


# EMERALD SPIRE LEVEL 11

## THE TOMB OF YARRIX

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## FORBIDDANCE

**School** abjuration; **Level** cleric 6

**Casting Time** 6 rounds

**Components** V, S, M (holy water and incense worth 1,500 gp, plus 1,500 gp per 60-foot cube), DF

**Range** medium (100 ft. + 10 ft./level)

**Area** 60-ft. cube/level (S)

**Duration** permanent

**Saving Throw** see text; **Spell Resistance** yes

*Forbiddance* seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

*Alignments identical:* No effect. The creature may enter the area freely (although not by planar travel).

*Alignments different with respect to either law/chaos or good/evil:* The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

*Alignments different with respect to both law/chaos and good/evil:* The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Adding a password requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

*Dispel magic* does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level. You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

**Brown Mold (CR 2):** Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.

## UNHOLY AURA

**School** abjuration [evil]; **Level** cleric 8

**Casting Time** 1 standard action

**Components** V, S, F (a tiny reliquary worth 500 gp)

**Range** 20 ft.

**Targets** one creature/level in a 20-ft.-radius burst centered on you

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

**Saving Throw** see text; **Spell Resistance** yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains SR 25 against good spells and spells cast by good creatures.

Third, the abjuration protects the subjects from possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (Fortitude negates).

**SEUGATHI****CR 6**

CE Large aberration

**Init** +9; **Senses** darkvision 120 ft., *detect thoughts*, tremorsense 30 ft.; Perception +15**Aura** madness (30 ft.)

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**DEFENSE****AC** 19, touch 14, flat-footed 14 (+4 armor, +5 Dex, +1 natural, –1 size)**hp** 67 (9d8+27); fast healing 5**Fort** +6, **Ref** +8, **Will** +9**DR** 10/slashing or piercing; **Immune** mind-affecting effects, poison; **SR** 17

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**OFFENSE****Speed** 30 ft.**Melee** mwk short sword +11/+6 (1d8+3/19–20), bite +5 (1d8+1 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** confusion command**Spell-Like Abilities** (CL 6th; concentration +10)Constant—*mage armor*At will—*detect thoughts* (DC 16), *levitate*3/day—*confusion* (DC 18), *dispel magic*, *suggestion* (DC 17)1/day—*mind fog* (DC 19), *phantasmal killer* (DC 18)

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**STATISTICS****Str** 16, **Dex** 20, **Con** 17, **Int** 14, **Wis** 17, **Cha** 19**Base Atk** +6; **CMB** +10; **CMD** 25 (can't be tripped)**Feats** Ability Focus (aura of madness), Combat Casting, Combat Reflexes, Improved Initiative, Weapon Finesse**Skills** Escape Artist +17, Knowledge (religion) +14, Perception +15, Sense Motive +12, Stealth +13, Use Magic Device +16**Languages** Aklo, Undercommon; telepathy 100 ft.**SQ** item use**Gear** masterwork short sword, *wand of magic missile* [CL 5th, 1d20+30 charges] or *wand of web* [6 charges]

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**SPECIAL ABILITIES****Aura of Madness (Su)** Any sane being within 30 feet of a conscious seugathi must make a DC 20 Will save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the *insanity* spell. A seugathi can suppress or activate this aura as a free action. This is a mind-affecting effect. The save DC is Charisma-based.**Confusion Command (Su)** As an immediate action, a seugathi can issue a telepathic command to a confused creature within 30 feet. This allows the seugathi to pick a result from the confusion behavior table, rather than the confused creature rolling randomly for its actions that round.**Item Use (Ex)** A seugathi can utilize spell trigger devices as if it were a spellcaster of the appropriate class. As a free action by touch, it can identify all spell trigger properties an item has. Use Magic Device is a class skill for seugathis.**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis and deafness; *cure* 2 consecutive saves. Deafness persists as long as the ability damage caused by the poison lasts. The save DC is Constitution-based.

**CEPHALOPHORE****CR 8**

N Large construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +1**DEFENSE****AC** 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)**hp** 96 (12d10+30)**Fort** +4, **Ref** +6, **Will** +5**Defensive Abilities** shatter weapon; **Immune** construct traits; **SR** 20**OFFENSE****Speed** 20 ft.**Melee** 2 slams +18 (2d6+7 plus dazing strike)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** dazing gaze**STATISTICS****Str** 25, **Dex** 14, **Con** —, **Int** —, **Wis** 12, **Cha** 1**Base Atk** +12; **CMB** +20; **CMD** 32**SQ** shatter weapon, statue form**SPECIAL ABILITIES**

**Dazing Gaze (Su)** A cephalophore can make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a DC 16 Will save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

**Dazing Strike (Su)** A creature struck by the cephalophore's slam attack must succeed at a DC 16 Will save or be dazed for 1 round. Those who save are instead sickened for 1 round. This is a mind affecting fear effect, and the save DC is Wisdom-based.

**Shatter Weapon (Ex)** When a character strikes a cephalophore with a weapon, the weapon takes 3d6 points of damage (apply its hardness normally). A weapon that takes damage in excess of its hardness gains the broken condition.

**Statue Form (Ex)** If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 Perception check to notice the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains a +6 bonus on its initiative check.

**MUMMY****CR 5**

LE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +16**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)**DEFENSE****AC** 20, touch 10, flat-footed 20 (+10 natural)**hp** 60 (8d8+24)**Fort** +4, **Ref** +2, **Will** +8**DR** 5/—; **Immune** undead traits**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft.**Melee** slam +14 (1d8+10 plus mummy rot)**w/ Power Attack** slam +12 (1d8+16 plus mummy rot)**STATISTICS****Str** 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15**Base Atk** +6; **CMB** +13; **CMD** 23**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)**Skills** Perception +16, Stealth +11**Languages** Common**SPECIAL ABILITIES**

**Despair (Su)** All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

**Mummy Rot (Su)** Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

**BEBILITH****CR 10****XP 9,600**

CE Huge outsider (chaotic, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., scent; Perception +16**DEFENSE****AC** 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, –2 size)**hp** 150 (12d10+84)**Fort** +15, **Ref** +11, **Will** +7**DR** 10/good**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +19 (2d6+9 plus rot) and 2 claws +19 (2d4+9/19–20)**w/ Power Attack** bite +15 (2d6+17 plus rot) and 2 claws +15 (2d4+17/19–20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** dismantle armor, penetrating strike, web (+11 ranged, DC 23, 12 hp)**Spell-Like Abilities** (CL 12th)At will—*plane shift* (bebilith only)**STATISTICS****Str** 28, **Dex** 12, **Con** 24, **Int** 11, **Wis** 13, **Cha** 13**Base Atk** +12; **CMB** +23; **CMD** 34 (46 vs. trip)**Feats** Cleave, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack**Skills** Acrobatics +16, Climb +32, Perception +16, Sense Motive +16, Stealth +16, Survival +16; **Racial****Modifiers** +8 Stealth**Languages** Abyssal (cannot speak); telepathy 100 ft.**SPECIAL ABILITIES**

**Dismantle Armor (Ex)** If a bebilith hits a foe with both claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.

**Penetrating Strike (Su)** A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

**Rot (Su)** A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 23 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. *Heal* can also halt the rot effect. The save DC is Constitution-based.

**Web (Ex)** Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.



**BEARDED DEVIL (BARBAZU)****CR 5**

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +10

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**DEFENSE****AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)**hp** 57 (6d10+24)**Fort** +9, **Ref** +7, **Will** +3**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

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**OFFENSE****Speed** 40 ft.**Melee** glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)**w/ Power Attack** glaive +9/+4 melee (1d10+12 plus infernal wound) or 2 claws +8 melee (1d6+8)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)**Special Attacks** beard**Spell-Like Abilities** (CL 12th)At will—*greater teleport* (self plus 50 lbs. of objects only)1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

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**STATISTICS****Str** 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +10; **CMD** 22**Feats** Improved Initiative, Power Attack, Weapon Focus (glaive)**Skills** Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

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**SPECIAL ABILITIES****Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.*Devil Chills:* Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.**Infernal Wound (Su)** The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.**See in Darkness (Su)** Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

**YARRIX****CR 10**Female variant mummy cleric of Hastur 7 (*Pathfinder RPG Bestiary* 210)

NE Medium undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +20**Aura** despair (30 ft., DC 17)**DEFENSE****AC** 24, touch 13, flat-footed 23 (+1 armor, +2 deflection, +1 Dex, +10 natural)**hp** 134 (15 HD; 8d8+7d8+67)**Fort** +11, **Ref** +6, **Will** +17; +2 vs. mind-affecting**DR** 5/—; **Immune** undead traits; **Resist** fire 10**Weaknesses** vulnerable to cold**OFFENSE****Speed** 20 ft.**Melee** slam +20 (1d8+11 plus mummy rot [DC 17])**w/ Power Attack** slam +17 (1d8+20 plus mummy rot [DC 17])**Ranged** ray +13 ranged touch**Special Attacks** channel negative energy 6/day (DC 18, 4d6)**Domain Spell-Like Abilities** (CL 7th; concentration +12)

8/day—touch of evil (3 rounds)

**Cleric Spells Prepared** (CL 7th; concentration +12, +16 defensively)4th—*aura of doom*<sup>UM</sup> (DC 20), *death ward*, *unholy blight*<sup>D</sup> (DC 20)3rd—*fly*<sup>D</sup>, *magic vestment* (already cast), *prayer* (already cast), *vision of hell*<sup>UM</sup> (already cast)2nd—*dread bolt*<sup>UM</sup> (2, DC 18), *levitate*<sup>D</sup>, *silence* (DC 17), *summon monster II*1st—*bane* (DC 16), *command* (2, DC 17), *doom* (DC 17), *feather fall*<sup>D</sup>, *sanctuary* (DC 16), *shield of faith*0 (at will)—*bleed* (DC 16), *detect magic*, *light*, *read magic***D** domain spell; **Domains** Evil, Void<sup>ISWG</sup>**TACTICS****Before Combat** Yarrix casts *magic vestment*, *vision of hell*, and *prayer*.**During Combat** Yarrix's despair aura affects PCs as soon as they see her. If Yarrix's spells are exhausted, she uses bleeding touch and enters melee, using Power Attack.**Morale** Yarrix fights until destroyed.**Base Statistics** Without *magic vestment* and *prayer*, Yarrix's statistics are **AC** 23, touch 13, flat-footed 22; **Fort** +10, **Ref** +5, **Will** +16; **Melee** slam +19 (1d8+10 plus mummy rot [DC 17]); **Ranged** ray +12 ranged touch; **Skills** Knowledge (planes, religion) +15, Perception +19, Spellcraft +9, Stealth +12.**STATISTICS****Str** 24, **Dex** 12, **Con** —, **Int** 10, **Wis** 20, **Cha** 17**Base Atk** +11; **CMB** +18; **CMD** 31**Feats** Combat Casting, Improved Channel, Power Attack, Skill Focus (Perception), Spell Focus (evocation, necromancy), Toughness, Weapon Focus (slam)**Skills** Knowledge (planes, religion) +16, Perception +20, Spellcraft +10, Stealth +13**Languages** Aklo, Common**Gear** *ring of protection* +2**SPECIAL ABILITIES****Despair (Su)** All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be

affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based.

**Mummy Rot (Su)** Curse and disease—slam; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

#### Extend Spell (Metamagic)

You can make your spells last twice as long.

**Benefit:** An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

#### Lingering Spell (Metamagic)

Your spell clings to existence, slowly fading from the world.

**Benefit:** You may cause an instantaneous spell that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet. A lingering spell uses up a spell slot one level higher than the spell's actual level.

#### Persistent Spell (Metamagic)

You can modify a spell to become more tenacious when its targets resist its effect.

**Benefit:** Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. A persistent spell uses up a spell slot two levels higher than the spell's actual level.

Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

## Yarrix Cheat Sheet

### 4<sup>th</sup> level spells

**Aura of Doom** (necromancy [emotion, fear, mind-affecting], VSMDF, personal 20ft radius, 10min/lvl, SRyes) – All non-allies WILL or be shaken.

**Death Ward** (necromancy, VSDF, living creature touched, 1min/lvl, SRyes) – +4 morale bonus on saves against death spells and magical death effects. Get a save even if you normally wouldn't get one. Immune to energy drain, negative levels and channeled negative energy.

**Unholy Blight** (evocation [evil], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

### 3<sup>rd</sup> level spells

**Fly** (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Fly at 60ft. +1/2lvl to Fly skill. When spell ends, *feather fall* for 1d6 rds.

**Magic Vestment** (transmutation, VSDF, armor or shield touched, 1hr/lvl, SRyes (h)) - +1 enhancement bonus to armor or shield

**Prayer** (enchantment (compulsion) [mind-affecting], VSDF, 40ft. burst centered on you, 1rd/lvl, SRyes) – Allies get +1 luck bonus to attack, weapon damage, saves and skills. Enemies get a similar penalty.

**Vision of Hell** (illusion [glamer] [evil, fear], VM, medium, 50ft. radius emanation, 1min/lvl) – WILL or visions of hell cause shaken with an additional -2 penalty to saves vs. fear. Devils and lawful evil creatures are immune.

### 2<sup>nd</sup> level spells

**Dread Bolt** (evocation [evil], VSDF, close, arrow-shaped projectile of evil energy, SRyes) – Ranged touch attack. 1d8 dmg/2lvls. Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

**Levitate** (transmutation, VSF, personal or close, 1min/lvl) – Move yourself, another person, or another object up and down. Move action to move up or down 20ft. Increasing -1 penalty per attack, up to a -5.

**Silence** (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

**Summon Monster II** (conjuraction (summoning), 1 round, VSFDF, close, 1rd/lvl (D)) – Summon 1 lvl 2 monster or 1d3 lvl 1 monsters.

### 1<sup>st</sup> level spells

**Bane** (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

**Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

**Doom** (necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRyes) – WILL or shaken.

**Feather Fall** (transmutation, V, 1 immediate action, close, one medium or smaller freefalling creature/lvl, until landing or 1rd/lvl, SRyes) – Slows down falling rate to 60ft/rd.

**Sanctuary** (abjuration, VSDF, 1rd/lvl) – If you attack me, WILL or lose the action and you can't attack me anymore. Attacking breaks the spell.

**Shield of Faith** (abjuration, VSM, creature touched, 1min/lvl) - +3lvls deflection to AC

### Special Abilities

**Touch of Evil** – Melee touch attack to sicken someone for 3 rounds. Creatures sickened in this way count as good for spells with the evil descriptor.

### BRACERS OF FALCON'S AIM

**Aura** faint transmutation; **CL** 3rd; **Identify** DC 18

**Slot** wrists; **Weight** 1 lb.; **Price** 4,000 gp

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#### DESCRIPTION

Each of these crimson leather bracers is emblazoned with the image of a soaring golden falcon scanning the ground for easy prey. They continually grant the wearer the benefits of the *aspect of the falcon* spell, though without the spell's physical transformation.

(*aspect of the falcon* = +3 competence bonus on Perception, +1 competence bonus on ranged attack, critical multiplier for bows and crossbows becomes 19-20/x3.)

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *aspect of the falcon*; **Cost** 2,000 gp

### STAFF OF FIRE

**Aura** moderate evocation; **CL** 8th

**Slot** none; **Price** 18,950 gp; **Weight** 5 lbs.

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#### DESCRIPTION

Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (2 charges)
- *Wall of fire* (3 charges)

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#### CONSTRUCTION

**Requirements** Craft Staff, *burning hands*, *fireball*, *wall of fire*; **Cost** 9,475 gp