Target:** Up to one undead under the caster's control per 2 levels

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes

Even lowly clerics of the evil deities of undeath know the advantages of hiding behind their mindless zombie minions in a fight, but the more powerful spellcasters have developed more sophisticated magical methods of using their undead as bodyguards. Through long and arduous magical research and testing, this spell was created.

All subjects of the spell are transmuted to appear, feel and sound exactly as the caster himself. Only undead of roughly the same size as the caster and under the caster's complete control are affected. The caster makes a disguise check (with a +10 circumstance bonus) when creating the skeletons' disguises to determine the spot DC for viewers to determine which is the real caster and which are the fakes. This bonus increases to +15 for undead which actually resemble the caster's natural form - for example, a lich casting the spell on skeletons, hence the spell's name.

For the duration of the spell, all of the caster's doubles copy his sounds and movements exactly, similar to a *mirror image* spell. Any spells he casts also appear to be cast by all of the doubles as well - for example, a ray spell appears to be fired by all of the doubles at once as well as by the caster himself. The doubles move with the caster to the best of their ability, but may be unable to follow if their master moves too quickly by using movement spells such as *fly* or *dimension door*.

*True seeing* reveals the undead as their true form and shows the visual effects of any spells the doubles "cast" to be illusory, but they still copy their master's movements. However, particularly clever liches have been known to outwit opponents by using mundane disguises in conjunction with this spell, such as dressing themselves and their undead minions in identical nondescript robes.

Anyone interacting with one or more of the doubles is allowed a Will save to recognise those individual undead

as fakes.

## Merciful Blade

Transmutation

**Level:** Clr 2, Pal 2, Sor/Wiz 2

**Components:** V, S, F, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute/level

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

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

As *magic weapon*, but all damage the weapon deals for the spell's duration is subdual. This spell is favoured by pacifist clerics who prefer to avoid unnecessary bloodshed, and also useful in situations where the caster needs to take a foe alive.

## Necropolis

Necromancy [Evil]

**Level:** Clr 9, Sor/Wiz 9

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

**Casting Time:** 24 hours

**Range:** Touch

**Area:** Up to a 1 mile radius emanating from the touched point

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** None

This dark spell permanently corrupts an area the size of a small town with an unholy necromantic curse. Firstly, the ground within the area is permanently affected with something similar to both *desecrate* spell and an *unhallow* spell. Any *animate dead* spell cast within the area may animate twice the normal hit dice of undead (4HD/level instead of 2HD/level). Checks to turn undead within the area take a -8 profane penalty, while rebuking checks gain a +4 profane bonus. Undead within the area gain +1 profane bonus to attack rolls, damage rolls and saving throws, and any undead created within or summoned into the area gain +1 hit point per hit die.

If the area contains one or more permanent temples dedicated to an evil deity, up to one temple per four caster levels is protected by a *magic circle against good*. Undead within the area gain a +2 profane bonus on attack rolls, damage rolls and saving throws, and any undead created in or summoned into the area have +2 hit points per hit die.

Secondly, any corporeal creature with a skeletal system who dies within the area is automatically raised at midnight as a zombie or skeleton (caster's choice). If the caster wishes, created undead can be added to his own set of controlled undead as if he had animated them himself with *animate dead*, with any excess undead remaining uncontrolled. The caster may leave simple standing orders for the undead, such as "guard this area" or "attack the nearby city". Upon casting the spell, the caster decides what the orders are, and whether or not he wishes to add them to his own set of controlled undead. He may change these undead-creation options by undertaking a special 24-hour ritual at the site.

This spell supersedes and supresses any *desecrate* or *unhallow* spells within its area. *Consecrate* or *hallow* spells are dispelled, with the exception of *hallow* spells already in effect within the grounds of good aligned temples, which remain unaffected by *necropolis* and may be renewed normally. A *consecrate* spell cast within the area supresses its effects within the *consecrate* spell's area for 1d4 minutes, and likewise a *hallow* supresses its effect within its area for 1d4 hours. *Necropolis* cannot be dispelled in the standard manner, a

*miracle* spell cast by a good-aligned caster is required to permanently lift the curse.

*Material component:* 5,000gp worth of black onyx mixed with unholy water

*XP cost:* 1,000XP.

## Peace Agreement

Enchantment [Mind-Affecting]

**Level:** Clr 4

**Components:** V, S, F, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell is sheathed in a faint white glow. For the duration of the spell, the creature is unable to deliberately cause harm to another creature. They may not attack with either melee or ranged attacks, nor use a spell or other special ability to affect an unwilling creature. Nor may they take other actions which directly harm another creature, such as activating a trap with the intent of injuring someone. They are not, however, prevented from indirectly harming foes, such as summoning monsters to fight on their behalf or casting beneficial spells on allies.

Should any creature attempt to attack the target of this spell directly (such as by one of the methods described above), the spell no longer applies with regards to this creature, and the target of *peace agreement* may attack them as if the spell was not in effect. If the spell's caster attacks the victim, the spell ends entirely.

## Silver Bullet

Conjuration (Creation)

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

A tiny silver pellet shoots from the caster's pointed finger, dealing 1d6 damage to the opponent struck. The caster must make a successful ranged touch to hit. For every two caster levels above 1st, the pellet deals an additional 1d6 damage to the opponent struck, to a maximum of 5d6 at 9th level.

This spell has an additional effect against creatures with a weakness to silver - lycanthropes, vampires and the like. Against such creatures, the spell deals an extra point of damage per bullet (1d6+1) and the save DC is increased by +1. This spell was created by wizards whose homeland was plagued by werewolves, and they now use this spell almost entirely as a replacement for *magic missile*.

*Material component:* A silver piece.

## Skewering Surprise

Conjuration (Summoning)

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One spear, shortspear or longspear

**Duration:** 1 minute/level

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

**Spell Resistance:** No

This spell summons a spear, shortspear or longspear to appear anywhere within the spell's range, typically either directly above an opponent at the maximum possible height, or in the caster's hand. If summoned above an enemy, he must make a Reflex save or be struck by the falling spear, taking the spear's normal damage, plus the spear's falling damage (1d6 damage for every 60 feet it falls, or 1d6 per 70 feet for a shortspear). The spear then remains on the ground for the spell's duration, allowing anyone to pick it up and use it as a normal weapon.

At the caster's option, he may summon any spear, shortspear or longspear which he already owns and has prepared in a special ritual costing 50gp. The spell functions as long as the spear is stored anywhere on the same plane as the caster (even in the caster's possession), and is useful for allowing the caster to summon magical and/or poisoned weapons. The weapon's enhancement bonus to damage and special properties still apply to an enemy it strikes, although it cannot score a critical hit. The caster may only have one such spear prepared at any one time.

## Wedgerocket's Alchemial Accident

Transmutation

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One unopened flask of alchemist's fire

**Duration:** Instantaneous (see text)

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

Wedgerocket, the gnome wizard, is known throughout his homeland of Lantan for his infamous alchemy lab accident. While he was not seriously injured, the explosion did manage to destroy several hundred gold pieces worth of equipment. One bored weekend, he decided to duplicate this effect in a dangerous spell - and as far as anyone knows, it has only ever been used once.

One round after casting the spell on a flask of alchemists' fire (or if directly strikes a target before this) it explodes violently, dealing 1d6 slashing damage and 2d6 fire damage to any person directly struck (or holding the flask), and 1d6 fire damage to anyone within five feet. The flask explodes at the end of the round after the spell has been cast on it, whether or not the caster is still holding the flask - hence, they would be advised to throw the flask at an enemy soon as possible.

Additionally, anyone suffering fire damage from a direct hit must succeed at a DC15 reflex save or be set alight. Failure means that they take another 1d6 fire damage and remain alight, success means that the flames are extinguished. Each round that the character remains on fire, they must make another DC15 reflex save or take another 1d6 fire damage. (See the *Dungeon Master's Guide*, page 86 for the rules on catching on fire.)

*Material component:* A vial of alchemist's fire.

## Wedgerocket's Embarrassing Trap

Abjuration

**Level:** Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 1 minute

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

This amusing cantrip was the first spell created by Wedgerocket, a clever gnomish wizard and spell inventor. During his early adventures, this spell led to some highly amusing pranks being played on a group of senile dwarves.

This spell creates a tiny magical "trap" of more than one six-inch square on the object or area touched. Popular targets among pranksters include door handles, frequently-passed spots on the ground. The trap has a search DC of 25, appearing as an almost unnoticeable magical symbol, and has a disable device DC of 20. The next person to touch the trapped object (generally by stepping on it or picking up the trapped item) sets it off. The spell duration ends once the trap has been set off.

The spell has one of two effects when activated. When used in combat, it deals one point of damage to its victim, reflex negates. If simply used as a prank, however, the victim must make a reflex save or his trousers fall down. The prank version of the trap cannot be used against foes in combat, nor against someone who is not wearing trousers.

*Focus:* The object to be "trapped".

## Wings of Fire

Transmutation

**Level:** Clr 4, Pal 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You suddenly sprout a massive pair of flaming wings. These wings allow you to fly at your normal base speed with good maneuverability for the duration of the spell. In addition, you may use them as natural weapons, each dealing 1d6 damage plus half your strength modifier and 1d6 points of fire damage. They can not be used to set foes on fire, and you cannot make these wing attacks while flying.

As with normal wing attacks, you may attack with one wing as a standard action, or both as part of a full attack action. If you also fight with another natural or manufactured weapon in that round, your wing attacks count as secondary attacks and are thus made at a -5 penalty.

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## Home

---

## Articles

---

### Loot the Bodies!

---

### Enemies and Allies

---

### The Archlich's Spellbook

---

## Campaigns

- [Rynwold Pantheon](#)
  - [Kingdom of Alaria](#)
- 

## Links

---

## Contact

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## Home

## Articles

Loot the  
Bodies!Enemies and  
AlliesThe Archlich's  
Spellbook

## Campaigns

- [Rynwold Pantheon](#)
- [Kingdom of Alaria](#)

## Links

## Contact

# Talen's Forge

## the village where adventure begins

[printer friendly version](#)

### Kingdom of Alaria

The *Kingdom of Alaria* campaign was the first D&D campaign I properly ran. Receiving premonition of an attack by orcs, the leader of the far-off coastal village *Talen's Forge* assembled a team of the four best men in the settlement to deal with it. The strongest villager, the wisest, the cleverest and the nimblest accompanied each other left the village in the hope of finding someone or something that could save their village.

The game ran for many sessions, and eventually concluded after half of the characters were killed by a vampire masquerading as an office clerk, and the remaining partymembers failed to stop the kingdom being overrun by a diabolical lich.

This game saw some of the most powerful characters of any game I've ever run or played in. **Aq'huar**, the party's cleric, was unkillable and incredibly powerful, and to date is his player's favourite character. **Drek**, a feral minotaur who escaped from the lich who created him as an experiment, was an incredibly powerful fighter, later leading to my banning of the feral template after I realised how insanely underpriced it was for a +1 level adjustment. We went through several incarnations of **Taren** and **Kia** - Jonny's as bad at keeping his characters alive as he is as at naming them.

| Character                | Race   | Level  | ECL <sup>†</sup> | Home           | Player             |
|--------------------------|--|--|------------------|----------------|--------------------|
| Ak'huar                  | Lich, Human  | Clr8 DivDis2 <sup>††</sup> Cont2 <sup>††</sup> | 16               | Talen's Forge  | <a href="#">CC</a> |
| Ayanami                  | Vampire, human                                     | Rog7/Ninja3 <sup>††</sup>                      | 15               | Rokugan        | Jonny              |
| D'rek                    | Feral <sup>††</sup> Minotaur                       | Fighter1                                       | 10               | The Dreadwoods | Andy               |
| Menlo                    | Vampire, Human                                     | Wizard11                                       | 16               | Rensvale       | Nyphur             |
| Tailen                   | Aasimar  | Sorceror8                                      | 9                | Unknown        | Will               |
| Tebryn (real name Mourn) | Bone creature <sup>††</sup> , Fey-ri <sup>††</sup> | Sorceror10                                     | 14               | Unknown        | Ak'huar's cohort   |

<sup>†</sup> ECL refers to Effective Character Level - character levels plus level adjustment plus any monster hit dice.

<sup>††</sup> DivDis - Divine Disciple prestige class, *Forgotten Realms Campaign Setting*. Cont - Contemplative prestige class, *Defenders of the Faith*. Ninja - Ninja Spy prestige class, *Oriental Adventures*. Feral - a wonderfully bearded template from *Savage Species*. Bone Creature is an undead template from the *Book of Vile Darkness*, while I'm pretty sure a Fey-ri is just a half-fiend elf.

### Deceased and Retired Characters

| Character           | Race                        | Level                 | Player | Method of Death/Retirement   |
|---------------------|-----------------------------|-----------------------|--------|--|
| Jesus               | Human                       | Cleric                | Andy   | Smote by DM bolts  |
| Jillian Greenbottle | Halfling                    | Druid9                | Nyphur | Retired to protect the Dreadwoods                                      |
| Kobold (?)          | Half-fiend, Kobold          | PsyWar2 <sup>††</sup> | Jonny  | Slain by Ak'huar and now haunts the party as a ghost                   |
| Mutt                | Hound Archon                | —                     | Jonny  | Slain by Fessid, the displacer beast                                   |
| Sephiroth           | Human                       | Fighter6              | Jonny  | Retired to seek out Cloud, the evil dragonslayer who killed his family |
| Tanaka              | Human                       | Barbarian6            | Andy   | Slain heroically in battle   |
| Tarren              | Human (Badger) <sup>‡</sup> | Fighter9              | Jonny  | Retired to run an inn in Rensvale                                      |
| Tublukai            | Half-orc                    | Fighter6              | Andy   | Killed by Tarren while dominated                                       |

Vance Kovax      Human      Sorcerer13 Will      Killed Tebryn

†† PsyWar - Psychic Warrior, *Psionics Handbook*.

‡ Slain by D'rek while possessed by the Kobold's ghost.

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## Currently Running Campaigns

### The Rynwold Pantheon

The [Rynwold Pantheon](#) is a game I'm currently running. Peace has reigned ever since the five main churches of the Kingdom of Rynwold signed the agreement to work together for a better future. Now, in the year 1638, most of the heroes of old have passed on and the kingdom's fate is in the hands of a small number of inexperienced young warriors.

As the world faces the greatest threat it has in centuries, Rynwold is about to find out that the world just got a lot bigger.

### Second Incursion

I'm currently running an online game on Saturdays at 6am GMT. Four centuries into Rynwold's past, *Second Incursion* sets the history to *The Rynwold Pantheon* at a time when demons and angels alike fought out a terrible war using the human lands as the battleground. The campaign doesn't have a webpage yet.

### Other Games

[The Kingdom of Alaria](#) was the first game I ran. (Warning: page contains spoilers for the short story series *The Story So Far*, which is based on the events of that game.) I'm also currently playing a *Legacy of Kain: Soul Reaver* based game.

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printer friendly version | [back to non-printer friendly version](#)

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## Home

## Articles

## Loot the Bodies!

- [Armor & Shields](#)
- [Artifacts](#)
- [Wands, Rods, Staffs](#)
- [Weapons](#)
- [Wondrous Items](#)

## Enemies and Allies

## The Archlich's Spellbook

## Campaigns

## Links

## Contact

# Talen's Forge

## the village where adventure begins

[printer friendly version](#)

### Rubiel's Chance, fated weapon of the Swift Scion

The Swift Scion is a prestige class described in the highly recommended sourcebook *Unearthed Arcana*, and is Open Gaming Content. The prestige class is designed for the wielder of a legendary weapon, and is best suited toward rogues, bards, rangers and other characters who favour stealth over direct combat. *Rubiel's Chance*, detailed below, is one such legendary weapon.

If your DM is currently running a game featuring this weapon, you are highly advised not to read any further to avoid spoilers.

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#### The Swift Scion

The Swift Scion prestige class is printed on page 168 of *Unearthed Arcana*.

#### Rubiel's Chance

*Rubiel's Chance* is a weapon with a modestly celestial appearance - perhaps a few Celestial runes engraved somewhere upon it, or a holy symbol on the hilt. However, the weapon's type is unknown - it may be a longsword, bastard sword, longbow or some other weapon entirely, since the type of angel Rubiel killed was never recorded. It is fated to find its way into the hands of a mortal who has suffered a great deal of hardship in their life, although the bearer need not be particularly heroic or altruistic - one previous owner obtained the weapon by theft.

**Requirements:** Any character can wield *Rubiel's Chance* as a +2 weapon. Additionally, it counts as a good-aligned weapon for the purposes of overcoming damage reduction, and grants the owner a +2 competence bonus on all Diplomacy and Sense Motive checks. A swift scion who wields *Rubiel's Chance* gains additional special abilities if they fulfil the following prerequisites:

- *Alignment:* Any nonevil.
- *Base Attack Bonus:* +6
- *Skills:* Hide 10 ranks, Diplomacy 5 ranks
- *Feats:* Improved Initiative, Negotiator
- *Special:* The character must have lost someone or something particularly dear to them, such as a close family member.

**Restrictions:** Although very tolerant of neutral individuals, *Rubiel's Chance* does not function for an evil owner. In such cases, it behaves only as a masterwork weapon, and bestows a -2 penalty to its owner's Bluff checks as long as it is in their possession.

**Attributes:** *Rubiel's Chance* has the following attributes.

- *Hardness/Hit Points:* As a +4 weapon (varies by weapon), and cannot be destroyed or sundered except by another legendary weapon.
- *Caster Level:* 14th.
- *Value:* To any character but the Swift Scion, the weapon functions as a +2 weapon which counts as good-aligned for the purposes of beating damage reduction and grants a +2 competence bonus to the owner's Diplomacy and Sense Motive checks. Its market value is 10,800gp plus the masterwork weapon cost.

**Special Abilities:** *Rubiel's Chance* provides abilities depending on the character's Swift Scion level, as detailed below.

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