

# Chapter 10: Magic and Psionic Items

A small selection of Athasian items, both psionic and magical in nature are presented in this chapter. For additional Athasian items and artifacts, see *Athasian Emporium*.

## Armor

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### Armor Property

This property can be added to armor that already has an enhancement bonus of at least +1.

#### Lifewall

**Price:** +5,000 Cp  
**Property:** Armor  
**Caster Level:** 11th  
**Aura:** Moderate; (DC 21) abjuration  
**Activation:** —

*This armor seems to be pulsing with vibrant, almost living energy.*

This suit of armor protects you from the effects of being caught in the defiling radius of a spellcasting defiler. You are immune to all penalties and damage associated with the defiling radius, even when augmented with Raze feats or magical items.

*Prerequisites:* Craft Magic Arms and Armor, *allegiance of the land*.

*Cost to Create:* 2,500 Cp, 200 XP, 5 days.

## Weapons

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### Weapon Properties

These properties can be added to weapons that already have an enhancement bonus of at least +1.

#### Chitin-Rot

**Price:** +1 bonus  
**Property:** Weapon  
**Caster Level:** 7th  
**Aura:** Moderate; (DC 19) necromancy  
**Activation:** —

*Despite the ambient heat, this weapon is slick with humidity, with small patches of sickly-green moss barely visible on its surface.*

A chitin-rot weapon always uses sap from the Forest Ridge's trees in its fabrication. Its wounds cause the

exoskeleton of creatures such as insects and kreen to become dull and streaked with gray striations of fungal infection, effectively weakening it as if suffering from the chitin-rot disease.

Any such creature successfully hit by a chitin-rot weapon must make a DC 16 Fortitude save or suffer a -2 cumulative penalty to its natural armor bonus, down to a minimum of 0. The penalty for this effect decreases naturally at a rate of 1 point per day. Any effect that heals ability damage may also be used to reduce or eliminate the penalty by the same amount.

Bows, crossbows, and slings so crafted bestow the chitin-rot ability upon their ammunition.

*Prerequisites:* Craft Magic Arms and Armor, *contagion*.

*Cost to Create:* Varies.

#### Parching

**Price:** +1 bonus  
**Property:** Melee weapon  
**Caster Level:** 7th  
**Aura:** Moderate; (DC 19) evocation  
**Activation:** —

*A multitude of small holes, just like those found on a sponge, are carved all around the head of this weapon.*

A parching weapon drains the water from creatures hit. A creature struck by a parching weapon is dealt an extra 1d6 points of nonlethal damage and is considered fatigued as if suffering from thirst. It must drink the necessary amount of water or, failing that, make a Fortitude save (DC 10, +1 for each previous check) each following hour or sustain 1d6 points of nonlethal damage. Further hits to the same creature deal the nonlethal damage and increase the DC of the subsequent Fortitude check(s) by a cumulative +2 per additional hit.

*Prerequisites:* Craft Magic Arms and Armor, *sunstroke*.

*Cost to Create:* Varies.

#### Shattering

**Price:** +2 bonus  
**Property:** Bludgeoning or slashing melee weapon  
**Caster Level:** 8th  
**Aura:** Moderate; (DC 17) evocation  
**Activation:** —

*This weapon seems to be heavier than a weapon of its type, and seems very solid despite the fact that many fracture lines mar its surface.*

A shattering weapon increases your ability to sunder objects, and you are considered to have the Improved Sunder feat regardless of whether or not you meet the

feat's prerequisites. When making a sundering attempt, a successful opposed attack roll on your part causes the struck object, which can be up to the size category of the shattering weapon, to shatter and be destroyed. If a sunder attempt is made against the shattering weapon, then the attacker's weapon is also treated as being dealt a sundering attempt and thus is subject to destruction if you succeed on the opposed attack roll. A shattering weapon's shattering ability only works against objects made of bone, stone, or wood; you are still considered to have the Improved Sunder feat against objects made from other materials, however.

*Prerequisites:* Craft Magic Arms and Armor, *shatter*.

*Cost to Create:* Varies.

## Siphoning

**Price:** +4 bonus

**Property:** Melee weapon

**Manifester Level:** 10th

**Aura:** Moderate; (DC 17) psychometabolism

**Activation:** —

*This weapon is set with many translucent crystals. For a second, you feel as feeble as an old man, but the feeling is gone as fast as it came.*

A siphoning weapon siphons away your foe's strength, dealing 1 point of Strength damage on each successful hit and transferring that point as an enhancement bonus to your Strength score. Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total. The effects of this siphoning last 10 minutes for the foe, and each siphoned Strength point you gain lasts for 1 minute before dissipating.

*Prerequisites:* Craft Psionic Arms and Armor, *strength of my enemy*.

*Cost to Create:* Varies.

## Clothing

### Circlet of Resolve

**Price (Item Level):** 8,000 Cp (12th)

**Body Slot:** Head

**Manifester Level:** 7th

**Aura:** Moderate; (DC 19) telepathy

**Activation:** —

**Weight:** —

*This elegant, whitish-green olivine circlet is engraved with a series of fine, horizontal parallel lines.*

Often used by nobles and those fearing that their actions will be influenced by psionic adversaries, this circlet makes you more determined in your actions. The

circlet grants you a +5 resistance bonus to Will saves. This is a continuous effect and requires no activation.

*Prerequisites:* Craft Universal Item, *empty mind*.

*Cost to Create:* 4,000 Cp, 320 XP, 8 days.

### Mask of the Braxat

**Price (Item Level):** 3,500 Cp (8th)

**Body Slot:** Face

**Manifester Level:** 7th

**Aura:** Moderate; (DC 18) psychometabolism

**Activation:** Standard (mental)

**Weight:** 1 lb.

*This mask is made from the brownish-orange facial chitin of a braxat, including the foremost of his cranial protrusions.*

When activated, this mask enables the wearer to spit a globe of acid at an opponent up to 40 feet away. If the wearer succeeds at a ranged touch attack, the opponent takes 4d6 points of acid damage. This ability functions three times per day.

*Prerequisites:* Craft Universal Item, *exhalation of the black dragon*.

*Cost to Create:* 1,750 Cp, 140 XP, 4 days.

### Palm Bracelet

**Price (Item Level):** 56,000 Cp (18th)

**Body Slot:** Hands

**Caster Level:** 7th

**Aura:** Moderate; (DC 21) transmutation

**Activation:** — and move (manipulation)

**Weight:** —

*This piece of jewelry is made of thin leather cords that link from the wrist to one or more fingers, forming a web. On the palm side, attached to this web, is a plaque in the middle of which rests a glittering gem.*

An old and enduring fashion amongst noblewomen is the wearing of hand or "slave" bracelets. Usually, hand bracelets are beaded and laced, forming intricate designs, and the leather cords can be replaced by metal wire or small metal chain links, for those that can afford them.

Unbeknownst to the nobility, practitioners not of etiquette but of sorcery also wear a very similar item: a palm or "master" bracelet whose position is over the palm instead of the back of the hand. While women's hand bracelets are often both delicate and intricate, sorcerers' *palm bracelets* are rather simple and sturdy, utilitarian devices designed for the wear-and-tear of an Athasian freeman's life of labor and toil.

A plaque, often of polished ivory or metal, resting in the cradle of the palm and attached to the wrist and fingers, a *palm bracelet* has a hole in its middle in which a gem can be mounted. A wizard wearing a *palm bracelet* while casting a spell can enhance the spell if it is of the descriptor or school that the gem currently mounted within is set to enhance. This is a continuous effect and requires no activation.

Removing and mounting a gem are both move actions. Swapping a mounted gem for another thus requires two move actions: one for removing the current gem and one for mounting another. Only one gem may be fitted to a *palm bracelet* at a time. Although a bracelet can be worn on each hand only one can be used to augment any one spell.

See Precious Stones and Gems on page XX and page 59 of the *Athasian Emporium* for more information on the various gems that can be mounted in a palm bracelet.

*Prerequisites:* Craft Wondrous Item.

*Cost to Create:* 28,000 Cp, 2,240 XP, 56 days.

### Phrenic Mask

**Price (Item Level):** 56,000 Cp (18th)

**Body Slot:** Face

**Manifester Level:** 7th

**Aura:** Moderate; (DC 21) metacreativity

**Activation:** — and move (manipulation)

**Weight:** 1 lb.

*This odd-looking mask is carved with strange patterns and incrustated with tiny bits of crystal.*

Coming in a wide variety of forms and materials, ranging from leather straps to ivory bands, sawed-off fronts of skulls to intricate metal lattices, a *phrenic mask* covers the face and the brow of its wearer. In the middle of the brow, there is always a hole in which a gem can be mounted. A manifestor wearing a *phrenic mask* and manifesting a power can enhance the power if it is of the descriptor or discipline that the currently-mounted gem is set to enhance. This is a continuous effect and requires no activation.

Removing and mounting a gem are both move actions. Switching a mounted gem for another thus requires two move actions: one for removing the current gem and one for mounting another. Only one gem may be fitted to a *phrenic mask* at a time.

See Precious Stones and Gems on page XX and page 59 of the *Athasian Emporium* for more information on the various gems that can be mounted in a *phrenic mask*.

*Prerequisites:* Craft Universal Item.

*Cost to Create:* 28,000 Cp, 2,240 XP, 56 days.

### Ring of Coolness

**Price (Item Level):** 2,000 Cp (6th)

**Body Slot:** Ring

**Manifester Level:** 9th

**Aura:** Moderate; (DC 20) psychometabolism

**Activation:** —

**Weight:** —

*This carved jade band is engraved with stylized representations of water spirits.*

A *ring of coolness* keeps the wearer comfortably cool even on the hottest Athasian afternoons. You are immune to any nonlethal damage dealt by heat exposure from the

environment, although lethal environmental damage, as well as heat or fire damage caused by other sources including mundane or supernatural flames or fire such as torches or energy attacks is in no way negated.

*Prerequisites:* Craft Universal Item, *adapt body*.

*Cost to Create:* 1,000 Cp, 80 XP, 2 days.

### Ring of Life

**Price (Item Level):** 3,500 Cp (8th)

**Body Slot:** Ring

**Caster Level:** 11th

**Aura:** Moderate; (DC 21) abjuration

**Activation:** swift (command) and —

**Weight:** —

*This aviarag ivory ring is shaped in the form of two interconnecting bands.*

Each morning, regardless of your activities during the past 24 hours, you regain 1 hp per Hit Die as if you had slept for a full 8 hours, up to your maximum normal hit point total. This benefit of the ring does not negate any other penalties associated with the previous day's activities, nor does it allow you to memorize spells or regain power points as if you had slept for a full 8 hours. This effect requires no activation.

When activated, a *ring of life* protects you from the effects of being caught in the defiling radius of a spellcasting defiler for one round. You are immune to all penalties associated with the defiling radius, even when augmented with Raze feats, magical items, or class abilities. This ability functions three times per day.

*Prerequisites:* Forge Ring, *allegiance of the land*.

*Cost to Create:* 1,750 Cp, 140 XP, 4 days.

### Ring of Psionic Mind Shielding

**Price (Item Level):** 8,000 Cp (11th)

**Body Slot:** Ring

**Manifester Level:** 3rd

**Aura:** Faint; (DC 17) telepathy

**Activation:** —

**Weight:** —

*This gleaming, platinum ring glimmers with a faint light.*

This ring functions as its magical equivalent, the *ring of mind shielding*, except that it protects you from psionic attempts to read one's thoughts, not magical ones.

*Prerequisites:* Craft Universal Item, *cloud mind*.

*Cost to Create:* 4,000 Cp, 320 XP, 8 days.

### Torc of Iron Will

**Price (Item Level):** 18,000 Cp (14th)

**Body Slot:** Throat

**Manifester Level:** 9th

**Aura:** Moderate; (DC 20) telepathy

**Activation:** Immediate (mental)

**Weight:** 2 lb.

*This torc is crafted from pieces of id fiend skull with fine iron threads.*

The wearer of a *torc of iron will* automatically receives power resistance 19 against mind-affecting powers for 1 round, twice per day.

*Prerequisites:* Craft Universal Item, *tower of iron will*.

*Cost to Create:* 9,000 Cp, 720 XP, 18 days.

### Veil of Lies

**Price (Item Level):** 2,000 Cp (6th)

**Body Slot:** Face

**Manifester Level:** 1st

**Aura:** Faint; (DC 16) telepathy

**Activation:** —

**Weight:** —

*This is a simple, unadorned silk scarf.*

This item is worn by those who wish to keep their true opinions hidden from others. The wearer of the veil is under the effect of a continual *conceal thoughts* power.

*Prerequisites:* Craft Universal Item, *conceal thoughts*.

*Cost to Create:* 1,000 Cp, 80 XP, 2 days.

## Tools

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### Bearer's Yoke

**Price (Item Level):** 30,000 Cp (16th)

**Body Slot:** Torso

**Manifester Level:** 5th

**Aura:** Faint; (DC 18) psychometabolism

**Activation:** —

**Weight:** 10 lb.

*This harness is made of worn mekillot leather completely encircling the chest, arms and legs of the wearer.*

While wearing the yoke, the carrying capacity of the character is considered as though its Strength was increased by 10 points.

*Prerequisites:* Craft Universal Item, *psionic lighten load*.

*Cost to Create:* 15,000 Cp, 1200 XP, 30 days.

### Jolting Pole

**Price (Item Level):** 250 Cp (2nd)

**Body Slot:** — (held)

**Manifester Level:** 1st

**Aura:** Faint; (DC 16) psychometabolism

**Activation:** —

**Weight:** 1 lb.

*This slightly twisted wooden rod is black as pitch.*

This item is commonly used for prodding along stubborn mekillots and other beasts of burden. It is also frequently used by templars conducting interrogations. The lengths of the poles differ, but they all have an

obsidian point on one end that delivers a psychokinetic jolt to creatures it touches. The jolt is a force effect that inflicts 1 point of nonlethal damage with a successful melee touch attack.

*Prerequisites:* Craft Universal Item, *hammer*.

*Cost to Create:* 125 Cp, 10 XP, 1 day.

### King's Eye

**Price (Item Level):** 6,000 Cp (10th)

**Body Slot:** Face

**Caster Level:** 11th

**Aura:** Moderate; (DC 21) divination

**Activation:** —

**Weight:** 1 lb.

*This lens is made with a large flattened cone of solid glass.*

Putting the broad end of this item to one's eyes allows normal vision regardless of atmospheric conditions prevailing in the area, be they silt, sandstorm or otherwise. While looking through the cone the user also gains low-light vision.

Usually a king's eye is used by officers of the Balikite fleet to see through the silt haze on windy days, but caravan masters wanting to get an unobstructed view of their surroundings during sandstorms have also been known to procure this item for themselves.

*Prerequisites:* Craft Wondrous Item, *true seeing*.

*Cost to Create:* 3,000 Cp, 240 XP, 6 days.

### Saddle of Desert Travel

**Price (Item Level):** 15,000 Cp (14th)

**Body Slot:** Torso

**Caster Level:** 3rd

**Aura:** Faint; (DC 18) transmutation

**Activation:** —

**Weight:** 6 lb.

*This crude saddle is made out from giant lizard skin.*

This military saddle will fit any Large mount. When affixed to an animal, it increases the animal's base land speed by 30 feet when moving over desert terrain; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. In addition, the amount of water the mount needs each day is reduced to one-quarter its normal amount.

*Prerequisites:* Craft Wondrous Item, *cooling canopy*, *haste*.

*Cost to Create:* 7,500 Cp, 600 XP, 15 days.

## Artifacts

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Following is a small selection of the myriad artifacts that are specifically tied to the *Dark Sun* setting, having all appeared in the *Prism Pentad* novels. More artifacts can be found in the *Legends of Athas* accessory.

## Belt of Rank

**Price:** Major artifact

**Body Slot:** Waist

**Caster Level:** 21st

**Aura:** Overwhelming; (DC 25) enchantment

**Activation:** —

**Weight:** 1 lb.

*This girdle is constructed of hardened leather inlaid with gold, silver, and precious gems. The belt's buckle is engraved with the skull of a fierce half-man in the center of a field of red flames.*

The *Belt of Rank* is an ancient symbol of the Dwarven people, a sign of their once great heritage before the Cleansing Wars devastated their race. This ancient artifact was created by Dwarven clerics 4,000 years ago to be worn by the leader of the Dwarven armies—generals of great charisma and skill who were sworn to protect the Dwarven race.

The artifact was passed from general to general over the centuries, finally being given to the Dwarven king Rkard to use in defense of his race in the face of the Cleansing Wars. Rkard was fatally wounded in battle by Borys of Ebe, and the *Belt of Rank* was buried with him in the city of Kemalok. Recently, it was given to the mul gladiator Rikus of Tyr to assist him in retrieving the stolen *Book of Kemalok Kings* and defeating an approaching army from Urik. Though the army was overcome, Rikus was unable to reclaim the book. Ashamed of this, the mul returned the *Belt of Rank* to the dwarves of Kled, where it remains hidden to this day, waiting for the day when a dwarf general worthy of it will reclaim it once again.

The *Belt of Rank* will fit any Medium creature. Half-giants are too big and most halflings too small to wear the artifact as the item does not magically adjust to fit the wearer. If you are a dwarf, you receive a +8 competence bonus on Charisma checks and Charisma-based skill checks when dealing with other dwarves. If you are not a dwarf, you receive a +4 competence bonus on Charisma checks and Charisma-based skill checks when dealing with dwarves.

The belt provides you with a continual *freedom of movement*, *greater heroism*, and *protection from arrows* effects (all mundane missiles fired at you unerringly strike the artifact's buckle). If you are a dwarf, and you succeed at a Charisma check (DC 20), you can access the accumulated experience and knowledge of more than 40 centuries of Dwarven kings. You receive a +20 bonus on all Knowledge (history) checks related to dwarves and +10 bonus on Knowledge (warcraft) checks.

Should the *Belt of Rank* be pilfered and summarily worn, all dwarves viewing the artifact will know it was stolen and do whatever they can to retrieve it. Should the possessor of the *Belt of Rank* ever unjustly take the life of a dwarf, the artifact will constrict to a diameter of four inches—effectively crushing the wearer to death. Any creature so affected is immediately reduced to -1 hit points (no save) and is dying.

The *Belt* will be destroyed if it is ever submerged in the blood of a hundred murdered dwarves.

*Prerequisites:* Major artifact.

*Cost to Create:* Major artifact.

## Book of the Kemalok Kings

**Price:** Major artifact

**Body Slot:** — (held)

**Caster Level:** 21st

**Aura:** Overwhelming; (DC 25) enchantment

**Activation:** —

**Weight:** 2 lb.

*This ancient book is not of exceptional construction, made of braxat hide and thick, leather-like pages of unknown origin. It has a nondescript look, being no larger than a tome found in any sorcerer-king's library. It definitely shows its age.*

It is thought by some dwarves that the *Book of the Kemalok Kings* stolen by Borys' servants is actually a copy of the original, which has likely turned to dust over the centuries, though no one knows for sure if this is the case. The book definitely shows its age, and if returned to the dwarves it would likely be re-copied in an effort to preserve the knowledge contained within.

At the height of the Green Age, the dwarves of Athas were among the most powerful races of the Tablelands. From their majestic city of Kemalok, the dwarves grew strong and prosperous in the years prior to the coming of Rajaat and his evil followers. It was during this peaceful time the writings of the *Book of Kemalok Kings* were begun.

A personal journal written by the king of the Dwarven people, the book is a combination of historical events and vital insight into the Dwarven race. In a time when historical documents were nearly nonexistent, the *Book of Kemalok Kings* was one of the few chronicles of Athas to survive the ravages of the Cleansing Wars. No single item on Athas contains as much rare history than this Dwarven relic.

Following the death of Rkard, the last of the Dwarven kings, at the hands of Borys of Ebe two millennia ago, the fallen monarch was placed in his sacred crypt along with the *Book of Kemalok Kings*. At that time, it was decided that until the threat of the sorcerer-kings on Athas was ended, no monarch would rule the Dwarven race since he would likely be threatened by the Champions of Rajaat. Should knowledge from the book ever be required, the elder guardians of Kemalok would consult the ancient writings.

Like many other races following the Cleansing Wars, the dwarves of Athas lost considerable knowledge, history, and tradition to the harsh conditions of the world.

Among these was the ability to translate the *Book of Kemalok Kings*. For nearly a millennium, the relic gathered dust in the tomb of Rkard, its knowledge useless to those it was created to help.

The human Er'Stali worked in the library of the sorcerer-king Hamanu, which that allowed him to learn parts of their ancient written language. With this knowledge, he could translate portions of the *Book of*

Kings and learn more of the ancient language. The Urikite was sincere in his intentions and became the first non-dwarf ever to set eyes on the age-old text.

Unfortunately, Er'Stali studied the book for only a short time before it was stolen by a psionist named Maetan, who took the book to Urik. At the same time, Rikus and his Tyrian army were mobilizing to engage the forces of King Hamanu approaching the newly freed city-state.

While in Kled, the dwarves told Rikus of the Book of Kemalok Kings and asked him to recover it. Rikus agreed, and in return he was granted the title of a Knight of Kemalok and was given two artifacts to help him in his quest: the Belt of Kings and the Scourge of Rkard. However, on his way to meet the approaching army Rikus was attacked by a dozen wraiths who were former followers of Borys of Ebe.

Recognizing Rikus as a Knight of Kemalok, along with his possession the Scourge, the wraiths agreed not to kill Rikus if he brought them the Book of Kings so they could use information within to find their former master.

Spells placed on Rikus by the vile wraiths forced him to complete this task, and in the end the wraiths took possession of the Dwarven relic.

Despite the loss of the Book of Kings, the learned Er'Stali was able to transcribe what he had read, preserving a portion of the ancient work.

Er'Stali died nine years later in Kled, and it is unknown how much of the text was copied. Also unknown is the location of the Book of Kemalok Kings since the wraiths took possession of it. The crypt containing the undead warriors has since been vacated, and the location of the book is unknown. Since undead and shadow creatures were altered during Rajaat's brief release from the Hollow, it is possible the relic may now reside on one of Athas' mysterious dimensions: either the Black or the Gray.

Following its theft from Kled the *Book of Kemalok Kings* has become well known. While focusing primarily on the lives of the Dwarven race through the ages, the *Book of Kemalok Kings* does present information on other incidents and events from the past—details on things such as the Time of Magic, the War-Bringer, and even knowledge on races lost to Athas during the Cleansing War. Many of the sorcerer-kings and other powerful parties are interested in the book, foremost being the Shadow-King of Nibenay who is always hungry for ancient lore regarding the scorched world.

Study of the *Book* takes one week, but upon completion a Dwarven reader gains a +2 inherent bonus to Wisdom and a +20 bonus to Knowledge (history) checks. Nondwarven readers receive only a +10 bonus to Knowledge (history) checks. The same character can never benefit from reading the book again.

The *Book* can be destroyed by burning its pages under the breath of a dragon, or the blood of a descendant of Rkard must be spilled into it.

*Prerequisites:* Major artifact.

*Cost to Create:* Major artifact.

## The Dark Lens

**Price:** Major artifact

**Body Slot:** —

**Caster Level:** 30th

**Aura:** Overwhelming; (DC 30) abjuration and transmutation

**Activation:** See text

**Weight:** 170 lb.

*This lens is a polished obsidian egg-shaped orb about the size of a small kank. Its surface is flawless, and its blackness absolute, darker than the deepest obsidian. Through its glassy skin can be seen an occasional streak of scarlet, often vanishing one instant and reappearing again in a different location. The lens radiates intense heat upon its surface, a direct result of its incredible power...*

The *Dark Lens* is an ancient artifact thought to have been created by Rajaat as the Time of Magic was coming to an end. The evil sorcerer fashioned the *Dark Lens* as a focus for his power, amplifying his magic and psionic energies to unheard of levels. By using the *Dark Lens* Rajaat created other powerful artifacts—such as Silencer, Scorcher, and Scourge. Rajaat used the *Dark Lens* to give his 15 Champions their incredible powers.

As the Cleansing Wars were ending and the champions discovered the true nature of their master's schemes, the disciples of Rajaat took the *Dark Lens* and used its power to imprison their master in a place called the Hollow. Shortly after Rajaat was entombed, the *Dark Lens* was stolen by two dwarves named Jo'orsh and Sa'ram.

These dwarves were self-proclaimed protectors of Athas, taking the *Dark Lens* from the Pristine Tower to the Estuary of the Forked Tongue and secluding it on the isle of Mytilene. There they created a safeguard for the *Dark Lens* in the form of a crystal pit, which proved deadly to any who attempted to retrieve the artifact. Years later Jo'orsh and Sa'ram perished while defending the *Dark Lens* from evil giants. Soon after, they arose as banshee, and used their new powers to guard the *Dark Lens* from the eyes of the Dragon and the rest of Rajaat's champions.

Decades later, two clans of giants settled on Mytilene. Instead of driving them from the island, the spirits of the two dwarves appeared before the creatures and proclaimed the *Dark Lens* a powerful artifact to be revered and worshiped. The dull-witted giants believed the words of the banshees, and became guardians of what they referred to as "the Obsidian Oracle." It was here the *Dark Lens* remained until being recovered by Tithian of Tyr and Agis of Asticles.

With the *Dark Lens* in his possession, Tithian asked Borys, then later Rajaat, to use the artifact to transform him into a sorcerer-king. Following the final battle which saw Rajaat returned to his prison and the death of the Dragon as well as several sorcerer-kings, Sadira of Tyr cast the *Dark Lens* into the lava of the Ring of Fire. The sorceress placed powerful wards around the Ring of Fire

to alert her to anyone attempting to free Rajaat or retrieve the *Dark Lens*.

To invoke the powers of the *Dark Lens*, you must come into contact with the artifact and make a Use Psionic Device check (DC 30). Failure to do so deals you 1d10 points of fire damage.

The *Dark Lens* has 500 power points when discovered. You instantly know the number of power points it has at the current time. The artifact recharges itself, regaining all power points after 24 hours. You can access all powers of the *Dark Lens* at manifester level 20th (or at your manifester level if it is higher than 20th).

The *Lens* bestows a constant *mind blank*, *protection from evil* and *good* effects on you. Additionally, you can trigger, as a standard action, *astral construct* (3/day) as though you rolled a 30 on his Craft (sculpting) check and *metamorphosis* (3/day).

The *Dark Lens* can draw spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at you. The artifact then nullifies the spell's effect and converts it to 5 power points per spell level, adding to its power point reserve. You can instantly detect a spell's level as the *Dark Lens* absorbs that spell's energy. You must declare your intent to absorb the spell after the spell is cast, and make a Concentration check (DC 15 + spell level) in order to do so.

The *Lens* also allows you access at will to any psionic power that you witnessed or intently studied. A minimal amount of study and a successful Psicraft check are needed to duplicate most psionic powers with the *Dark Lens*. The time of research and the DC of the check are up to the DM, but a minimum of one week per power level and a DC 15 + power level is suggested.

The *Dark Lens* is also a focus for magical power. Arcane spells cast with the aid of the lens are greatly improved. You can cast up to three spells per day that are improved as though using the Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, and Widen Spell feats (when applicable).

The *Dark Lens* can be used as a mitigating factor while casting epic spells. For those who know how to utilize it, the *Dark Lens* allows epic spells to be cast with a +50 bonus to Spellcraft checks. If used in conjunction with the Steeple of Crystals in the Pristine Tower, the total bonus becomes +150.

The incredible power of the *Dark Lens* is intoxicating to anyone using the device. Each time you use the artifact, you must make a Will save (DC 15 + number of previous saves) or develop a form of megalomania, convinced that the power of the *Lens* makes you invincible. Characters with this insanity will do whatever they can to keep from being separated from the artifact. Eventually, the character becomes dependent upon the device, and it is the DM's choice as to whether or not the character takes a path towards ultimate power similar to that of Tithian of Tyr.

The *Dark Lens* is tied so closely with the fate of Athas and the sorcerer-kings that it may not be possible to destroy the item until either the sorcerer-kings achieve a final victory, or are cast from the face of Athas.

*Prerequisites:* Major artifact.

*Cost to Create:* Major artifact.

## The Heartwood Spear

**Price (Item Level):** Major artifact (21st)

**Body Slot:** — (held)

**Caster Level:** 21st

**Aura:** Overwhelming; (DC 25) transmutation

**Activation:** —

**Weight:** 9 lb.

*This wooden spear is six feet in length, coming to an extremely sharp natural point at both ends, colored in the deepest burgundy; its surface completely smooth.*

The *Heartwood Spear* was created by the halfling druid Nok in the 190th King's Age, and is rumored to have been constructed from a piece of the *Last Tree* (LSH 74), and the life energy of Nok, both choosing to sacrifice part of their life essence to prevent another dragon from arising and rampaging across the land.

The *Heartwood Spear's* surface is perfectly smooth. When wielded, the overflowing life energy within makes the weapon tingle with its barely-contained energy, immediately alerting the wielder to its overwhelming power.

The *Heartwood Spear* was given to a Tyrian gladiator named Rikus by Nok in the year of Priest's Defiance of the 190th King's Age, when Ktando and the halflings from the Forest Ridge discovered that King Kalak of Tyr was going to accelerate his dragon metamorphosis to become a full dragon, a stage akin to that of Borys of Ebe.

Rikus was able to seriously injure Kalak with the *Heartwood Spear*, though it did not kill him. Later, Kalak was slain by the combined effort of Rikus, Sadira, Agis of Asticles, and the High Templar Tithian. Afterwards, Rikus honored his promise to Nok and returned the *Heartwood Spear* to him.

However, Sadira refused to return *Ktando's Cane*, and Nok, armed with the *Spear*, pursued her across the Tablelands. During their final battle near the Canyon of Guthay, Nok transformed the *Heartwood Spear* into an immense oak tree to keep the weapon from Sadira, but perished in battle afterwards. To this day the *Spear* in its tree form lies shattered at the bottom of the canyon.

The *Heartwood Spear* is a weapon of considerable power, one that has proven itself to be a killer of sorcerer-monarchs. Characters that learn about the spear and are able to discover its current location may have to seek out a powerful halfling with the knowledge to transform the oak back into the spear. If the characters are not halflings, this could reveal itself a very difficult task, especially if they cannot prove their worthiness to the halfling whose help they seek.

The *Heartwood Spear* is a +4 keen dragonbane double-tipped spear of distant shot. The weapon ignores all armor, natural armor, and shield bonuses to AC (including any magic, psionic, or mundane enhancement bonuses to that

armor. Dexterity, deflection, dodge, and other such bonuses still apply).

The spear has a special ability that functions only upon scoring a successful critical hit. Any armor worn by an opponent against whom you score a critical hit must make a DC 20 Fortitude save or be completely destroyed.

Whenever it inflicts damage to a dragon, the *Spear* lodges in his body if he fails a Reflex save (DC 15 + damage inflicted). As long as the weapon is lodged in his body the dragon moves at half-speed, cannot charge or run, and must make a Concentration check (DC 15 + damage inflicted) in order to cast a spell with somatic components. The victim or someone else can make a Strength check (DC equals the Strength of the character that inflicted the wound) to pull the *Spear* from the wound; this requires two free hands and a standard action that provokes an attack of opportunity. Successfully pulling the *Spear* from his body inflicts half of the initial damage the *Spear* caused, rounded down.

The *Heartwood Spear* transfers one dose of its magical sap into the victim's veins each time it inflicts a wound upon him. It can produce such a dose only once every hour. The sap is composed of life energy and thus considered a living thing rather than a poison; therefore it is not subject to poison immunity or powers and spells that grant immunity to poison. The sap inflicts 1d6 points of ability damage to each ability score and a further 1d6 points every 10 minutes until the victim dies or the sap is negated with *wish*, *miracle*, or *reality revision*.

As long as the sap courses through the victim's veins it resonates with the living wood of the *Heartwood Spear*, making its wielder immune to powers and spells originating from him, as well as to the effects of his defiling radius. This immunity exists regardless of range so long as the *Spear* is held and the sap has not been negated via magical or psionic means.

If ever sundered or otherwise broken, the *Heartwood Spear* becomes a normal, broken wooden spear until one of its ends is rammed upright into the earth. If left a full day under the sun and given a liter of water it will grow roots and leaves. From then on, it will reattach broken pieces if they are applied to a break. Once it is whole again, the leaves and the roots wither away, leaving an intact *Heartwood Spear* behind.

The *Heartwood Spear* can be destroyed by smashing it against the lands of the Obsidian Plains, or it will rot if it ever draws the blood of a halfling.

*Prerequisites:* Major artifact.

*Cost to Create:* Major artifact.

## Ktandeo's Cane

**Price (Item Level):** Major artifact (21st)

**Body Slot:** — (held)

**Caster Level:** 21st

**Aura:** Overwhelming; (DC 25) evocation

**Activation:** — and standard (command)

**Weight:** 10 lb.

*This cane is a wooden rod constructed of an unknown hardwood, with an obsidian ball five inches in diameter affixed to its tip.*

*Ktandeo's Cane* is a 3 foot tall wooden staff. The artifact allows its wielder to cast spells fueling his own energy into the obsidian orb on top.

This artifact was the creation of Nok as a gift to Ktandeo, the mentor to the half-elven wizard Sadira. Being a notable wizard by his own right, Ktandeo taught Sadira and many others the art of drawing magic from the land without defiling its essence. Nok created this cane to help Ktandeo in his struggle against the defilers of the land.

Ktandeo died while fleeing the Tyrian templars in UnderTyr, but before he passed away he told Sadira of the *Heartwood Spear* and of his magical cane. The dying human believed that these two artifacts of the halfling race were the only objects that could destroy King Kalak of Tyr. When Rikus was given the *Heartwood Spear* by Nok, Sadira received *Ktandeo's Cane* as an additional weapon to use in the defense of Tyr and the Forest Ridge.

Following the death of King Kalak, Sadira refused to return the artifact named after her late master to Nok. It was because of this that the halfling pursued Sadira across the Tablelands, until their final confrontation at the Canyon of Guthay. It was here that Nok shattered the obsidian ball atop the cane with another obsidian orb of his own, before falling to the damage of the destruction.

*Ktandeo's Cane* is a powerful weapon that allows non-wizards to cast arcane magic. Ktandeo was a member of the Veiled Alliance, and felt that to fight defiling magic; one must have magic of his own, and thus created this artifact. It could also be the focus of a plot to restore the artifact to aid the halfling race against some new threat—to retrieve it from the Canyon of Guthay to restore the shattered orb that directed its power.

The cane is a +2 *quarterstaff*. If grasped firmly, the command word "Nok" spoken followed by the spell's name, the cane enables the holder to use the following spell-like abilities at will, at caster level 20th.

- *Clear-river*
- *Ghostfire*
- *Groundflame*
- *Hold monster*
- *Invisibility*
- *Lesser globe of invulnerability*
- *Magic circle against evil*
- *Magic mouth*
- *Quietstorm*
- *Skyfire*
- *Sparkrain*
- *Suggestion*

Like the magic that is drawn from the land to fuel a wizard's spells, *Ktandeo's Cane* draws upon the life-force of its wielder to generate its spell-like abilities. Each time the artifact is used, the wielder ages 1 month per spell level. If any living creature is within 5 feet of the wielder, they instead all age one-quarter of this amount. Should the wielder activate the *Cane* more than three times a day,

the wielder's life-force is then taxed even further, causing the wielder to age double that amount. The effects of aging on the wielder manifest as graying hair, age spots, and other signs of age. Nothing can restore this aging, not even a *miracle*, *wish* or *reality revision* effect. Creatures immune to aging effects cannot cast spells using the artifact.

*Ktandeo's Cane* can be destroyed if struck with an item crafted from the Last Tree, crushed under the foot of an epic defiler, or be broken in two by an elderly halfling.

*Prerequisites:* Major artifact.

*Cost to Create:* Major artifact.

## The Scourge of Rkard

**Price (Item Level):** Major artifact (30th)

**Body Slot:** — (held)

**Caster Level:** 30th

**Aura:** Overwhelming; (DC 25) transmutation

**Activation:** — and standard (command)

**Weight:** 2 lb.

*The steel of this sword is like no other, having an almost ivory sheen, and its polished surface is as reflective as the finest mirror. Its pommel is wrapped in the hide of a nightmare beast, and the tang is engraved with ancient symbols of power.*

The *Scourge of Rkard* (originally called the *Scourge*) is the third of the three great swords created by Rajaat—the other two being the *Scorcher* and the *Silencer*. Rajaat gave the *Scourge* to his 13th champion, Borys of Ebe, to be used in his crusade to eliminate the dwarves from the face of Athas. The *Scourge* drank the blood of many, and soon the Butcher of Dwarves was met by Rkard, the last and most powerful of the Dwarven kings. In the terrible conflict that followed Borys buried the sword deep within Rkard's chest, earning it the name the *Scourge of Rkard* thereafter.

As the champions of Rajaat planned to rebel against their master, Borys lost the *Scourge of Rkard*, and it somehow ended up in the hands of surviving dwarves of Kemalok, the lost city of Dwarven kings. Over the centuries that followed, the *Scourge* was kept in the tomb of Rkard until the day that it was needed to defend the dwarves from the ravaging of Borys of Ebe.

Following the death of King Kalak, Rikus came to the dwarves of Kled, built over the ruins of Kemalok, to enlist their aid in defending Tyr from the approaching army of Urik. The *Book of Kemalok Kings* was stolen by Maetan of Lubar during a confrontation with the Urikite army. For defending the city and by agreeing to help retrieve it, Rikus was declared a Knight of Dwarven Kings and given both the *Scourge of Rkard* and the *Belt of Rank* to help him in the arduous battles that were ahead. Though the *Book of Kemalok Kings* was not recovered, the Urikite army was repelled (even though Hamanu was mysteriously not affected by the *Scourge's* powers), and both Kled and Tyr were safe. Rikus returned the *Belt of Rank* to the dwarves, but was given the *Scourge of Rkard* by the Dwarven elder Lyanius as a reward for his struggles. It might be up to

the player characters to recover the sword and use it to slay the Dragon.

During the following decade, Rikus used the powers of the *Scourge* to help defend Tyr and the rest of the Tablelands from the ravages of the Dragon—otherwise known as Borys of Ebe. After Rajaat was released from his prison Rikus found himself in mortal combat with Borys, with his only weapon the *Scourge of Rkard*. In the battle that followed, Rikus drove the *Scourge* deep into the snout of the Dragon, and as a result of the creature's subsequent thrashing Rikus snapped the blade in two. The blade that remained impaled in the Dragon began to ooze a black ichor which eventually consumed and killed Borys. The two pieces of the *Scourge of Rkard* were left at the Ring of Fire following Rajaat's defeat, and are now guarded by powerful wards placed on the area by Sadira of Tyr.

The *Scourge of Rkard* is a powerful weapon that can be used by either the forces of good or evil, whichever happens to have possession of it at the time. The *Scourge* was in the possession of Rikus for nearly a decade, and it is possible characters may have come into contact with the blade if they were familiar with the ex-gadiator mul. It is unlikely that Rikus would have parted with the *Scourge*, since he felt it to be the supreme gift from dwarves.

Retrieving it from the Ring of Fire would almost certainly attract the unwanted attention of Sadira of Tyr and her allies.

The *Scourge of Rkard* is a +4 *keen ghost touch vorpal bastard sword of sundering*. The weapon is +6 versus any creature with the Champion of Rajaat template. The *Scourge of Rkard* also enhances the hearing of the wielder. Upon command the sword can increase its wielder's hearing, providing him with a +30 circumstance bonus on Listen checks.

The *Scourge* bestows constant *know direction and location*, and *defensive precognition* (+2 bonus) effects on its wielder. It also grants its wielder immunity from poisons. Once per day the wielder of the *Scourge of Rkard* can rally his allies by holding the sword high in the air prior to entering battle. Those viewing this spectacle are inspired for the forthcoming battle, receiving a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls until either the battle is over or the wielder of the *Scourge* falls in battle. This is a *clairsentience* ability.

Additionally, if the *Scourge* is broken (which has occurred twice in recent history), the two pieces can mend themselves if held together for a period of one month. During this time none of the sword's powers function. While two broken pieces of the sword are apart, each piece issues a black ichor. Anything that comes into contact with it suffers 20d6 points of acid damage per round of exposure. This ooze can only be removed if fire is applied to it within one minute of exposure.

The power of the *Scourge of Rkard* is not without price. Should the wielder of this artifact ever comes within 100 yards of one of the remaining Champions of Rajaat, he must make a Will save (DC 25) or attack the Champion outright. As far as the wielder of the *Scourge* is concerned,

this is a confrontation to the death. This is an enchantment (compulsion), clairsentience ability.

Additionally, should the *Scourge* ever again drink the blood of a dwarf, there is a chance that the sword's original purpose—the destruction of the Dwarven race—will be revived. For each dwarf that is slain by the *Scourge of Rkard* there is a 5% cumulative chance that the wielder will take up the one-time mantle of Borys of Ebe, and attempt to finish killing all the dwarves on Athas. Only the death of the wielder can stop him from this savage need.

The *Scourge of Rkard* can be destroyed if bathed in the elemental waters that became of Rajaat, placed at the bottom of the Silt Sea for a decade, or have it melted down by a dwarf with the purest of hearts.

*Prerequisites:* Major artifact.

*Cost to Create:* Major artifact.

## The Planar Gate

**Price:** Major artifact

**Body Slot:** —

**Manifester Level:** 25th

**Aura:** Overwhelming; (DC 25) psychoportation

**Activation:** See text

**Weight:** 100 lb.

*This object is a giant mirror set in a mahogany frame. Instead of your reflection, you see bizarre creatures and animals in its surface.*

The *Planar Gate* is a powerful artifact currently in possession of Dregoth. It is 10 feet tall and 5 feet wide.

The ancients of the Green Age were powerful psionicists with abilities and knowledge far beyond those of even the greatest members of the Order today. These psionicists created the *Planar Gate* using powers that no longer exist on Athas today. With the *Planar Gate* they explored the vast reaches of other worlds. The artifact was kept within a great keep hidden in a cavern beneath Giustenal, where it was used to study the myriad planes of existence.

As the Green Age gave way to the Time of Magic, the cavern containing the *Planar Gate* was abandoned and forgotten. The gate sat beneath the place that would one day be called the Groaning City, a waiting discovery.

Centuries passed, and then during the days of the Cleansing War, humanoids from Giustenal established a sanctuary in the cavern. They discovered the *Planar Gate*, and looked upon it as a sign from their god.

To the followers of Taraskir the Lion, then king of Giustenal, all things leonine were sacred. While they had no idea what the *Planar Gate* truly was, it showed them a world of grassland with lions roaming free. They believed the cavern to be blessed by Taraskir, and lived there for a time in safety and peace.

Less than two decades later, Dregoth the Ravager and his forces found the hidden cavern and destroyed the humanoids. The *Planar Gate* then fell into Dregoth's possession. It now resides in his Dread Palace, providing

the undead sorcerer-king with a window and a doorway to other worlds. Since it was created to provide a means for study and travel, it has no problem with the uses Dregoth has found for it.

The ancients of the Green Age that created this unique and powerful psionic item used techniques and knowledge lost in the mists of the ages—processes far beyond the understanding of the greatest member of the Order or the most powerful sorcerer-king alive today. Dregoth has discovered how to operate the *Planar Gate*, but he cannot build another.

Once it is destroyed, the *Gate* will be lost for all time, as no one on Athas has the knowledge or skill to rebuild it.

To use the *Planar Gate*, you must look into its surface and manifest *clairvoyant sense*. After one round, the image in the mirror begins to shift to show various planes of existence. To determine which plane the *Gate* focuses on for the current round, roll on the table below.

**Table 10–1: Random Planar Destinations**

01–10	The Black
11–20	The Gray
21–28	Elemental Plane of Fire
29–35	Elemental Plane of Earth
36–42	Elemental Plane of Air
43–49	Elemental Plane of Water
50–53	Paraelemental Plane of Silt
54–57	Paraelemental Plane of Sun
58–61	Paraelemental Plane of Magma
62–64	Paraelemental Plane of Rain
65–66	Ysgard
67–68	Limbo
69–70	Pandemonium
71–72	The Abyss
73–74	Carceri
75–76	Hades
77–78	Gehenna
79–80	Baator
81–82	Acheron
83–84	Mechanus
85–86	Arcadia
87–88	Celestia
89–90	Bytopia
91–92	Elysium
93–94	Beastlands
95–96	Arborea
97–98	Outlands
99–100	DM's choice

To step through the mirror, you must manifest *astral caravan*, allowing you to part the Gray barrier and step through to the image presented in the mirror. The *Gate* will stay focused on the location until the image is shifted by another use of *clairvoyant sense*.

On the other side, the *Gate's* location always appears as a shimmering rectangle of light within some reflective surface (another mirror, a small pool, etc.) Only those who stepped through the *Planar Gate* can see the way back. Returning requires another manifestation of *clairvoyant sense*, and the *Gate* must still be focused on the location.

The *Planar Gate* is neutral, has an Intelligence score of 15 and Ego of 15. It can use *correspond* at will. The *Planar Gate* is not fond of idle chit-chat, and usually does not

speak of anything other than desired travel targets. The *Gate* can focus itself on any specific plane in 1d6+1 rounds, if asked. It can even supply a limited history of the plane being traveled to if desired. However, if someone intends on using the *Gate* in an obviously harmful manner, the *Gate* will refuse to function for that person from then on. Dregoth learned of this in early conversations with the device, and has been cautious in his use.

The following methods can be used to destroy the *Planar Gate*: should a *gate* spell be cast upon the *Planar Gate*, the spell destroys it, turning its spatial fabric in upon itself and dealing 2d6x10 points of damage to everything within a 60-foot radius; or, if the *Planar Gate* is told that it has unwittingly participated in a truly evil act, it will shatter. The *Gate* destroys itself rather than be used for a purpose other than study and exploration.

*Prerequisites*: Major artifact.

*Cost to Create*: Major artifact.

## Power Conjunctions

Deep in the wastes of Athas a white marble castle of white constantly spews a stream of water. In the swamps near the Jagged Cliffs, a mighty inverted pyramid rises out of the bog. These are examples of power conjunctions, magically- or psionically-infused locations that have powerful effects or some strong connection to a Plane, but that cannot be moved. Discovering one of these power conjunctions might be the focus of one or more adventures, or even an entire campaign arc. A few examples of power conjunctions are provided here, but these should be considered inspirational rather than a comprehensive list.

### The Cerulean Storm

A raging blue storm, known as the *Cerulean Storm*, covers the entire Valley of Dust and Fire with lightning and thunder, roiling clouds, and torrential rain. The storm has been raging since FY 10, and it shows no signs of venting its energy any time soon.

Those who are able to survive long enough to access this conjunction's special ability gain the power to resist the elements that compose the Storm.

**Lore**: Characters can gain the following pieces of information about the *Cerulean Storm* by making a successful Knowledge (arcana), Knowledge (history), or bardic knowledge check at the appropriate DCs, as given below.

DC 20: The *Cerulean Storm* is a power conjunction said to grant resistance to the elements that compose it.

DC 25: The *Cerulean Storm* was created when the First Sorcerer was re-imprisoned.

DC 30: The *Cerulean Storm* began when Rajaat's cloudbody was engulfed by Rkard's sun-spell. Though it was formed from the remains of Rajaat's cloudbody and fueled by the First Sorcerer's bond with elemental water,

the *Cerulean Storm* was tied to Tithian due to his reaction to the sun-spell and the Dark Lens.

**Description**: The constant rain that strikes the sea of lava creates great clouds of scalding steam that rise high into the sky. This boiling steam has made the valley's deepest interior uninhabitable. Even the rim of the valley is deadly, because lightning flashes dance across the ground and scalding steam drifts upon every breeze. Ur Draxa and its citizens are dead, and only the most suicidal adventurers would attempt trying to reach its gates while the cold, stinging rain continues to fall over the sea of lava.

Those who are brave enough to reach the outer rim of the Valley might encounter the disembodied form of Tithian of Tyr, who was permanently tied to the *Cerulean Storm* and now haunts the valley and inadvertently protects the *Dark Lens* that could otherwise be used to free him.

**Prerequisites**: Only a creature with at least five character levels can access the power of the *Cerulean Storm*, and then only if it possesses no special ability that would lessen the damage it takes from the Storm.

**Conjunction Activation**: To gain the benefit of the power of the *Cerulean Storm*, a character must draw its powers into himself by sheer force of will. Doing so requires a full-round action and provokes attacks of opportunity.

**Recharge**: Once the *Cerulean Storm* has granted a character its benefit, it cannot grant the same character the benefit for one year.

**Special Ability (Su)**: A qualified creature gains resistance to electricity 10. A creature that already has resistance to electricity from another source (even a temporary one, such as a spell or item) gains nothing from the *Cerulean Storm*. A creature can gain this benefit only once, and its effects do not stack with any other resistance to electricity the creature might subsequently gain.

**Duration**: The electricity resistance lasts for a year.

**Aura**: Strong evocation.

**Ability Value**: 10,000 Cp.

### Crimson Monolith

The blood-red needle called the *Crimson Monolith* rises from the eastern dunes, piercing the blazing sky like a stone sword blade. No one knows who built it or how long ago it was constructed. It simply stands alone amid the rise and fall of the sand dunes like a lonely trail marker.

The *Crimson Monolith* is a relic of legendary magic, one of the few items that can pierce the Gray's barrier and travel to the Outer Planes, together with the Nightmare Gate and the Planar Gate.

**Lore**: Characters can gain the following pieces of information about the *Crimson Monolith* by making a successful Knowledge (arcana), Knowledge (the planes), or bardic knowledge check at the appropriate DCs, as given below.

DC 15: Travelers claim that on nights when the twin moons are high in the sky, strange creatures emerge from the monolith to explore the nearby dunes. These creatures simply step out of the solid stone, for no doors appear to open the way. When the moons begin to disappear, giving way to the crimson dawn, the beings step back into the monolith as silently and mysteriously as they arrived.

DC 20: Gates that connect Athas and the Outer Planes still exist, but their links function only when the Gray's interdimensional barrier is weaker.

DC 25: If the proper ritual is performed at the right time, those who touch the monolith instantly vanish from the face of Athas.

**Description:** The needle is made of an unknown red stone. It is smooth and warm to the touch, and some claim it even pulses like a living thing. The base is about 15 feet around, and it tapers to a point about 40 feet above the ground. It has no seams, no obvious doors or windows, and no apparent function.

**Prerequisites:** Only a creature with five or more character levels can access the power of the *Crimson Monolith*.

**Conjunction Activation:** To claim the power of the *Crimson Monolith*, a character must touch the monolith at night during the end of the Endlean Cycle, which occurs only once every eleven years. The *Crimson Monolith* can affect eight creatures on any given night. If the number of qualified creatures it is greater than that, the monolith affects eight of them (chosen randomly).

**Recharge:** Once the *Crimson Monolith* has conferred its benefit, it cannot confer them again for one day.

**Special Ability (Su):** A character who touches the *Crimson Monolith* is instantly transported to a random Outer Plane, unless the character speaks out loud in Rhulisti the name of the plane he desires to go to.

**Duration:** The conferred ability lasts for 8 hours.

**Aura:** Overwhelming conjuration.

**Ability Value:** 8,000 Cp.

## The Memory Shrine

Just below the Elven Tower in Kurn, on the steep slopes of Mount Temeia in the city-state of Kurn, a garden filled with ancient trees and young flowers sits open for any Kurnan citizen. A stream of fresh water runs zigzag down the hill. Although steep, the ground is easy to climb if one goes slowly, and even easier to find a comfortable spot to sit in the quiet and peaceful shade. The *Memory Shrine* is used as a way for the Kurnans to keep their location and secrets just the way they are: secret.

**Lore:** Characters can gain the following pieces of information about the *Memory Shrine* by making a successful Knowledge (arcana), Knowledge (local [Kurn]), or bardic knowledge check at the appropriate DCs, as given below.

DC 15: *Memory Shrine* is open to any Kurnan citizen. From any part of the garden, one has a breathtaking view of almost the entire city below them, the Banding Slopes and the White Mountains. And yet while dozens of persons walk the garden at any time, the steep slope,

trees, and the shape of the path make it easy to find solitude. Kurnans in mourning often go visit *Memory Shrine* to find comfort, some to remember, and some to forget.

DC 20: By custom, Kurnans often spend a few days every year visiting the tombs of their ancestors in the northern canyons, and then, immediately upon returning to Kurn, visit *Memory Shrine* before they return to their homes or talk to anyone else.

DC 25: Sometimes foreigners who have rendered great service to the city, or who have gained Oronis' attention, are allowed to visit *Memory Shrine*, and drink from the waters of the enchanted stream.

DC 30: Korgunard, that popular Urikite wizard that used to visit Kurn, used to visit the garden before coming to speak with Oronis.

**Description:** Some of the trees in the garden are trees of life. The stream that runs down the hill runs into the city's water supply, but its supernatural powers only affect those that drink from the waters inside *Memory Shrine*.

**Prerequisites:** Anyone may be affected by the powers of *Memory Shrine*, if they drink the water, knowing that the water has the power to modify memory.

**Conjunction Activation:** In order to enjoy any of the effects of the water, one must willingly drink the water knowing that the water modifies memory. Someone who is tricked or coerced into drinking the water is unaffected, and those that drink it willingly, give up any saving throw against all of the stream's effects.

**Recharge:** There is no limit on the number of times that one can use power of *Memory Shrine*.

**Special Ability (Sp):** All mind-affecting spells and psionic powers will fail against the subject so long as he remains in *Memory Shrine*, except for the effects of the shrine itself. The subject is immediately cured of any mental control, coercion, or possession. A subject can recall any experience in their life with perfect clarity. If the subject has had his memories altered, then his complete and correct memories are restored, but only as long as he remains in the garden.

When he leaves the garden, his memory reverts to what it was before, and he doesn't recall anything that occurred during his visit to the garden, either. Two or more persons that visit the garden and drink the water together may choose to alter their memories together. Couples that have had a quarrel sometimes visit this spot to forget the terrible things that they said to each other. This ability functions like the *modify memory* spell, with the following differences: the effect is instantaneous the moment that the subject leaves the garden, there is no time limit on the amount of time forgotten, and there is no saving throw, since the subjects choose to be subject to the enchantment. One cannot drink the water willingly and then attempt to resist, trying to get others to forget while maintaining one's own memories.

**Duration:** The subject's memories are permanently modified, but whenever the subject returns to *Memory Shrine*, the subject remembers all the true memories at

once, and realizes the falsehood of the false memories, as explained above.

**Aura:** Overwhelming enchantment.

**Ability Value:** 2,000 Cp.

## The Mud Palace

The *Mud Palace* is located in a huge mudflat in an inland silt basin, in one of the most deserted parts of the Tyr Region. The entire mudflat is populated by horrid monsters, the like of which have never been seen before outside this basin. It lies in the middle of a dense forest with its grounds haunted by venomous spiders and snakes of every sort.

Because the magic of the palace is tied to its location, not to the water within it, any water removed from the palace is simply normal water.

**Lore:** Characters can gain the following pieces of information about the *Mud Palace* by making a successful Knowledge (arcana), Knowledge (the planes), or bardic knowledge check at the appropriate DCs, as given below.

**DC 20:** The *Mud Palace* is the remnant of a long-standing connection to the Elemental Plane of Water, and it holds the essence of that watery realm.

**DC 25:** Those who stand within the *Mud Palace* can pull some of its power into themselves to increase the power of their watery spells.

**Description:** At the center of the island, where the foliage grows so thick it is a veritable jungle, a magnificent castle of white marble rises out of the mud. There are no windows, doors, or entrances of any sort in the castle—save for the windows at the highest levels of the tower, which gush forth a constant stream of water.

**Prerequisites:** Only a 5th-level or higher spellcaster can access the power contained in the *Mud Palace*.

**Conjunction Activation:** Only a creature with five or more character levels can benefit from the effects of the *Mud Palace*.

**Recharge:** Once the *Mud Palace* has conferred its ability on a single divine spellcaster, it cannot do so again for one year.

**Special Ability (Su):** A spellcaster who draws forth the power of the *Mud Palace* has an effective +2 caster level for all spells with the water descriptor.

**Duration:** The conferred ability lasts for one year.

**Aura:** Strong evocation.

**Ability Value:** 8,000 Cp.

## Rajaat's Pyramid

In the swamp that lies at the bottom of the Jagged Cliffs, an ancient pyramid was created by Rajaat to serve as a magical storehouse, complete with traps and guardians, although the Sorcerer took almost everything out of it to arm his champions during the Cleansing Wars. This conjunction is imbued with so much raw arcane energy that the very air seems to hum with unfocused power.

This is not the only pyramid Rajaat has constructed during the period when he developed and refined his

sorcerous knowledge and there is at least another one heard of.

**Lore:** Characters can gain the following pieces of information about *Rajaat's Pyramid* by making a successful Knowledge (arcana), Knowledge (ancient history), or bardic knowledge check at the appropriate DCs, as given below.

**DC 15:** *Rajaat's Pyramid* is a wellspring of magical power.

**DC 20:** *Rajaat's Pyramid* uses the raw magical energies of the Swamp to enhance spells from a particular school of magic.

**DC 25:** *Rajaat's Pyramid* is a magical citadel, constructed by Rajaat himself. The Warbringer fashioned this place so that various sectors within it reflect the nature of one basic focus, or "school" of magic.

**DC 30:** The ancient pyramid was created as a magical storehouse, complete with traps and guardians, although Rajaat took almost everything out of it to arm his champions during the Cleansing Wars.

**Description:** The water around the Pyramid is much deeper than it appears. The entire area is 50 feet deep, and a pair of gigantic, rusty iron doors lies at the bottom of a confluence of two thick, mossy streams. The water around the Pyramid is far too murky to see through, but divers can probably feel the doors. Each door is 250 feet wide and 500 feet long.

There is no way of physically opening the doors, although magic (even a simple *knock* spell) can accomplish the task, forcing the ancient portals to slide open. If the doors open, an inverted stone pyramid, each of the four sides of its base over 400 feet long, rises from the shaft below the doors, thrusting up through the water to float 100 feet in the air. The shaft beneath the doors is empty, other than the pyramid, and filled with water down to its bottom, 500 feet below.

At night, the doors magically open on their own, and the pyramid rises from the depths, dripping mosses and slimy water from its smooth stone surface. If the player characters arrive at the confluence at night, they see the inverted pyramid already hanging magically in the air. If they arrive by day but camp at the side of the confluence until dark, they will see it rise, apparently of its own volition. The next sunrise, the pyramid sinks down into the shaft and the doors close again.

**Prerequisites:** Only an 8th-level or higher arcane spellcaster can access the power contained within a *Rajaat's Pyramid*.

**Conjunction Activation:** To claim the power of one of the pyramid's rooms, a qualified arcane spellcaster must stand inside the room and draw its powers into himself by sheer force of will after speaking the school name in Rhulisti aloud. Doing so requires a full-round action and provokes attacks of opportunity.

**Recharge:** Once a *Rajaat's Pyramid* has conferred its ability on a single arcane spellcaster for every room, it cannot do so again for one year.

**Special Ability (Su):** An arcane spellcaster who draws forth the power of a *Rajaat's Pyramid* can cast spells from a specific school stronger than normal. Once per day, he can

cast a spell of 3rd level or lower extended, empowered, maximized, or quickened without using a higher spell slot. In addition, creatures inside the Pyramid are immune to the adverse effects of Rajaat's swamp (see page 6 of the *Life-Shaping Handbook* for details).

**Duration:** The conferred ability lasts for 30 days.

**Aura:** Overwhelming universal.

**Ability Value:** 15,000 Cp.

## The Star Rock

One of many mesas in the western portion of the Broken Deep, *Star Rock* has its name for the unnamed structure built on its crumbling surface. It has many different worn symbols on its stone doorways.

The *Star Rock* grants the power to see the future and the ability to foresee the location of stars and the moons to anyone capable to recover its crystals.

**Lore:** Characters can gain the following pieces of information about *Star Rock* by making a successful Knowledge (arcana), Knowledge (ancient history), or bardic knowledge check at the appropriate DCs, as given below.

*DC 20:* Sages have referred to the *Star Rock* structure as a "primitive orrery" but the truth is that no one has ever built a more accurate device, if one knew how to use it properly.

*DC 25:* Astronomers that have studied *Star Rock* agree that if one were to reassemble or re-create the original crystals, that one could not only predict the movement of celestial bodies with perfect accuracy, but also gain tremendous knowledge regarding the past and future. Since recent celestial events such as the Messenger's failure and the Hour of Blue Sun, a growing number of astronomers have made pilgrimages to *Star Rock*, where, they believe, lie the answers.

*DC 30:* Trolls began reconstructing *Star Rock* during the dawn of the Rebirth, and spent two thousand years completing it. Unfortunately, over the ages, wanderers have stolen the tablets containing instructions and information learned from King's Ages of studying the stars. These thieves also removed the original crystal blocks that belong in some of the doorways. At certain

times of the day, these blocks focused sunbeams on specific troll-runes carved into the dolmens.

**Description:** Colossal stones called dolmens sit upon each other in threes, forming stark, doorway-like structures. These doorways stand in circular formations; the formation above *Star Rock* includes four intact concentric circles. The center-most circle has four layers of staggered doorways. On the eastern side of the formation, the outer circle has two isolated doorway-like structures forming part of a second level. If one stands in the right location, these outer doorways capture the sunrise on the mornings of High Sun and Low Sun.

**Prerequisites:** *Star Rock* only confers its special ability if all of its crystals are put back into their place.

**Conjunction Activation:** To claim the power of the *Star Rock*, a character must first retrieve all of the missing crystals and put them into their right sockets. This process take 1 minute and provokes an attack of opportunity.

**Recharge:** Once *Star Rock* has conferred its benefit, it cannot confer them again for one Endlean Cycle (seven years).

**Special Ability (Su):** *Star Rock* heightens the perception of an affected creature towards the future and the stars. The character can cast any divination spell or manifest any clairvoyance power at an effective caster/manifest level five higher than his actual caster/manifest level, and *Star Rock* itself replaces any required focus or material components for any divination spell.

Without the crystals, a character with ranks in Knowledge (nature) or Knowledge (ancient history) learned astronomer who spends at least a day studying this structure gains +10 to all Knowledge (nature) checks relating to the movement of the stars and moons, and +2 to all Knowledge (ancient history) checks.

**Duration:** *Star Rock* affects creature while they are within its confines, and a full 24 hours after the creature leaves the observatory.

**Aura:** Overwhelming divination and clairvoyance.

**Ability Value:** 10,000 Cp.