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WHEN THE SKY FALLS™

AN EVENT BOOK
by
BRUCE R. CORDELL

WHEN THE SKY FALLS



MALHAVOC PRESS™





WHEN THE SKY FALLS

An event book regarding a meteorite's impact and Afterfall in a fantasy world

BY BRUCE R. CORDELL

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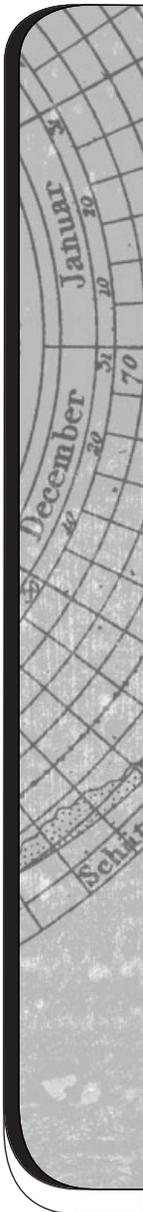
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The Impact Event

When the Sky Falls is an event book providing advice and rules support for DMs wishing to incorporate a continent-wide physical effect: the impact of a meteorite large enough to change things.

Raining meteors on your campaign world requires some serious thought. This is a major event, and it deserves careful planning—in terms of what you should do ahead of time, and the consequences of what will happen afterward.

FALL OF A METEORITE

Question: Why would a DM want to rain down a fiery fist onto his campaign world?

Answer: For the same reason a DM puts bandits on the road, an evil presence in the temple, and undead in the graveyard—to create the opportunity for adventure! Danger and adventure are nearly synonymous, and few events are more potentially dangerous than the fall of a meteorite. Unless the DM is going for maximum destruction, it is the immediate aftermath of a meteorite strike, often called the Afterfall, that produces myriad opportunities for adventures. However, the strike itself is still a dramatic and exciting event for your player characters (PCs) to witness from afar. This is an event that can change a typical campaign into a memorable unique campaign setting.

WHAT'S AN EVENT BOOK?

Malhavoc Press' event books are how-to guides for implementing a major event into your campaign. Each one takes a major event that could have profound repercussions on your campaign and examines it thoroughly. It provides DM advice on staging the event, involving the PCs, and making changes necessary to the campaign as natural consequences of the event. Each event book also includes new nonplayer characters (NPCs), organizations (usually with associated prestige classes), and even rules, spells, magic items, and monsters involved with the event. The event book *Requiem for a God* by Monte Cook details the death of a god and its effects on a fantasy campaign.

USING THIS BOOK

Here's a chapter-by-chapter breakdown of what this book contains:

- 1 **The Impact Site:** Discusses where to locate a meteorite strike and describes the three types of meteorites detailed in this book—mundane, thaumaturgic, and engram ark.
- 2 **Integrating the Event:** How to adjust a campaign world to accommodate the cataclysmic aftereffects of a meteorite strike.
- 3 **Prestige Classes:** Four new prestige classes associated with different aspects of the impact event.
- 4 **Feats of the Afterfall:** A dozen new meteorite-related feats available to those who qualify for them.
- 5 **Spells:** Descriptions of 38 new spells available to arcane and divine spellcasters.
- 6 **Afterfall Magic Items:** New weapons, wondrous items, and artifacts that can appear in a campaign world that is hit by a meteorite.
- 7 **Monsters:** Descriptions of new creatures that can spring up in the aftermath of a strike.
- 8 **I Found it in the Crater:** Five fleshed-out ideas for scenarios involving meteorites of truly bizarre origin.

Because this is a “how-to” book for your game, most of the chapters contain boxed “Checklist” sidebars that boil down the guidelines in that section to a few clear steps. As you go through this book, use these checklists to help you make some notes about implementing the guidelines in your own campaign. Other boxes, labeled “Key Terms,” are designed to help you keep track of the new concepts this book introduces.

Use of the term “celestial” in *When the Sky Falls* does not refer to an angelic or heavenly being. Instead it refers to an item of otherworldly origins—such as a meteor.

Throughout this book, a dagger (†) indicates a spell, feat, creature, or item introduced elsewhere in this book. Otherwise, all references to spells, feats, and other rules are from the three Core Rulebooks: the *Player's Handbook*, the DMG, and the MM.

Bonus source material and ideas to augment the information in *When the Sky Falls* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at the following address: <www.montecook.com/mpress_Sky.html>.

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The Impact Site

Few events have the blunt, uncaring social (and physical) impact of a fiery fragment from the heavens falling into a world.

The first decision the DM must make is choosing where to let the hammer fall, and deciding how many impacts there will be. The three different avenues to explore are discussed below.

1. Choose a major city-state, island, or even continent in your campaign. This choice sacrifices ease of campaign insertion in return for high drama. Leveling a well-explored and mapped area of your campaign world has repercussions that alter both in-game play and out-of-play effort. The benefit is derived from the shock the players feel when understanding finally comes

to them that the city or country where their characters have adventured for most of their lives has been incinerated by a falling star.

If you choose a city or country that one or more PCs hail from to serve as ground zero, you automatically invest those characters with deep story-based seeds.

You can capitalize on this connection by specifically describing to

affected PCs how all their friends, family, enemies, favorite pubs, and more were all lost in the skyfall, not to mention the society's culture in part or in whole. Affected PCs could be some of the few remaining examples of their people, and an interesting subplot could develop if they decide to look for other survivors in an attempt to regroup and reestablish their culture.

The downside of this choice is that the affected area represents a lot of creative work you've done to build this part of your campaign. Setting torch to it, so to speak, means that you'll have a lot more work to do to describe what rises from the ashes. On the plus side, you'll have a foundation on which to rebuild your campaign—the ruins of the original cities, the cultures of the survivors, the governments in exile (if any), and land forms that are now destroyed or radically altered.

2. Choose an area far beyond the explored/visited areas in your campaign. This is the easiest way to incorporate a skyfall into your campaign, without ruining much (if any) of

the work you've done on your world. When the PCs hear that a faraway continent or city-state (or even an uninhabited island or barren plain) has been devastated by a skyfall, they may have never even heard of the location before. This scenario will have only the effects on the campaign that you specifically desire, because only the news and the effects of the skyfall that you want to reach the residents of your main campaign area will be apparent. If the PCs later decide to travel to ground zero, you have the advantage of being able to create it wholly to suit your own needs, without sacrificing previously described locations and adventure sites.

3. Choose a spot at the edge of explored/visited areas in your campaign. This position mixes many of the desirable elements of both the previous two options. Of course, any of these options allows you to foreshadow the event (as described later in this book). If an area the PCs have visited, have heard about, or have met people from during previous adventures is devastated and changed by a skyfall, you'll have the benefit of retaining the main campaign area and also of letting the PCs' own knowledge of how things used to be in the affected area enhance their appreciation of the event. This option is all the more effective if the PCs were set to visit the area anyway for a reason unrelated to the skyfall.

Whatever region you choose for ground zero, keep in mind that you may choose to pepper it with many meteors of modest size, or with a single massive meteor. You can also use a series of modest-sized meteorite strikes as a way of foreshadowing a larger meteorite strike to come.

It's a good idea to make a special map of the area affected by the strike, so you can keep track of which parts of that area are hit by the impact effects described below.

METEORITE TYPES

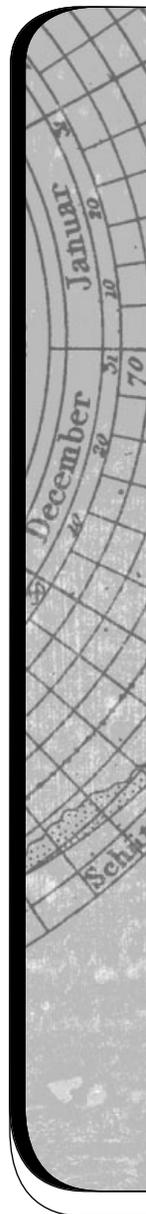
For the purposes of most of what's discussed in *When the Sky Falls*, there are three basic types of meteorites:

Mundane Meteorite. This is nothing more—and nothing less—than a big chunk of rock, just like the meteorites that have struck our real world. Even a relatively small mundane meteorite measuring a few feet in diameter is capable of causing horrendous damage in the area where it hits.

Thaumaturgic Meteorite. This sort of meteorite, also called a thaumeteorite, is a fragment from an incredible celestial object charged with immense magic. It is the source of a magical substance known as thaumeteoritic iron, or

Checklist

- Choose an area of your campaign world to serve as ground zero for the skyfall. Make a map of this area.
- Determine the level of destruction: Choose the standard meteorite size or fashion a smaller or larger strike of your own. Decide the number of meteorites that will strike.
- Determine whether each meteorite strike is mundane, thaumaturgic, or an engram ark.



starmilk, which some characters and creatures can learn to manipulate for great benefits.

Engram Ark. This meteorite is a relic of a lost world, a hollow sphere protected by a shield of force that contains an uncountable number of engrams—the encapsulated memories and abilities of the refugees of a world annihilated by the evil force known as the Dark Plea.

MUNDANE METEORITE

IMPACT

When even a mundane celestial object strikes a material world more than a few miles in diameter, it utterly eradicates all but the most basic life forms (assuming no other intervening forces or magical deflection). Thus, unless you simply want to end your campaign for the sake of a 50-mile-wide crater, it is best to focus on direct impacts of masses less than a mile in diameter, and usually only tens of feet on a side.

For that reason, many of the details of a mundane meteorite strike will deal with an “average”-sized meteor, which is defined for purposes of this book as a roughly 30-foot-diameter nodule of mineral-bearing stone. However, all the rules for the devastation wrought by mundane meteorites also apply to thaumaturgic meteorites and engram ark meteorites of the same size.

DESCRIBING THE FALL

When a meteor streaks across the sky, almost every creature for miles around is aware of it.

The meteor (it becomes a meteorite only upon impact; before it begins its fall, it’s a meteoroid) is visible long before it is audible. It appears as a great mass of light, usually white, but also green, red, or yellow (the color can change during the course of the fall). The mass is trailed by a long tail the same color as the head. People can see the meteor streaking at a steep angle across the sky. During the day, great tails of smoke trail the tail of light—this smoke trail can persist for hours in the upper portions of the sky. Imagine the dramatic image of several meteors streaking across the sky simultaneously (as might happen when a larger mass in the upper atmosphere calves into several smaller pieces).

A meteor glows because of the phenomenon known as ram pressure. As a meteor moves quickly through the upper atmosphere, it violently compresses the air in front of itself. The air gets very hot, which in turn heats the meteor, and it gives off light and smoke as a byproduct of this heating process—the hotter the meteor, the brighter the glow.

As a meteor plunges deeper into the atmosphere, gravity pulls it ever more rapidly toward the surface of the planet. When the velocity of this descent exceeds the speed of sound, observers will hear the meteor giving off a booming noise not unlike thunder, or a gunpowder cannon detonation, or the

clamor of continuous large explosions. Sometimes one hears the rapid clatter of smaller explosions (caused by fragments of the meteor breaking off during its fall).

THE IMPACT

A meteorite strike causes a massive explosion. A fountain of earth and released heat from melting rock destroys everything in the immediate area, so observers of the direct impact had best be miles away (at least) on the peak or slope of a hill or mountain that affords a good view of the site. The shock wave and air blast from the explosion move outward concentrically, like a colossal ripple on the surface of a pool where a stone has fallen, in a quickly widening radius.

The air blast of a mundane meteorite strike produces hurricane-force winds. Within 1,000 feet from the impact, winds in excess of 600 miles per hour scour the ground.

The air blast flattens trees out to a distance of about 2 miles, and animals in the same area are either killed or injured so severely that they are unable to feed or defend themselves (see rules on the next page).

The sound of impact is a deafening roar that slowly fades away like distant thunder.

About the Author

Born in Watertown, South Dakota, **Bruce R. Cordell** earned a degree in Environmental, Population, and Organismic Biology from the University of Colorado. While working as a Research Associate in process chemistry he learned to synthesize DNA, but he could not resist the call of game design.

In 1995 he abandoned science for a designer position at TSR, now Wizards of the Coast. His many design credits include the Psionics Handbook, The Sunless Citadel, Heart of Nightfang Spire, and the Origins Award-winning Return to the Tomb of Horrors. He won the 2002 EN World d20 System Award for Best Adventure for his first Malhavoc psionics title, If Thoughts Could Kill. His followup title, Mindscapes, was recently released.

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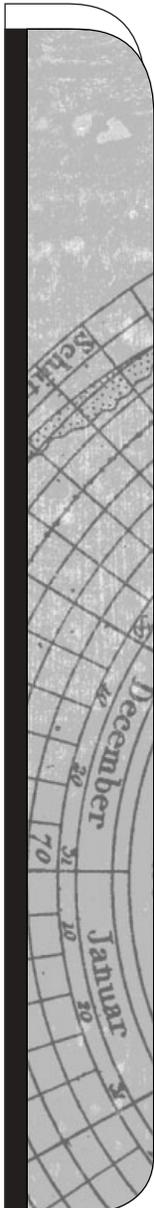
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Malhavoc Press

Malhavoc Press is game designer Monte Cook’s d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products such as The Book of Eldritch Might exhibit the mastery of the d20 System rules that only one of its original designers can offer. Look for Anger of Angels, designed by Sean K Reynolds, offering source material on playing angels in their cosmic war against the demons of hell, coming soon.

Current titles are available to purchase in either print or electronic (PDF) format at <www.montecook.com>.



CALCULATING IMPACT DAMAGE

When a standard (30-foot-diameter) meteor hits the ground, everything in a 1,000-foot radius of the impact point is simply destroyed (no saving throw). Beyond the 1,000-foot radius, creatures, objects, and structures are subject to the air blast and shock wave. All within a 1/2-mile

radius of the impact point take 800 points of damage, those between 1/2 mile and 1 mile away take 500 points of damage, those 1 mile to 1 1/2 miles away take 200 points of damage, and those between 1 1/2 miles and 2 miles away take 50 points of damage. Successful Reflex saving throws (DC 35) reduce damage by half. Creatures in

Air Explosions

Sometimes, small meteors ranging in size from less than 1 to 30 feet in diameter explode in the upper atmosphere before ever hitting the ground. It is possible that such an explosion in the atmosphere could cause damage on the ground, but this event book focuses on meteors that do not explode, but instead remain intact and strike the ground—whereupon they promptly explode.

the affected area are knocked prone whether they make their saves or not.

Of course, different 30-foot-diameter bodies may impact with more or less energy depending on a host of factors. To introduce some variation into the size of the area affected by a strike, roll 1d4 and consult the table at right.

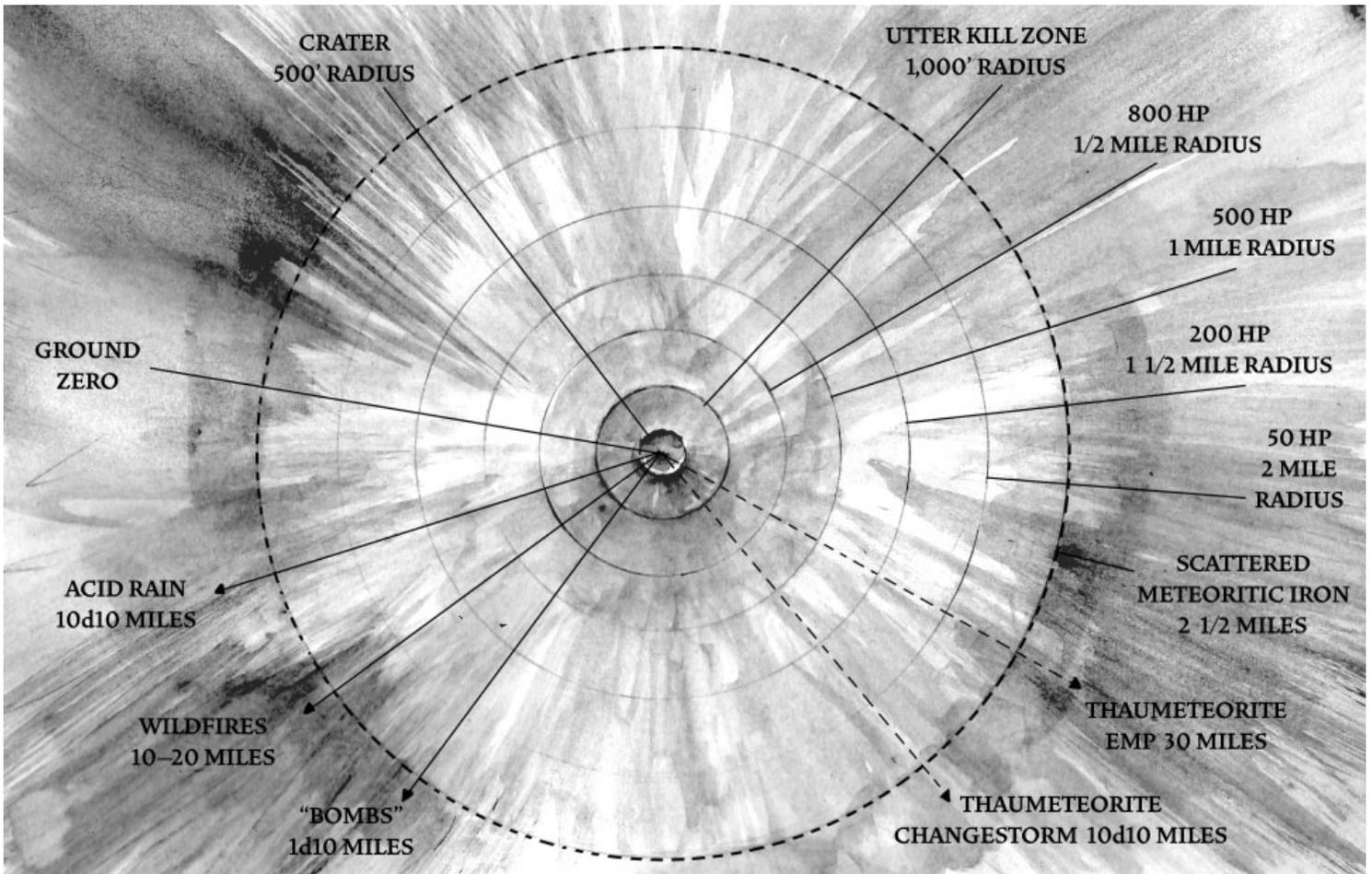
d4 Standard Variance

- 1 Shrink all radii 50%
- 2 No change
- 3 Increase all radii 50%
- 4 Double all radii

WATER IMPACT: TSUNAMI

When a meteorite strikes a large body of water, the same amount of energy is released as if the object had hit land, but in the sea this energy disperses more widely. The striking meteorite produces a swell of ocean water called a tsunami (also referred to as a “tidal wave,” but tsunamis have no relation to tides).

For the purposes of *When The Sky Falls*, a 280-foot-diameter meteorite that strikes within 100 miles of a coastline produces a tsunami (our standard 30-foot-diameter meteor doesn’t make a large enough “splash”). While it is still in deep water, a tsunami remains a series of waves that are only a few feet high and a hundred miles or more apart. Ships at sea cannot detect a passing tsunami, nor can the waves be seen by flying over the area. These waves travel at a speed of 600 mph (a character speed equivalent of a whopping 2,600 feet). As the waves reach shallow water, they slow down to a speed of only 30 mph (still a character speed equivalent of 130 feet) but rear up, cresting at a height of at least 100 feet. Each wave reaches inland for 1d4 miles. A series of 1d4 waves reach the coast at intervals of 5 minutes.



Creatures of any size on land that is overwhelmed by a tsunami wave must make a Swim check (DC 30) or be sucked into the wave and dashed along with the rest of the debris for 2d10 rounds, taking 6d6 points of damage each round, before being left behind by the advancing wave. Those who succeed on their Swim check fare better—they are pulled along for only 1d10 rounds and take 1d6 points of damage each round. Note that the threat of drowning (see rules in the DMG) also pertains to creatures held by the wave for long periods. Structures with an average hardness of 8 or less and objects are automatically subject to being sucked up and tumbled overland like a creature that fails its Swim check.

A tsunami can effect a coastline of up to 10d10 miles long.

For every 10 percent increase or decrease in the diameter of a water-impacting meteorite (from the base 280-foot diameter), increase or decrease all noted damage and effect areas and durations by 20 percent. Thus, increasing the size of the 280-foot-diameter meteorite by 100 percent to 560 feet means that it affects a coastline of up to 400 miles long, and so on.

EFFECTS OF THE AFTERFALL

Even a meteorite 30 feet in diameter can do much damage, and can strike with the energy of millions of destructive spells. Larger meteorites do even more extreme damage. For instance, a meteorite only 75 feet in diameter can create a crater 1 1/2 miles wide! Such masses vaporize the surface where they strike and throw up fountains of debris that can hang in the atmosphere for months as clouds of ash and soot. Strikes that occur in large seas or oceans create tsunamis that race across the world's seas, inundating everything but mountains and changing coastlines dramatically. The heat and blast of a meteorite impact kills everything, or almost everything, in the immediate radius (see above). The larger the strike, the larger the radius of the life-killing heat, the shock wave, and the air blast.

The extreme pressure at the point of impact melts rocks and creates a cloud of dust and smoke. The crater glows for 1d4 days afterward (or longer if the meteorite is not mundane in nature). A 30-foot-diameter meteorite strike blocks out the sun's light, cooling a summer or extending a winter (see "Weather," below). A larger strike could trigger an ice age.

As a traveler or victim gets closer and closer to the point of impact after the fact, she notices more and more effects of the Afterfall, as the following rules attempt to replicate:

WEATHER

A single strike of a standard meteor cools temperatures in the surrounding 50-mile radius for 2d4 weeks from the remnant haze of soot in the air. Multiple meteorites of this size (or a single meteorite yards on a side) spread over a large area could have much longer-lasting consequences, such as bringing winter six months early (and with early winter, the social consequences of lost crops and fractured ecosystems).

Acid Rain: Sometimes, strange minerals released from a meteor can infuse the atmosphere with dangerous acids that are incorporated into cloud and rain droplets within a 10- to 100-mile radius of a standard meteorite's impact point. This acidified rain comes and goes in squalls that individually last 1d10 minutes, and as a general phenomenon persists for only 2d4 days after impact (in nonstandard meteors of thaumaturgic or stranger origin, this acid rain could be permanent). In affected areas, there is a 1 in 10 chance for such a storm to occur each 12 hours. The acid deals 1d6 points of acid damage per minute (Fortitude save, DC 16 for half damage) to creatures, vegetation, and wooden structures.

Wildfires: Cities, grasslands, and forests within a 10- to 20-mile radius of the impact site of a standard meteorite are subject to decimation by wildfires ignited by the heat of impact.

Without a way to halt the fires (such as those in an affected city might accomplish, depending on their resources), assume this swath of flame burns itself out over the course of 1d4 days.

BOMBS

Blobs of molten rock, melted and propelled out of the ground by the heat and force of impact, can be carried miles by the shock wave. These bombs measure up to 6 feet across; any damage they inflict is part of the initial blast damage. Generally, they are found scattered, half-buried where they fell back to earth, in a radius of up to 10 miles from ground zero.

MOLTEN ELEMENTALS

Sometimes when a meteor falls into a fantasy world where magic reigns, the intensity of the impact opens brief portals to the elemental planes of fire and earth. In these brief instances, elemental spirits of earth and fire are sucked into just-born meteorite bombs, and they remain even after the bomb has fallen and cooled. They come out of their state of quiescence if disturbed, becoming animate and molten once more. Molten elementals, if they form at all, generally "haunt" the area of impact, and become quiescent again after dealing with trespassers (such as those who attempt to harvest nearby deposits of meteoritic iron; see next page). While molten elementals are found around meteorite

Calculating Effects of Other-Sized Meteorites

For ease of use, much of the material in When The Sky Falls concerning the environmental effects of a meteorite strike assumes a meteorite 30 feet in diameter. The effects of the impact of larger and smaller meteorites follows a nonlinear curve. Use this simplistic method to determine the effect for a meteorite larger or smaller than the standard:

For every 10 percent increase or decrease in the diameter of a meteorite, increase or decrease all noted damage and effect areas and durations by 20 percent. Thus, increasing the size of the 30-foot-diameter meteorite by 100 percent to 60 feet means that everything in a 3,000-foot radius is destroyed, while everything within 1 1/2 miles takes 2,400 points of damage, and so on. Likewise, you must magnify or diminish the duration of changes in the weather, the extent of wildfires, and other parameters. Meteorites only a few feet or less in diameter hardly cause any damage, and in fact are cool to the touch when they finally drop to the earth.

impacts, they are not necessarily related to the ark guardians† described later in this book.

Molten Elemental: CR 8; Huge elemental (Earth, Fire); HD 16d8+80; hp 152; Init +3; Speed 35 ft.; AC 22 [–2 size, +3 Dex, +11 natural], touch 11, flat-footed 19; Atk +19/+14/+9 melee (2d10+13 plus 2d8 fire, molten slam); SA Earth mastery, push, burn; SQ Elemental, damage reduction 10/+2; AL N; SV Fort +15, Ref +8, Will +5; Str 29, Dex 16, Con 21, Int 6, Wis 11, Cha 11

Skills and Feats: Listen +14, Spot +14; Cleave, Great Cleave, Power Attack

Earth Mastery (Ex): A molten elemental gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): A molten elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks. On a successful bull rush, a molten elemental also deals 2d6 points of fire damage to its opponent.

Burn (Ex): A molten elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a molten elemental's slam attack must

succeed on a Reflex save (DC 23) or catch fire.

The flame burns for 1d4 rounds (see Catching on Fire in the DMG). A

burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a molten elemental with natural weapons or unarmed attacks take 2d8 points of damage, and also catch fire unless they succeed on a Reflex save.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

around the impact size. Any damage they inflict is part of the initial blast damage. This meteoritic iron can be removed or mined. Generally, a fresh mundane meteorite impact zone yields up to 20,000 gp worth of meteoritic iron after several days of searching for scattered “shale balls,” which are useful for forging weapons or armor as noted below.

Many strange properties are attributed to meteorite ores. For instance, adamantine may be found in some rare meteorites, but only in small quantities (about 1,000 gp worth of adamantine may be found in a standard meteoric strike). But “ordinary” meteoritic iron has special qualities all its own.

Meteoritic iron is suited to the forge, especially for implements of war, such as arms and armor. Weapons fashioned from meteoritic iron inflict bleeding wounds, just as if the weapon had the wounding special quality (see the DMG). Armor fashioned from meteoritic iron sustains the flesh it protects with damage reduction. These wounding and damage reduction qualities do not stack with any other similar qualities granted to magically forged arms and armor of meteoritic iron. Thus, a meteoritic iron short sword enchanted with the wounding special ability effectively is a +1 *wounding short sword* (the wounding ability does not apply twice). In an area where magic does not function, meteoritic iron items do not lose their special qualities. Weapons and armor fashioned from meteoritic iron items are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.

Meteoritic iron has hardness 10 and 30 hit points per inch of thickness.

Checklist

- Determine initial damage of meteorite impact.
- Determine length of local weather cooling.
- Determine presence of acid rain.
- Determine extent of wildfires.
- Determine distribution of bombs and molten elementals.
- Determine distribution of meteoritic iron.
- Determine lava-cooling time in crater.
- Determine distribution of tektites in crater.

Armor*	Damage Reduction	Market Price Modifier
Light armor	1/–	+1,000 gp
Medium armor	2/–	+4,000 gp
Heavy armor	3/–	+10,000 gp
Shield	1/–	+1,000 gp

Weapon	Wounding Bonus	Market Price Modifier
Base damage 1d4 or 1d6	+1	+2,000 gp
Base damage 1d8 or more	+2	+8,000 gp

*Armor with meteoritic iron pieces; leather and hide cannot be made with meteoritic iron.

IMPACT CRATER

The crater made by a meteorite impact is a circular depression surrounded by a rim of smashed and jumbled boulders that rises up above the surrounding level of the plain. For a 30-foot-diameter meteorite, the crater measures 500 feet in diameter, the rim rises some 40 feet above the surrounding plain, and the crater plunges nearly 200 feet deep.

METEORITIC IRON

When iron-laden meteorites hit, the extreme energy of the impact often vaporizes them. However, the iron vapor quickly condenses out of the air and rains down in the form of globular “shale balls” in an area up to 5 1/2 miles in diameter

Immediately following impact, the crater fills with a superheated plasma of vaporized iron and stone. Much of it disperses outward (creating bombs and shale balls of meteoritic iron) within mere seconds; however, a haze of this superheated plasma hovers in the depth of the crater for 1d4 hours after impact. Immersion in this plasma deals 20d10 points of plasma damage per round, followed by 10d10 points of damage per round even after a victim is clear of the plasma for 1d3 rounds. See the Plasma sidebar on page 12 for the specifics of this special energy type.

After the plasma finally radiates away, the slowly cooling crater walls and floor continue to deal 2d6 points of fire damage on contact for 2d12 hours. Though the surface may cool enough for creatures to walk upon it and touch it without taking damage, it could take many months, or even many years, for the lava beneath the surface crust to cool completely—especially in the deepest portion of the crater. This is important if some sort of excavation is planned for this area, even years later.

Once the crater has cooled, portions of the crater floor and wall are home to strange layers of a type of quartz glass. Alchemists call this glass tektite, and they value it as a potent ingredient for potential research. Mages also seek tektite, since it enhances certain spells when added to standard components.

Tektite: Found in deposits at the bottom of meteorite impact craters, tektite is a quartz glass that appears as pebble-sized chunks of either darkly translucent glass, or chunks of glass with white and blue color swirling through them.

A single tektite has a market value of 25 gp. Generally a fresh standard meteorite impact crater yields 2d20 tektites.

Spellcasters who rely on material components to channel or catalyze their spells find that certain spells respond favorably to the addition of a tektite to the usual material components. Even spells that do not normally require a material component can benefit from a tektite component. The spells that can benefit from use of tektite and their improved effects appear in the table below. Using a tektite to improve a spell requires a Spellcraft check (DC 15 + the spell's level) with each attempt. As with any component, casting the spell consumes the tektite (even if the Spellcraft check fails, in which case, the spell has only the normal effect). Only a single tektite piece per spell cast may serve as an additional component.

Spell	Tektite Component Effect
<i>Call Lightning</i>	+1d10 extra electricity damage
<i>Control Weather</i>	Increases duration by +4 hours
<i>Control Winds</i>	Increases duration by +1 hour
<i>Elemental Swarm</i>	Earth only; +1 earth elemental
<i>Feather Fall</i>	Doubles the fall limit
<i>Flaming Sphere</i>	Spheres inflict +1d6 extra damage
<i>Gust of Wind</i>	Increases duration by +1 round/level
<i>Ice Storm</i>	+1d6 extra impact damage

<i>Magic Stone</i>	+2 enhancement bonus on attack/damage rolls
<i>Meteorite†</i>	+6d6 impact damage
<i>Meteorite, Minor†</i>	+1d6 impact damage
<i>Meteor Swarm</i>	+2d6 initial straight-line impact damage
<i>Protection from Plasma†</i>	Absorbs +4 plasma damage/level
<i>Storm of Vengeance</i>	+1d6 acid rain every round of spell
<i>Veil of Meteors†, all</i>	All veil spells last 25% longer

Alchemists who use powdered tektites in their experiments can greatly advance their craft. A tektite provides specific benefits to various alchemical creations, as noted on the next table. Use of a tektite ingredient might also enhance other alchemical creations as well.

Item	Alchemical Effect
Acid flask	+1 point of damage/round
Alchemist's fire	+1 point of damage/round
Lens*	+2 competence bonus on Search checks
Sunrod	Illuminates 60-foot radius
Thunderstone	Save (DC 16) or be deafened

* Base effect: +1 competence bonus on Search checks; Base cost: 100 gp.

GROUND WATER

A hole 200 or more feet deep has an excellent chance of bisecting the water table. Once the lava cools and shrinks, cracks in the crater floor or wall may allow water to slowly seep in (50 percent chance). Over a period of 2d6 months, a pool of water 10d10 feet deep develops in the floor of the crater. This water could serve as the home for a host of water-dwelling creatures in search of out-of-the-way locations to base themselves.

LONG-TERM

EFFECTS

The short-term effects of a meteorite's impact are obvious and dramatic. These effects also lead to changes over the

Key Terms

Ground Zero: The point on the map where the meteorite strikes.

Impact Zone: The area around ground zero where the environment is altered due to the meteorite strike.

Meteor: A chunk of rock that has traveled through space and entered the atmosphere of a planet (usually meaning that it's about to become a meteorite).

Meteorite: A piece of rock, often iron-bearing, that has fallen from the sky to strike the ground, usually with some force.

Meteoritic Iron: The most common sort of surviving iron salvageable from a fallen meteorite. Valued for its special properties when forged into weapons and armor.

Meteoroid: A celestial body (often a chunk of rock or metal) that has not yet entered a planet's atmosphere.

Shale Balls: Pieces of meteoritic iron that result from the condensation of iron vapor at ground zero.

Skyfall: A colloquial term used to refer to an impending meteorite strike, or to the strike itself.

Tektite: A pebble-sized piece of quartzlike substance found at the bottom of a meteorite's impact crater. Useful for improving the effects of certain spells and alchemical items.

longer term. Usually, long-term changes occur within the same area where weather is altered and where acid rain can occur: a region 50 to 100 miles from the impact crater of a standard meteorite.

Wildlife and monster populations in the region may go through some serious changes as the creatures move around to take best advantage of the resources that remain. A long-term change in the weather causes a shift in vegetation patterns, which leads herbivores to die off as they fail to find enough food. Predators, including local monsters, must relocate in order to bring in sufficient food to survive. Over time, this phenomenon leads to increased monster incursions into nearby civilized areas.

Vegetation patterns also directly affect the local farmers' ability to bring in the crop, and the local hunters' ability to bring down game. Prices rise, and many go hungry. Without strong trade and possibly some humanitarian aid from communities farther afield, many civilized residents of the region could die of starvation.

In extreme cases, this sort of situation likely leads to civil unrest, and it could cause the disintegration of some communities located close to the strike.

THAUMATURGIC METEORITE IMPACT

Some meteorites are simply celestial stone and mineral that fall to the earth. Other meteorites have a stranger origin. Some of these bodies are fragments of incredible celestial objects charged with immense magic, referred to here as thaumaturgic meteorites or, for short, thaumeteorites. Of course, "celestial objects charged with immense magic" are not common, nor is a certain one likely to be similar to the next. However, for our purposes, when one of these incredible celestial objects breaks up and the pieces rain down from space, the residual magical charge of the original object gives each of these thaumaturgic meteorites similar qualities. Whether the object is an arcane moon, the body of a petrified dead god, or even the heart of an intelligent planet, upon breakup and descent, the meteorites formed assume similar qualities.

That isn't to say that as a DM, you can't add extra qualities to the meteorites that make up a thaumaturgic meteorite impact. For instance, if the source of the meteorite shower is the body of a dead god, you might decide that each large crater formed by an impact creates an energy well* of divine power in addition to the powers described below. And instead of the bombs normally found around a meteorite impact, characters might discover actual bits of godflesh* . . . but that's an event for another book.

Regardless of the original material from which your thaumeteorite calved or crumbled, the magic that suffuses it

* Discussed in *Requiem for a God* from *Malhavoc Press*.

manifests itself nearly the same way every time, allowing one to make many generalizations regarding the effects of the impact. It also offers many benefits to by the wily who survive to see the Afterfall.

THAUMETEORITE FALL

The visual and auditory display made by a thaumeteorite impact is little different from that of a mundane meteorite. Likewise, the damage of impact and all the effects of the Afterfall described for a mundane meteorite also apply for a thaumeteorite's impact. Air blast, shock wave, weather, acid rain, and all the rest of the mundane effects described earlier take place.

In addition to these effects, the magical charge of a thaumeteorite has a few additional effects on the environment.

EMP: The most far-reaching effect of a thaumeteorite is the ethereal-material pulse (EMP) that occurs upon impact. When a thaumeteorite partially or wholly vaporizes, it releases a terrible disruptive force in the magic field. This pulse travels through the Material and Ethereal Planes, spreading outward from the impact point to a radius of 30 miles (for a standard 30-foot-diameter thaumeteorite).

The EMP affects every creature and object in range that is not protected by at least 10 feet of earth or stone, or at least 1 foot of solid iron or metallic alloy. Each creature and object vulnerable to the EMP is treated as if subject to a targeted *dispel magic* with a dispel check of 1d20 + 20.

Changestorm: Similar to the way acid rain is thrown off by mundane meteorites, thaumeteorites can infuse the atmosphere with magical essences that are incorporated into clouds and rain droplets within a 10- to 100-mile radius of impact. These so-called changestorms come and go in squalls that individually last 1d10 minutes and occur concurrently with acid rain. In affected areas, there is a 1 in 10 chance for such a storm to occur each 12 hours. In addition to the acid damage normally dealt (see "Acid Rain," on page 7), the changestorm targets each creature (but not objects) caught in it as if subject to the discharge of a *rod of wonder* (or some other equally unlikely effect determined by the DM; see the *rod of wonder* in the DMG). Each creature is affected only once per changestorm.

Thaumeteoritic Iron (Starmilk): As with mundane iron-laden meteorites, thaumeteorites are vaporized by the extreme energy of the impact. This charged vapor (responsible in part for the EMP) quickly condenses out of the air and rains down in the form of globular masses in an area up to 5 1/2 miles in diameter around the impact site. Any damage they inflict is part of the initial blast damage. This thaumeteoritic iron, or starmilk, can be removed or mined. Generally a fresh thaumeteorite impact zone yields up to 5,000 gp worth of mundane meteoritic iron, 10,000 gp of starmilk, and 5,000 gp worth of adamantite after several days of searching and mining.

As with meteoritic iron, starmilk has properties that make it an ideal substance for forging weapons and armor. This

magical alloy can be fashioned into ironlike items of milky-white hue. However, starmilk items are best suited to the forge, especially for implements of war, such as arms and armor. Weapons fashioned from starmilk inflict targeted *dispel magic* effects in addition to their normal damage. Armor fashioned from starmilk is less likely to cause arcane spell failure in its wearers who are spellcasters. Weapons and armor fashioned from starmilk are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.

Starmilk has hardness 10 and 30 hit points per inch of thickness.

Item	Arcane Spell	Market Price
	Failure	Modifier
Light armor*	-15%	+10,000 gp
Medium armor	-20%	+20,000 gp
Heavy armor	-30%	+40,000 gp
Shield, light	-5%	+10,000 gp
Shield, heavy	-10%	+15,000 gp
Shield, tower	-30%	+40,000 gp

Weapon	Targeted Dispels	Market Price
	per Day**	Modifier
Base damage 1d4 or 1d6	1	+12,000 gp
Base damage 1d8 or more	2	+24,000 gp

* Armor with starmilk pieces; leather and hide cannot be made with starmilk.

** Dispel check 1d20 + 10.

ASTROMANCY

Astromancy is the manipulation of the magical energy that infuses a world following a thaumaturgic meteorite impact. Only those with magical inclinations are suited to understand and study astromancy. However, for these rare few who delve into a crater and return with the requisite meteoritic focus, astromancy grants a power that can be tapped, channeled, and exploited.

DISCOVERING ASTROMANCY

Astromancy is possible only on a world where thaumaturgic meteorites of some sort have rained down, in large or small part. A single impact point is sufficient.

Natural Discovery: If astromancy is new to your world, PC or NPC spellcasters who explore an impact crater may make a Spellcraft check (DC 20) once each day they remain in the vicinity. A successful check indicates that the character becomes aware of the power infusing the site, and its potential for exploitation. The next time that character gains a feat, she may choose to take the Astromancy† feat (see Chapter Four), which enables the use of astromancy. The character also knows, even without the feat, that an accumu-

lation of metallic meteoritic remnants (starmilk) at this site will prove beneficial later, when she gains the feat.

Prior Knowledge: On some worlds, knowledge of astromancy may already exist. In this case, PCs and NPCs could already possess the Astromancy feat, and could enable their abilities as soon as they accumulate the requisite amount of starmilk to serve as a focus for their astromancy.

METEORITIC FOCUS

One way or another, would-be astromancers must accumulate 1,000 gp worth of starmilk and fashion it into a focus. Such a focus can take any shape, and it is generally no larger than 3 or 4 inches in diameter. Some characters wear the focus as an amulet; others simply keep it on their person somewhere.

ASTROMANCY POWERS

The powers and abilities described below are available to anyone who has gained the Astromancy feat and who has fashioned a meteoritic focus. Such characters are referred to as astromancers.

Startide Flux:

Thaumeteorites are calved from far larger pieces of celestial matter that remain aloft in the heavens, circling the planet or star according to their own immutable schedules. Depending on the time of day and year, an astromancer's power may be temporarily enhanced when the requisite orbits "line up," producing a phenomenon known as startide flux. However, due to the complex orbital interactions of the mother lode of celestial matter (which may exist in many crumbling fragments), it is almost impossible to know in advance when the flux will be available—it's a chaotic system.

Whenever taking advantage of startide flux may prove impor-

Key Terms

Astromancy: A skill that utilizes the power resident in thaumeteoritic iron to achieve incredible effects.

Changestorm: A weather-related phenomenon caused by the impact of a thaumeteorite that has differing effects on each creature caught within the area.

EMP: Short for ethereal-material pulse, a disruptive magical force released when a thaumeteorite partially or wholly vaporizes.

Flux Check: A check (an unmodified d20 roll) that an astromancer can make in an attempt to control startide flux. On a successful check, the astromancer receives a +2 bonus to his effective caster level for the current round.

Luminosity: A measure of how much unfettered thaumeteoritic energy an astromancer's body contains. Each luminosity can be utilized to provide a benefit to the character.

Plasma: A superheated gas composed of vaporized, ionized metal. Treat damage from plasma as a combination of fire damage and electricity damage.

Starmilk: Also called thaumeteoritic iron, starmilk is a rare, magically charged white iron that is salvageable in small quantities from a fallen thaumeteorite.

Startide Flux: A phenomenon that occurs when the orbits of certain celestial bodies align. By making a flux check (see above), an astromancer can benefit from his ability to control the flux.

Thaumeteorite: A piece of iron-bearing rock of special magical significance that has fallen from the sky to strike the ground.

Unfettering: A process by which the energy in a mass of starmilk an astromancer stores within his body; it requires a successful Concentration check (DC 20) and a full-round action.

tant, an astromancer may make a flux check (an unmodified d20 roll) against DC 11 as a free action. On a success, the star-tide flux is in her favor, and grants her a +2 bonus to her

Plasma

Plasma, for the purposes of When The Sky Falls, is a superheated gas composed of vaporized, ionized metal. However, plasma is not divorced from the d20 System recognized energy types: Plasma is a combination of the fire and electricity energy types. If a creature is susceptible to at least one of these standard energy types, it is subject to all the plasma damage directed its way (that is, fire and electricity damage are not separated out). In order to gain protection, a creature or character must have protection from, resistance to, or immunity to both fire and electricity. A creature with protection from or resistance to both fire and electricity that is hit by plasma applies only one of those resistances to the attack; whichever protection or resistance type that provides the least protection in a single round is the most protection that one can apply against the plasma damage.

Corner Cases

If a creature is immune to either fire or electricity, but benefits from contact with the other energy type (such as some golems do), the creature gains the benefit. If a creature takes normal damage from fire or electricity, but benefits from contact with the other energy type, the plasma provides the beneficial effect and the damaging effect (these could cancel each other out, if one type heals and the other harms). If a creature is especially vulnerable to either fire or electricity (such as a white dragon is to fire), but normally vulnerable to the other, the creature takes normal plasma damage.

their meteoritic focus on their person become aware of a unique constellation of spells, some of which are not generally available to other casters. Astromancy is not a spell school, descriptor, or designator—it is a wholly new category of magic. Astromancers retain their previous character classes. They can access these new spells as if they know them (if they cast spells like sorcerers), as if they had them in their spellbooks (if they cast spells like wizards), or as if they have them on their class list (if they cast spells like clerics). Knowledge of these spells does not count against the caster's normal limits of spell knowledge at each applicable level. However, knowledge of astromancy spells of higher level than an astromancer can cast is not granted until the caster advances to the appropriate level, nor can a spellcaster cast any of these granted spells if she is not normally of high enough level to cast them.

effective caster level for the current round. An astromancer can make flux checks up to a number of times per day equal to one-quarter of her effective caster level (round down).

A bonus to a character's effective caster level strengthens spells (some more than others).

Calculate all effects dependent on caster level (damage dice, duration, range, and so forth) according to the new level. Thus, if a flux-charged 6th-level sorcerer casts a *lightning bolt*, it deals 8d6 points of damage instead of 6d6 because the spellcaster has the effective caster level of an 8th-level sorcerer. The bonus to effective caster level does not allow spellcasters to exceed stated damage maximums or other spell maximums.

Astromancy Spells:

Characters with the Astromancy† feat and

Having access to astromancy spells does not change the number of spells a character can cast per day; it changes only the number of spells from which an astromancer can choose when preparing or casting a spell.

Level	Spell
1	<i>Stone fall</i> †
2	<i>Stone fall, fiery</i> †
3	<i>Protection from plasma</i> †
4	<i>Veil of meteors</i> †
5	<i>Minor meteorite</i> †
6	<i>Veil of streaking meteors</i> †
7	<i>Summon molten element</i> †
8	<i>Veil of fiery meteors</i> †
9	<i>Meteorite</i> †

† New spells described in Chapter Five.

Plasma Burst: A character with both the Astromancy† feat and the Skyfire† feat (see Chapter Four) can create a plasma burst, recalling the fury of a meteorite's impact. An astromancer evokes a plasma burst by losing any one of her daily prepared spells or unused spell slots as a free action. The lost spell is channeled into a burst of plasma, which the astromancer can direct as a 50-foot cone during the same round, as a standard action. Those in the cone can make Reflex saves for half damage (DC equal to what a spell of the lost spell's level would normally allow). The cone deals plasma damage (see sidebar) equal to 2d6 points times the level of the converted spell. For instance, a 6th-level sorcerer who loses a 3rd-level spell instead creates a 50-foot cone of plasma dealing 6d6 points of plasma damage with a save DC equal to 10 + 3 (for a 3rd-level spell) + the sorcerer's relevant ability modifier (Charisma).

Unfetter Energy: A character with both the Astromancy† feat and the Unfetter Energy† feat (see Chapter Four) may choose to directly liberate energy stored in pieces of thaumeteoric iron (starmilk). Unfettering the potential energy of a mass of starmilk utterly consumes it.

To unfetter the energy of a mass of starmilk, an astromancer spends a full-round action holding a mass of starmilk in both hands, and must make a Concentration check (DC 20), which draws an attack of opportunity as if casting a spell. At the beginning of the astromancer's next turn, the mass is utterly consumed in a spectacular flash of light and roll of thunder. The astromancer absorbs the power into her body; it remains visible as a dim aura of rosy energy, as well as a flash and sparkle in the astromancer's eyes.

The amount of energy unfettered depends on the amount of starmilk consumed. Each 500 gp worth of starmilk (preferably unrefined starmilk; starmilk forged into an item such as a weapon or armor only provides one-tenth of its market value for purposes of this requirement) grants the astromancer a single quantity of meteoritic energy, known as

a luminosity. A character can accumulate multiple luminosities, if desired. A luminosity has a base effect upon the character possessing it (see below), and she may “cash it in” in one of three ways. Until utilized, the luminosity remains in the astromancer’s system.

Simply holding unfettered thaumeteoric energy in her body grants a character +2 hit points per luminosity. These hit points are bonus hit points, and are added directly to the character’s hit point total. Treat them as normal hit points, although if the character expends luminosities to produce any of the effects described below, those hit points immediately fade, and could result in the character going to 0 hit points or below, if she is already hurt.

A luminosity can provide a +4 bonus on the astromancer’s next saving throw. The character can expend a luminosity for this purpose as a free action, quickly enough to apply it to a saving throw she makes outside her own turn. The character can apply multiple luminosities to a single saving throw, if desired.

A luminosity can provide a +10 bonus to an astromancer’s spell resistance against the next spell cast at the character. The character can expend a luminosity for this purpose as a free action, quickly enough to gain spell resistance against a spell cast at her outside her own turn. This spell resistance stacks with any other spell resistance the character may have, and she can utilize multiple luminosities to provide spell resistance of +20, +30, or higher.

Finally, a luminosity can be converted into destructive energy, providing the astromancer with an extra 5d6 plasma damage on the next damaging spell she casts. These damage dice do not count toward the base spell’s damage maximum. This is a standard action that draws an attack of opportunity.

Any conversion of a luminosity into one of the above effects described depletes the unfettered energy from that luminosity from the astromancer’s body. However, if an astromancer is killed before she has expended all her stored luminosities, her body releases a plasma burst in a 20-foot-radius spread, dealing 3d6 points of plasma damage per stored luminosity (no save).

PSIONIC CHARACTERS AND ASTROMANCY

Psionic characters also benefit from learning astromancy, though some of the benefits are different. Below are changes in name and function of feats and granted abilities, as appropriate, to psionic characters created using the *Psionics Handbook*.

Astromancy† Feat: As a spellcaster, except the prerequisite for a psionic character is manifester level 1+, while the competence bonus for dealing with all things astromantic is equal to the character’s Psicraft bonus.

Startide Flux: As a spellcaster, except in addition to the benefits noted, psionic characters who gain the benefit from a successful flux check may also scale up a damaging power

by an additional +2 dice if an additional 2 power points are expended (if you are using the power scaling variant rule described in either *If Thoughts Could Kill* or *Mindscapes*). All other scaling rules remain constant.

Astromancy Spells: As a spellcaster, except the psionic character gains access to a list of powers that mirror the spell list granted to spellcasters. Psionic manifesters must maintain a focus to retain knowledge of these powers just like spellcasters. The new powers are considered to come from the manifester’s primary discipline.

Unfetter Energy† Feat: As a spellcaster, except the option for gaining spell resistance is a psion’s option for gaining power resistance (which only matters in a “Psionics Are Different” campaign).

Skyfire† Feat: As a spellcaster, except the damage of the plasma burst generated is equal to 1d6 points per power point expended. A psionic character cannot spend more power points on a plasma burst than she has manifester levels. A psionic manifester cannot scale a plasma burst using the variant scaling rules. The Reflex save DC to take half damage is equal to 10 + manifester’s relevant ability modifier + 1 per 2 power points expended.

Plasma Surrogate† Feat: As a spellcaster; half the damage of an energy power is normal damage, and half is plasma damage. If the scaling variant is used, the same rule applies.

Luminous Storage† Feat: As a spellcaster, except a psionic manifester designates a power she can manifest, which she can now manifest freely once per day from her focus.

ENGRAM ARKS

The third type of meteorite, known as an engram ark, comes from a strange and unique source. Although engram arks share many of the characteristics of the other two types of meteorites, they are different and unusual in many ways.

ARK ORIGINS

There is a force in the multiverse known as the Dark Plea. Some believe it to be merely a malign psychic force that can

Checklist

- Determine the extent of astromancy knowledge among the local populace and NPCs.
- Determine initial damage of thaumeteoric impact.
- Determine EMP effects.
- Determine length of local weather cooling.
- Determine presence of acid rain.
- Determine presence of changestorms.
- Determine extent of wildfires.
- Determine distribution of bombs and molten elementals.
- Determine distribution of meteoritic iron and thaumeteoric iron.
- Determine lava-cooling time in crater.
- Determine distribution of tektites in crater.

prove its existence only by the nightmares it causes in passing. But the Dark Plea is in truth something far more dire. So far, the Dark Plea's agents in this world are few, but on distant worlds and planes, its victories have been earth-shattering—literally. These worlds have burst asunder from the power of the Dark Plea's most powerful, nightmare-spawned progeny.

Ages ago, a Dark Plea-conquered world called Kure (kur-RAY) constructed hundreds of arks and filled each one with refugees. When the planet was torn apart by the force of the Dark Plea, these arks were spewed into space and across the many planes, maybe even across time. All of them sought out a place elsewhere where life might begin anew. Some of the arks carried living, breathing refugees, but most carried only engrams. An engram is a pattern of mental energy coded to represent the memories, abilities, and qualities of a refugee. Because of limitations on space, engrams were the only representations of themselves that most refugees could hope to send spiraling away into the deeps, the only remembrances that would survive the catastrophe.

Engram arks found tumbling through empty space and the nether dimensions seem to be nothing more than rocky debris. And when an engram ark enters the gravitational influence of a likely world, it falls from the sky like any other meteor about to meet the surface.

But after its fall, an engram ark offers far different opportunities and threats than mundane and thaumaturgic meteorites.

ENGRAM ARK IMPACT

The visual and auditory display made by an engram ark impact differs little from that of a mundane or thaumaturgic meteorite. Likewise, the damage caused by impact, and all the effects of the Afterfall described for a mundane meteorite also apply for an engram ark impact. Additionally, because it is a magically charged object, apart from its other properties, an engram ark generates an EMP blast and possibly lingering changestorms, just as with the impact of a thaumeteorite.

Unlike other types of meteorites, an engram ark is not melted, vaporized, or otherwise destroyed when it impacts a planet. Its outer surface may be charred and pitted, but—through the application of some unknown sort of magical or psychic force—the contents of the ark remain intact.

Except in a case of the wildest possible coincidence, only a single engram ark ever strikes a particular world. But, because engram arks received their energy to travel the stars due to the destruction of their world of origin, every engram ark is accompanied by 1d4 thaumeteorites and 3d4 mundane meteorites. All of them strike within a 1,000-mile radius of the engram ark's impact.

The real difference between an engram ark and a thaumeteorite is what is left behind afterward—and the consequences of its discovery.

GUARDIANS OF THE ARK

Each engram ark is equipped with creatures known as ark guardians. These creatures (described in Chapter Seven) are deployed moments before impact, seeming to split off from the larger mass as if secondary meteorites. They generally fall within a 5-mile radius around the engram ark's impact crater, but none are individually large enough to trigger meteorite strike conditions of their own. The deployment of ark guardians is an automatic, mindless process preprogrammed into the ark. As is the case with mundane and thaumaturgic meteorites, molten elementals sometimes form spontaneously from the energy of impact (see page 8). However, in most cases the ark guardians dispatch these creatures, so one rarely encounters ark guardians and molten elementals together.

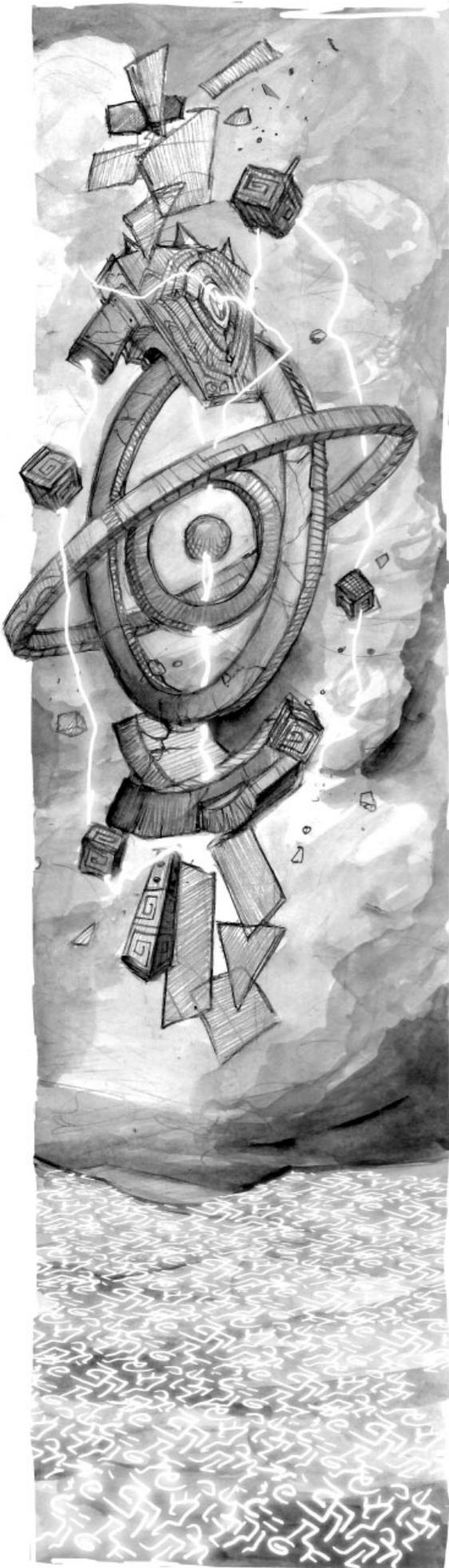
Ark guardians are charged with protecting the engrams of their ark, and they pursue their duty with near-mindless enthusiasm. They maintain their protection the engram ark against all creature except those bearing an engram from the Rune Sea (see below). An engram ark may spew dozens (12d12) of ark guardians in a 200-mile radius around its impact point. Many of these guardians try to make their way to the ark, though some simply remain lost where they fall, becoming threats in their own right.

THE RUNE SEA

Within the crater of an engram ark impact, life goes on (after a fashion). Those who investigate the impact crater of an ark, expecting to find the aftermath of a strike by a mundane or thaumaturgic meteorite, will likely be surprised at what they discover in the floor of the crater.

Exterior Physical Qualities: An engram ark is a 30-foot-diameter sphere (on the outside). After impact, it comes to rest in the floor of the crater with only 5 or 10 feet of the upper portion of the sphere showing above the cooled crater floor. The outer surface of the ark is made of an opaque silvery energy that is like the force field created by a *wall of force* spell, except it resists teleportation and is not affected by *disintegration*, *dispel magic*, or *negate psionics*.

Gaining Entry: Assuming no ark guardians in the area oppose entry (at least 1d4 guardians generally fall close enough to guard the engram ark within minutes after its fall), explorers can attempt to find out what's inside an engram ark. To gain access to the seemingly featureless sphere, an entity within 30 feet of the sphere must verbally express a desire to gain entry. When this is done, the exposed surface peels back to reveal a 6-foot-diameter cavity, opening onto a smooth tunnel that leads down toward the center of the sphere. This entrance cavity is created out of the same silvery energy that encloses the entire ark. If the ark is submerged in water or some other fluid substance, a supernatural field of force across the opening will exclude that substance from pouring in through the cavity, while still allowing other objects and substances to pass through (allowing air and



creatures to enter but excluding a flood of water or, say, lava).

Interior Physical Qualities: The entrance cavity appears to extend farther than 30 feet (which is the exterior dimension of the ark); it wends downward at a 30-degree angle, in a gentle spiral, so that one can see only about 30 feet along the passage. It quickly becomes apparent to visitors that the interior of the ark contains (or is) an extradimensional space not unlike that contained in a *bag of holding*.

The passage is dark except for a faint, silvery glow coming from farther down in the sphere. Though smooth, the descending entrance cavity is not textureless, and creatures can walk without excess fear of slipping. The passage extends for a total of 314 feet before coming to the edge of a far larger cavity: the Rune Sea.

Rune Sea: Revealed at the center of the ark is a vast dome over a circular sea measuring some 200 feet in diameter. In fact, the dome at the center of the ark is the top portion of a sphere, the bottom half of which is filled with the Rune Sea.

At first glance the Rune Sea seems to be made of a glittering, agitated, multi-hued liquid, but the “liquid” quickly reveals its true nature—the basin of the chamber is filled with a morass of glowing engrams, each as intricate and unique as a snowflake. These millions of “runes” (as characters are liable to think of them) merge, separate, leap, flow, and boil within their basin, each no larger than half a hand-span, but in sum making up a sea.

Instead of the sound of dripping, lapping water, the Rune Sea gives off a low, basso chant, as if many voices were murmuring and echoing some alien, foreboding refrain.

The Memekeeper: Floating over the center of the Rune Sea is a 5-foot-diameter spherical construct known as the memekeeper. It is clearly damaged; crystal and metal shards torn from its body remain suspended in orbit around the sphere. The memekeeper was intended to see to the safety of the engrams and eventually make possible their reintegration into complete minds. But the Dark Plea, in its malice, touched each fleeing ark with a tendril of putrid dream, and in so doing damaged every memekeeper. A residue of the Dark Plea slumbers in each memekeeper, perhaps serving as a way to track each ark to its final destination.

As a shattered version of its original self, the memekeeper is no longer capable of reconstituting the minds of the refugees. However, the memekeeper still possesses the ability to communicate telepathically with any creature who enters the basin of the Rune Sea that has a language. It remains lucid most of the time, and when visitors reach it, it attempts to communicate with them.

See Chapter Seven for statistics and other details about the memekeeper.

Negotiating With the Memekeeper: The memekeeper does not always deal well with new visitors, in its neurotic and half-damaged state. It begins each encounter with creatures, whether it has dealt with them before or not, with a hostile attitude—it accuses visitors of being agents of the Dark Plea (though it does not explain the nature of the Dark Plea). Visitors may attempt either a Charisma check or Diplomacy check when encountering the memekeeper (a new check is necessary for each visit). If they can change its attitude from hostile to at least indifferent (DC 25), the memekeeper will deal with them, intoning its message, and allowing them to remain in the heart of the ark as long as they take no hostile action. Otherwise, it attacks the intruders. The memekeeper also attempts to call any ark guardians to its aid, automatically enlarging the entrance cavity enough to provide access for the Huge creatures (the DM determines whether the memekeeper takes this step or not, based on whether any ark guardians are close enough to respond).

The Memekeeper’s Message: “The runes are but fragments of all that was best of a dead race. Dive into the Rune Sea! Take an engram, gain its power, and in that small way, those that fled may live again, through you.”

ENGRAM SEEKING

Any sentient creature can attempt to gain an engram from the Rune Sea. Doing this requires submersion in the thick haze of flowing runes; diving in from the 10-foot-wide catwalk that surrounds the Rune Sea is the way directed by the memekeeper, but gradual submersion (such as being lowered while hanging onto the end of a rope) also works.

The Rune Sea, though made of individual engrams, has the physical qualities of an actual pool of water (except that water-breathing creatures will suffocate in its faux-water depths). By submerging itself, a creature is effectively baptized with the minds of an alien society. Such a creature is hereafter referred to as an engram seeker.

When an engram seeker emerges from the Rune Sea after even as little as 1 round of submersion, rivulets of unadhered engrams roll off the seeker's body, back into the greater body of engrams (it is impossible to physically catch or separate an unadhered engram). Now, upon examining his body, the engram seeker discovers that he has gained one perfect engram, appearing as a vibrant tattoo of alien and intricate design—and suggestive of a face with three eyes.

An engram measures no more than 3 inches on a side. It may be red, green, blue, white, or black. The engram usually adheres to the seeker's upper arm or torso, though the DM may have the engram adhere wherever desired. (Determining which type of engram adheres to a particular seeker is discussed below.)

The engram seeker, upon spying his new engram, is jolted with an unsettling vision. The seeker receives a flash of an alien world, an indecipherable word that echoes in his head, a trace of an odor like nothing he's ever smelled before, and finally the undeniable impression of a mind seeking desperately after wholeness. A moment later, the vision ends, and the engram becomes quiescent.

No matter how many times an engram seeker dives, he emerges with only a single engram. However, each dive replaces the previous engram with a new one. For unpracticed engram seekers, the engram gained on each dive is completely random. A character with levels in the engram adept prestige class has some degree of control over the engram gained, and can bear more than a single engram at one time.

Caution: If an engram seeker immerses himself in the Rune Sea more than three times per month, there is a 1 in 20 chance on each additional dive that the engram seeker disincorporates, becoming an engram himself. Only a particularly well-worded *wish* or *miracle* can reintegrate an engram seeker who has disincorporated in this fashion.

The Cost of an Engram: Nothing is free, and engrams exact their cost while worn. A character who wears an engram loses the next 350 XP he would otherwise gain; the engram absorbs it.

Attuning an Engram: After an engram adheres, it requires 24 hours to attune itself to the seeker and make its abilities accessible to him. Each new dive changes out the current

engram with a new engram, and the new one requires an additional 24 hours to integrate. When an engram has finally integrated with the seeker, knowledge of its power floods into the seeker's mind, and he gains its granted power.

Types of Engrams: There are five general engram types: blue, green, red, white, and black. Each color is associated with a general capability. Whenever a seeker emerges from the Rune Sea, roll 1d6 to determine the type of engram gained.

D6	Engram Type
6	White engram (skill boost)
5	Blue engram (arcane)
4	Green engram (divine)
3	Red engram (psionic)
2	Black engram
1	No engram

If a seeker does not get the type of engram he desires, he can dive again immediately (though doing this may risk disincorporation). In any case, an engram of a general type never adheres to a character that has no use for it. Thus, a blue engram never adheres to a nonspellcaster, a red engram never adheres to a nonpsionic creature, and a divine engram never adheres to a nonreligious creature—if such an event occurs, reroll (or the DM can simply pick an appropriate engram for the seeker to gain).

General Engram Properties: An engram cannot generally be removed by any method other than diving into the Rune Sea (although there are spells that can help, such as *lend engram*). Once gained, an engram's powers are considered supernatural—using its powers does not provoke an attack of opportunity, though its benefit can be suppressed in an antimagic field.

Each engram color comes in a common and an uncommon variety. Unless the DM wishes otherwise, characters always gain the common version of each type of engram presented below. Uncommon engrams should never be given out as the result of a die roll—the DM must specifically decide to do so.

WHITE ENGRAMS

White engrams are engrams of alien minds that once possessed special knowledge, superior skills, and various martial proficiencies. In some ways, a white engram is among the most powerful of engrams, and represents an engram that is less fragmented than the other types. An engram seeker gains the benefits of a common white engram on his dive, unless the DM decides otherwise.

Common White Engram: This engram confers a +1 competence bonus on skill checks, ability checks, attack rolls, and saving throws, and +5 hit points. Spellcasters and manifesters do not gain access to more or higher-level spells or powers.

Uncommon White Engram: There are three varieties of uncommon white engrams. If a seeker gains an uncommon engram, the DM determines which variety he receives. Each

uncommon white engram provides an engram bonus to one of the following: a specific skill modifier (usually no more than a +6 bonus), all damage rolls (usually no more than a +4 bonus), or all attack rolls (usually no more than a +2 bonus). Even rarer white engrams may exist, but these are completely up to the DM's desire to create, introduce, and balance against campaign needs.

BLUE ENGRAMS

Blue engrams are engrams of alien minds that once commanded arcane magic. A blue engram is more fragmented than a white engram, and more focused on a single aspect of spellcasting. An engram seeker gains the benefits of a common blue engram on his dive, unless the DM decides otherwise.

Common Blue Engram: This engram confers higher-level spell knowledge on a wearer who is already an arcane spellcaster. An arcane spellcaster gains access to one more spell from the highest spell level he can normally cast. In the case of someone who prepares spells, this means the spellcaster can cast one more spell than normal, using spells he already knows. For someone who casts spells like a sorcerer, this means the spellcaster actually learns a new spell of the highest level he can cast. The character picks the spell he would like to learn. If the engram is lost, so is the extra spell.

Uncommon Blue Engram: There are three varieties of uncommon blue engrams. If a seeker gains an uncommon engram, the DM determines which variety he receives. Each uncommon blue engram provides an engram bonus to one of the following: character level when level is used in a die roll or calculation (usually no more than a +2 bonus), all damage rolls (usually no more than +2 damage dice on any spell that already deals damage), or all save DCs for spells the seeker casts (usually no more than a +2 bonus). Even rarer blue engrams may exist, but these are completely up to the DM's desire to create, introduce, and balance against campaign needs.

GREEN ENGRAMS

Green engrams are engrams of alien minds that once commanded divine magic. A green engram is more fragmented than a white engram, and more focused on a single aspect of spellcasting. An engram seeker gains the benefits of a common green engram on his dive, unless the DM decides otherwise.

Common Green Engram: This engram confers higher-level spell knowledge on a wearer who is already a divine spellcaster. A divine spellcaster gains access to one more spell from the highest spell level he can normally cast. This means the spellcaster can cast one more spell per day than normal of that level, selecting from spells he already knows. The character picks the spell he would like to cast. If the engram is lost, so is the extra spell.

Uncommon Green Engram: There are three varieties of uncommon green engrams. If a seeker gains an uncommon engram, the DM determines which variety he receives. Each

uncommon green engram provides an engram bonus to one of the following: character level where level is used in a die roll or calculation (usually no more than a +2 bonus), all damage rolls (usually no more than +2 damage dice on any spell that already deals damage), or all save DCs for spells the seeker casts (usually no more than a +2 bonus). Even rarer green engrams may exist, but these are completely up to the DM's desire to create, introduce, and balance against campaign needs.

RED ENGRAMS

Red engrams are engrams of alien minds that once commanded psionics. A red engram is more fragmented than a white engram, and more focused on a single aspect of manifesting. An engram seeker gains the benefits of a common red engram on his dive, unless the DM decides otherwise.

Common Red Engram: This engram confers higher-level power knowledge on a wearer who is already a psionics user. A psionic character gains knowledge of one more power of the highest power level he can normally manifest. For instance, if before he had discovered two 3rd-level powers, now he knows three. The character picks the power he would like to learn. If the engram is lost, so is knowledge of the power.

Uncommon Red Engram: There are three varieties of uncommon red engrams. If a seeker gains an uncommon engram, the DM determines which variety he receives. Each uncommon red engram provides an engram bonus to one of the following: all damage rolls (usually no more than +2 damage dice on any power that already deals damage), all save DCs for powers the seeker manifests (usually no more than a +2 bonus), or bonus power points (usually equal to no more than the power points the manifest would spend on the highest-level power he knows). Even rarer red engrams may exist, but these are completely up to the DM's desire to create, introduce, and balance against campaign needs.

BLACK ENGRAMS

Black engrams are a special case. Black engrams are malformed engrams that sometimes bring fortune, other times

Key Terms

Dark Plea: An evil force that pervades certain parts of the multiverse. It tortures the minds of the creatures it infests and is capable of destroying entire worlds.

Engram: A physical representation of the essence of a single being, the embodiment of the creature's abilities, skills, and memories.

Engram Ark: A meteoritelike mass containing runelike memories of an alien race.

Engram Seeker: Someone who dives into the Rune Sea with the hope of snagging an engram and using its power.

Memekeeper: A special construct responsible for guarding the engrams in each ark.

Rune Sea: The mass of engrams in the center of an engram ark.

misfortune, to their wearers. A black engram may be the result of residual Dark Plea contamination, a botched attempt by

the memekeeper at reconstituting an engram, or simply the cast-off neurosis of an alien refugee that was not properly purged from the Rune Sea.

Common Black

Engram: A large number of different effects are possible for an engram seeker afflicted with a black engram. Roll on the table below when someone gains a black engram (or the DM may decide on an effect not mentioned here). As with any other engram, an engram seeker may dive again to lose a black engram in favor of another type.

Checklist

- Determine initial damage of engram ark impact.
- Determine EMP effects.
- Determine length of local weather cooling.
- Determine presence of acid rain.
- Determine presence of changestorms.
- Determine extent of wildfires.
- Determine distribution of bombs and ark guardians.
- Determine distribution of meteoritic iron and thaumeteoric iron.
- Determine lava-cooling time in crater.
- Determine distribution of tektites in crater.
- Determine whether any NPCs have reached the engram ark first, and what their responses are.

D12	Effect
1	Gain one <i>wish</i> . Upon use, the black engram evaporates and is gone.
2	Gain two negative levels (negative levels remain while the engram is worn—they can't be removed, nor will they convert to level loss).
3	Gain 3,000 XP for as long as the engram is worn.
4	Gain a +2 bonus to Intelligence, Wisdom, and Charisma (forehead visibly swells).
5	Gain a -4 penalty to Constitution.
6	Gain a -2 penalty to Intelligence, Wisdom, and Charisma (forehead visibly shrinks).
7	Gain acid sensitivity (lose natural resistance or immunity, if any); take extra 2d6 damage from any acid attack.
8	Gain cold sensitivity (lose natural resistance or immunity, if any); take extra 2d6 damage from any cold attack.
9	Gain plasma resistance 20.
10	Grow third eye—an utterly black orb on forehead. Gain blindsight 60 feet.
11	Grow leathery wings and fly speed of 50 feet (good).
12	Grow one size category larger (use the rules in the MM for advancing a creature to a larger size category).

Uncommon Black Engram: There is only one variety of uncommon black engram. Each of these engrams provides a benefit or misfortune as noted above, and in addition it saddles the character with a partially reconstituted mind generated from the engram. This shadow consciousness attempts to affect its wearer's actions, cajoling the seeker to return it to the Rune Sea. Each day of cajoling requires a Will saving throw by the wearer against a DC equal to a roll of 1d20+5. On a failed save, the seeker is affected as if by a *suggestion* spell from a 12th-level caster and attempts to return the black engram to the Rune Sea. Even rarer black engrams may exist, but these are completely up to the DM's desire to create, introduce, and balance against campaign needs.

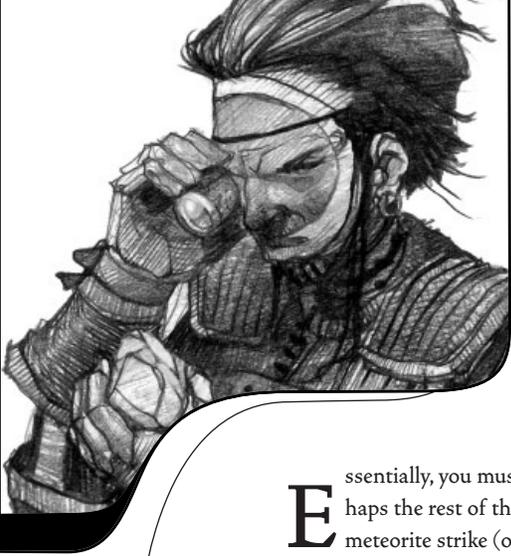
OTHER METEORITES

An engram ark is of course only one possibility for an object that is not “merely” meteoritic or thaumeteoric in nature. Other strange objects, wrapped in a shell of rocky material (like engram arks), share the outward appearances, destructive potential, and lingering after-effects of standard meteorites. But when adventurers come to look over the edge of the crater, they may find something more exotic than a mere hole. What could it be? The possibilities, and resulting adventures, are nearly endless. A few examples are given in the following list. Some of these examples are expanded upon in Chapter Eight: I Found it in the Crater.

- Angel thrown down to earth for its vile deeds (see “Angel Down” in Chapter Eight)
- Chunk of arcane machinery (see “The Machine” in Chapter Eight)
- Colossal celestial soldier fallen in battle
- Crash-landed starship
- Evil artifact disposed of by another world (see “Onyx Plaque” in Chapter Eight)
- First-wave vessel of invading alien race
- Frozen entity of prehistoric origin
- Green-glowing meteorite rock (see “Spiteful Clot” in Chapter Eight)
- Mis-materialized plane-traversing skiff
- Mobile space (or planar) gateway
- Part of a dead god (see the *Requiem for a God* event book from Malhavoc Press)
- Piece of superdense exotic matter
- Pieces of a crumbling moon
- Space seed, sending forth rootlets (see “Fungus Fall” in Chapter Eight)
- Starfaring beast looking for prey
- Undead heart

Integrating the Event

You have decided that a meteorite (or more than one) will fall, and you have determined its nature (mundane, thaumaturgic, or engram ark). Next you must decide from among the various ways to incorporate the event into your game, as well as determine the ramifications of doing so.



Essentially, you must figure out how the PCs, and perhaps the rest of the world, learn of the impending meteorite strike (or a strike that has already occurred). There are several methods for giving out this information; two of the best ways are hinting at the event ahead of time by foreshadowing, or revealing an event that has already occurred through an adventure.

FORESHADOWING

You might decide that the impending possibility of a meteorite strike, and even the strike itself, serves only as a device to foreshadow some other event in your game. Events prior to a meteorite strike can serve as fore-foreshadowing of dire eventualities to come, including seeing comets in the sky, priests who claim to be visited by terrible dreams, or prophets springing up left and right to proclaim, “The sky is falling!”

What that event might be, if not the Afterfall itself, an engram ark, or some other idea found in this product (including those in Chapter Eight: I Found it in the Crater), is up to you and the impetus of your imagination.

AN AFTERFALL ADVENTURE

The number of possibilities for adventures that spring up after a meteorite strike is essentially limitless. Here are some ideas for such a scenario that can introduce the event in your campaign. You can tailor them for characters of any level.

AS IF BY ACCIDENT

The PCs find a recent crater unexpectedly, while on a completely unrelated adventure. In some dangerous and remote area, they come upon the effects of the meteorite strike (maybe they even view its fiery descent from afar, and see the plume of smoke and debris that rises above the impact site). They might not know exactly what they have seen until they investigate closely. As they move closer and closer to ground zero, they may battle through fires, acid rain, or even changestorms, molten elementals, and ark guardians. They could find that the impact has demolished part of an ancient monument, or even uncovered previously sealed vaults.

Perhaps the PCs are not directly threatened until they reach the lip of the crater. At this point they encounter molten elementals, ark guardians, or even opportunistic adventurers who seek to mine out the lode of meteoritic iron before anyone else.

Another way to dispense information about a meteorite strike (actual or impending) is to utilize a PC who likes to

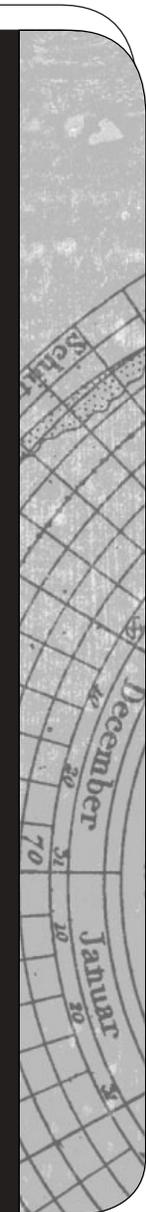
watch the sky. Perhaps this character is a druid in tune with nature, or a cleric with access to a domain that touches on the sky (or an association with worshippers of the cleric’s deity who reside in the area where the strike occurs). Such a character could come upon information of an impending strike through accidental observation, research, or the casting of divination spells. For instance, someone doing research about an unrelated topic might stumble upon a dusty tome foretelling a meteorite or meteorite shower (calculated years or decades before, then forgotten). This revelation comes in the middle of some other concern and alters the course of the current adventure entirely.

A FLUKE

The PCs happen to be near ground zero when a meteorite comes shrieking down, seemingly on their very heads (but actually hitting so that the PCs are just on the edge of the area affected by the impact, or within the part of that area where they take the least amount of damage). Whether the PCs are traveling overland toward a city of interest, exploring the hinterlands in a quest for a promising ruin, or just happen to be in the wrong place at the wrong time, the meteorite falls. If the impact is in a populated area such as a city, mass destruction and death likely result, along with utter confusion as the masses (those that survive) attempt to flee the impact zone. Depending on their bent, the heroes may join those that flee, or attempt to move toward ground zero to discover what has occurred.

This meteorite strike might signal the onset of several strikes. PCs who are alert to this possibility (or who do some divination or research) may discover that other, larger population centers may be targeted. The later strikes could either be due soon, or in a year or two. If there’s enough time to take precautions, that could lead to a long adventure in which the PCs attempt to lessen the catastrophe by getting the populace to move, by raising a shield, or by somehow attempting to deflect the meteor after it begins to fall.

For a variation on this idea, you could arrange for the PCs to answer the summons of a friend or acquaintance with a reputation for eccentricity. This old astrologer predicted the first fall, and summoned the PCs in hopes of warning them (warnings to others had fallen on deaf ears). The PCs arrive too late to prevent the first strike, but the old astrologer, also on the scene, survives long enough to give them the news that more meteorites are on the way, unless they can somehow prevent them.



OLD NEWS

In this kind of scenario, the PCs find a crater, either by accident or by intent, of a meteorite that struck years ago. However, a cult of sorts has grown up around the meteorite strike, and the cultists have built their temple in the bowl of the crater.

Depending on the proclivities of the cult, the PCs may have a hand in aiding or attacking them during some conflict in which they become involved. A vicious cult may be kidnapping locals and sacrificing them on their meteoritic iron altar, hoping to call down more meteorite strikes on their enemies (and perhaps coming close to succeeding). A more benevolent cult may be attempting to prevent the lode of adamantine and thaumeteoric iron (or even a Rune Sea at the heart of an engram ark) from falling into the hands of predatory monsters, dark elves, undead, or other evil individuals.

PCs AS PROPHETS

It's possible that the PCs learn about the impending strike before anyone else. Perhaps one character has a terrible dream, featuring a vision of a fiery rock falling from the

heavens, and the destruction and death that result from its impact. Maybe the PCs discover a tablet foretelling the fall in an old ruined wizard's tower, describing in exacting detail what will occur (the mage used a combination of mundane optics, mathematics, magical computation, and clairvoyance to calculate the date and location of the impact). The clarity of either the dream or description

should leave no doubt that the event *will* come to pass. The news will almost certainly shock the PCs.

An awesome responsibility descends upon the PCs, should they agree to take it on: Warn, or run? Why haven't others had this dream? Is some shadowy entity or organization trying to keep people from learning about the impending meteorite strike? It might be up the PCs to ferret out this entity or group.

FOLLOWING CLUES

As this scenario unfolds, the PCs are investigating stories of change or disaster in a distant area. When magic fails (due to the blast of an EMP), or an area is destroyed, the PCs follow a trail of stories: refugees who speak of a "star touching the earth," lost and rampaging molten elementals or ark guardians, burnt landscapes, and perhaps people appearing

with strange, colored designs on their skin and possessing unusual powers. Eventually, they make their way to the crater and discover what has come to pass.

Creatures and communities in the area that survived may be desperate for food and supplies after the fires and periodic acid rain ruin crops. The PCs may be hard pressed merely to make it to ground zero.

On the other hand, the PCs' first clue that something strange has fallen from the sky could be perturbations in the arcanosphere—see "Changes to the World," page 26.

THE PROCLAMATION OF DOOM

The local or national officials in an area have a big secret. Some leave office, others go on sabbatical. "In the know" high-profile celebrities are leaving the area, or are already gone. Rumors spread like wildfire: Something bad is coming.

Secret plans of containment and evacuation are undertaken. The local guard triples its numbers with new conscripts. An omen appears in the sky—the fiery tail of a comet that daily grows larger, even to the naked eye. Underdog political factions rise to sudden prominence with unlikely speed. Anarchists walk the streets, inciting riots and disorder, using the undercurrent of fear as a catalyst. The unrest reaches its worst levels when the announcement finally goes out to all: A star is falling from the very heights of heaven, and will soon smash itself to death on the world—specifically in the local region, city, or nation. Total destruction is expected.

PCs may decide to make for the farthest coast, or they may be asked to help clean out the caverns below the area to be used as underground shelters, so the population can weather the coming event (these caverns are infested with all manner of unpleasant life, including dark elves and other creatures common to the underworld). PCs may be asked to embark on a teleportation-enabled journey to the very edge of the speeding rock, safely contained within a sphere of force, in order to set vast thaumaturgic charges to deflect the meteor. The PCs might be asked to lead a group of refugees across land or sea, through underworld tunnels, or shadow world darkneses, defending their wards against all threats along the way.

Or something completely different.

CHANGES TO THE LANDSCAPE

Even the impact of a mere 30-foot-diameter meteorite can have long-lasting effects on the surrounding landscape and climate. Larger meteorites, or a rain of standard-sized meteorites, can have a far wider-ranging permanent effect.

LANDFORMS

When forests are razed by fire, rivers change their course, and holes are punched into the ground as if by a god's fist, permanent changes to the surface of the land obviously result.

Many changes are possible, any of which can lead to interesting adventures for the PCs. Some ideas:

Checklist

- Determine how to foreshadow the meteorite fall
- Is the strike the campaign's central event or merely the effect of something more critical?
- Choose a method for revealing the meteorite's fall to the PCs.
 - Stage an adventure.
 - Everyone learns the news at once.
- Decide which groups attempt to capitalize on the fear of the Afterfall.

- A meteorite strikes the side of a mountain, spreading debris far and wide over the countryside and causing an avalanche that buries many villages and fields.
- A meteorite impact changes the course of a river so that what was once a vital source of water is now a drying mud course.
- Age-old stone obelisks, said to guard against the return of the evil ur-fey, are toppled.
- A new vein of valuable ore is uncovered by the impact.
- The impact threatens to set off a string of previously dormant volcanoes.
- Fires burn down an ancient forest whose heartwood had never before been penetrated.
- A tsunami (from an ocean impact) wipes clear a long section of coastline, obliterating all the towns once located along it.
- Political power shifts to those who warned of the disaster, or to those who promise speedy recovery.
- A culturally important site, such as a central temple, a ruler's palace, or a center of magical research, is destroyed by the impact.
- The EMP (from a thaumeteorite, an engram ark, or something more exotic) temporarily disables artifacts, while many lesser in-place spells and wards are dissipated.
- Frightened and confused mobs of displaced refugees cause trouble.
- The puissance of the gods is questioned—many citizens abandon their religions, while many of the formerly faithless join up, or form their own new faith or organization (see below)
- The impact event is seen as an omen of doomsday, and riots ensue.
- Opportunistic neighbors decide to act while a city-state or country hit by a meteorite strike is weakened; war is the result.
- Evil clerics begin to hold mass sacrifices to ward off further falling stars, referring to them as “hammers of the gods.”
- The masses hold a certain individual or group responsible for the chaos after the impact (particularly a ruling body, a high-ranking cleric, or even the PCs who tried to warn of the impending disaster) and attempt to kill the offender(s).

CLIMATE

The heat released locally and the haze produced in a larger region by a meteorite impact may have long-term effects on your campaign.

Many changes are possible, any of which can lead to interesting adventures for the PCs. Some ideas:

- A prolonged cold snap ushers in a very cold winter—so cold, in fact, that ice trolls, winter wolves, and other creatures that rarely venture down from their alpine lairs have begun to range broadly across the land.
- A cloud of ash hangs in the air, refusing to be dispersed. The darkness is not good for crops. Worse, it is so dark that light-sensitive creatures have begun to operate abroad (perhaps including vampires, or possibly dark elves and tentacle-faced thrall-takers from the underworld).
- In an effect exactly the opposite of a cold snap, the heat released by the impact is trapped in the lower atmosphere. A dry, oven-hot summer brings creatures of the deep deserts from their lairs, looking for fresh prey and new territory.
- Constant rain floods a fertile lowland area, creating an inland sea. Farmers are homeless, and their crops are drowned. Disease in the moist environment runs rampant, taxing the abilities of even the most dedicated clerics and lay healers.
- The seas rise permanently by several feet, redrawing coastlines worldwide. Cities are inundated, causing the death or displacement of thousands or millions of people.

CHANGES TO SOCIETY

Even a standard-sized meteorite impact, if it occurs close enough to a large population center, could lead to major societal changes. These changes might range from the creation of new organizations (as presented below) to the introduction of new deities. For example, a few changes could include the following:

Of course, the extent of the physical and cultural changes depends on where you allow the meteorite to strike. Ground zero in an out-of-the-way rural locale would precipitate few of these consequences, while the destruction of part or all of a capital city could bring about most of the effects described here.

NEW ORGANIZATIONS

Inevitably, the dramatic impact of a meteorite results in the creation of whole new organizations, or an increased awareness of previously minor ones, suddenly brought to the fore because of their expertise. Two such groups are the Sky Callers and the League of Astronomers. In the worst possible case, the people recognize and worship new and destructive gods, such as the Dark Plea itself.

THE SKY CALLERS

Members of this group claim that meteorites represent vast untapped power for destruction. They believe that this potential for destruction resides in the greater universe as a mindless entity, but it is usable by those with the strength to guide it. They call this destructive potential the Vengeful Sky.

Many Sky Callers revere the Vengeful Sky as if it were an entity worthy of veneration in and of itself. They congregate around the craters of meteorite strikes, building temples to house their reverence, and attempt to gather the dispersed power of an already fallen meteorite. Thus, Sky Callers may study astromancy; however, they see it as a wholly destructive force.

The worst aspect of the Sky Callers is their belief that they can either guide future meteorite strikes or call down meteorite strikes against those who deserve destruction (pretty much anybody not in the organization). Toward this end, the Callers perform elaborate sacrificial rites on meteoritic iron altars in the bowels of the craters they lay claim to.

The Callers are always on the lookout for meteorite craters. If possible, they attempt to keep such locations a secret, even if that means eliminating all others who stumble upon a site. They guard their sites rigorously, building fortresses nearby to watch over the area.

Understandably, most who truly come to understand the ethos of the Sky Callers oppose them. So as not to alienate everyone else, the Callers present a placid face to the world at large. They go to great lengths to claim to be merely a preservationist group interested in studying meteorite phenomena and preserving craters for posterity—much like the true interests of many members of the League of Astronomers (see page 24). Of course, all such pretense ends when would-be supplicants to the crater's heart find themselves strapped upon the altar, ready for sacrifice to the sky.

Even those who are fooled by the Callers' façade may take offense at the way they lay claim to all meteorite impact zones, including mining rights to valuable meteoritic ores (or possibly even access to the mysterious Rune Sea).

Pure clerics are few in number in the Sky Callers' ranks, although some who worship gods of destruction come to see the meteorite threat as extensions of their god's power, or a means to an end. (Those who have learned of the Dark Plea may also be members.) The Sky Callers are mostly composed of wizards and sorcerers, several astroengineers (see Chapter Three), and the unique spellcasters known as ruin priests.

RUIN PRIESTS

The characters known as ruin priests form the center of what the Sky Callers are all about. They take part in every sacrifice and every act of destruction. They commune with the Vengeful Sky and draw on its destructive energy to provide themselves with special powers. Because of the presumed divine nature of the Vengeful Sky, many clerics take up the mantle. When following their façade of gentle study, they dress as they did prior to joining the Sky Callers. When not in disguise, they wear ragged, half-burned great coats embroidered with the designs of falling stars.

See the ruin priest prestige class description in Chapter Three.

NPC SKY CALLERS

Theovore Burnseid is the undisputed head of the Sky Callers organization. A master dissembler, in mere seconds Theovore can adopt the manner of a sad-eyed academic interested in crater preservation. Just as quickly, he can drop that guise, allowing his fervor for destruction for destruc-

tion's sake to take him into an ecstasy of anticipation. He awaits the fall of the "Big One," which all his divinations have led him to believe is on the way in the next few years, if he keeps up the group's sacrificial rites.

As the master, Theovore remains active in many of the Sky Callers' activities, especially those he considers vital to the group's ability to secure a particular crater, or even an interesting meteorite chunk or an item forged from meteoritic iron.

To enhance his academic "disguise," Theovore wears spectacles made of glass lenses held in meteoritic iron frames. He has a shock of platinum blond hair, thinning but cut short. He is thin, almost to the point of emaciation.

In combat, Theovore prefers to use his spells, though he always loses a spell early in a conflict, turning it into a blast of plasma (see the Skyfire feat in Chapter Four).

Theovore's second in command, Carme, is an overweight woman with pale skin and sleepy eyes. She claims to be a cleric of destruction—which is true to a point. In fact, she is secretly a cleric of the Dark Plea itself. Though she understands little about this force she reveres, she has found the rewards for offering it obeisance to be exceptional, especially since she was excommunicated from her former cleric order for dereliction of duty. Many of the insane and destructive tenets of the Sky Callers have evolved over time due to Carme's influence and, through her, the force of the Dark Plea.

Theovore Burnseid, male human Sor12: CR 12; Medium

humanoid; HD 12d4+36; hp 66; Init +3; Speed 30 feet; AC 15 (+4 Dex, +1 amulet); Attack +7/+2 melee (1d6+1, +1 staff); AL CN; SV Fort +7, Ref +7, Will +8; Str 11, Dex 17, Con 16, Int 10, Wis 10, Cha 20

Skills and Feats: Concentration +18, Intimidate +13,

Spellcraft +14; Astromancy†, Maximize Spell, Empower Spell, Enlarge Spell, Skyfire†, Spell Penetration

Possessions: Amulet of natural armor +1, gloves of Dexterity +2, +1 staff, ring of major elemental resistance (plasma), 3 vials alchemist's fire

Sorcerer Spells Known (6/8/7/7/6/3; base DC 15 + spell level):

0—daze, detect magic, dancing lights, flare, light, mage hand, ray of frost, read magic; resistance; 1st—plasma bolt†, expeditious retreat, mage armor, magic missile, shield; 2nd—blur, fiery stone fall†, invisibility, see invisibility, web; 3rd—fireball, fly, haste, lightning bolt; 4th—fire shield, polymorph self, wall of fire; 5th—feeblemind, wall of iron; 6th—chain lightning

Carme, female human Clr12: CR 12; Medium humanoid;

HD 12d8+12; hp 66; Init +2; Speed 20 feet; AC 22 (+7 chainmail, +2 amulet, +2 Dex, +1 ring); Attack +11/+6 melee (2d6+2, +2 greatsword); SA Rebuke undead 4/day; AL CE; SV Fort +11, Ref +8, Will +14; Str 11, Dex 15, Con 12, Int 13, Wis 18, Cha 12

Skills and Feats: Concentration +15, Diplomacy +6, Heal +10, Knowledge (the planes) +4, Knowledge (religion) +8,

Speak Language (Abyssal, Draconic), Spellcraft +10, Spot +6, Wilderness Lore +6; Craft Wand, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (greatsword)

Possessions: Amulet of natural armor +2, +2 chainmail, +2 greatsword, ring of protection +1, 2 potions of cure serious wounds.

Cleric Spells Prepared (6/7/6/6/5/4/3; base DC 14 + spell level): 0—detect magic, detect poison, inflict minor wounds, light, mending, summoning auxiliary†; 1st—charm person*, command, divine favor (2), endure elements, sanctuary, shield of faith; 2nd—darkness, endurance, hold person, nightsnare†*, shatter, silence; 3rd—cure serious wounds, dispel magic (2), invisibility purge, fear*, protection from elements; 4th—dismissal, nightcrypt†*, restoration, sending, summon monster IV; 5th—circle of doom, dominate person, insect plague, true seeing; 6th—eyebite (sleep)*, greater dispelling, summon monster VI

* Domain Spell. Deity: The Dark Plea. Domains: Psychic and Nightmare (see page 29)

Typical ruin priest, human Sor5/Ruin Priest3: CR 8; Medium humanoid;

HD 5d4+8 + 3d8+3; hp 39; Init +3; Speed 30 feet; AC 15 (+3 Dex, +1 amulet, +1 ring); Attack +5 melee (1d8/x3, shortspear);

SA *Ruinous cleave*, *sacrificial spell I*, ruinous spell; SQ Familiar benefits (bat); AL CN; SV Fort +6, Ref +6, Will +11; Str 10, Dex 16, Con 13, Int 10, Wis 12, Cha 16

Skills and Feats: Concentration +13, Knowledge (arcana) +11, Spellcraft +11; Astromancy†, Iron Will, Skill Focus (Concentration), Toughness

Possessions: Amulet of natural armor +1, ring of protection +1, cloak of resistance +1, 1 potion of cure light wounds

Sorcerer Spells Known (6/7/7/5; base DC 13 + spell level): 0—dancing lights, daze, detect magic, ghost sound, light, mage hand, read magic; 1st—charm person, mage armor, magic missile, protection from evil, shield; 2nd—acid arrow, invisibility, web; 3rd—fireball, lightning bolt

Ruinous Cleave (Sp): Gain immediate, extra spell attack against another creature in the immediate vicinity if first enemy is slain; see full ability description in Chapter Three.

Sacrificial Spell I (Sp): Cast any spell up to 3rd level found on spell list with proper sacrifice; see full ability description in Chapter Three.

Ruinous Spell (Su): Damaged foe makes Fortitude save (DC 10 + the ruin priest's class level + one-half the priest's Wisdom modifier [round up]) or bleeds at a rate of 1 hit point per round; see full ability description in Chapter Three.

USING THE SKY CALLERS

The Sky Callers' description presented here assumes that meteorites of some note have fallen in the past. If you prefer, the Sky Callers could be a new organization that forms in the aftermath of your skyfall event. Alternatively, they could arrive from a far-off land or continent, having heard reports of a recent strike in your campaign area.

The Sky Callers can be interesting NPCs when found in the region around ground zero. PCs investigating a meteorite strike may be taken in by the Sky Callers' act at first ("Hello, we're here to study and preserve the area for future academics"), but eventually they may have to escape from a trap laid by the



Callers, sneak past them, or fight them. The Sky Callers could become an ongoing threat to PCs who make off with meteoritic iron, thaumeteoric iron, or even an engram.

THE LEAGUE OF ASTRONOMERS

Few with an interest in the sky have not heard of the League of Astronomers. Of course, most noninitiates assume the League is interested in simple observation of twinkling lights. While that may be true to some extent, the core of the League is composed of those who understand both the

threat and the potential offered by descending meteorites. There are those of the League interested solely in the personal empowerment that astromancy and starmilk-forged items can give them, while others may be motivated as much by knowledge of engram arks and the lost world of Kure.

Though they may be diverse in their interests, the members of the League of Astronomers maintain a single Motherhouse where they can meet, plan, and experiment. The Motherhouse is built on the ridge of a high mountain, and takes the form of a series of pale domes joined below ground with wide,

metal-lined tunnels. The domes are fitted alternately with arcane lenses for staring off into the depths of the sky, intricate astrolabes, or orreries of orbiting bodies, some far smaller than planets. In vaults beneath the Motherhouse, hidden among the mountain's roots, are stored ingots of meteoritic iron, adamantine, and even prized bits of raw starmilk, ready for the forge. The inside of the largest dome is painted with an intricate pattern representing the night sky, which is updated as members discover new objects or lights to study from the smaller observation domes.

Though their main concern is to continue accumulating knowledge, the Astronomers are rightfully proud of what they have learned already. They prefer to send their own members to investigate reports of meteorite strikes, especially their own specially trained astroengineers (see Chapter Three).

More often than not, the League finds itself in contention with the narrowly focused Sky Callers cult. The League is especially bitter toward a few of its former astroengineers who abandoned the Astronomers in favor of the Callers. The Astronomers see the Sky Callers as simpletons, too eager to read omen and divinity into what is merely a natural phenomenon of the multiverse. On some occasions, the Astronomers have raised a force against a Sky Caller bastion that has dug itself into a crater.

All classes are represented among the ranks of the League of Astronomers, but many are engram adepts and astroengineers (see Chapter Three).

ASTROGINEERS

Astroengineers are loyal first to their study of meteorite-related magic, and second to the League of Astronomers, where many of them received their initial training. Most who train with the League remain as members, enjoying the benefits of lodging and a pool of shared information at the Motherhouse. While any spellcaster could potentially learn the various feats that account for many of an astroengineer's abilities, it is their focus on meteor-borne magic that sets astroengineers apart from common casters.

See the astroengineer prestige class description in Chapter Three.

NPC ASTRONOMERS

Synne Noe is the Lead Astronomer at the Motherhouse. She has clocked many thousands of hours of observation time and discovered more celestial artifacts and anomalies than any other individual. For all that, she is an able administrator and respected leader. It is rumored that she possesses a charm that allows her to go without resting (as an elf, she would normally need some trance time). If true, this would explain how she can observe and correlate all night long, leaving her days open for League business.

Synne personally hands out commissions to teams sent out to investigate reports of meteorite impacts, even those sent to retrieve or trade for bits of meteoritic iron or starmilk (the League usually does not seek adamantine).

She is large (6 feet tall) for an elf, and is sometimes mistaken for a human woman. She keeps her dark hair cut to shoulder length, and often wears a crystal monocle.

In a conflict, Synne is powerful, but reserved. If possible, she summons meteor-derived beasts to aid her (see *summoning auxiliary* in Chapter Five: Spells).

Synne's daughter Alexa often accompanies her but never gets involved in the politics or leadership of the League. She simply seeks to learn the arts of astromancy from her mother. Synne is more than happy to accommodate her precocious daughter. Alexa has an interesting theory regarding the influx of thaumaturgic ore from beyond the sky: She believes that the nature

Checklist

- Determine the results of the impact strike upon political states, magical sites, landscape, weather, and so on.
- How do various organizations in your own campaign respond?
- Are the Sky Callers and/or League of Astronomers established, or do groups such as these form in the aftermath of the strike?
- How long are the Callers willing to maintain their guise before undertaking some serious destruction in the region?
- How long before the League of Astronomers sends in a team to investigate the impact zone?
- Determine the extent of the threat that the Sky Callers pose to PCs who oppose them; do the same for the League.

of magic itself has shifted somewhat, due to perturbations of what she calls the “arcanosphere,” which she describes as the medium that underlies and supports magic in the world.

Synne Noe, female elf Wiz 10/Engram Adept 5: CR 15; Medium humanoid; HD 10d4+10 + 5d10+5; hp 69; Init +2; Speed 30 feet; AC 13 (+2 Dex, +1 ring); Attack +10/+5 melee (1d6, staff); SA Three engrams worn (one common blue, two uncommon blues), engram vigor, *throw engram 6d6*, *engram fuel*; SQ Familiar benefits (raven), elf traits; AL NG; SV Fort +11, Ref +12, Will +15; Str 11, Dex 14, Con 12, Int 21, Wis 13, Cha 8

Skills and Feats: Concentration +19, Listen +7, Knowledge (arcana) +21, Knowledge (history) +7, Knowledge (planes) +7, Scry +18, Search +10, Spellcraft +21, Spot +14; Craft Wand, Craft Wondrous Item, Iron Will, Scribe Scroll, Lightning Reflexes, Great Fortitude, Spell Penetration, Skill Focus (Craft, tattooing), Empower Spell

Possessions: *ring of protection +1*, *cloak of resistance +1*, *headband of intellect +4*, *pearl of power (1st)*, *wand of lightning bolt (10th level, 15 charges)*

Wizard Spells Prepared (4/6/5/4/4/3; base DC 15 + spell level):
 0—*arcane mark*, *detect engram*†, *read magic*, *summoning auxiliary*†; 1st—*mage armor*, *magic missile (3)*, *plasma bolt*†, *shield*; 2nd—*engram communicator*†, *lend engram*†, *Mel’s acid arrow (2)*, *tap engram*†; 3rd—*engram circuit*†, *disperse engram*†, *fireball*, *suggestion*; 4th—*charm monster*, *engram trace*†, *Rune Sea voyager*†, *empowered fireball*; 5th—*cone of cold*, *permanency*, *teleport**, *wall of force*

* Provided by worn engram.

Worn Engrams: *Common Blue:* Gain access to one more spell from the highest spell level the caster can normally cast (*teleport*); *Uncommon Blue:* Provides +2 engram bonus to character level where level is used in a die roll or calculation; *Uncommon Blue:* Provides +2 engram bonus to damage rolls for any spell that already deals damage.

Engram Vigor (Su): An engram adept is nourished by the ambient energy of the engrams she wears. She does not need to eat, drink, or even breathe.

Throw Engram 6d6 (Sp): Once per day, throw one worn engram at any creature or object within 30 feet. On a successful touch attack, the thrown engram deals 6d6 points of plasma damage; see full ability description in Chapter Three.

Engram Fuel (Sp): Use engram’s power to gain new ability for a brief period; see full ability description in Chapter Three.

Alexa Noe, female elf Wiz 5/Astrogrineer 6: CR 11; Medium humanoid; HD 5d4+3 + 6d4; hp 32; Init +4; Speed 30 feet; AC 16 (+4 Dex, +2 bracers); Attack +5 melee (1d6, staff); SA 10th-level effective caster; SQ Familiar benefits (bat), elf traits; AL NG; SV Fort +3, Ref +9, Will +12; Str 10, Dex 18, Con 10, Int 16, Wis 12, Cha 9

Skills and Feats: Alchemy +12, Concentration +9, Knowledge (arcana) +16, Listen +5, Scry +13, Search +8, Spellcraft +16, Spot +7; Craft Wondrous Item, Iron Will, Lightning Reflexes, Scribe Scroll, Skill Focus (Spot), Toughness; Astromancy†, Plasma Surrogate†, Skyfire†

† Feats gained from prestige class. See the astrogrineer write-up in Chapter Three and feat descriptions in Chapter Four.

Possessions: *Bracers of armor +2*, *gloves of Dexterity +2*, *wand of magic missile (4 missiles per charge; 20 charges)*, *wand of mage armor (23 charges)*, 4 potions of *cure serious wounds*.

Wizard Spells Prepared: (4/5/5/4/3/2; save DC 13 + spell level):
 0—*detect magic*, *mage hand*, *open/close*, *read magic*; 1st—*charm person*, *comprehend languages*, *feather fall*, *magic missile (2)*; 2nd—*detect thoughts*, *invisibility*, *knock*, *Mel’s acid arrow*, *mirror image*; 3rd—*dispel magic*, *displacement*, *disperse engram*†, *fly*; 4th—*dimension door*, *ice storm*, *veil of meteors*†; 5th—*hold monster*, *minor meteorite*†

Typical astrogrineer, human Sor 5/Astrogrineer 3: CR 8; Medium humanoid; HD 5d4+8 + 3d4 +3; hp 29; Init +6; Speed 30 feet; AC 12 (+2 Dex); Attack +2 melee (1d6–1, shortspear); SA 7th-level effective caster; SQ Familiar benefits (cat); AL NG; SV Fort +3, Ref +6, Will +8; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15

Skills and Feats: Alchemy +4, Knowledge (arcana) +10, Concentration +7; Astromancy†, Improved Initiative, Lightning Reflexes, Plasma Surrogate†, Skill Focus (Spot), Toughness

† Feats gained from prestige class. See the astrogrineer prestige class in Chapter Three and feat descriptions in Chapter Four.

Sorcerer Spells Known: (6/7/7/4; save DC 12 + spell level): 0—*arcane mark*, *detect magic*, *detect poison*, *mage hand*, *mending*, *read magic*, 1st—*charm person*, *expeditious retreat*, *mage armor*, *stone fall*†; 2nd—*fiery stone fall*†, *invisibility*, *knock*; 3rd—*fireball*, *protection from plasma*†

USING THE LEAGUE OF ASTRONOMERS

As with the Sky Callers, you have two basic ways to incorporate the League into your campaign: as a group recently formed to study meteorite impacts, or as an older group with knowledge of other meteorite impacts. Beyond that, you need to decide whether the organization will ally with or oppose the player characters—or perhaps the PCs will decide that for you by their actions and opinions.

As an ally, the League of Astronomers can be a source of great information and aid for those exploring the secrets of an impact zone. The Astronomers might even commission the PCs to investigate a distant location for them, paying them handsomely for good information or a premium on meteoritic iron brought back. (This might be all the setup you need to bring the PCs into conflict with the Sky Callers.)

The League is more difficult to portray as an enemy of the PCs, but it can be done. Because no unifying moral ethic

guides the League, some members may find it more expedient to exterminate PCs interested in finding out more about an approaching or already fallen meteorite, instead of sharing knowledge or meteoritic iron. Even well-intentioned Astronomers may see the PCs as simple looters, and defend an impact site accordingly. Some particularly aggressive Astronomers might track down PCs whom they know have purchased or otherwise obtained meteoritic ore of any kind, and demand its return in the name of astromancy.

CHANGES TO THE WORLD

It is possible that the fall of a meteorite, or an extended meteorite shower, has repercussions beyond merely the local, even if the meteorite is relatively small. This is especially pertinent if the meteorite is thaumaturgic in nature, or if, for instance, the fiery remnants of Kure accompany

an engram ark.

In the former case, the addition of so much thaumaturgic material into the campaign world can have a direct effect on the worldwide magical field (referred to hereafter as the arcanosphere). This arcanosphere is the medium in which magic propagates, just as air is the medium in which sound propagates. If the medium's components change significantly enough, such as through the addition of a lode of thaumatur-

gically charged ore, essence, intelligence, philosophy, or other extraterrestrial component, then by necessity the medium also changes. If you decide to allow it, meteorite impacts may change how magic works in your campaign.

A meteor strike is also a good opportunity to change things in the magic system that you don't like—you can change a spell's effects, delete a spell, and so on, all because of the impact to the arcanosphere.

In the case of the fall of an engram ark into your campaign world, engrams and ark guardians are not the only possible arrival. After all, engram arks have a history; they are the direct consequence of the activity of an entity called the Dark Plea. They are shattered remnants of a once-strong race that lost a war with a power whose total malevolence exceeded their ability to fight back. With an engram ark comes the possibility of

the influence of the Dark Plea. If you decide to allow it, evil NPCs may find a new god to worship: the Dark Plea itself.

SHIFTS IN THE ARCANOSPHERE

Any shift in the arcanosphere affects the spellcasting ability of some or all arcane spellcasters. When the arcanosphere undergoes a subtle change, as might be the case when thaumaturgically charged meteorites are deposited into your campaign world, most spellcasters may not notice the change immediately. Nevertheless, a spellcaster who pays close attention to the effects of her spells should eventually be able to determine that things don't work the way they used to.

The following section presents four possible effects for spells of each school of magic, based on whether you prefer the arcanosphere shift to be permanent or temporary, and positive or negative. The temporary shifts described here are more dramatic than the permanent shifts, since they represent a wild swing (although a fleeting one) in the nature of the arcanosphere, while the permanent shifts are less extreme (and thus more difficult to detect at first). In most cases, a temporary shift should last no longer than 1d4 months; once it fades, a permanent effect can kick in. You decide if the arcanosphere shift affects every school of magic, or as few as one. You can have one school gain a permanent positive effect, while another gains a temporary negative effect. You can adjust the schools in whatever configuration you like, or not at all.

One thing to keep in mind when shifting the arcanosphere: Your players probably won't thank you for bringing about a negative shift that affects some PC's preferred school of magic. Only do this if you have some campaign-specific reason to impede the ability of all arcane spellcasters (not just PCs) who make use of certain kinds of magic.

LEARNING ABOUT THE SHIFT

Even if the arcanosphere shifts, many arcane spellcasters go on about their magic normally unless they become aware of the changes, and then discover how to best take advantage of said changes.

Positive Shifts: For obvious reasons, specialist wizards are the greatest beneficiaries of positive shifts in the arcanosphere. Once an arcanosphere shift has occurred, specialist wizards are most likely to take note. If a specialist wizard becomes aware of a positive shift—even if another spellcaster tells her about the change—she has to come to a personal understanding of it in order to make use of it.

The first time each day when a specialist wizard attempts to cast one of the highest-level spells she knows within her specialty school, she must make a Spellcraft check against a DC equal to 15 + the level of the spell cast. On a successful

Key Terms

Arcanosphere: *The theoretical medium that underlies magic and propagates magical effects.*

Astroineer: *Many of these astromancers work for the League of Astronomers.*

League of Astronomers: *Organization that catalogues impacts and collects fragments for the sake of knowledge.*

Ruin Priest: *Empowered members of the Sky Callers cult.*

Sky Callers: *Cult that promotes meteorite impacts as glorious acts of destruction, for destruction's sake.*

Vengeful Sky: *The term used by Sky Callers to refer to the innate destructive force of the multiverse.*

check, the wizard learns of the beneficial change, and upon gaining her next level, may take advantage of the change.

Negative Shifts: The effects of a negative shift occur immediately (instead of when a wizard gains her next level), and no Spellcraft check is required to learn about the shift. As noted above, simple observation of one's spellcasting ability and how it is suddenly different is the best way for a wizard or sorcerer to realize what has happened.

ABJURATION SHIFTS

Positive Permanent: Cast all abjuration spells at +1 caster level.

Positive Temporary: Command or rebuke other arcane spellcasters as an evil cleric rebukes undead (not creatures with only spell-like abilities). Use this ability a total number of times per day equal to caster's Intelligence modifier (maximum 5). This is a supernatural ability.

Negative Temporary: Abjuration spells are cast as if the caster were four levels lower than normal. If this lowers the caster level so much that the character can access no longer the spell, then he cannot cast it.

Negative Permanent: Abjuration spells are cast as if the caster were one level lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

CONJURATION SHIFTS

Positive Permanent: Cast up to three summoning spells a day with a casting time of only one standard action (instead of 1 full round).

Positive Temporary: Choose creatures from summoning lists two levels higher than spell otherwise indicates. If casting an 8th- or 9th-level summoning spell, gain twice the number of summoned creatures indicated.

Negative Temporary: Conjunction spells are cast as if the caster were four levels lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

Negative Permanent: Conjunction spells are cast as if the caster were one level lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

DIVINATION SHIFTS

Positive Permanent: Cast divination spells as if gaining the benefits of the feats Silent Spell and Still Spell without preparing those spells in higher-level slots, up to three times per day.

Positive Temporary: Cast the divine spell *commune* freely (no need to prepare it) one time per day as a 9th-level caster, but no more than nine times total before the temporary shift in the arcanosphere fades away. This is a spell-like effect.

Negative Temporary: Divination spells are cast as if the caster were four levels lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

Negative Permanent: Divination spells are cast as if the caster were one level lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

ENCHANTMENT SHIFTS

Positive Permanent:

Cast enchantment spells with a +2 bonus to the save DC, up to three times per day.

Positive Temporary:

Cast *dominate person* freely (no need to prepare it) one time per day as a 9th-level caster, but no more than nine times total before the temporary shift in the arcanosphere fades away. This is a spell-like effect.

Negative

Temporary:

Enchantment spells are cast as if the caster were four levels lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

Negative Permanent: Enchantment spells are cast as if the caster were one level lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

EVOCATION SHIFTS

Positive Permanent: Evocation spells that deal damage deal an extra die of damage for the caster, even if this exceeds the spell's normal maximum, up to three times per day.

Positive Temporary: Evocation spells that deal damage deal maximum damage for the caster, up to three times per day.

Negative Temporary: Evocation spells are cast as if the caster were four levels lower than normal. If this lowers the

Psionics and the Arcanosphere

In a "Psionics are Different" campaign, one can expect little effect from disturbances to the arcanosphere. However, in a psionics-transparent campaign (or if you decide the exotic influence of thaumaturgic or stranger meteorites has an effect), psions may also be affected as follows:

All Disciplines

Positive Permanent: Learn one additional power from manifestor's primary discipline.

Positive Temporary: Cost to manifest powers in primary discipline are reduced by one half.

Negative Temporary: Psions manifest powers as if they were four levels lower than normal. If this lowers the manifestor level so much that the psion no longer can access the power, then he cannot manifest it.

Negative Permanent: Psions manifest powers as if they were one level lower than normal. If this lowers the manifestor level so much that the psion no longer can access the power, then he cannot manifest it.

caster level so much that the character can no longer access the spell, then he cannot cast it.

Negative Permanent: Evocation spells are cast as if the caster were one level lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

ILLUSION SHIFTS

Positive Permanent: Prepare one additional spell from the illusion school per day at any level that you can prepare spells.

Positive Temporary: Cast *greater shadow evocation* freely (no need to prepare it) one time per day as an 11th-level caster, but no more than 11 times total before the temporary shift in the arcanosphere fades away. This is a spell-like effect.

Negative Temporary: Illusion spells are cast as if the caster were four levels lower than normal. If this lowers the

caster level so much that the character can no longer access the spell, then he cannot cast it.

Negative Permanent: Illusion spells are cast as if the caster were one level lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

NECROMANCY SHIFTS

Positive Permanent: Cast *spectral hand* freely (no need to prepare it) once per day as an 11th-level caster. This is a spell-like effect.

Positive Temporary: Command or rebuke undead as an evil cleric. Use this ability a total number of times per day equal to caster's Intelligence modifier (maximum 5). This is a supernatural ability.

Negative Temporary: Necromancy spells are cast as if the caster were four levels lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

Negative Permanent: Necromancy spells are cast as if the caster were one level lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

TRANSMUTATION SHIFTS

Positive Permanent: Prepare one additional spell from the school of transmutation once per day at any level for which the character can cast spells.

Positive Temporary: Cast either *polymorph* or *polymorph other* freely (no need to prepare it) one time per day as a 12th-level caster, but no more than 12 times total before the temporary shift in the arcanosphere fades away. This is a spell-like effect.

Negative Temporary: Transmutation spells are cast as if the caster were four levels lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

Negative Permanent: Transmutation spells are cast as if the caster were one level lower than normal. If this lowers the caster level so much that the character can no longer access the spell, then he cannot cast it.

CALL OF THE VENGEFUL SKY

With the inception of the Sky Callers' concept of the "Vengeful Sky," the personification of the concept into a gestalt of godhood could not be far behind. Just as some clerics and druids venerate "nature" and thereby derive powers from a source that is not deific, so too do some clerics venerate the Vengeful Sky and gain powers like any other cleric. Most clerics who venerate the Vengeful Sky go on to train as ruin priests (see the prestige class description in Chapter Three).

In conception, the aspect of the Vengeful Sky is pure chaos combined with ultimate evil (the quintessence of chaotic evil alignment). The Vengeful Sky is also sometimes referred to as the Coming Afterfall. The Vengeful Sky has no paradigm or scripture; it is a force that feeds on pure destruction (some wonder if worship of the Vengeful Sky isn't merely an aspect of the worship of the Dark Plea). It is associated with the domains of Chaos, Destruction, and Evil. Its symbol is a fiery meteor, but its worshippers depict it as a great leering face burning across the sky. Its favored weapon is a fiery mace.

DREAM OF THE DARK PLEA

When the Dark Plea first touches your campaign world, the opportunity exists for unsavory NPCs to worship the entity as a god. Psion spirituels (a *Mindsapes* prestige class) may also worship the Dark Plea as a godmind, gaining access to the domains as if they were nodes. Likewise, the noted spells become the spirituel's translated psionic powers.

In its godly aspect, the Dark Plea is chaotic evil. Some also refer to it as the Mindbane, Dreamstalker, or Nightbirth. The Dark Plea is the patron of those who seek destruction or the dominion of others through manipulative dreams of atrocity. It is associated with the domains of Death, Psychic, and Nightmare. Its symbol is a tongue of black flame, and its worshippers depict it as a gruesome silhouette of terror, or alternatively, a tongue of black flame burning on a greatsword, which is its favored weapon.

Key Term

Arcanosphere Shift: A change in the medium through which magic travels, which affects the way magic works, usually due to some large-scale effect in the world (in this case, due to thaumeteoric bombardment).

PSYCHIC DOMAIN

Granted Power: Gain +2 bonus to save DCs for all Psychic domain spells.

Psychic Domain Spells

- 1 *Charm Person.* Makes one person your friend.
- 2 *Detect Thoughts.* Listen to surface thoughts.
- 3 *Suggestion.* Subject acts on suggestion.
- 4 *Confusion.* Makes subject act oddly for 1 round/level.
- 5 *Dominate Person.* Controls humanoid telepathically.
- 6 *True Seeing.* See all things as they really are.
- 7 *Mass Suggestion.* As *suggestion*, plus 1 subject/level.
- 8 *Discern Location.* Exact location of creature or object.
- 9 *Dominate Monster.* As *dominate person*, but any creature.

NIGHTMARE DOMAIN

Granted Power: Visit awful dreams upon a foe once per day. The cleric must succeed at a melee touch attack against a living creature (using the rules for touch spells). On a successful touch, roll 1d6 per cleric level. If the total equals at least the creature's current hit points, it falls immediately into a nightmare-ridden sleep (as if subject to the effect of a *sleep* spell without the HD maximum). The sleeper suffers from tormenting dreams and takes 1 point of Constitution damage upon awakening.

Nightmare Domain Spells

- 1 *Sleep.* Put 2d4 HD of creatures in comatose slumber.
- 2 *Nightmaref.* Put touched subject into comatose slumber.
- 3 *Fear.* Subjects within cone flee for 1 round/level.
- 4 *Nightcryptf.* Send sleeping subjects in area bodily into nightmare.
- 5 *Dream.* Send message to anyone sleeping.
- 6 *Eyebite (Sleep).* Sleep one subject/round.
- 7 *Deathmaref.* Kills sleeping subjects in area, empowering caster.
- 8 *Nightseedf.* Subject slowly becomes monstrous.
- 9 *Dream Resurrectionf.* Subject's dream self attempts to resurrect waking body.

MORE ADVENTURE HOOKS

Adding Dark Plea or Vengeful Sky clerics and worshippers to your campaign is a good way to inject interesting plot hooks. Here are a few more examples to inspire you:

- Murian was a lazy cleric, as lazy as they come. He was barred from his temple for his lack of good works. Bitter, he sought vengeance in his darkest dreams. With

the coming of The Light That Rent the Night, Murian's dreams have been uncustomarily riddled with nightmares. But he has drawn power from the secret instruction of those night terrors, and is about to set out on a self-proclaimed mission to destroy his former temple, for starters.

- The priestess known as She Who Sleeps Forever woke suddenly, screaming, then died. She was the center of the community, and it was said that her dream self protected the population from harm. Now, the community is in the grip of a fear they cannot name. What nightmare came out of the night and slew the community's icon? Is it somehow associated with the lump of sky iron the community blacksmith recently purchased?
- When the meteorite came, the weather changed, and the crops began to fail in the lingering winter. Things look grim, but now a new leader has arisen, promising salvation, if only those who seek it agree to bind themselves to something called the Dark Plea.
- The dreams of the villagers have been troubled lately. Then, a week ago, the murders began. Some terrible, clawed thing is killing one person a night. Sashyas, the sun priestess, has a vision of a hardened murderer falling asleep each night, and from the vapors of the murderer's vicious nightmares forms a creature in the world of the real. Unless someone slays the dreamer, the creature will not be stopped.

Checklist

- Decide whether you want to introduce the idea of arcanosphere shift into your campaign world.
- Determine the extent of the shift.
 - One, a few, or all schools affected?
 - Mostly positive, negative, or a mix?
 - Mostly temporary, permanent, or both (concurrent or permanent picks up after temporary fades)?
- If you use psionics in the campaign, decide whether you prefer an effect; see "Psionics and Arcanosphere Shift" sidebar.
- Identify what organizations, governments, and prominent NPCs are affected by the shift.
- Outline how arcane spellcasting NPCs and institutions respond, especially to negative effects.
- If an engram ark fell, determine how much information about the Dark Plea infuses the surroundings.
 - What do groups such as the Sky Callers and the League of Astronomers learn of it?
 - Are other NPCs, organizations, or institutions under its influence?

Prestige Classes

The prestige classes presented in this chapter are related to a meteorite impact. Some sprang up after the meteorite struck, while others were brought by the meteorite itself.

These prestige classes can be briefly described as follows: Astroineers are adepts of astromancy; lords of silence are disciples of the vacuum; ruin priests are savants of destruction; and engram adepts are experts on engram ark runes.

ASTROGINEER

To wish upon a falling star is every astroineer's most heartfelt desire. And when astroineers wish on the glowing trails of meteors that bisect the night, the fulfillment of their desires is almost certain.

Astroineers have devoted themselves to the study of thaumaturgic meteorites. Many call this arcane science "astromancy." While most so-called astromancers merely dabble in it, astroineers are daily pushing the limits of what astromancy can do. Astromancy is the manipulation of the magical energy

that infuses a world following a meteorite impact that is charged with magic. Only those with magical inclinations are suited to understand and study astromancy. However, for these rare few who delve into a crater and return with the requisite meteoritic focus, astromancy grants a power that can be tapped, channeled, and exploited.

NPC astroineers are most often found in the employ of the League of Astronomers (see Chapter Two). In fact, few astroineers can boast of coming to their craft without the training offered by the Astronomers. Once they are trained, some astroineers leave the fold to study falling stars on their own. Some even take up with darker groups.

Hit Die: d4

REQUIREMENTS

To qualify to become an astroineer, a character must fulfill all the following criteria:

Alchemy: 2 ranks
Knowledge (arcana): 8 ranks
Feats: Skill Focus (Spot)
Spells: Ability to cast spells of 2nd level or higher
Special: Must witness a meteorite strike

CLASS SKILLS

The astroineer's class skills (and the key ability for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (local) (Int), Scry (Int), Spellcraft (Int), and Spot (Wis). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency. Astroineers gain no additional weapon or armor proficiency.

Spells. At every level indicated on the table for the prestige class, the character gains new spellcasting ability as if he

Checklist

- Rough out any NPCs with these prestige classes that the PCs may encounter in the campaign.
- Refer back to the *Sky Callers* and *League of Astronomers* sections in Chapter Two to determine how these characters involve themselves in the groups' plans.
- Decide which of these prestige classes to recommend for player characters to take.

THE ASTROGINEER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Astromancy feat	—
2	+1	+0	+0	+3	Plasma Surrogate feat	+1 level of existing class
3	+1	+1	+1	+3	—	+1 level of existing class
4	+2	+1	+1	+4	Skyfire feat	+1 level of existing class
5	+2	+1	+1	+4	—	+1 level of existing class
6	+3	+2	+2	+5	Unfetter Energy feat	+1 level of existing class
7	+3	+2	+2	+5	—	+1 level of existing class
8	+4	+2	+2	+6	Luminous Storage feat	+1 level of existing class
9	+4	+3	+3	+6	—	+1 level of existing class
10	+5	+3	+3	+7	Starmaster, wishmaker	—

had also gained a level in the spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, hit points beyond those he receives from the prestige class, and so on). He does gain an increased effective level of spellcasting and effective additional levels for his familiar (if any).

If a character had more than one spellcasting class before he became an astroengineer, he must decide to which class he adds the level of astroengineer.

Astromancy Feat. As an initiate, the astroengineer is bequeathed a lump of starmilk and given the training to use it. The character gains the Astromancy feat (see page 38).

Plasma Surrogate Feat. At 2nd level, the astroengineer's knowledge of energies beyond the earthly sphere expand. The character learns of plasma energy and gains the Plasma Surrogate feat (see page 39).

Skyfire Feat. The fires that rage in the skies are familiar energies to an astroengineer of 4th level. The character gains the Skyfire feat (see page 39).

Unfetter Energy Feat. At 6th level, an astroengineer learns of the incredible power locked up even in quiescent starmilk. The character gains the Unfetter Energy feat (see page 40).

Luminous Storage Feat. The qualities of thaumeteoric iron are myriad. An astroengineer gains the Luminous Storage feat (see page 39) upon reaching 8th level.

Starmaster (Su). At 10th level, an astroengineer reaches a threshold of astromantic knowledge few could ever hope to equal. Once per day the astroengineer can take on a glow of celestial vigor; the character briefly gains the title of Starmaster. The astroengineer can maintain his title for up to one hour. While a Starmaster, the character gains the benefits of a *veil of fiery meteors* spell (see page 49); if used up, this portion of the power is discharged.

More important, a Starmaster can freely use any astromancy power he knows, but he cannot use more than three free castings during the hour. Finally, at any time during his period of being a Starmaster, the character may convert the glow of celestial vigor surrounding him into a single *meteorite* spell (see page 45). Upon casting *meteorite* in this fashion, the title of Starmaster is revoked for the day, even if the hour has not elapsed.

Wishmaker (Su): If the astroengineer spies a falling star (in other words, a plunging meteor) that he has not somehow brought into being through his own machinations, he can immediately make a *wish*, as the spell. He pays all appropriate XP costs, if any. No matter how many falling stars occur, an astroengineer can make no more than one wish per month.

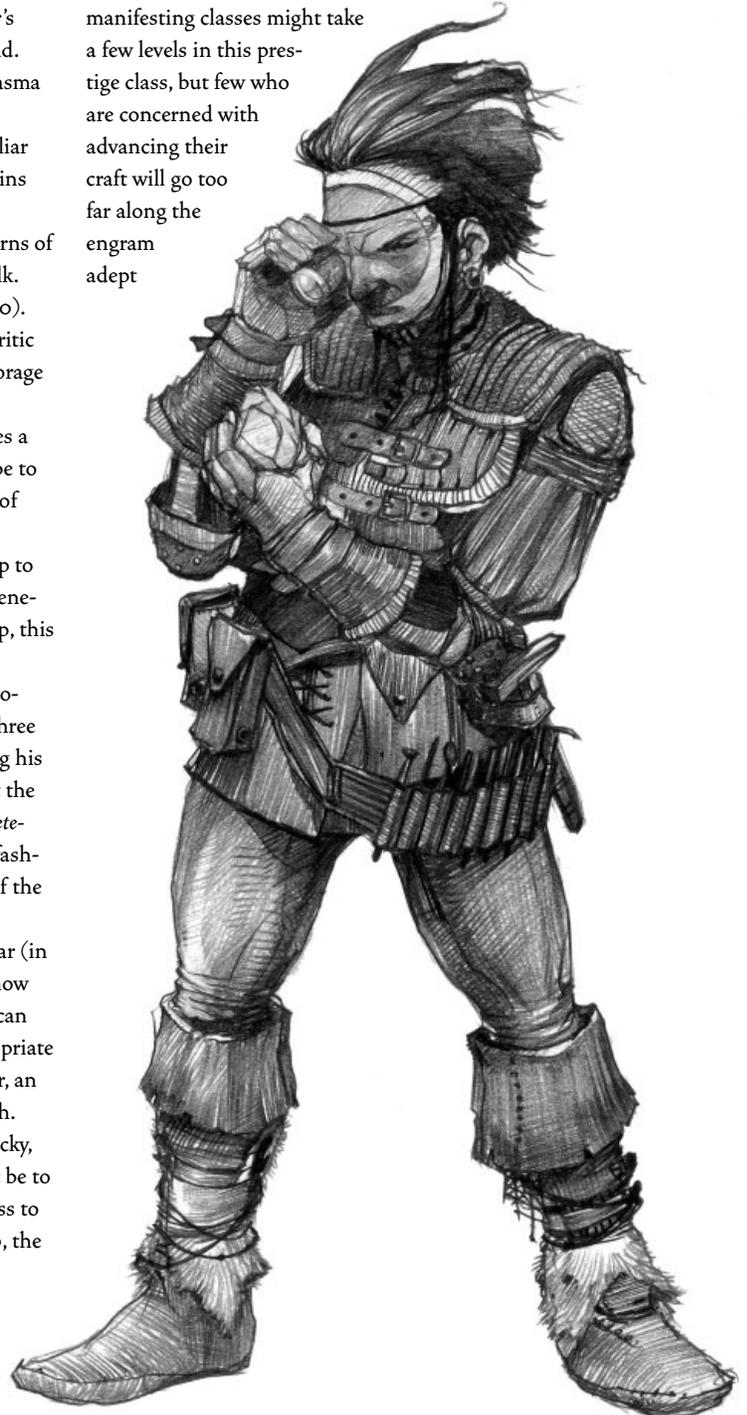
Determining when a falling star might be spied is tricky, and ultimately up to the DM. A simple mechanic might be to allow the character to roll a d20 each night he has access to a clear night sky for at least 30 minutes. On a roll of 20, the character spies a meteor.

ENGRAM ADEPT

An engram adept watches the skies for portents of a dead world, its disastrous end written in fiery streaks of fading light. For the world of Kure, all is lost. But for an engram adept, an engram ark is akin to a treasure trove from on high.

Engram arks contain the remnant minds of refugees from an assault by the Dark Plea. These engrams are a source of power for those who would take them up. Most individuals can wear only a single engram at one time, but an engram adept can have several. From the synergy of these various engrams, he can unlock even greater power.

Fighters, rogues, and members of other nonspellcasting classes are likely to become engram adepts; spellcasting and power-manifesting classes might take a few levels in this prestige class, but few who are concerned with advancing their craft will go too far along the engram adept



adept path, lest they fall behind in effective caster or manifester level. As an NPC, an engram adept is unlikely to belong to any one organized group except the League of Astronomers. Many engram adepts prefer to keep knowledge of an engram ark to themselves alone, seeing it as a source of personal power.

A character without continued access to an engram ark is unlikely to find the engram adept prestige class beneficial.

Hit Die: d10

REQUIREMENTS

To qualify to become an engram adept, a character must fulfill all the following criteria:

Base Attack Bonus: +4
Knowledge (arcana): 2 ranks
Knowledge (history): 2 ranks
Knowledge (planes): 2 ranks
Concentration: 3 ranks
Feats: Skill Focus (Craft [tattooing])
Spells: Must wear an engram gained from an engram ark.

CLASS SKILLS

The engram adept's class skills (and the key ability for each skill) are: Alchemy (Int), Climb (Str), Concentration (Con), Craft (tattooing) (Int), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (history) (Int), and Search (Int). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency. Engram adepts are proficient with all simple and martial weapons, with light armor, and with shields.

Second Engram (Ex). An engram adept can overcome the natural engram restriction and simultaneously bear two engrams, gaining benefits from both. If applicable, unnamed and unlike bonuses granted by wearing multiple engrams stack. An engram adept can choose the color of this second engram, and the nature of an uncommon engram (if granted), but not the nature of a black engram. As an engram adept advances in level, he can bear three engrams (at 4th level), four engrams (at 7th level), or five engrams (10th level) at the same time. All subsequent additional engrams are subject to the same benefits and restrictions as the second one.

Engram Vigor (Su). An engram adept of 2nd level or higher is nourished by the ambient energy of the engrams he wears. He does not need to eat, drink, or breathe in order to survive.

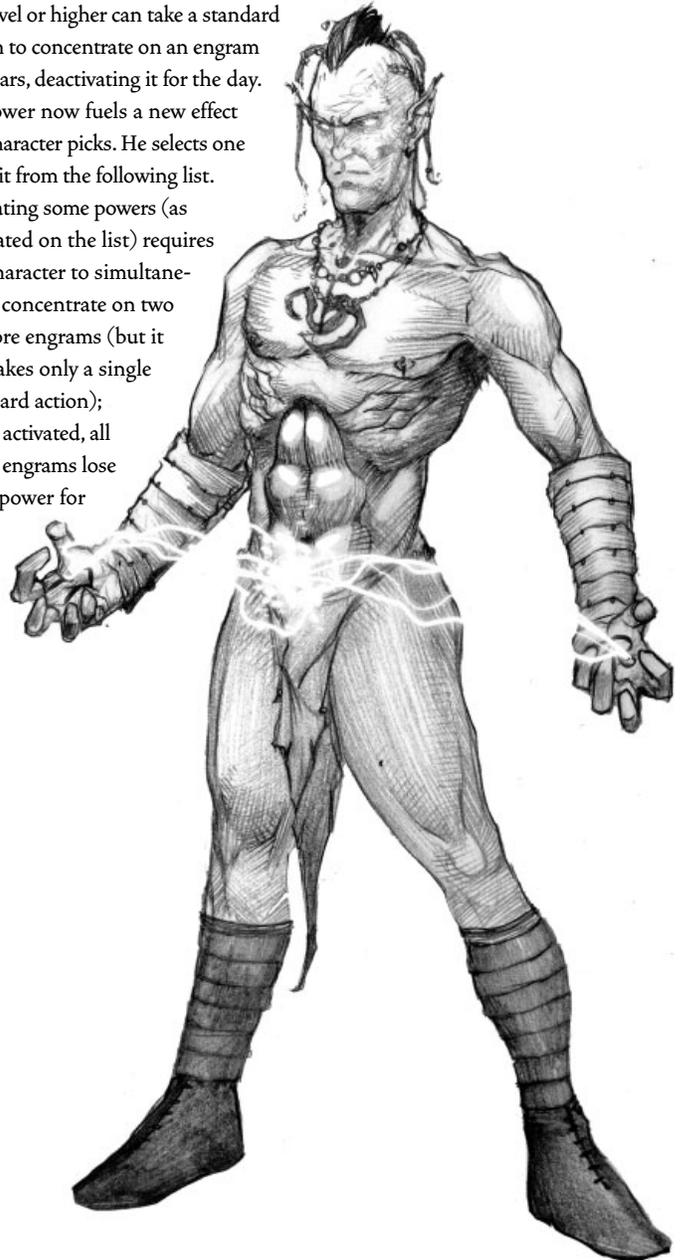
Throw Engram (Sp). An engram adept of 3rd level or higher unlocks additional powers from the engrams he wears. Once per day he can cast one of the engrams he wears forth as if it were a physical object. Though nothing happens to the actual engram, on the round he "throws" it, he cannot utilize its power. He can use it again at the beginning of his next turn; if

he's already gained the benefit from the engram in a round, he can't throw it. For a continuous-effect (white) engram, you lose the continuous effect for 24 hours after throwing it.

Appearing to pluck the engram from his flesh, the engram adept flings the suddenly glowing engram like a martial throwing star. He can target any creature or object within 30 feet. On a successful touch attack, the thrown engram deals 6d6 points of plasma damage, dissipating in the blast. On an unsuccessful touch attack, the engram detonates next to the target, dealing 4d6 points of plasma damage in a 10-foot-radius burst (Reflex save, DC 17 for half damage). The character can always choose to create a burst effect rather than a direct hit, but must accept the reduced damage.

At 6th level, an engram adept can throw an engram for 10d6 points of plasma damage on a direct hit or 7d6 points of damage in a burst effect. At 9th level, the damage increases to 15d6 for a direct hit and 11d6 for a burst effect.

Engram Fuel (Sp). An engram adept of 5th level or higher can take a standard action to concentrate on an engram he wears, deactivating it for the day. Its power now fuels a new effect the character picks. He selects one benefit from the following list. Activating some powers (as indicated on the list) requires the character to simultaneously concentrate on two or more engrams (but it still takes only a single standard action); when activated, all those engrams lose their power for



THE ENGRAM ADEPT

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+0	+0	+2	Second engram
2	+2	+0	+0	+3	Engram vigor
3	+3	+1	+1	+3	Throw engram 6d6
4	+4	+1	+1	+4	Third engram
5	+5	+1	+1	+4	Engram fuel
6	+6	+2	+2	+5	Throw engram 10d6
7	+7	+2	+2	+5	Fourth engram
8	+8	+2	+2	+6	Upgrade engram
9	+9	+3	+3	+6	Throw engram 15d6
10	+10	+3	+3	+7	Fifth engram

the day. Thus, using this power to its fullest denies the engram adept the basic powers of his worn engrams for the day, but sometimes such an act becomes necessary.

- Heals 3 points of the character's ability damage.
- Heals the character of 1d6 points of damage per class level.
- Removes two of the character's negative (not lost) levels.
- Reroll a saving throw or attack roll just made.
- Summon 2d4 star oozes† to serve for 1 round per class level.
- Summon one lesser ark guardian† to serve for 1 round per class level (requires two engrams to activate).
- Summon one lesser ark guardian to serve for one hour (requires three engrams to activate).
- Summon an ark guardian to serve for 1 round per class level (requires four engrams to activate).
- Summon 1 ark guardian to serve for one hour or two ark guardians to serve for 1 round per class level (requires five engrams to activate).

Upgrade Engram (Ex): Most engram adepts wear common engrams that adhere naturally after a dive into the Rune Sea of an engram ark. When an engram adept reaches 8th level, he may select any engram he bears and upgrade it to an uncommon engram of that color. If there is more than one type of uncommon benefit for an engram of that color, the character can choose which benefit to gain.

LORD OF SILENCE

The lord of silence operates in soundless clarity. Those who journey in the airless reaches between worlds in realspace discover a sanctity of silence unobtainable in any other realm. From the depth of this experience comes the discipline of the void, as embodied in the members of the lord of silence prestige class.

The lord of silence mutes sound and molds quiet. He gains a dangerous strength in areas of noiselessness, which only grows more profound as he attains higher levels in the class. The discipline of the void places many demands on the body, but those who weather the deadly quietude can master the ability to shape silence like others might shape a block of clay.

Initially, those drawn to the realm of utter peace are those who already have some training in sneaking and maintaining a

quiet body and mind. Thus, rogues are the most likely characters to take up the training of the void. Lords of silence generally prefer to work alone, though on occasion they join up with small groups in order to accomplish some goal. Even when encountered with a group, a lord of silence is apt to stay slightly apart from his compatriots, to safely practice his stealthy wiles.

On any world where lords of silence exist, the original members of the class are those who learned about the void from a reconstituted engram (or some different otherworldly source); see the *reconstitute engram* spell in Chapter Five.

Hit Die: d8

REQUIREMENTS

To qualify to become a lord of silence, a character must fulfill all the following criteria:

Sneak Attack: +1d6
Move Silently: 8 ranks
Knowledge (the planes): 2 ranks
Feats: Skill Focus (Move Silently)
Special: Must have learned the discipline of the void from another lord of -silence, a reconstituted engram, or some other entity introduced to the world via a meteorite strike

CLASS SKILLS

The lord of silence's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 6 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency. Lords of silence gain no additional weapon or armor proficiency.

Sound of Silence (Sp). As a standard action, a lord of silence can emit a field of silence around himself up to a radius of 10 feet + 5 feet per three class levels above 1st (4th, 7th, and 10th). The effect is as the *silence* spell, except the character can lower the field as a free action. The character can call up the sound of silence a number of times per day equal to his prestige class level. He may also vary the radius of the silence, and shape it as he desires within the allowed radius. This effect is as if cast by a 15th-level caster—even if an enemy dispels or suppresses it on any given round, the lord of silence can bring up a new field on his next turn, if he has uses left.

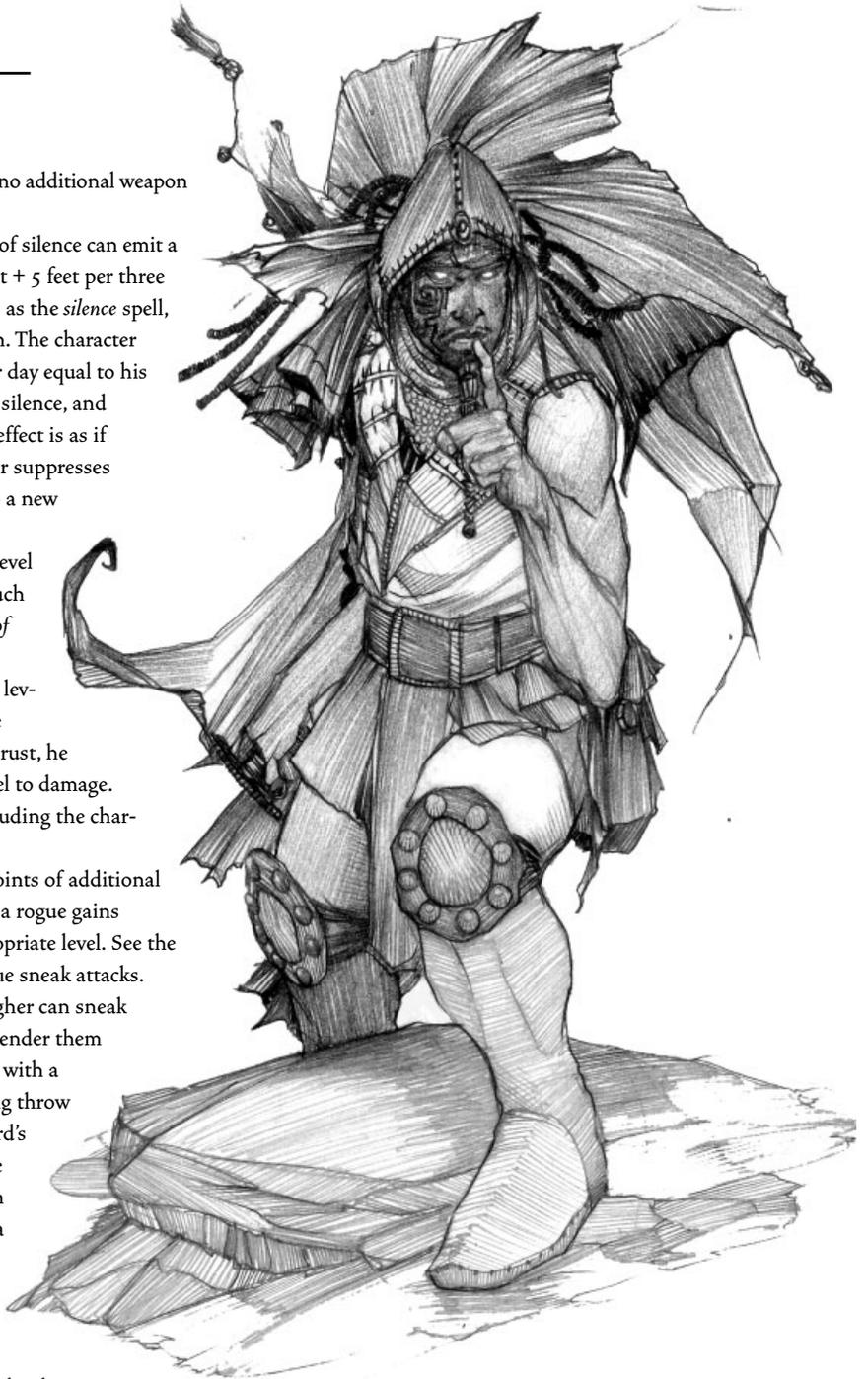
Silent Thrust (Ex): While a lord of silence of 2nd level or higher operates within a zone of complete quiet (such as within the effect of a *silence* spell or his own *sound of silence* ability), he gains the ability to use silent thrust once per day plus one additional time per day per two levels above 2nd (4th, 6th, 8th, and 10th). On any single attack the character uses in conjunction with silent thrust, he can add a +2 bonus to the attack roll and his class level to damage. Silent thrust can be combined with other attacks, including the character's sneak attacks.

+1d6 Sneak Attack: A lord of silence gains +1d6 points of additional sneak attack damage at 3rd, 6th, and 9th level, just as a rogue gains additional sneak attack damage for attaining an appropriate level. See the *Player's Handbook*, Chapter Three, for more about rogue sneak attacks.

Steal Voice (Ex): A lord of silence of 4th level or higher can sneak attack opponents with such precision that his blows render them mute. When the lord of silence damages an opponent with a sneak attack, the foe also must make a Fortitude saving throw (DC 10 + lord of silence's class level + one-half the lord's Dexterity modifier [round up]). If struck mute, the foe cannot easily communicate with allies, cast spells with verbal components, or do anything else that requires a voice. A foe's voice returns on its own in 24 hours, after 10 minutes of tending and a successful Heal check (DC equal to the DC of the Fortitude save), or upon the application of any curing or healing spell.

Silent Running (Su): While a lord of silence of 5th level or higher operates within a zone of complete quiet (such as within the effect of a *silence* spell or his own ability), he gains the ability to use silent running twice per day plus one additional time per day per two levels above 5th (7th and 9th). As a move action, the character can shift himself into the Soundless (a demiplane of utter quiet), move up to his speed, then return instantly to the world of form and noise. For every 1 foot of distance he travels in the Soundless, he travels 30 feet in the real world. This ability allows the character to bypass enemies and solid barriers. If the character would return to the world in a place already occupied by a solid object, he instead returns in the closest open space back along the direction of his route. However, the character can navigate perfectly while in the Soundless, and rarely finds himself in such a situation. A lord of silence can bring up to one other Large or smaller creature with him when he uses silent running.

Clasp of the Void (Su): The discipline of the vacuum rarely shows through more fully than when a lord of silence attempts the clasp of the void. Once per day a lord of silence of 7th level or higher can attempt the clasp of the void. On a successful touch attack, the character briefly envelops the target in a void that contains no sound or air. One second after a target is enveloped in the clasp of the void, the envelope collapses with the force of a sledgehammer, and the inrush of air and pressure



THE LORD OF SILENCE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+0	+2	+2	Sound of silence
2	+2	+0	+3	+3	Silent thrust
3	+3	+1	+3	+3	+1d6 sneak attack
4	+4	+1	+4	+4	Steal voice
5	+5	+1	+4	+4	Silent running
6	+6	+2	+5	+5	+1d6 sneak attack
7	+7	+2	+5	+5	Clasp of the void
8	+8	+2	+6	+6	Silent night
9	+9	+3	+6	+6	+1d6 sneak attack
10	+10	+3	+7	+7	Lord of Silence

crushes the target. If the target is not within the radius of the lord's sound of silence field, an extraordinarily loud thunderclap reverberates; this is the sound of the air rushing back in to fill the void. The target of the clasp of the void takes 15d6 points of damage from the evacuation and resumption of the normal atmosphere around her in the span of an instant.

Silent Night (Sp): While the discipline of the void focuses on silence, especially as it impinges on the Soundless, a lord of silence's training would not be complete without instruction in the Lightless. For, just as all things are quiet in the void, so are they dark. At will, a lord of silence of 8th level or higher can emit a field of darkness around himself out to a radius of up to 20 feet. The effect is as the *darkness* spell, except the character can lower the field as a free action. The character can call up the silent night a number of times per day equal to his prestige class level. The character may also vary the radius of the darkness, and shape it as he desires within the allowed radius. This effect is as if cast by a 15th-level caster—even if an enemy dispels or suppresses it on any given round, the lord of silence can bring up a new field on his next turn, if he has uses left.

A lord of silence can see through his own silent night field without penalty, though this does not grant him the ability to see through normal or magical darkness of other kinds, if he does not have that ability from some other source.

Lord of Silence (Su): At 10th level, a lord of silence replaces part of his flesh with material from the Soundless, combining his physical body with pure quietude for one hour per day. To the eye, the Lord of Silence becomes a black silhouette outlined with brilliant white light (unless he wishes to hide this glow as a free action). It goes without saying that he is utterly quiet, as are all things around him, as if the vacuum walked with him. While so transfigured, his silence effect cannot be dispelled or suppressed. He is immune to all mind-affecting effects. He gains a +4 circumstance bonus to all saving throws. He can use silent running freely without counting against his normal daily uses.

Finally, he can freely use clasp of the void without counting against his normal daily use; however, he may only freely use the clasp three times. Upon using it for the third time, he exhausts his connection with the Soundless, and the Lord of Silence effect ends even if the hour duration has not expired.

RUIN PRIEST

Chaos-minded spellcasters with destruction on their minds, ruin priests trained by the Sky Callers are feared and reviled by most people who have contact with them: their victims. The depredations of ruin priests are responsible for infecting the natural destruction around meteorite strikes with terror, chaos, and fear of sacrifice. Worse yet, ruin priests seek to call down yet more meteorites. As representatives of the Sky Callers, the ruin priests are the core of depravity that cherishes ruin for its own sake.

Some ruin priests originated as evil clerics, druids, or rangers who venerated a chaotic or evil deity prior to switching their allegiance to the Vengeful Sky (some may see the Vengeful Sky as just a refined aspect of their former deity). However, wizards and sorcerers can qualify just as easily. A handful of fighters and barbarians have come to the Sky Callers' ruinous priesthood, but since a prospective ruin priest must have access to either arcane or divine spells, any such candidate must have at least some levels in a spellcasting class in order to qualify.

Hit Die: d8

REQUIREMENTS

To qualify to become a ruin priest, a character must fulfill all the following criteria:

Base Attack Bonus: +2

Knowledge (arcana) or

Knowledge (religion): 8 ranks

Spellcraft: 8 ranks

Spells: Ability to cast divine or arcane spells

Special: Must witness a meteorite strike

CLASS SKILLS

The ruin priest's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Int), Spellcraft (Int), Spot (Wis), and Survival (Wis). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency. Ruin priests gain no additional weapon or armor proficiency.

Spells. At every level indicated on the table for the prestige class, the character gains new spellcasting ability as if she had also gained a level in the spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, hit points beyond those she receives from the prestige class, and so on). She does gain an increased effective level of spellcasting and effective additional levels for her familiar (if any).

If a character had more than one spellcasting class before she became a ruin priest, she must decide to which class she adds the level of ruin priest.

Ruinous Cleave (Sp). If a ruin priest deals a creature enough damage to bring it below 0 hp with a single-target spell that causes damage, the priest gets an immediate extra spell attack against another creature in the immediate vicinity—the second creature must be in a space adjacent to the first. The *cleave* spell must be a spell of 4th level or lower that the ruin priest knows and that also targets a single creature and deals damage as its primary effect. A ruin priest can use this ability once per round, but no more than three times per day.

Sacrificial Spell I (Sp). With the sacrifice of a living intelligent creature and a Knowledge (religion) or Knowledge (arcana) check (DC 20), a ruin priest of 2nd level or higher can cast any spell of 3rd level or lower on her spell list, even if that spell is not prepared for the day. This ability does not waive normal costs associated with casting the spell, except for the requirement of having prepared it ahead of time. A summoned creature or a creature with an Intelligence of 5 or lower cannot be used in the sacrifice.

The Dark Plea and Ruin Priests

If you desire, you may recast the ruin priests specifically as recruited agents of the Dark Plea. In this role, ruin priests are not advocates of faceless destruction, but rather cruel instruments of a malign will that has specific goals and strategies.

Ruin priests who work in concert with the Dark Plea are likely to work with the creatures of the Dark Plea, such as hungry dreamers and cruors (see Chapter Seven). They also might work with mournwraths and xenocrysts—the Dark Plea tainted psionic beasts of the id described in Mindscapes from Malhavoc Press.

To sacrifice a creature, the ruin priest must prepare the victim, specifically by trussing up the creature according to special rites (this usually first requires the victim to be rendered helpless through some other manner). The ritual of sacrifice takes 1 full round to



complete. At the end of the ritual (at the beginning of the ruin priest's next turn), the victim lies dead and the ruin priest may cast her extra spell (if the priest makes the requisite Knowledge check). If the extra spell is not immediately cast at the first opportunity, the sacrifice is wasted and the extra spell is lost.

Ruinous Spell (Su). A creature damaged by a spell cast by a ruin priest of 3rd level or higher must make a Fortitude save (DC 10 + the ruin priest's class level + one-half the priest's Wisdom modifier [round up]). On a failed save, the life force of the victim begins to ebb forth in a flow of blood.

The victim bleeds at a rate of 1 hit point per round until it receives a curing or healing spell, or a successful Heal check (using the DC of the original ruinous spell).

Vengeful Mace (Su). Any mace wielded by a ruin priest of 4th level or higher gains the flaming burst special ability (see the DMG).

Sacrificial Spell II (Sp). As *sacrificial spell I*, except the Knowledge check DC is 23 and a spell of 6th level or lower may be cast. A ruin priest of 5th level or higher uses this ability in place of *sacrificial spell I*.

Ruinous Cleave, Greater (Sp). As *ruinous cleave*, except that the ruin priest (who must be 6th level or higher) has no limit to the number of times she can use the ability per round, assuming all the other requirements are fulfilled.

Ruinous Spell, Greater (Su). As ruinous spell, except on a failed saving throw the victim bleeds at a rate of 2 hit points per round. A ruin priest of 7th level or higher uses this ability in place of ruinous spell.

Sacrificial Spell III (Sp). As *sacrificial spell I*, except the Knowledge check DC is 26, and a spell of 9th level or lower may be cast. A ruin priest of 8th level or higher uses this ability in place of *sacrificial spell II*.

Ruin Child (Su). Upon the completion of a successful sacrifice, as if using *sacrificial spell III*, a ruin priest of 9th level or higher may choose to forgo receiving an extra spell. Instead, the ruin priest takes on an aspect of pure destruction for 12 hours. Or, put more aptly, an aspect of pure destruction takes over the ruin priest—where the character once stood now appears a cruor (see Chapter Seven). The ruin priest is encapsulated within the cruor, but can still see and hear through its senses. She can make mental suggestions to the cruor regarding its actions during the next 12 hours, and the cruor is generally amenable; however, it is ultimately free to do as it desires (and it desires to engender destruction). The encapsulated ruin priest cannot communicate with any other creature unless the cruor agrees to convey a message. The cruor is treated as if a summoned creature (summoned by a 15th-level caster), and so is subject to dispelling. When the effect ends or is dispelled, or the cruor is killed, the ruin priest appears

where the cruor just stood (complete with all her carried equipment and clothing), dazed for 1 round.

Ritual of the Fall (Su). The ultimate goal of many ruin priests is to achieve such mastery in the arts of destruction that they can participate in the Ritual of the Fall. The Ritual of the Fall occurs whenever three or more ruin priests (at least one of whom must be 10th level) engage in at least seven consecutive nights of bloody sacrificial ceremony—each priest must personally dispatch several victims per night. Often, divinatory dreams and missing victims alert the locals that something bad is happening, and heroes are dispatched to discover the source of the disquiet. If the ritual is not interrupted, on the seventh consecutive night of sacrifice, a bad star rises. At the DM's option, a meteorite (as the *meteoritef* spell) falls on any target previously determined by the priests, even if that target is far beyond the normal range of the priests (at least one priest must have seen the location or met the target). If the ritual is allowed to go three weeks more without interruption, it calls down a real meteorite strike (using the standard mundane meteorite described in Chapter One) on any location in the world previously decided upon by the priests. Again, the DM must determine whether this actually happens, or if some deity or powerful group detects and attempts to put a stop to the act ahead of time.

Key Terms

Astrogrineer: A character who is specially trained in astromancy, with the ability to gain special benefits from the use of starmilk and the ability to manipulate plasma.

Astromancy: The preferred magic of astrogrineers, who energize their spells with magical meteoritic ore called starmilk.

Engram Adept: A character with unusual skill in the employment of engrams, who is able to wear multiple engrams at the same time and manipulate them to gain benefits not available to other characters.

Lord of Silence: A character with a special connection to a reconstituted engram, who learns to manipulate silence and darkness to bring down his foes.

Ruin Priest: A character whose goal is to spread chaos and destruction through the use of damaging spells and the performance of sacrifices.

The Soundless: A demiplane, or parallel dimension, that objectifies quietude and utter silence. The Soundless is related to a demiplane called the Lightless, where darkness is so intense it seems to have substance.

Vengeful Sky: An entity of utter chaos and destruction worshiped as if a deity, usually by ruin priests.

THE RUIN PRIEST

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells
1	+1	+2	+0	+2	<i>Ruinous cleave</i>	+1 level of existing class
2	+2	+3	+0	+3	<i>Sacrificial spell I</i>	—
3	+3	+3	+1	+3	Ruinous spell	+1 level of existing class
4	+4	+4	+1	+4	Vengeful mace	+1 level of existing class
5	+5	+4	+1	+4	<i>Sacrificial spell II</i>	—
6	+6	+5	+2	+5	Ruinous cleave, greater	+1 level of existing class
7	+7	+5	+2	+5	Ruinous spell, greater	+1 level of existing class
8	+8	+6	+2	+6	<i>Sacrificial spell III</i>	—
9	+9	+6	+3	+6	Ruin child	+1 level of existing class
10	+10	+7	+3	+7	Ritual of the Fall	+1 level of existing class

Feats of the Afterfall

In the wake of a shower of stone from above, many things in the world change.

Characters need new abilities and skills to avoid—or exploit—the strange new properties injected into the mantle, the arcanosphere, and even into the world’s very biosphere. Those who encounter the effects of a meteorite strike may qualify for these feats. Feats of the Afterfall are a special category of feat, although they are generally accessible in a world that has been showered with one more thaumeteorite strikes.

All feats of the Afterfall are supernatural abilities.

As indicated on the following table, these feats break down into two tracks. One track contains the Astromancy feat and other feats for which it is a prerequisite; the other track contains the Star Emblem feat and other feats for which it is a prerequisite. To pursue the Astromancy feat track, a character must possess an astromancy focus, which is fashioned from a lump of starmilk. To pursue the Star Emblem feat track, a character must possess a star emblem, which is also made from starmilk. Details are provided in the feat descriptions.

New Feats	Prerequisites
Astromancy	Spellcaster level 1+
Skyfire	Spellcaster level 1+, Astromancy
Luminous Storage	Spellcaster level 1+, Astromancy
Plasma Surrogate	Spellcaster level 1+, Astromancy, Knowledge (arcana) 5 ranks
Unfetter Energy	Spellcaster level 6+, Astromancy
Star Emblem	Base attack bonus +3
Falling Star	Base attack bonus +3, Star Emblem
Falling Star Rush	Base attack bonus +3, Star Emblem, Falling Star, Improved Bull Rush
Star Strike	Base attack bonus +3, Star Emblem
Star Burst	Base attack bonus +3, Star Emblem, Star Strike
Plasma Fence	Base attack bonus +3, Star Emblem, Star Strike, Star Burst
Star Body	Base attack bonus +3, Star Emblem, Star Strike, Star Burst

ASTROMANCY (GENERAL)

You are an astromancer, meaning that you can unlock the power resident in some meteorites (see Astromancy on page 11 in Chapter One).

Prerequisite: Spellcaster level 1st+

Benefit: You can use astromancy spells, as described in Chapter Five. Having this feat also opens up other astromancy-related feats, as well as giving you a +1 competence bonus on Spellcraft checks that deal with astromancy.

Normal: Without this feat, a character cannot use astromancy.

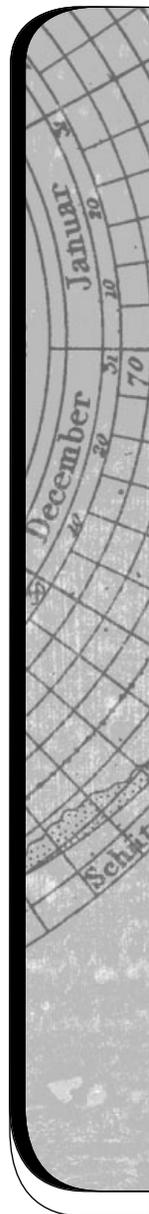
Special: On first taking this feat, a character gains one-time access to 1,000 gp worth of starmilk (the DM determines the mechanism of getting starmilk to the character), which can be used to form the character’s astromancy focus or for any other purpose. A character who has already taken the Star Emblem feat does not gain this supply of starmilk (the star emblem simultaneously serves as the character’s astromancy focus).

FALLING STAR (GENERAL)

You channel celestial energy from your star emblem to survive a long fall.

Prerequisite: Base attack bonus +3 or higher, Star Emblem†

Benefit: Using a free action at the beginning of a fall (even if it’s not your turn), you inhale plasma energy drawn from your



star emblem. Your body glows with energy, tracing your descent through the air, and eventually completely protects you from the damage a fall would have otherwise dealt. You can fall from any height using this feat. You are also protected from spells or powers that replicate the effects of a fall. You can use this feat a number of times per day equal to one-half your character level.

FALLING STAR RUSH (GENERAL)

You channel celestial energy from your star emblem to magnify your bull rush attack.

Prerequisite: Base attack bonus +3 or higher, Star Emblem†, Improved Bull Rush (see Chapter Five of the *Player's Handbook*)

Benefit: When making a bull rush (see the *Player's Handbook*), you inhale plasma energy drawn from your star emblem as a free action. Your body glows with energy, tracing your route toward your foe. When making your opposed Strength check, you gain a +4 astromantic bonus. If you beat the defender, the fury of your impact pushes him back double the normal distance, and you deal him 1 point of plasma damage for each foot you push him back. You can use this feat a number of times per day equal to one-half your character level.

LUMINOUS STORAGE (GENERAL)

You can prepare a spell or gain a daily spell slot by using your astromancy focus.

Prerequisite: Spellcaster level 1st+, Astromancy†

Benefit: This feat allows you to prepare a spell and store it in your astromancy focus. Choose a spell you know. You may now prepare that spell in your astromancy focus, treating the extra preparation as if you had an extra spell slot per day (which can only be used for the chosen spell). You can cast this spell normally while your focus remains in your possession. Once the spell is cast, you must prepare it again (or wait until after your standard rest period to regain use of the spell, if you cast spells like a sorcerer).

PLASMA FENCE (GENERAL)

You channel celestial energy from your star emblem into an aura of defensive plasma.

Prerequisite: Base attack bonus +3 or higher, Star Emblem†, Star Strike†, Star Burst†

Benefit: Using a standard action, you inhale plasma energy drawn from your star emblem. For a space of 4 rounds, you are surrounded by an aura of plasma energy. Any creature that successfully strikes you with a melee or touch attack takes 2d6 points of plasma damage. You can use this feat a number of times per day equal to one-half your character level.

PLASMA SURROGATE (METAMAGIC)

You can substitute plasma for the type of energy damage normally dealt by a spell that deals energy damage.

Prerequisite: Spellcaster level 1st+, Astromancy†, Knowledge (arcana) 5 ranks

Benefit: You can modify a spell that normally has an energy designator (acid, cold, electricity, fire, or sonic) to deal part of its damage as plasma damage instead (see the Plasma sidebar on page 12). The spell works normally in all respects except that the damage dealt is half the original energy type and half plasma. For instance, a *fireball* that normally deals 6d6 points of damage now deals 3d6 fire and 3d6 plasma. A plasma spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can modify a spell with an energy designator to completely substitute plasma for the original energy type; however, a spell that deals entirely plasma damage uses a spell slot of one level higher than the spell's normal level.

SKYFIRE (GENERAL)

You emulate the fires of heaven using your own potential spell energy as fuel.

Prerequisite: Spellcaster level 1st+, Astromancy†

Benefit: This feat allows you to convert your own prepared spells or daily spells into an unconstrained burst of plasma, as described under Plasma Burst† on page 12 in Chapter One. You can convert one prepared spell or one unused spell slot of any level per day.

Special: You may take this feat multiple times. Each time you gain an additional conversion per day of one of your spells into a burst of plasma.

STAR BODY (GENERAL)

You channel celestial energy from your star emblem to transmute your flesh into meteoritic stone.

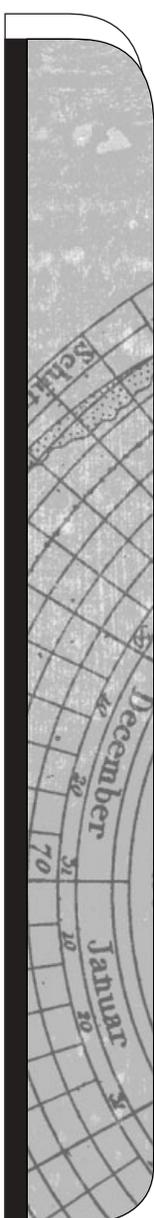
Prerequisite: Base attack bonus +3 or higher, Star Emblem†, Star Strike†, Star Burst†

Benefit: Using a standard action, you inhale plasma energy drawn from your star emblem. For the next 4 rounds, your skin becomes hard and rocky, as if it were raw meteorite stone (giving you damage reduction 10/+5, but reducing your speed by half). You glow as if lit by the plasma fire, providing light in a 60-foot radius. You gain plasma resistance 20. You can use this feat once per day.

STAR BURST (GENERAL)

You channel celestial energy from your star emblem to inflict more damage.

Prerequisite: Base attack bonus +3 or higher, Star Emblem†, Star Strike†



Benefit: Using a standard action, you charge a melee weapon (or your own fist, for an unarmed attack) with plasma drawn from your star emblem. On the following round, you strike the ground in front of you with your attack. From the point of contact, plasma flares in a 20-foot-radius spread, dealing 1d6 points of plasma damage per your character level (maximum 5d6) to everything in the area. You are immune to your own star bursts. You can use this feat a number of times per day equal to one-half your character level.

STAR EMBLEM (GENERAL)

You can unlock the power resident in some meteorites and channel that power into your body.

Prerequisite: Base attack bonus +3 or higher

Benefit: This feat opens up the path to various Star Emblem-requisite feats, as well as giving you a +1 astromantic bonus on your attack rolls. In order to take advantage of this feat and those for which it is a prerequisite, you must prepare a metallic emblem forged of starmilk. Much like a spellcaster must keep his astromancy focus to use astromancy, you must keep your star emblem on your person to use any Star Emblem-requisite feats (including gaining the +1 astromantic bonus on your attack rolls). Many characters with this feat wear their star emblems as badges.

Normal: Without this feat, a character cannot gain additional Star Emblem-requisite feats.

Special: On first taking this feat, a character gains one-time access to 1,000 gp worth of starmilk (the DM determines the mechanism of getting starmilk to the character) which can be used to forge a star emblem or for any other purpose. A character who has already taken the Astromancy feat does not gain this additional supply of starmilk (the astromancy focus simultaneously serves as the character's star emblem).

STAR STRIKE (GENERAL)

You channel celestial energy from your star emblem to inflict more damage.

Prerequisite: Base attack bonus +3 or higher, Star Emblem†

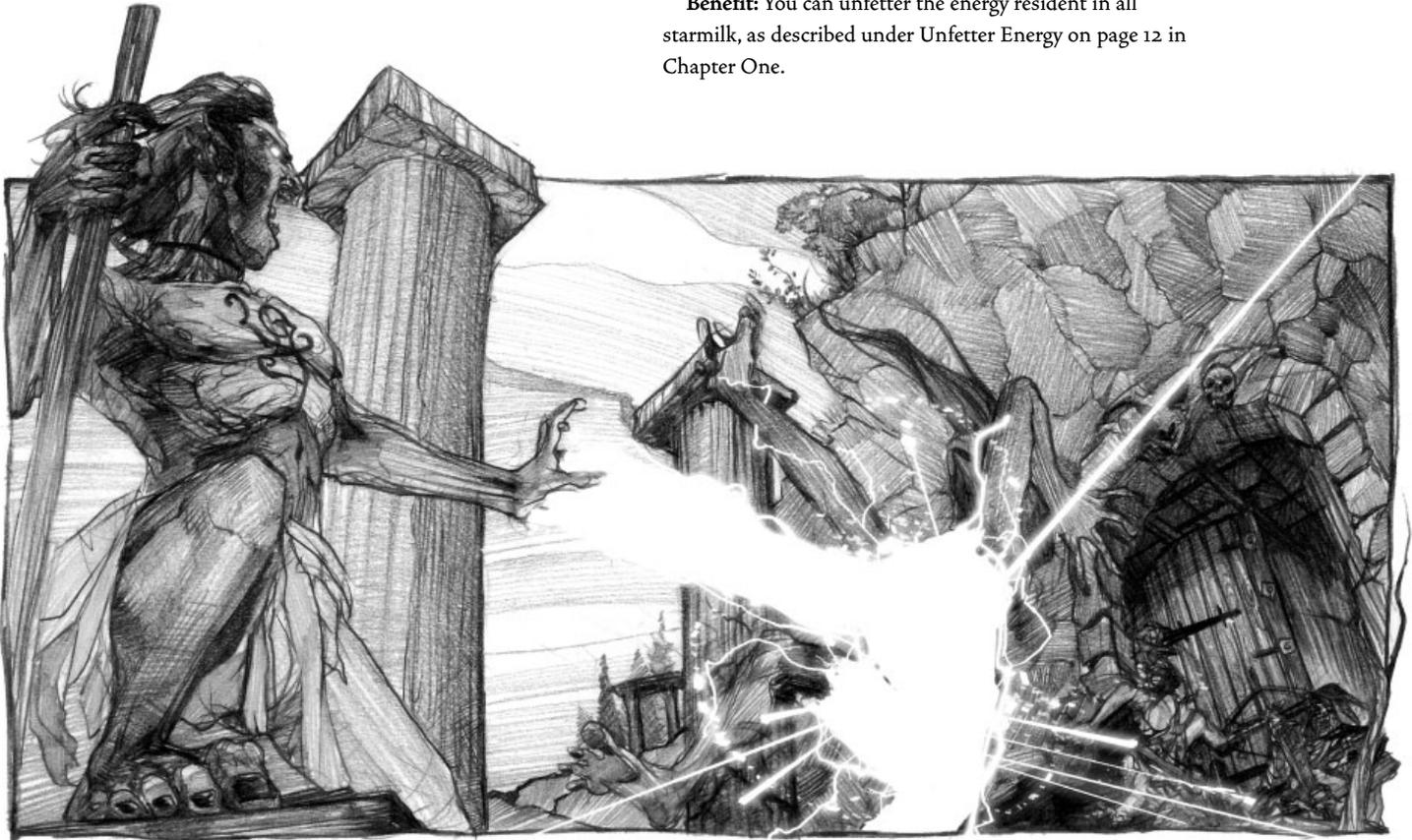
Benefit: Using a standard action, you charge a melee weapon (or your own fist for an unarmed attack) with plasma drawn from your star emblem. On the following round, you inflict +4 points of plasma damage with your attack. Thus, all your Star Strike-enabled attacks flare with actinic light. You can perform this feat once per level per day.

UNFETTER ENERGY (GENERAL)

You can release the energy of starmilk to gain additional power, or unfetter the energy in one of your prepared spells or daily spell slots.

Prerequisite: Spellcaster level 6+, Astromancy†

Benefit: You can unfetter the energy resident in all starmilk, as described under Unfetter Energy on page 12 in Chapter One.



Spells

You can incorporate this chapter's spells into your game even without shaking up your campaign with a meteorite strike. However, without the event, these spells (and all the abilities in this book) have less context and impact. It might be interesting for PCs find a spellbook detailing astromancy spells from long ago, to foreshadow an upcoming meteorite strike.

Several spells in this chapter require the caster to possess the Astromancy† feat as well as a focus forged of special meteoritic ore called starmilk. Each such spell is identified by the feat name “Astromancy” on the Components line of its spell description.

The remaining spells follow a more standard presentation. Some of them require a worn engram as a focus; in these cases, “[Engram]” appears as a descriptor next to the spell's school.

SPELL DESCRIPTIONS

For spells listed by class, see the section on the next page.

CONSUME ENGRAM

Necromancy [Engram]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: One action

Range: Personal

Target: One worn engram

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

In a desperate situation, you may be forced to expend all your resources, including the engram you bear from the Rune Sea. When so pressed, you may cast this spell and psychically consume one engram you bear, converting the sum of its fragmentary mind and power into a second chance for yourself. When this spell is cast, you are restored as if in receipt of a *heal* spell cast at your normal caster level. However, your engram is consumed and gone forever. The psychic residue of this process prevents you from gaining a new engram from a nearby Rune Sea (using the standard method for gaining engrams), if any, for 1d4 days.

The *heal*-like effect immediately ends any and all of the following adverse conditions affecting you: temporary ability damage (but not permanent ability drain), blindness (including dazzled effects), confusion/insanity, daze, deafness, disease, fatigue/exhaustion, feeblemindedness, nausea, sickness, stun, and poison. It also cures 100 hit points of damage.

Material Component: One worn engram

CONSUME OTHER'S ENGRAM

Necromancy [Engram]

Level: Sor/Wiz 7

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched (that wears engram)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Similar to *consume engram†*, except you are healed when you consume the engram of a target that you successfully hit with a melee touch attack.

CREATE RUNE SEA

Conjuration (Creation) [Engram]

Level: Clr 9, Sor/Wiz 9

Components: V, S, M

Casting Time: Eight hours

Range: Touch

Effect: A miniature Rune Sea (20-foot-diameter basin)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can create an “artificial” Rune Sea separate from the original Rune Sea from which you first sought and gained an engram. You can create such a Rune Sea wherever solid rocks offer sufficient space to hold the 20-foot-diameter basin. You populate the created Rune Sea with an engram you currently wear. If you wear more than one engram, or if more creatures that bear engrams are present while you cast this spell, their engrams can also be added to the artificial Rune Sea. The sea contains only those engrams that you or others drop into it—they do not propagate.

The created Rune Sea obeys all the same rules as a Rune Sea found within an engram ark, except for one: You may use *lend engram†* to shed worn engrams into the artificial Rune Sea without gaining a new one if you desire. This allows you to build up a store of preselected engrams in a location that suits you.

Material Component: A worn engram (which appears in the new artificial Rune Sea, available for later use).

DEATHMARE

Necromancy [Death]

Level: Clr 7, Sor/Wiz 8

Components: V, S

Casting Time: One action

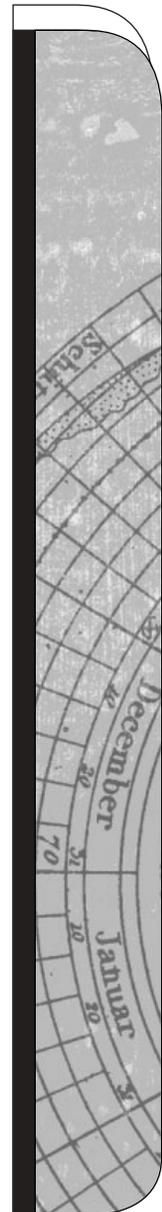
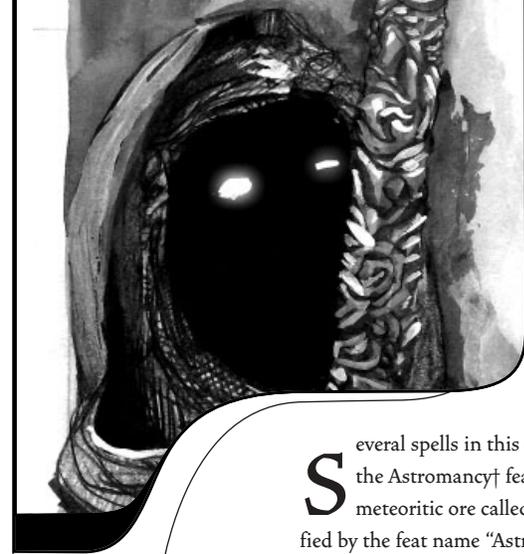
Range: 15 feet

Area: 15-foot-radius emanation, centered on you

Duration: One minute/level (D)

Saving Throw: Will partial

Spell Resistance: Yes



SPELL LISTS

Bard Spells

1st-Level Bard Spell

Detect Engram. Sense engrams within medium range

2nd-Level Bard Spells

Engram Communicator. Allies can speak together over distance

Nightmare. Put touched subject into comatose slumber

Speak With Engram. Ask one question per two caster levels

4th-Level Bard Spell

Nightcrypt. Send sleeping subjects in area bodily into nightmare

6th-Level Bard Spells

Engram Communicator, Greater. Linked separated allies can cast up to 3rd-level spells on each other

Engram Fusillade. Deal 1d8 plasma damage/level to all creatures in cone (max. 15d6)

Nightmare's Stricture. Pure terror forces up to two creatures/level in area to accept your suggestion

Cleric Spells

0-Level Cleric Spell

Summoning Auxiliary. Substitute meteor-born monsters for standard summoned monsters

1st-Level Cleric Spells

Detect Engram. Sense engrams within medium range

Stone Fall. Falling stone mass deals 1d6 points of damage/two caster levels

2nd-Level Cleric Spells

Engram Communicator. Allies can speak together over distance

Engram Link. Allies gain bonuses while they remain together

Lend Engram. Briefly pass your engram to another

Nightmare. Put touched subject into comatose slumber

Speak With Engram. Ask one question per two caster levels

Stone Fall, Fiery. Falling stone mass deals 1d6 points of damage per two caster levels plus 1d6 points of fire damage

3rd-Level Cleric Spell

Protection From Plasma. Absorb 12 points of damage/level from plasma energy

4th-Level Cleric Spells

Disperse Engram. Delete foe's engram and deal him 3d6 damage

Nightcrypt. Send sleeping subjects in area bodily into nightmare

Rune Sea Voyager. Find nearest Rune Sea, if any

Veil of Meteors. Orbiting stones provide protection

5th-Level Cleric Spells

Engram Trace. Leave behind sensors that allow you to view and hear areas at a distance

Meteorite, Minor. Call down a small meteorite strike

6th-Level Cleric Spells

Engram Communicator, Greater. Linked separated allies can cast up to 3rd-level spells on each other

Engram Link, Greater. Allies gain bigger bonuses while they remain together

Nightmare's Stricture. Pure terror forces up to two creatures/level in area to accept your suggestion

Veil of Streaking Meteors. Orbiting stones are commandable

7th-Level Cleric Spells

Deathmare. Kills sleeping subjects in area, empowering caster

Reconstitute Engram. Emulate full mind and power of worn engram fragment, gain favor for service

Summon Molten Elemental. Summon a creature born of a meteorite strike

8th-Level Cleric Spells

Engram Cloak. Spellcraft check unlocks damage reduction or spell resistance

Meteorite. Call down an impressive meteorite strike

Nightseed. Subject slowly becomes monstrous

Veil of Fiery Meteors. Fiery orbiting stones are commandable

9th-Level Cleric Spells

Create Rune Sea. Form an artificial Rune Sea in a more convenient location

Dream Resurrection. Dream self attempts to resurrect waking body

Meteorite, True. Call down an actual meteorite strike

Druid Spells

0-Level Druid Spell

Summoning Auxiliary. Substitute meteor-born monsters for standard summoned monster

1st-Level Druid Spell

Stone Fall. Falling stone mass deals 1d6 points of damage/two caster levels

2nd-Level Druid Spell

Stone Fall, Fiery. Falling stone mass deals 1d6 points of damage/two caster levels plus 1d6 points of fire damage

4th-Level Druid Spells

Protection From Plasma. Absorb 12 points of damage/level from plasma energy

Veil of Meteors. Orbiting stones provide protection

5th-Level Druid Spell

Meteorite, Minor. Call down a small meteorite strike

6th-Level Druid Spell

Veil of Streaking Meteors. Orbiting stones are commandable

7th-Level Druid Spell

Summon Molten Elemental. Summon a creature born of a meteorite strike

8th-Level Druid Spells

Meteorite. Call down an impressive meteorite strike

Veil of Fiery Meteors. Fiery orbiting stones are commandable

9th-Level Druid Spell

Meteorite, True. Call down an actual meteorite strike

Sorcerer and Wizard Spells

0-Level Sor/Wiz Spells

Conj Summoning Auxiliary. Substitute meteor-born monsters for standard summoned monster

Div Detect Engram. Sense engrams in medium range

1st-Level Sor/Wiz Spells

Conj Stone Fall. Falling stone mass deals 1d6 points of damage/two caster levels

Evoc Plasma Bolt. Ranged touch attack deals 1d6 plasma damage/level (max 5d6)

2nd-Level Sor/Wiz Spells

Conj Stone Fall, Fiery. Falling stone mass deals 1d6 points of damage/two caster levels plus 1d6 points of fire damage

Trans Engram Communicator. Allies can speak together when far apart

Trans Lend Engram. Briefly pass your engram to another

Trans Tap Engram. Gain +4 DC on next spell cast within duration of 1 round/level

Trans Disperse Engram. Delete foe's engram and deal him 3d6 damage

Trans Engram Circuit. Spellcraft check unlocks +1 DC bump, +1d6 force damage to spells for 1 round/level

Abjur Protection From Plasma. Absorb 12 points of damage per level from plasma energy

Abjur Veil of Meteors. Orbiting stones provide protection

Abjur Meteorite, True. Call down an actual meteorite strike

Abjur Nightmare's Stricture. Pure terror forces up to two creatures/level in area to accept your suggestion

Abjur Engram Trace. Leave behind sensors that allow you to view and hear areas at a distance

Abjur Engram Link, Greater. Allies gain bigger bonuses while they remain together

Abjur Engram Communicator, Greater. Linked separated allies can cast up to 3rd-level spells on each other

Div Rune Sea Voyager. Find nearest Rune Sea, if any

Trans Engram Trace. Leave behind sensors that allow you to view and hear areas at a distance

5th-Level Sor/Wiz Spell

Evoc Meteorite, Minor. Call down a small meteorite strike

6th-Level Sor/Wiz Spells

Conj Veil of Streaking Meteors. Orbiting stones are commandable

Evoc Engram Fusillade. Deal 1d8 plasma damage/level to all creatures in cone (max. 15d6)

Necro Consume Engram. Absorb your worn engram to gain heal effect

Necro Engram Circuit, Greater. Spellcraft check unlocks +2 DC bump, +2d6 force damage to spells for 1 round/level

Trans Engram Communicator, Greater. Linked separated allies can cast up to 3rd-level spells on each other

7th-Level Sor/Wiz Spells

Abjur Engram Cloak. Spellcraft check unlocks damage reduction or spell resistance

Conj Reconstitute Engram. Emulate full mind and power of worn engram fragment, gain favor for service

Conj Summon Molten Elemental. Summon a creature born of a meteorite strike

Necro Consume Other's Engram. Absorb another's worn engram to gain heal effect

8th-Level Sor/Wiz Spells

Conj Veil of Fiery Meteors. Fiery orbiting stones are commandable

Evoc Meteorite. Call down an impressive meteorite strike

Necro Deathmare. Kills sleeping subjects in area, empowering caster

9th-Level Sor/Wiz Spells

Conj Create Rune Sea. Form an artificial Rune Sea in a more convenient location

Evoc Dream Resurrection. Dream self attempts to resurrect waking body

Evoc Meteorite, True. Call down an actual meteorite strike

Trans Nightseed. Subject slowly becomes monstrous

Trans Punch Engram. Gain +12 DC on next spell cast within duration of 1 round/level

You draw forth the life force of sleeping creatures in the area, using it to empower yourself. Nonsleeping creatures are unaffected, but should any creature fall asleep while in the area, or should the area move into a region where creatures are sleeping, they die (creatures with 5 HD or more gain a Will saving throw to avoid death). You gain 1d8 temporary hit points and the ability to cast one 5th-level or lower spell that you know that deals with sleep or dreams, even if you have cast that spell to your normal daily limit already. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for the spell's duration.

DETECT ENGRAM

Divination

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: One action

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

Area: A quarter-circle emanating from you to the extreme of the range

Duration: Concentration, up to one minute/level

Saving Throw: None

Spell Resistance: No

You detect the presence of an engram. The amount of information revealed depends on how long you study a particular area or subject:

1st round: Presence or absence of engrams

2nd round: Number of engrams

3rd round: The exact location of each engram

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

If you detect a Rune Sea, you must make a Concentration check (DC 25) or be stunned for 1 round due the overwhelming positive response to the detection spell.

DISPERSE ENGRAM

Abjuration

Level: Clr 4, Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

From your palm flashes a dispersive ray of blackness lined with flashing silver. On a successful ranged touch attack, it strikes one engram on an opponent's body. The struck engram is explosively dispersed, deleting the engram forever and dealing 3d6 points of damage to the former engram wearer.

Material Component: A piece of abrasive paper

DREAM RESURRECTION

Evocation

Level: Clr 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

Saving Throw: None

Spell Resistance: No

You seed your mind with a dream of survival to grant yourself some protection against the possibility of your own demise: In the event of your death while the duration lasts, your dream of survival is summoned, fleshed, and birthed into the waking world, naked and bereft of the mind that formed it.

Charged with returning the real you to life, your dream agent arrives in a space adjacent to the site of your death 1d4 rounds after your demise. It appears to be exactly the same as you (it emulates your creature type), but has only one-half your levels or HD (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). Your dream agent may appropriate your equipment for use in its quest to bring you back. It has a limited deadline—from the time it was summoned, the dream agent has 33 days before it fades into nothingness.

In the best possible scenario, you've cached away funds, friends, items, or other resources that your dream agent may easily avail itself of to bring you back. If you are killed in a dangerous situation, your dream agent will first act to remove your body and equipment to a safer locale. To this end, your dream agent can use *shadow walk* at will twice per day. Essentially, the dream agent is you, just with an important charge to fulfill, and a limited time in which to act. Thus, your dream agent may also be "killed" while attempting to discharge its duty. If it is killed, it fades into nonexistence, and the duration of *dream resurrection* expires immediately.

Material Component: 1,000 gp worth of ruby dust

ENGRAM CIRCUIT

Transmutation [Engram]

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: One standard action

Range: Personal

Target: You

Checklist

- Allow the PCs to gain starmilk or engrams (or spellbooks hinting of such items) so they can covet and eventually cast these spells.
- Pass out some of these spells to new and/or established NPCs.
- Consider the possibility that every time PCs cast a Dark Plea-related spell, they alert Dark Plea-born monsters to their presence.
- Determine whether PCs or NPCs who cast create Rune Sea will draw attention to themselves from free-roaming ark guardians.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You form a magical bridge with an engram you wear, allowing you a chance to draw extra potency from it each time you cast another spell while the duration of this spell lasts.

Each time you cast a spell or use a spell-completion magic item, you may make a Spellcraft check (DC 15 + spell level; taking 10 not allowed). If the check succeeds, energy drawn off your engram provides a +1 engram bonus to the spell's DC and deals an additional +1d6 points of force damage (if the spell is one that deals damage).

Focus: One worn engram

ENGRAM CIRCUIT, GREATER

Transmutation [Engram]

Level: Sor/Wiz 6

As *engram circuit*, except on a successful Spellcraft check, your affected spells gain a +2 engram bonus to DC and deal an additional 2d6 points of force damage.

ENGRAM CLOAK

Abjuration [Engram]

Level: Clr 8, Sor/Wiz 7

Components: V, S, F

Casting Time: One action

Range: Personal

Target: You

Duration: One minute/level or until discharged

Saving Throw: None

Spell Resistance: No

You form a magical bridge with an engram you wear, giving you a chance to draw protective energy from it each time you are attacked.

Each time you hit with a melee or ranged attack, you may make a Spellcraft check (DC 25; taking 10 not allowed). If the check succeeds, you ignore the first 15 points of damage (but you take the rest, if any). Each time you are targeted by a spell (except for *dispel magic* or *negate psionics*, if applicable), you may make a Spellcraft check (DC 30 + spell level). If the check succeeds, you ignore the spell as if you had spell resistance.

Focus: One worn engram

ENGRAM COMMUNICATOR

Transmutation [Language-Dependent] [Engram]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, F

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Targets: You plus one or more subjects per level (see below)

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You create a communication network between engram bearers who are initially within close range, granting them an ability to speak with each other if they move apart. This spell works only if you cast it on at least one other creature besides yourself—if no ally

with an engram is in range, this spell has no effect. You can affect a number of creatures equal to the number of engrams you wear.

All creatures of a single casting of the spell are considered to be part of the same communication network. No matter how far apart those subjects are, they can speak audibly to any other creature in their network. The sound is emitted from each subject's engram, so nearby creatures not in the network could overhear an engram-relayed message. Wearers can choose to change the status of their *engram communicators* as move-equivalent actions (talk to one other creature in the link, talk to all, talk to none).

If a creature loses access to the engram it wears for any reason (such as triggering a feat or special ability that renders the engram powerless for a day), it is removed from the network.

Focus: One engram per creature affected

ENGRAM COMMUNICATOR, GREATER

Transmutation [Language-Dependent] [Engram]

Level: Brd 6, Clr 6, Sor/Wiz 6

As *engram communicator*, except engram-bearing allies in the network can cast spells of 3rd level or lower through their links to affect other members, as if the other members were within line of sight or within touching distance. Spells that affect only a single target continue to affect only a single target; casting them through the network does not magnify them.

ENGRAM FUSILLADE

Evocation [Engram]

Level: Brd 6, Sor/Wiz 6

Components: V, S, F

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call upon the memories of celestial transit of the engram you wear, and transmute those memories into a fusillade of destruction. You emit a cone of celestial might, dealing 1d6 points of plasma damage per caster level (maximum 15d6) to all within the cone.

Focus: A worn engram

ENGRAM LINK

Enchantment (Compulsion) [Mind-Affecting] [Engram]

Level: Clr 2

Components: V, S, F

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Targets: You plus one or more subjects per level (see text)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You create a link between engram-bearing creatures who are initially within close range, granting them a special benefit while they remain near one another. This spell works only if you cast it on at least one other creature besides yourself—if no ally with an

engram is in range, this spell has no effect. You can affect a number of creatures equal to the number of engrams you wear.

All targets of a single casting of the spell are considered to be part of the same link. Each linked member makes attack rolls with a +2 morale bonus and gains a +2 morale bonus to AC. Also, while linked members remain near one another, they receive a +1 morale bonus on saving throws, skill checks, and ability checks.

Subjects who are part of an *engram link* may move farther away from the caster, beyond the limit of the spell's range, but the bonuses only apply to subjects within the spell's range. A linked subject can leave the spell's range and reenter later, regaining the bonuses upon doing so. If a creature loses access to the engram it wears for any reason (such as triggering a feat or a special ability that renders the engram temporarily powerless), it is removed from the link.

Focus: One engram per creature to be affected

ENGRAM LINK, GREATER

Enchantment (Compulsion) [Mind-Affecting] [Engram]

Level: Clr 6

As *engram link*, except linked engram-bearing allies gain a +5 morale bonus on attack rolls and AC, and a +3 morale bonus on saving throws, skill checks, and ability checks.

ENGRAM TRACE

Transmutation [Engram]

Level: Clr 5, Sor/Wiz 4

Components: V, S, F

Casting Time: One action

Range: Touch

Effect: One engram trace/two levels

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

As long as the spell is in effect, pressing an engram you wear against a solid, immovable object (as a move-equivalent action), leaves behind a faint impression called an *engram trace*. You can leave more than one *engram trace* in various locations while the duration lasts (casting other spells or taking other actions doesn't prevent you from leaving additional traces).

At any time during the duration, you can mentally scan all the traces you've left, no matter how far you are from them or they are from each other, as a standard action. You can see and hear everything that occurs within a 30-foot radius of each *engram trace* left behind. You gain your full visual acuity, including any magical effects. In addition, the following spells have a 5 percent chance per caster level of operating correctly through the trace: *detect magic*, *detect chaos*, *detect evil*, *detect good*, *detect law*, and *message*.

Those being observed may detect a trace with a successful Scry check (or Intelligence check) against DC 20. An *engram trace* can be destroyed by dealing 10 points of damage (after overcoming hardness) to the surface on which it is affixed. The *screen* spell functions against this spell, although a successful Will saving throw by the caster of *engram trace* allows her to penetrate the screen as if she were interacting with the image.

Focus: A worn engram

LEND ENGRAM

Transmutation [Engram]

Level: Clr 2, Sor/Wiz 2

Components: V, S, F

Casting Time: One action

Range: Touch

Target: One creature

Duration: 10 minutes/level (but see text)

Saving Throw: None

Spell Resistance: No

Briefly bypassing normal engram-wearing strictures, you can pass your engram and its benefits to another creature for the spell's duration. The recipient must not already possess an engram. If the recipient dies while wearing the lent engram, the engram reappears on your skin on the following round (disappearing from the body) no matter how far away the recipient is.

You may also use this spell to shed an engram back into the Rune Sea (or an artificial receptacle specially prepared to accept it, such as the one fashioned by the *create Rune Sea* spell). In this case, the engram remains shed and does not reappear on your skin; the spell is considered to have an instantaneous duration.

Focus: One worn engram

METEORITE

Evocation [Fire]

Level: Clr 8, Drd 8, Sor/Wiz 8

Components: V, S, F, Astromancy

Casting Time: One action

Range: Long (400 feet + 40 feet/level)

Target: One creature or object (see text)

Area: 20-foot-radius spread from target (see text)

Duration: Instantaneous

Saving Throw: None or Reflex half (see text)

Spell Resistance: Yes

Meteorite evokes a piece of celestial matter and rains it down upon a foe. When you cast it, the *meteorite* appears as high above the target as the immediate environment allows (raining down from the sky if no ceiling). The mundane meteorite streaks down with an orange glow, leaving a visible tail and audible thunder in its wake.

Make a ranged touch attack to strike the target with the *meteorite*. Any creature struck by the meteorite receives no saving throw and takes 18d6 points of impact damage. If a targeted *meteorite* misses its target, it simply explodes at that point.

Once a *meteorite* strikes, it explodes in a 20-foot-radius spread (similar to a *fireball*'s) that deals 8d6 points of fire damage to each creature in the area (Reflex save for half damage).

Focus: A 1,000 gp piece of meteoritic iron

METEORITE, MINOR

Evocation [Fire]

Level: Clr 5, Drd 5, Sor/Wiz 5

Components: V, S, F, Astromancy

As *meteorite*, except that the evoked chunk of star-stuff is smaller. A creature struck by a *minor meteorite* takes 12d6 points

of impact damage, and the *fireball*-like explosion deals 4d6 points of fire damage to each creature in the area.

Focus: A 1,000 gp piece of meteoritic iron

METEORITE, TRUE

Evocation

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

Components: V, S, F, Astromancy, sacrifice

Casting Time: Three months

Range: Long (400 feet + 40 feet/level)

Target: One creature or object (see text)

Area: 400-foot spread from target (see text)

Duration: Instantaneous

Saving Throw: Fortitude partial, Reflex half (see text)

Spell Resistance: None

As *meteorite*, except this spell evokes a larger piece of celestial matter, the impact of which mirrors a natural meteorite impact. A *true meteorite* screams down from space, leaving a visible tail of scarlet smoke and an audible trail of thunder. As such, this spell can be cast only when the target is under the open sky, or under no more than 10 feet of solid rock.

Any creature or object of Gargantuan size or smaller struck by the meteorite is destroyed if it fails a Fortitude saving throw. On a successful save, the target is still subject to damage from the impact (see below). The crater that results from a *true meteorite* strike measures 50 feet in diameter and 30 feet deep.

All within 50 feet of the impact point take 400 points of damage (creatures and objects that survive end up prone in the crater), those out to 100 feet away take 250 points of damage, those out to 150 feet away take 100 points of damage, and those out to 200 feet away take 25 points of damage. Successful Reflex saving throws reduce damage by half. Creatures in the radius are knocked prone whether they make their saves or not.

Subsequent indirect effects of the meteorite fall (described in Chapter One) follow the initial impact; however, the radii of all effects are reduced by 10 percent.

Throughout the three-month casting time, the caster must spend at least eight hours a day chanting, and may not undertake any strenuous activity, spell or item creation, or other significant activity without losing the spell.

Focus: A 1,000 gp piece of meteoritic iron

Sacrifice Component: A character must possess at least one major artifact in order to cast this spell successfully. Upon completion of the casting, the caster designates a major artifact in his possession to be the sacrifice component. As the *true meteorite* comes into existence, the major artifact burns to nothingness, despite any normal restrictions that might exist concerning the artifact's destruction. (However, the DM may elect not to destroy the artifact in this fashion, in which case the spell fails.)

NIGHTCRYPT

Transmutation [Teleportation]

Level: Brd 4, Clr 4

Components: V, S

Casting Time: One action

Range: 15 feet

Area: 15-foot-radius emanation, centered on you

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You send sleeping creatures in the area bodily into their own dreams. Nonsleeping creatures remain unaffected, but should any creature fall asleep while in the area, or if the area should move into a region where creatures are sleeping, they are snatched from the physical world by vague, shadowlike hands. While ensconced in a *nightcrypt* effect, caught creatures have no contact with the real world, and most do not even know they are missing. When the spell ends, caught creatures return to their former location and position, possibly none the wiser for their dreamtime journey. Some may recall terrible nightmares, but probably would prefer to forget them.

NIGHTMARE'S STRICTURE

Necromancy [Fear, Mind-Affecting, Language-Dependent]

Level: Brd 6, Clr 6

Components: V, S, M

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature/two levels, no two of which can be more than 30 feet apart

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

Saving Throw: Will partial

Spell Resistance: Yes

A terrifying nightmare image appears in the mind of every creature in the spell's range. Affected creatures are gripped by fear, and will accept almost any suggestion you make in order to make the fear go away. Unless the stricture is to hurt themselves, kill themselves, or do some other obviously harmful act, the victims do not argue. If the affected creatures cannot take the suggested action or cannot understand your language, they act as if panicked for the duration of the spell. When they take the suggested action, their fear fades gradually, finally abating when they have completed the action or when the duration of the spell ends.

If a creature in the area succeeds at a Will save, it is shaken for 1 round (suffering a –2 penalty on attack rolls, ability checks, skill checks, and saving throws, but under no compulsion to drop items or flee).

Material Component: The heart of a hen or a white feather

NIGHTSEED

Transmutation

Level: Clr 8, Sor/Wiz 9

Components: V, S

Casting Time: One action

Range: Short (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Instantaneous [see text]

Saving Throw: Will negates

Spell Resistance: Yes

You extract a dream of terror from the aether and implant it into the psyche of your target. If successfully implanted, the nightseed “germinates” over the course of the subject’s waking day. During this time, the subject becomes more and more sleepy. Any time between the time *nightseed* is cast and when the subject falls asleep, the *nightseed* can be purged with a *wish*, *miracle*, or other extreme spell effect.

When the subject next falls asleep, the *nightseed* hatches. (Having already failed her saving throw, the target succumbs to sleep a maximum of eight hours after *nightseed* is cast—possibly sooner if she naps or becomes the target of a sleep-inducing spell.) The subject’s skin bulges and rips wide, revealing that her inner tissues have become a writhing clot of 1d4+1 eel-like independently living organs. The subject dies instantly in a shower of gore that saturates a 20-foot-radius. The eel-like creatures immediately proceed to act as is their wont—seeking to infect victims as described in the cruor’s infectious extermination special ability in Chapter Seven. Cruors born of this spell will not attack you, nor will they submit to your commands.

Protection from evil or a similar spell or power can prevent you from implanting a *nightseed*.

NIGHTSNARE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2

Components: V, S

Casting Time: One action

Range: Close (25 feet + 5 feet/level)

Targets: One living humanoid

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You spin a web of pale, dreamy light, causing a comatose slumber to come upon the target. A *nightsnared* target is helpless. Slapping or wounding the target rouses it after 1d4+1 rounds of such treatment, but normal noise does not. Rousing a sleeper with slaps or wounds requires a standard action each round that does not provoke an attack of opportunity.

PLASMA BOLT

Evocation [Plasma] or [Fire, Electricity]

Level: Sor/Wiz 1

Components: V, S

Casting Time: One action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A ray of plasma energy sizzles forth from your fingertip toward its target, dealing 1d6 points of plasma damage per level (maximum 5d6) if it hits.

The ray is considered a ranged touch attack. On a failed attack, the target takes no damage.

PROTECTION FROM PLASMA

Abjuration

Level: Clr 3, Drd 4, Sor/Wiz 3

Components: V, S, F, Astromancy

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants temporary invulnerability to plasma energy. When the spell absorbs 12 points of plasma damage per caster level (to a maximum of 120 points at 10th level), it is discharged.

Note: This spell also provides limited protection against pure fire or electricity damage. However, fire or electricity damage erodes twice the protection that plasma does. For example, it takes 6 points of protection to prevent 3 points of fire damage.

Focus: A 1,000 gp piece of meteoric iron

PUNCH ENGRAM

Transmutation [Engram]

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: One action

Range: Personal

Target: You

Duration: 1 round/level or until used

Saving Throw: None

Spell Resistance: No

You charge the next spell you cast within this spell’s duration with extra potency drawn from an engram you wear, almost ensuring your target will fail its saving throw. *Punch engram* affects only the next spell you cast, not all within the duration.

The tapped engram provides the next spell you cast with a +9 engram bonus to its save DC.

Focus: One worn engram

RECONSTITUTE ENGRAM

Conjuration (Calling)

Level: Clr 7, Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two levels; see text)

Target: One worn engram

Duration: See text

Saving Throw: None

Spell Resistance: No

You may cast this spell on an engram you wear to briefly call forth the higher mind to which it once belonged, and ask it a favor. When formed, the reconstituted engram appears as a light sculpture of a blurrily formed humanoid face tethered to the worn engram (the face apparently has three eyes). It speaks in a voice and language that the caster can hear and understand, though others hear nothing. If asked, it indicates it hails from the destroyed world of Kure.

You may ask the reconstituted engram to perform one action for you, and the engram requests a service in return: Return it to the Rune Sea. (Given this sort of opportunity, any engram will express the desire to be back among others of its kind, in the hope that someday the Memekeeper can be repaired and all the engrams can be brought back to full life and vitality.)

If you agree to the service, the reconstituted engram performs the action you requested, and fades. If you do not return the reconstituted engram to the Rune Sea within three days, it begins to inhibit your actions as if you had acquired two negative levels. The negative levels fade after the engram is returned to the Rune Sea (possibly to be replaced by a new engram).

A reconstituted engram can provide its favor in the form of teaching, instruction, or some other transfer of knowledge (in this fashion, the lord of silence prestige class entered the world; see Chapter Three). The DM determines what the reconstituted engram knows and what it can pass on.

A reconstituted engram may accomplish the service requested of it by summoning and inhabiting the body of a lesser ark guardian (see Chapter Seven). While a reconstituted engram inhabits this creature's form, the engram fades from your body and appears on the guardian. The reconstituted engram uses all the statistics and abilities of the lesser ark guardian, but is infused with the purpose of the engram's own consciousness.

RUNE SEA VOYAGER

Divination

Level: Clr 4, Sor/Wiz 4

Components: V, S, M

Casting Time: One hour

Range: Unlimited

Area: One plane of existence

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cast your mind out in search of a nexus of fragmentary minds that indicates the presence of a Rune Sea. You must slowly feed the material components into a flame while casting.

Once the spell is cast, you learn specific information, if there is any to learn, from any of these possible replies: a location, a response of "no such location," or no reply at all (meaning the spell failed due to a *screen* spell or some other form of divination blocking). The details of the location are quite specific, but the spell does not provide directions to it.

Material Component: Seven hairs from some creature that currently wears or previously wore an engram from a Rune Sea

SPEAK WITH ENGRAM

Divination

Level: Brd 2, Clr 2

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: One engram

Duration: One minute/level

Saving Throw: Will negates (see text)

Spell Resistance: No

You stir the frozen partial memories of a worn engram, allowing it to mentally answer several questions that you put to it. You may ask up to one question per two caster levels. Unasked questions are wasted if the duration expires. The engram's knowledge is limited to what the creature embodied by the engram knew during life, including the languages it spoke (such as Kuresh, the language native to its lost world).

An engram likely does not know too much about events of the world, but it does know all about the alien world of Kure, the Dark Plea that first invaded and then eventually destroyed the world of Kure, and finally the creation of engram arks, plus details related to these events as the DM decides.

STONE FALL

Conjuration

Level: Clr 1, Drd 1, Sor/Wiz 1

Components: V, S, F, Astromancy

Casting Time: One action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A stony mass falls from seeming thin air onto a designated target. You make a ranged attack (not a touch attack) to strike the target. The *stone fall* deals 1d6 points of damage per two caster levels (maximum 5d6).

Focus: A 1,000 gp piece of meteoritic iron

STONE FALL, FIERY

Conjuration

Level: Clr 2, Drd 2, Sor/Wiz 2

As *stone fall*, except the stony mass traces a red-hot streak through the air, and it deals an additional 1d6 points of fire damage per die of regular damage dealt.

SUMMONING AUXILIARY

Conjuration (Summoning)

Level: Clr 0, Drd 0, Sor/Wiz 0

Components: V

Casting Time: One free action, as *feather fall*

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Your knowledge of meteoric lore lets you supplement your summoning spells with meteor-born monsters. While the duration lasts, you can augment certain of your *summon monster* or *summon nature's ally* spells with creatures from the table on the next page. You choose which creature to summon, and you can change that choice each time you cast a summoning spell. (See Chapter Seven for descriptions of the monsters in the table.)

Summon Spell	Auxiliary Monster
IV	Star ooze
V	Hungry dreamer
VII	Lesser ark guardian
IX	Cruor

SUMMON MOLTEN ELEMENTAL

Conjuration (Summoning)

Level: Clr 7, Drd 7, Sor/Wiz 7

Components: V, S, F, Astromancy

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *summon monster I* (see spell description in the *Player's Handbook*), except a molten elemental is summoned. This spell does not allow you to choose another type of creature. Molten elemental statistics are found in Chapter One (see page 8).

Focus: A 1,000 gp piece of meteoritic iron

TAP ENGRAM

Transmutation [Engram]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: One action

Range: Personal

Target: You

Duration: 1 round/level or until used

Saving Throw: None

Spell Resistance: No

You charge the next spell you cast within the duration with extra potency drawn from an engram you wear. *Tap engram* affects only the next spell you cast, not all spells within the duration.

The tapped engram provides the next spell you cast with a +4 engram bonus to its save DC.

Focus: One worn engram

VEIL OF FIERY METEORS

Conjuration

Level: Clr 8, Drd 8, Sor/Wiz 8

As *veil of streaking meteors*, except that you can use up to two move-equivalent actions each round to direct two stones, either at the same or different targets. Additionally, if a stone penetrates your foe's touch AC, it deals 6d6 points of damage, and immediately detonates in a 20-foot-radius spread, dealing 4d6 points of fire damage to creatures in the area (Reflex save for half damage).

VEIL OF METEORS

Conjuration

Level: Clr 4, Drd 4, Sor/Wiz 4

Components: V, S, F, Astromancy

Casting Time: One action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You conjure four tiny rough stones plus one additional stone for every three caster levels. The conjured stones always float in the air within 3 feet of you. Upon casting, the stones take up a circling orbit 1d3 feet from your body. Each stone leaves behind a trail of glowing light, as if it were a miniature streaking meteor.

Each stone protects you against physical ranged and melee attacks by interposing itself between you and an attack. Each stone can take up to 8 points of damage for you before disintegrating. Thus, a 7th-level caster with six stones can take up to 48 points of damage before her shield erodes completely. This orrery of protection does not hinder touch attacks.

This effect stacks with similar effects produced by other spells, including *stoneskin*.

The stones offer their protection until expended, until the spell's duration expires, or unless each is grasped or netted to separate it from you. Each stone has an AC of 18. Once captured, a stone dissipates and may not be reactivated.

Focus: A 1,000 gp piece of meteoritic iron

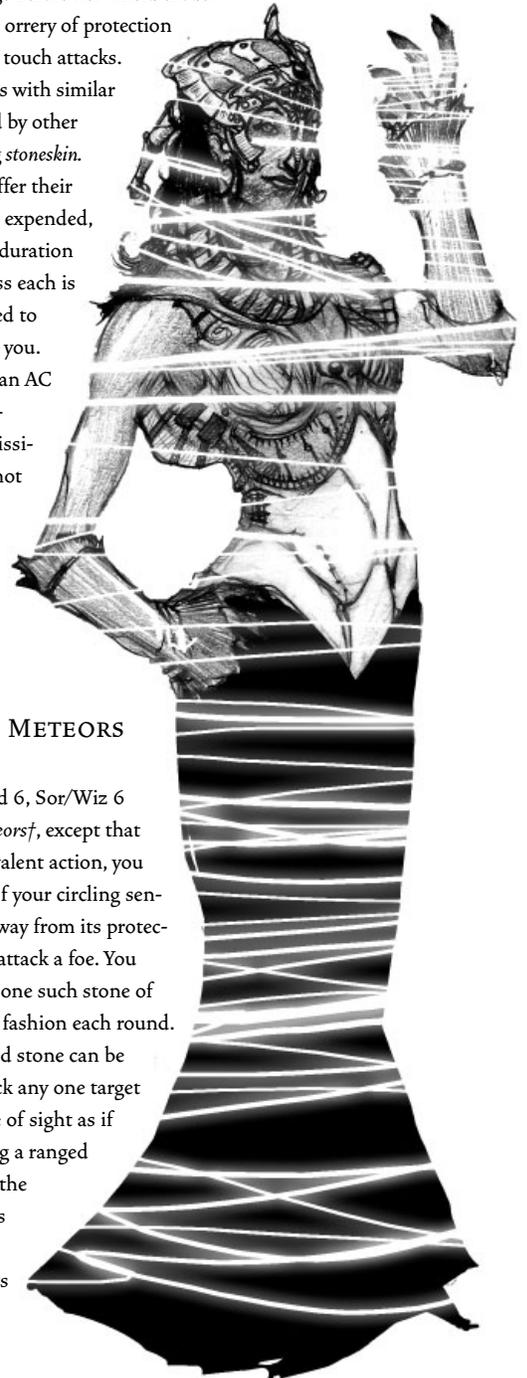
VEIL OF STREAKING METEORS

Conjuration

Level: Clr 6, Drd 6, Sor/Wiz 6

As *veil of meteors*, except that as a move-equivalent action, you can direct one of your circling sentries to streak away from its protective circuit and attack a foe. You may direct only one such stone of your veil in this fashion each round.

A commanded stone can be directed to attack any one target within your line of sight as if you were making a ranged touch attack. If the stone penetrates your foe's AC, it deals 6d6 points of damage.



Afterfall Magic Items

The magic items described in this chapter result from the fall of a meteorite, a thaumeteorite, or an engram ark into your campaign world. Afterfall magic items are objects of unique power and value, especially to those who understand the items' origin.

Like the magic items described in the DMG, Afterfall magic items are divided into categories—among them weapons, staves, and wondrous items. Afterfall items could be cursed or intelligent (although no examples of such items are presented here). A few even exist as artifacts.

The DMG provides chances for discovering random magic items. You can substitute Afterfall items of similar type from the items described below.

WEAPON SPECIAL ABILITIES

Starshine. If added to a weapon in conjunction with the voidwrought† weapon special ability (see below), the market price modifier of a starshine blade is a +2 bonus; otherwise, a starshine weapon has a market price modifier of a +3 bonus.

A starshine weapon's blade is streaked as if constantly mirroring a heavy meteor shower on its surface (in conjunction with a voidwrought blade, the stars are seen to streak through night-black darkness). Despite its difference in appearance, the base attack and damage qualities of the weapon are not affected, except that starshine weapons deal 1d8 points of extra plasma damage on a successful hit. A starshine blade that achieves a critical hit deals 1d12 points of extra plasma damage. If the weapon's critical multiplier is ×3, add 2d12 points of extra plasma damage instead, and if the multiplier is ×4, add 3d12 points of extra plasma damage. Bows, crossbows, and slings so enchanted bestow the plasma energy upon their ammunition.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor (or Craft Psionic Arms and Armor), must infuse some fraction of meteoritic iron of any quality into the forging; **Market Price:** +3 bonus (or +2 bonus if used on a weapon in conjunction with the voidwrought ability)

Voidwrought. Voidwrought weapons are instilled with the darkness of space. As such, their blades appear night-black, and they do not reflect any light; rather, they seem to absorb light. Voidwrought weapons grant all wielders a +1 insight bonus on their attack and damage rolls and the ability to see in normal and magical darkness to a distance of 60 feet (if a wielder already has this ability, his or her vision ranges in darkness are doubled). Those wearing an engram from the Rune Sea gain a +2 insight bonus on their attack and damage rolls.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor (or Craft Psionic Arms and Armor), must infuse some fraction of meteoritic iron of any quality into the forging; **Market Price:** +2 bonus

SPECIFIC WEAPONS

Darkwand. This +2 voidwrought† longsword is an enchanted blade, and because of its voidwrought† special ability, can be considered a +3 weapon for the purposes of attack bonus and damage (+4 for a wielder wearing an engram). It is further enchanted to allow the wielder to create *darkness* three times per day as a free action. The wielder can see in the darkness so created. Otherwise, the *darkness* is as the spell cast by a 5th-level caster.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *darkness*; **Market Price:** 40,100 gp

Knife of the Plea. This +1 dagger puts its victim to sleep on a successful hit once per day (no save). This effect is otherwise as the *eyebite* (*sleep*) spell as cast by a 11th-level caster.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *eyebite* (*sleep*); **Market Price:** 27,900 gp

Starfall Sword. This +3 voidwrought† starshine thundering keen two-handed sword is a damage-dealing engine. Because of its voidwrought† special ability, consider it a +4 weapon for purposes of attack bonus and damage (+5 for a wielder wearing an engram).

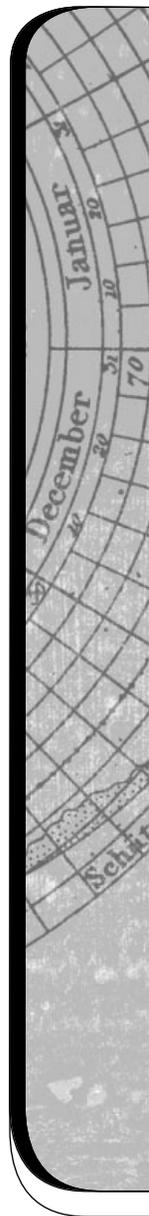
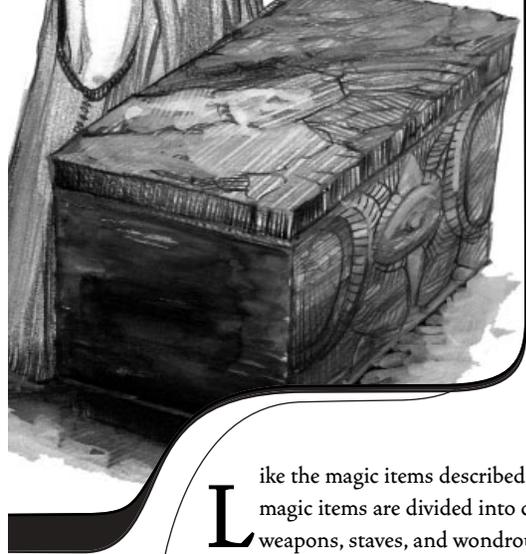
Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 200,000 gp

STAVES

Astromancer's Staff. A long, stout staff of dark wood inscribed with stars, this item allows use of the following spells:

- *Protection from plasma*† (1 charge)
- *Veil of meteors*† (1 charge)
- *Minor meteorite*† (1 charge)
- *Summon molten elemental*† (2 charges)
- *Meteorite*† (4 charges)

Caster Level: 17th; **Prerequisites:** Craft Staff, *protection from plasma*, *minor meteorite*, *veil of meteors*, *summon molten elemental*, *meteorite*; **Market Price:** 78,890 gp



Staff of the Nightwalker. This slender wooden staff is as thin as a switch, but reaches 6 feet in height. The shaft is covered with tiny faces carved into the wood, so thick that there is not one inch of uncarved wood. Every face has its eyes closed, and some have their mouths open as if screaming. A *staff of the nightwalker* is a +2 *icy burst quarterstaff* (only one end is +2; the other end is masterwork). The wielder can use the following spells:

- *Nightsnare*† (1 charge)
- *Nightcrypt*† (1 charge)
- *Deathmare*† (2 charges)
- *Nightseed*† (4 charges)

Caster Level: 15th; *Prerequisites:* Craft Staff, *nightmare*, *nightcrypt*, *deathmare*, *nightseed*; *Market Price:* 66,500 gp

WONDROUS ITEMS

Bag of Night Terrors. This small sack appears normal and empty. However, anyone reaching into the bag feels a small, cold pebble. If the pebble is removed and tossed toward a target, it manifests as if it were a spell being targeted on that creature at caster level 10th. For each pebble removed from the bag, roll d% and consult the following table.

d%	Spell
01–30	<i>Nightmare's stricture</i> †
31–60	<i>Plasmaball</i> (as <i>fireball</i> , but substitute plasma)
61–75	<i>Plasma bolt</i> †
76–90	<i>Nightsnare</i> †
91–100	<i>Minor meteorite</i> †

Spells produced are always random, and only one spell duration may persist at one time. The bag can release up to 10 spells each week.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *nightmare's stricture*, *nightsnare*, *fireball*, *plasma bolt*, *minor meteorite*, *Astromancy*; *Market Price:* 21,000 gp; *Weight* —

Engram Wallet. This stiff piece of leather can be rolled up into a slender package and stored in a space small enough to accommodate a simple scroll. However, an *engram wallet* contains something far more precious than most spells—it can hold one engram from the Rune Sea. When found, an *engram wallet* contains a randomly determined engram. Someone who already wears an engram can use a standard action to switch between the engram she wears and the engram in the wallet. An *engram wallet* cannot be used to apply more than a single engram (unless some special quality of the bearer allows her to wear more than one engram). If the bearer does not already possess an engram, she can gain the engram in an *engram wallet* as a standard action. An empty *engram wallet*

remains receptive to receiving another engram from a bearer who wishes to store an engram off-skin for a time, or another engram from the Rune Sea can be added during a standard engram-seeking dive. You gain an engram in the engram wallet in addition to any engram you gain or exchange on your skin.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *lend engram*†; *Market Price:* 3,000 gp

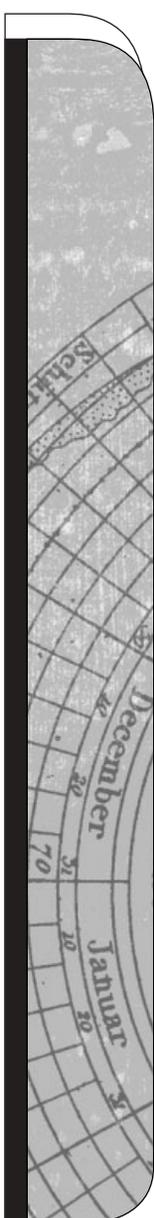
Nightstrider Mask. A *nightstrider mask* appears to be a mask dyed with dull colors depicting the face of some monstrous beast. On animate creatures, including constructs and undead, *nightstrider masks* have no effect. If a *nightstrider mask* is somehow affixed to an inanimate object, such as a table, a desk, a statue, or a cart, that object animates and comes under the verbal control of whoever fixed the mask (as if the object were permanently *charmed* and very well disposed toward the charmer). Wherever the mask is affixed on an object becomes the “head” of the mask-animated creature; it is not an “animated object” as described in the MM. Instead, a mask affixed on an object confers all the abilities, powers, mobility, and mindset of the creature the mask depicts.

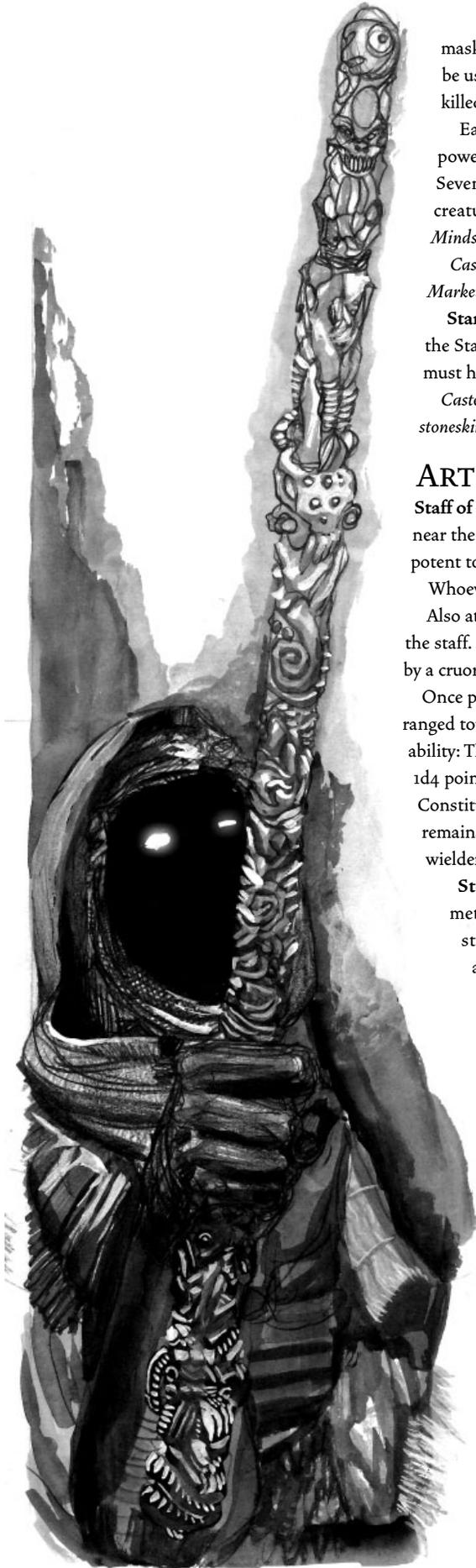
There is no difference between the statistics of a mask-animated object and those of the creature it mimics, even if there is a difference in size between the original and the mimic (the object grows or shrinks to an approximate size of the creature the mask depicts). However, an unusual attack routine the creature possesses may or may not be available to the mask-animated object, depending on its shape and form. For instance, if the creature has a wing buffet attack, that attack would only be available to an object that has a physical feature resembling wings (such as the hinged doors of a cabinet or a chest).

A mask-animated object takes damage and can be healed as if it were a living creature of the type depicted by the

Checklist

- Evaluate which of these items might prove useful to new and/or established NPCs.
- Create opportunities for the PCs to find one of these weapons, or to encounter an NPC wielding one. (Don't put a starfall sword in the hands of someone the PCs are likely to defeat if they are too low in level to gain the item as treasure.)
- Specifically place a few of these items in the stores of large city or metropolis magic shops for PCs to discover when on a shopping trip.





mask. It can also be killed. If the object is killed, the mask slips off and cannot be used again for one week. If the controller of the mask-animated object is killed, the mask slips off and the object no longer remains animated.

Each of the two types of *nightstrider masks* known to exist emulates the power of a Dark Plea creature—a hungry dreamer and a cruor (see Chapter Seven). Other masks could exist, given the existence of other Dark Plea-born creatures; two additional creatures are described as beasts of the id in *Mindsapes*: the mournwrath and the xenocrysth.

Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *greater planar ally*;
Market Price: 144,000 gp; *Weight*: —

Star Body Gauntlet. This gauntlet allows you to benefit from the effects of the Star Body feat for one full hour per day instead of 4 rounds per day. You must have the Star Body feat to gain any use from this gauntlet.

Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *protection from plasma*, *stoneskin*, *Ten's transformation*; *Market Price*: 110,000 gp

ARTIFACTS

Staff of the Dark Plea: This oily metallic staff was recovered not long ago from near the crater of a recent meteorite strike. This staff apparently served as a potent tool for one of the Dark Plea's lieutenants.

Whoever holds the *Staff of the Dark Plea* may use *nightsnare* at will.

Also at will, the wielder of the staff may flick a drop of the viscid oil that coats the staff. On a successful ranged touch attack, the creature struck is infested as if by a cruor's infest ability (see Chapter Seven).

Once per day, the wielder may flick a drop of oil at a target, and on a successful ranged touch attack the target is infected as if by a cruor's infectious extermination ability: The victim must make 1d4 Fortitude saving throws (each DC 25) or take 1d4 points of Constitution damage per failed save. A victim reduced to Constitution 0 by this attack transforms internally into a cruor. Such a victim remains under the control of the staff wielder for as long as 10 days, or until the wielder uses this attack to form another cruor.

Stone of Durkon's Demise: Legend has it that this hallowed chunk of meteoritic iron fell from the sky, burst through Durkon the Dominator's stronghold, and struck him dead as he lay asleep in bed. Durkon had always been considered lucky, but that day his luck died with him.

Durkon's lieutenants, fearing the same fate might befall them, shied away from taking command of Durkon's evil empire. As a result, the forces of good were able to overrun Durkon's soldiers and reclaim the Northlands.

The *Stone of Durkon's Demise* is roughly 6 inches in diameter, obviously of meteoritic origin but otherwise unremarkable in appearance. By some unknown means, a bit of Durkon's power passed to the stone in the instant of his demise. If it is gripped in at least one hand, the *Stone* grants the bearer damage reduction 10/— and allows the bearer to reroll one dice roll per day.

Monsters

When the heavens rain down exotica from places beyond the boundaries of the germane, sometimes creatures from these unknown spheres are transported to the world, and are considered to be monsters.

Indeed, they are monstrous in nature, wholly unlike any creatures the player characters have ever encountered. Some of them, such as the ark guardian and the memekeeper, are charged with fulfilling a purpose that may bring them into conflict with PCs. Others, such as the cruor, are vicious and voracious monsters that exist only to bring suffering and death to any victims they come across.

The table below summarizes the Challenge Ratings for the six new creatures introduced in this chapter.

CR	Monster
3	Star ooze
5	Hungry dreamer
7	Memekeeper
9	Lesser ark guardian
13	Cruor
17	Ark guardian

ARK GUARDIANS

ARK GUARDIAN

Huge Dragon (Plasma)

Hit Dice: 25d12 + 150 (312 hp)

Initiative: +5

Speed: 50 feet

AC: 33 (–2 size, +24 natural, +1 Dexterity)

Attacks: 2 slams +35 melee, gore +33 melee, kick +33 melee

Damage: Slam 2d6+11, gore 2d8+5, kick 2d6+5

Face/Reach: 10 feet by 10 feet/15 feet

Special Attacks: Breath weapon, frightful presence, plasma immolation, spell-like abilities

Special Qualities: Ark guardian, blindsight 200 feet, damage reduction 10/+4, dragon traits, fast healing 10, plasma subtype, spell resistance 27

Saves: Fort +20, Ref +15, Will +18

Abilities: Str 33, Dex 13, Con 23, Int 10, Wis 19, Cha 18

Skills: Diplomacy +8, Hide +3, Jump +39, Listen +34, Search +28, Sense Motive +32, Spot +34

Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (slam)

Climate/Terrain: Any (on a world containing an engram ark)

Organization: Solitary or swarm (2–5 lesser ark guardians plus one ark guardian)

Challenge Rating: 17

Treasure: Half standard

Alignment: Neutral

Advancement: 26–30 HD (Huge); 31–39 HD (Gargantuan); 40–56 HD (Colossal)

LESSER ARK GUARDIAN

Large Dragon (Plasma)

Hit Dice: 16d12 + 64 (168 hp)

Initiative: +0

Speed: 40 feet

AC: 24 (–1 size, +15 natural)

Attacks: 2 slams +25 melee, gore +23 melee, kick +23 melee

Damage: Slam 1d8+9, gore 2d6+4, kick 1d8+4

Face/Reach: 5 feet by 5 feet/10 feet

Special Attacks: Breath weapon, frightful presence, plasma immolation, spell-like abilities

Special Qualities: Ark guardian, blindsight 120 feet, damage reduction 10/+3, dragon traits, fast healing 5, plasma subtype, spell resistance 19

Saves: Fort +14, Ref +10, Will +12

Abilities: Str 29, Dex 10, Con 19, Int 10, Wis 15, Cha 14

Skills: Diplomacy +4, Hide +1, Jump +24, Listen +23, Search +19, Sense Motive +21, Spot +23

Feats: Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Weapon Focus (Slam)

Climate/Terrain: Any (on a world containing an engram ark)

Organization: Solitary, pair, or swarm (2–5 lesser ark guardians plus one ark guardian)

Challenge Rating: 9

Treasure: Half standard

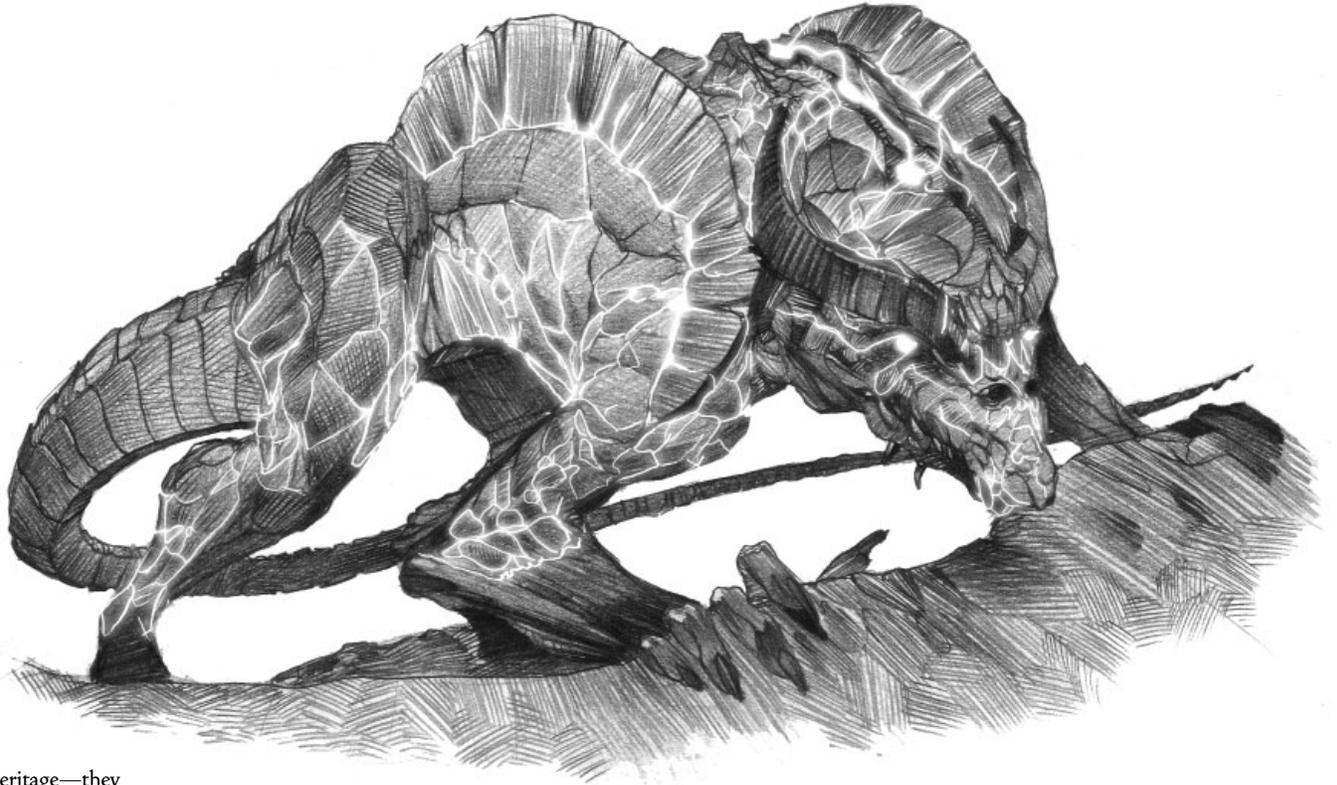
Alignment: Neutral

Advancement: 17–24 HD (Large); 25+ HD (advances to ark guardian)

The ark guardian is a special class of powerful creature dedicated to the task of guarding engram arks.

Despite being bred from powerful otherworldly dragons, ark guardians have the rough aspect of huge, scaled humanoids. Infused with the celestial energy of plasma, an ark guardian radiates light from between its scales as if from the inner presence of a violet sun. Weighing anywhere from 900 lbs. (for Large lesser ark guardians) to 5,000 lbs. (for mature ark guardians), these mighty-thewed scaled monstrosities can both breathe plasma and wield spells, always for the benefit for their charge: their associated engram ark.

Ark guardians typically fall as if calved meteorites from a larger strike containing an engram ark. They pepper the countryside around an engram ark (see Guardians of the Ark on page 14 in Chapter One) and become active if they sense the impact area is receiving too much attention from locals. While ark guardians are responsive to diplomacy, especially if offered treasure—a pendant that seems to be a relic of their draconic



heritage—they will never knowingly allow an engram ark to be destroyed, or even be visited if their demands for treasure are not met.

COMBAT

Ark guardians lead off with their plasma breath, then repeat as necessary. Depending on the situation, they may fall back on some of their spell-like abilities to prepare ahead of time, or soften up their enemies from a distance. However, they are not afraid of direct melee, and in fact relish it, if only to fill the time between the uses of their plasma breath.

Breath Weapon (Su): 60-foot cone of plasma dealing 15d10 points of plasma damage, usable every 1d4 rounds, Reflex save (DC 28) for half damage. Ark guardians are immune to their own and each other's breath weapons.

(*Lesser Ark Guardian:* 60-foot cone of plasma dealing 8d10 points of plasma damage, usable every 1d4 rounds, Reflex save [DC 22] for half damage.)

Frightful Presence (Ex): This ability takes effect automatically when an ark guardian attacks or charges. It affects only opponents with fewer Hit Dice or levels than the ark guardian has within a radius of 100 feet. An affected creature must make a successful Will save (DC 28) or become shaken for 5d6 rounds. Success indicates that the target is immune to that creature's frightful presence for one day.

(*Lesser Ark Guardian:* Will save [DC 19] to avoid becoming shaken.)

Plasma Immolation (Ex): Ark guardians are wreathed in glowing plasma of violet hue; this energy seems to seep from between their craggy scales. On each successful attack made by

an ark guardian, it deals an additional 2d6 points of plasma damage. Anyone grappling an ark guardian also takes 2d6 points of plasma damage each round. Creatures making natural attacks against an ark guardian take 1d6 points of plasma damage on each successful strike.

(*Lesser Ark Guardian:* Deals an additional 1d6 points of plasma damage. Anyone grappling a lesser ark guardian also takes 1d6 points of plasma damage each round. Creatures making natural attacks against a lesser ark guardian do not take plasma damage on a successful strike.)

Spell-Like Abilities: At will—*detect magic, ghost sound, light, mage armor, magic missile, read magic, mage hand, dancing lights, detect poison, arcane mark, open/close*; 6/day—*dimension door, dispel magic, displacement, endurance, haste, invisibility, shield, true strike*. Caster level 9th.

(*Lesser Ark Guardian:* At will—*detect magic, ghost sound, light, mage hand, read magic*; 6/day—*magic missile, mage armor, protection from evil*. Caster level 3rd.)

Ark Guardian (Su): Until activated (either through the act of coming to rest on a world's surface, or by the direct detection of a potential threat to itself or a nearby engram ark), an ark guardian subsists in the interstellar void in a state of stasis that protects it from aging, the perils of vacuum and cold, and—most important—the otherwise devastating effects of a miles-long fall to the surface of a world.

Dragon Traits: Immune to sleep and paralysis effects; darkvision 60 feet; low-light vision.

Plasma Subtype: Immune to plasma damage (takes half damage from just fire or just electricity); does not take double damage from any other energy type.

CRUOR

Huge Aberration

Hit Dice: 19d8+114 (199 hp)

Initiative: +6

Speed: 40 feet, swim 40 feet

AC: 27 (–2 size, +2 Dexterity, +17 natural)

Attacks: 2 claws +26 melee, bite +24 melee, 2 rakes +24 melee

Damage: Claws 2d8+14, bite 2d10+7, rakes 2d6+7

Face/Reach: 10 feet by 10 feet/10 feet

Special Attacks: Pounce, infest, infectious extermination

Special Qualities: Darkvision 60 feet, fast healing 5, freedom of movement, water breathing

Saves: Fort +12, Ref +10, Will +16

Abilities: Str 38, Dex 15, Con 23, Int 16, Wis 16, Cha 15

Skills: Hide +16, Listen +25, Spot +25, Swim +22

Feats: Alertness, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack

Climate/Terrain: Any

Organization: Solitary or clutch (1d4+1)

Challenge Rating: 13

Treasure: Standard

Alignment: Neutral evil

Advancement: 20–28 HD (Huge); 28–34 HD (Gargantuan)

The bleached white, leechlike body of a cruor is some 20 feet long, smeared with river-bottom mud and, often enough, blood. The cruor's resemblance to a leech begins and ends with the shape of its body—the creature has the smoothly muscled, clawed limbs of a predator, a voracious mouth, and deep-set, predatory eyes. Small white worms squirm in the depths of its mouth, and wriggle limply behind it in the tracks it makes in the ground; the beast constantly sheds miniature white leeches as it moves. A cruor appears hazy, even in bright light, as if it walks partly outside the material world (or as if it exists partly in dream).

Originally disgorged by nightmare-ridden regions of Dream under the Dark Plea's auspices, cruors replicate by infecting those who kill one of them with a disturbingly physical dream virus, as described under the infectious extermination ability at right.

Cruors can also be brought into existence by the successful casting of a *nightseedf* spell (see Chapter Five).

Cruors understand one or more languages (usually Common), but do not speak.

COMBAT

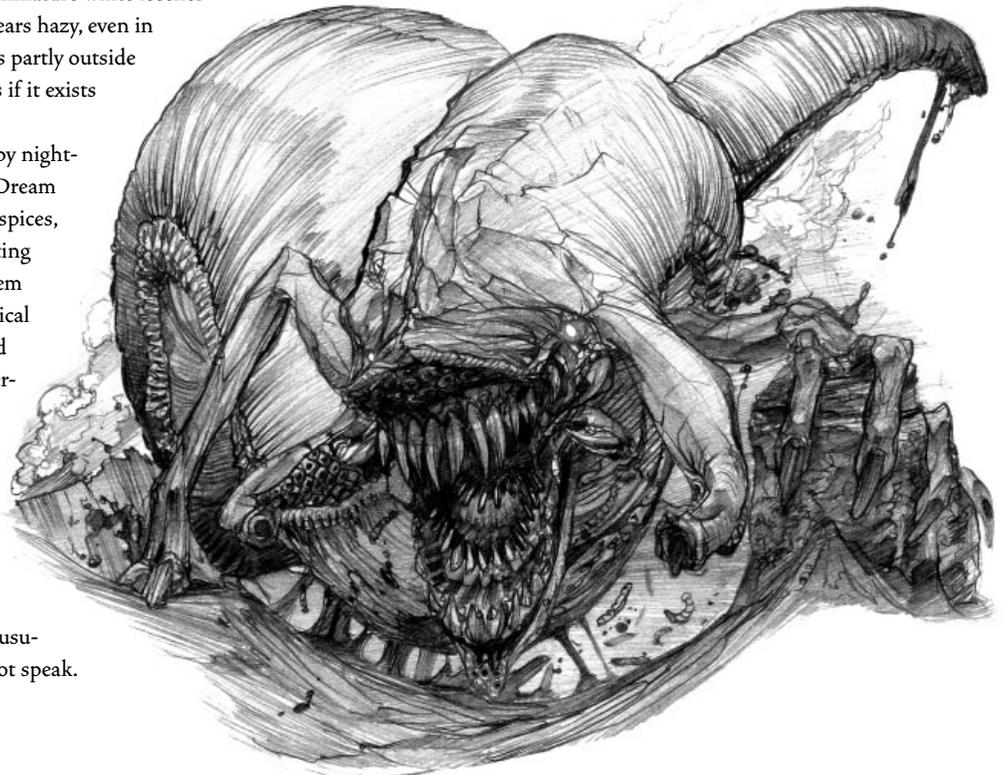
Cruors leap into combat, using their pounce ability to gain a full attack on the very first round. The more attacks they score, the more wriggling, white points of infection they leave in their prey.

Pounce (Ex): If a cruor charges a foe, it can make a full attack even though it has already taken a move action.

Infest (Ex): With each successful hit, a cruor leaves behind 1d4 Tiny white leechlike creatures in the wound. If left to their own devices, the leeches begin to suck blood (undead, elementals, and constructs are immune), each at a rate of 1 hit point per round, beginning in the round following their infection. A victim can automatically pluck three leeches per round from an infected wound as a standard action, or five leeches if the victim takes a full-round action to pluck (either way, plucking provokes an attack of opportunity). A plucked leech dies instantly.

Infectious Extermination (Ex): When a cruor is killed, its blood-filled carcass instantly detonates, spraying blood and gore in a 20-foot-radius. What is most disturbing about the gore is that some of it still lives. These independent, eellike organs begin to swim through the detritus like a salmon moving upstream, toward living targets.

Each living target in the area of infectious extermination must make 1d4 Fortitude saving throws (each DC 25), simulating the number of eellike organs that manage to contact and potentially infect the target. Each failed save represents an organ diving beneath the skin of its target as if the skin were water, leaving nothing behind but a small pucker. These targets are now considered infected. Organs that do not make contact die and dissolve.



An infected target takes 1d4 points of temporary Constitution damage per failed Fortitude save. Infection can be cleansed instantly by a Heal check (DC 24), or any of a number of spells including *remove curse*, *remove disease*, *dispel evil*, *heal*, and *restoration*. A paladin's resistance to disease also proves effective against infectious extermination. If the infection is allowed to run its course, and the target's Constitution goes to 0, it ceases its struggle—it doesn't die, so much as it becomes transformed internally into a cruor. Its outward physical appearance slowly shifts to match that of a cruor over a month's time. The victim (already thinking craftily, like a cruor) may pretend to be unaffected until it can get away to make its change. It retains scraps of information from its former mind, but no skills, spells, or special abilities, unless the DM determines otherwise. It may be possible to still save the victim, if high-level magic or psionics is brought to bear, but this is up to the DM.

Freedom of Movement (Su): A cruor benefits from a continuous freedom of movement effect, as the spell (see the *Player's Handbook*).

Water Breathing (Ex): A cruor can breathe underwater indefinitely.

HUNGRY DREAMER

Medium Monstrous Humanoid

Hit Dice: 6d8 + 18 + 3 (48 hp)

Initiative: +0

Speed: 20 feet



AC: 16 (+6 natural)

Attacks: Bite +8 melee

Damage: Bite 1d4+3 plus poison

Face/Reach: 5 feet by 5 feet/5 feet (30 feet with tendrils)

Special Attacks: Mind-eating tendrils, poison

Special Qualities: Darkvision 60 feet

Saves: Fort +5, Ref +5, Will +9

Abilities: Str 14, Dex 11, Con 16, Int 11, Wis 18, Cha 11

Skills: Hide +8, Listen +15, Move Silently +4, Spot +15

Feats: Alertness, Toughness

Climate/Terrain: Any

Organization: Solitary or pair

Challenge Rating: 5

Treasure: Standard

Alignment: Neutral evil

Advancement: 7–11 HD (Medium); 12–20 HD (Large)

Desire smolders in the darting eyes of a hungry dreamer, hinting at its never-ending appetite for living minds.

A hungry dreamer appears as a devolved humanoid that moves about on all fours, like a beast. Its flesh is clothed only in gnarled, bone-white hair that extends from its head and down its back like a mane. Dozens of additional hairlike tendrils extend farther from the mane, undulating through the air as if possessed of a life of their own. A hungry dreamer's eyes are expressive, and its mouth is agape with overlarge teeth, drooling poison. The creature appears hazy, even in bright light, as if it walks partly outside the material world (or as if it exists partly in dream).

A hungry dreamer is born of a normal humanoid female whose nightmares led her too far into darkling corners of the dream world. There, the unborn child was touched by the Dark Plea. A hungry dreamer appears normal enough at birth, but as it ages, it slowly takes on its bestial qualities, grows its tendrils, and gains a hunger for the thoughts and dreams of other living beings. Stolen thoughts and dreams are thought to fuel the growing presence of the Dark Plea itself in the world.

A hungry dreamer speaks the language of its parents (usually Common).

COMBAT

Hungry dreamers rely on their hunger to defend them, biting only when opponents come within reach. Despite slouching along on all fours "naturally," a hungry dreamer still retains many aspects of its

original humanoid form; as such, the creatures are slow, and it pains them to move too often or too quickly. Thus, those who flee from a hungry dreamer are rarely pursued.

Mind-Eating Tendrils (Su): Eyes are the window to the soul—and they are also the conduit by which a hungry dreamer feeds. Any creature that comes within 30 feet of a hungry dreamer with open eyes must beware the prehensile hairlike tendrils from the dreamer's mane—they dart forward, piercing the eyes of their victims to find the brain beneath, then leaving behind a mindless husk. Any creature within reach must make a Reflex save (DC 13) each round to avoid the darting tendrils. On a failed save, the tendrils slip in and out in only moments. A potential victim makes its saving throw at the beginning of its turn each round—the tendrils act independently and automatically. On its turn, a hungry dreamer can actively target a single individual within reach as well.

Those who fail their saves are treated in all ways as if under the effect of a *feblemind* spell (see the *Player's Handbook*).

As with gaze attacks, opponents can avoid the tendrils by attempting to avert their eyes, or by wearing a blindfold (see gaze attacks as described in the MM).

A hungry dreamer must be able to see its victim in order to use its mind-eating tendrils.

Poison (Ex): Fortitude save (DC 16); initial damage 1d2 temporary Wisdom, secondary damage 1d4 temporary Wisdom.

MEMEKEEPER

Large Construct

Hit Dice: 14d10 (77 hp)

Initiative: +0

Speed: 5 feet, fly 30 feet (perfect)

AC: 26 (–1 size, +17 natural)

Attacks: 8 telekinetic rakes +14 melee

Damage: Telekinetic rake 1d2+5

Face/Reach: 5 feet by 5 feet/20 feet

Special Attacks: Telekinetic rake, call guardian, psionics

Special Qualities: Construct traits, damage reduction 10/+2, fast healing 1, spell resistance/power resistance 20, telekinetic lift, telepathy

Saves: Fort +4, Ref +4, Will +11

Abilities: Str 20, Dex 10, Con –, Int 24, Wis 25, Cha 20

Skills: Bluff +22, Decipher Script +24, Diplomacy +22, Gather Information +22, Handle Animal +17, Hide –4, Intimidate +24, Knowledge (psionics) +24, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (the planes) +24, Search +24, Sense Motive +24, Spot +24

Climate/Terrain: Engram ark

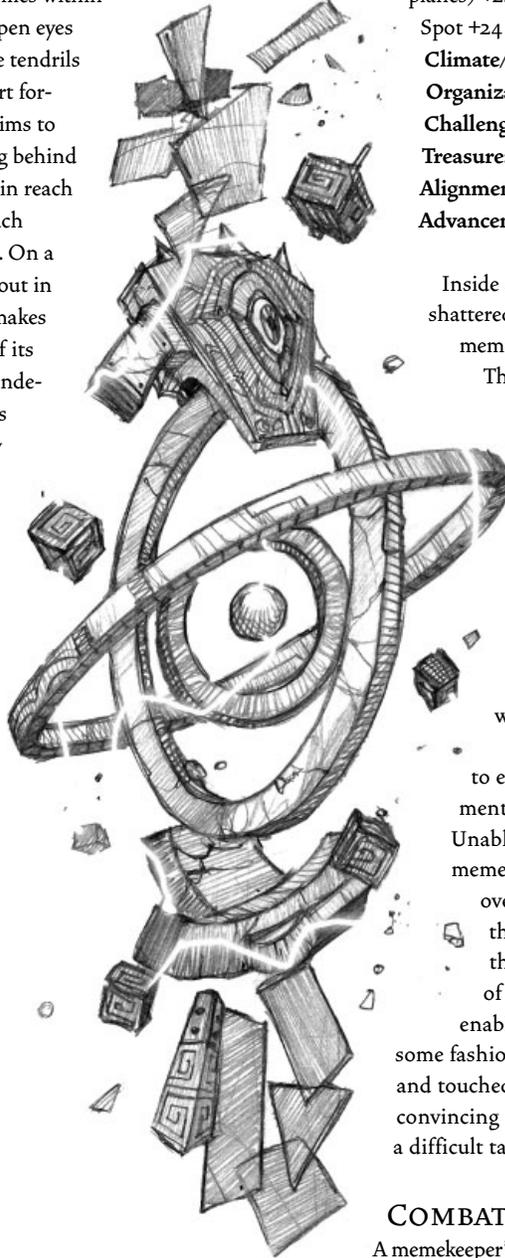
Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Neutral

Advancement: —



Inside an engram ark, the cracked, half-shattered control module known as the memekeeper hovers over the Rune Sea.

The entity is a strange conglomeration of glass and metal roughly 5 feet in diameter—obviously a machine, but one that has been lifted to the heights of sentience by magic or psionics, or both. The memekeeper is surrounded by an orbiting cloud of glass and metal debris that it is able to manipulate as a form of attack against any foe within its reach.

Each memekeeper was designed to eventually reassemble the fragmented engrams of a refugee race. Unable to complete that task, the memekeeper of an engram ark watches over its lost charges, protecting them from exploitation, while at the same time hoping to affix some of them to living creatures, to enable those engrams to survive in some fashion. But a memekeeper is paranoid and touched by a dark psychic influence—convincing one to part with its engrams is a difficult task.

COMBAT

A memekeeper's first defense is its telekinetic cloud of debris, which it uses like disembodied claws. It can also attempt to *dominate* humanoid targets, and it always sends out a call for nearby ark guardians, though those guardians rarely arrive soon enough to make a difference.

Psionics (Sp): At will—*suggestion*; 1/day—*dominate person*. As the effect cast (or manifested) by a 12th-level caster.

Telekinetic Rake (Su): As a physical attack, except the limbs of the memekeeper are powered by immaterial telekinetic

muscles, which hold jagged shards of debris. See Attacks, Damage, and Face/Reach, above, for relevant information on each attack. A memekeeper can manipulate items weighing 10 lbs. or less in a nonlethal fashion, at its option.

Call Guardian (Su): A memekeeper can send out a call to nearby ark guardians for aid; however, typically only a single ark guardian, or lesser ark guardian, responds within a 1d4 minutes.

Telekinetic Lift (Su): A memekeeper flies using its inborn telekinetic power.

Telepathy (Su): A memekeeper can speak telepathically to any creature within 150 feet that has a language.

Construct Traits: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects; cannot heal damage (though fast healing still applies); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 feet.

STAR OOZE

Small Ooze

Hit Dice: 3d10+8 (24 hp)

Initiative: +0

Speed: 30 feet, fly 30 feet (average)

AC: 16 (+1 size, +5 natural)

Attacks: 2 slams +6 melee

Damage: Slam 1d4+2

Face/Reach: 5 feet by 5 feet/15 feet

Special Attacks: Breath weapon, self generate

Special Qualities: Blindsight 60 feet, damage reduction 5/+1, fast healing 2, ooze traits, cold resistance 20

Saves: Fort +2, Ref +1, Will +1

Abilities: Str 15, Dex 10, Con 12, Int –, Wis 11, Cha 15

Climate/Terrain: Any nonsubterranean

Organization: Solitary or pair

Challenge Rating: 3

Treasure: Standard

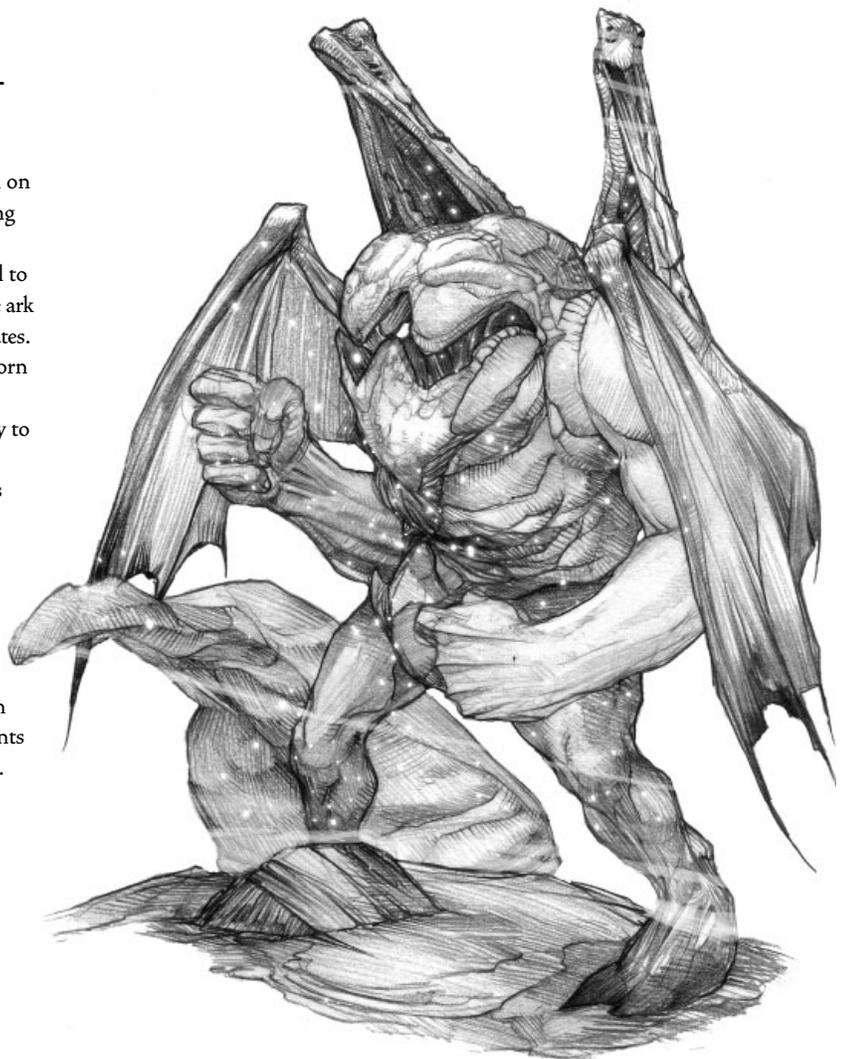
Alignment: Neutral

Advancement: 4–8 HD (Small); 9–17 HD (Medium)

Star oozes are wonders of adaptation, able to exist for thousands of years on specks of rock that hurtle between worlds as tiny spores, only to be revitalized and born anew when a world filled with life, and food, is struck.

In its motile form, a star ooze takes on the appearance of a small humanoid creature with flaccid, watery skin. It possesses no orifices except for a mouth. Its arms end in hardened fists, and it sports filmy wings, capable of carrying it great distances.

A star ooze propagates by splitting itself into two new creatures. If a star ooze is slain, 1d4 pebble-sized spores (1 hit point each) are left behind. If the spores are not destroyed, immersing one in water will produce a new star ooze in one hour.



COMBAT

A star ooze relies on its acidic exhalations to slow down its foes before it moves in with its fists. Before any combat, a star ooze attempts to self generate (see below) if it is able to use the ability. Because of its fast healing, it can wear down lone foes who can't regain their health so quickly.

Breath Weapon (Su): 10-foot cone of acidic ooze, usable every 1d4 rounds, Reflex save (DC 12) negates. Living creatures that fail their saves are tormented by itching skin and burning eyes, imposing a –4 morale penalty to AC and a –2 penalty on attack rolls for 3 rounds.

Self Generate (Ex): Once per day a star ooze can draw on its own form to self generate another star ooze as a standard action (that does not provoke an attack of opportunity). The new star ooze splits off from the original, occupying a space adjacent to the original. Neither the original nor the new star ooze is appreciably smaller than the original. Each creature has the same number of hit points that the original had when it split. A new star ooze created in this way must wait at least one hour to use its own self generation ability, and it can do so only after it has feasted on some prey. In all other respects, the new star ooze has all the characteristics described here.

Ooze Traits: Immune to poison, *sleep*, paralysis, stunning, polymorphing, and mind-influencing effects; not subject to critical hits or flanking; blind.

I Found it in the Crater

The impact of a meteorite—or better yet, an object that strikes with the fury of a meteorite but with a far stranger origin than simply a common rock—can spawn endless adventures. This chapter expands on some of the ideas mentioned in “Other Meteorites” at the end of Chapter One. Any of the ideas on the list in that section could be at the center of a series of adventures, depending on how extensively the DM wants to weave the skyfall event into the ongoing campaign.

Following are fleshed-out versions of five of the ideas from the list in Chapter One for the DM to use as a starting point to create a full-blown adventure or as an example of how to develop other ideas from the list. Each scenario includes suggestions for incorporating the idea into the other concepts and phenomena presented in this book and offers ideas for getting the PCs involved. You might also consider blending one or more of these ideas with the more standard meteorite adventure hooks at the beginning of Chapter Two or with the Dark Plea and Vengeful Sky plot ideas at the end of Chapter Two.

ANGEL DOWN

The PCs are awash in bad omens. Dreams of disaster, fiery rain, and death run rampant across the countryside. Even one or two of the PCs have had such a dream. When what seems to be a comet appears in the sky, all bets are off—a comet’s tail is the omen of all omens, and everyone becomes convinced that bad times are ahead. One PC in particular has a dream about a meteorite that scared him as a small child—and now he dreams about it every night.

Following a meteorite impact in an uninhabited area, investigation of the cooling crater reveals a humanoid form slumped, apparently unharmed, in the rock that has cooled from magma. The form is that of an unconscious, beautiful male humanoid with black hair and black, feathery wings. No divination, communing, or other divine recourse to information provides any information about the unconscious being. Nor does *heal*, *restoration*, or other curing magic bring the being around, although the creature is obviously breathing. Not even *detect evil* reveals anything about the being.

PCs may desire to free the being from the rock, bring the body with them, attempt to destroy it, or take some other action.

The being is a celestial entity named Kaziel who committed a grievous sin on an Outer Plane of Good, killing his brother Luriel out of greed. Because of the number of previous acts of goodness he had committed, Kaziel was given this penance: Prove yourself on the Material Plane, or never be admitted again to any Outer Plane. And so Kaziel was cast to earth. Once the crater cools and his divine coma lifts (this occurs three days after he is first discovered), all the immunities briefly granted him that allowed him to survive the fall fade, as do all the blocks

against divination, healing, and other magics, except as noted in his statistics block.

Kaziel has a real choice—which means the DM has the same choice: Should he do good works, attempting to redeem his sin? Or should Kaziel only mime the works of good, waiting in indecision, until his trusted position allows him to accomplish some great treachery, in the hope of granting him patronage by a great power of Evil, if Good won’t have him. In either case, he attempts to become a friend of the PCs, recognizing in them a confluence of destiny—he knows that interesting events will occur in their presence.

The Sky Callers learn of Kaziel’s fall. They are certain his fall is important for their group, but what they are uncertain about is whether Kaziel is the “Foreordained Leader” destined to further their destructive pursuits, or the quintessential sacrifice provided by the heavens themselves, which will allow them to take their destruction to new heights. The answer depends on Kaziel’s nature, as determined by the DM.

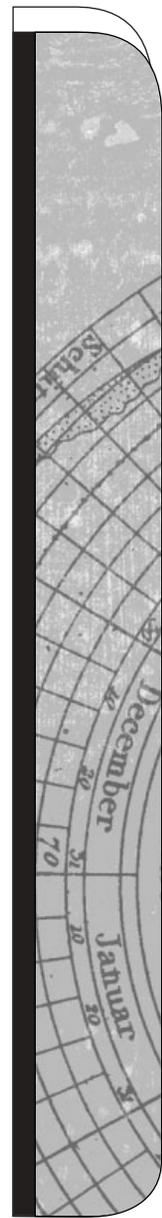
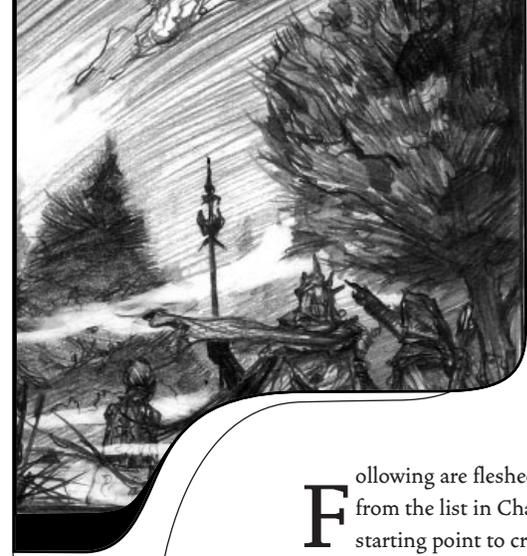
Kaziel: CR 4; Male angel; Medium outsider; HD 6d8+18; hp 51; Init +5; Speed 40 feet, fly 60 feet (good); AC 20 (+1 Dex, +7 natural, +2 leather); Attack +11/+6 melee (2d6+4, greatsword); SA *Discern lies* 1/day, *dimension door* 1/day; SQ Immunity to electricity and petrification, *tongues* at will, SR 17; AL N; SV Fort +8, Ref +6, Will +6; Str 18, Dex 12, Con 16, Int 10, Wis 13, Cha 12
Skills and Feats: Concentration +8, Hide +7, Jump +9, Listen +8, Move Silently +7, Sense Motive +8, Spot +7, Wilderness Lore +1; Improved Initiative, Weapon Focus (greatsword)
Possessions: Leather armor, greatsword

Meteorite Standards

Each of these adventure ideas takes place in the wake of a unique meteorite impact. Despite the bizarre nature of these skyfalls, in every case the DM still uses the guidelines provided in earlier chapters of this book to determine the scale of devastation, any accompanying meteorite types, and the lasting effects of the impact.

THE MACHINE

When the Dark Plea fought the world of Kure in the far-off reaches of deep space, mighty engines of battle were employed. Though that battle is aeons lost, and Kure long destroyed, sometimes unused weapons of that battle return to the light of day.



Following a meteorite impact, investigation of the cooling crater reveals a Huge construct seemingly formed of several blocks of translucent glowing amber. At first appearing jumbled, the blocks self-organize into a rough approximation of the first creature that finds it. This is the Machine.

The Machine is like a self-willed artifact, though it keeps its powers and purpose solely to itself. As a weapon, it must have a command word or activation method that would allow other creatures to gain control of its potential, whatever that might be. However, in the absence of such control, it roams.

The Machine constructs itself in a form suitable for its environment, in terms of both locomotion and defense. It can walk, crawl, swim, slide, burrow through solid rock, or even fly if need be. Whatever its method of locomotion, it seems to wander randomly, plowing through the center of mountains, villages, herds of animals, and underground fortresses with equal aplomb and apparent disdain for all creatures. Sometimes it pauses, as if studying something new to it, or giving those who first encounter the Machine a chance to give it the proper activation command, only to continue on its previous course when that command fails to materialize.

The wandering Machine has come within several miles of an engram ark. The memekeeper of this ark, more cognizant than most, fears the Machine, and does not know if it is a wandering weapon of the enemy (the Dark Plea) searching down every last engram ark in order to destroy them, or a lost superweapon of Kure, never brought to bear before Kure was destroyed. The memekeeper attempts to bribe PCs to discover more about the Machine. Its true nature remains for the DM to determine.

Should someone ever gain command of the Machine, potent weapons might be activated. Or so it is believed.

The Machine: CR 13; Huge construct; HD 10d10+80 (bonus hp from extraterrestrial resilience); hp 145; Init +4; Speed 40 feet, swim 40 feet, burrow 40 feet, fly 60 feet (good); AC 27 (−2 size, +4 Dex, +15 natural); Attack +15 melee (2d6+10, 6 slams); SA Locked unknown powers; SQ Magic immunity, fast healing 20, locked unknown defenses, construct; AL N; SV Fort +3, Ref +7, Will +3; Str 30, Dex 18, Con −, Int −, Wis 10, Cha 1

Locked Unknown Powers and Defenses (Ex): If the proper activation word or ritual is ever discovered, many previously unknown powers of attack and defense may come into being, assembled for use as the Machine assembled its form. These powers and defenses are up to the DM's discretion.

SPITEFUL CLOT

When the star-spanning demon called SunEater died, his slayers wisely incinerated SunEater's vast form, for even the least bit of the entity could prove malevolent. Alas, the best of intentions could not sop up every last bit of SunEater's blood, which congealed and solidified in small dribs and drabs, spinning off through the trackless depths of the space between worlds.

Following a meteorite impact, investigation of the cooling crater reveals a rocky blob of green glowing material. Hard as stone, the blob measures roughly 1 foot across and casts forth a constant dim emerald illumination. This is Icastus.

Icastus, a congealed clot of the SunEater's ancient blood, is intelligent and malevolent in its own right. The clot telepathically hails the first creatures that discover it, indicating what a lucky day it is, for they have just made their fortunes.

Icastus initially uses its powers to aid its discoverers. The rendered aid comes unasked for and cannot be triggered—Icastus chooses when and how to unleash its abilities, and it usually does so in a way that produces the greatest amount of shock and horror possible. Icastus' goal is to be carried to the most influential city in the area, and once there, enslave the city to its desires by dominating key figures of power. If its current bearers prove unwilling or recalcitrant, it slays them with impunity in favor of new bearers.

Icastus is not of the Dark Plea's ilk—it is its own evil. In fact, should it come upon Dark Plea creatures of any sort, it goes out of its way to destroy them first, before continuing with its own crusade of evil. Thus, depending on the depth of Dark Plea infestation, Icastus could come off as an item of seeming good for quite some time.

Icastus: CR 17; Tiny construct; HD 14d10+30 (bonus hp from pure malevolence); hp 145; Init +2; Speed fly 10 feet (perfect); AC 29 (+2 size, +4 Dex, +15 natural); Attack +18 melee (2d6+9, body slam); SA Spell-like abilities; SQ Fast healing 5, SR 25, telepathy, construct; AL NE; SV Fort +3, Ref +5, Will +3; Str 28, Dex 14, Con −, Int 15, Wis 10, Cha 22

Skills (gains skills as outsider): Bluff +23, Diplomacy +23, Hide +14, Intimidate +23, Knowledge (the planes) +19, Knowledge (arcana) +19, Knowledge (divine) +19, Sense Motive +17, Spot +17

Spell-Like Abilities: At will—*telekinesis* (sustained force only), *disintegration*; 1/day—*dominate person*, *dominate monster*. Caster level 17th.

FUNGUS FALL

The slowly decaying light of distant suns provides nourishment enough for simple life forms in airless voids between worlds. By necessity, this life is hardy, scrabbling for any bit of nutrition and energy available. If by chance a piece of such ravenous life were to find an area where harsh conditions did not hold it constantly in check . . .

Following a meteorite impact, investigation of the cooling crater reveals a fibrous mass of red growth, scorched and mostly disintegrated. Brushing off the outer layers uncovers a small spore sac, successfully protected from the meteorite impact. If immediately disintegrated or otherwise destroyed, a great threat is averted (the spore has AC 5, hardness 20, fire, cold, and electricity resistance 20, and has 10 hit points).

Once the spore is jostled by any living or formerly living material (such as cotton, wood, or even undead flesh), it begins to awaken, sensing potential nutrition. The spore splits wide to reveal a mass of snakelike rhizoids, each a couple feet long and a few inches thick, like malignant, animate mushrooms. The fungus has fruited.

From now on, the fungus lives through its mobile rhizoids. It has a collective awareness, allowing it to respond to threats by massing its rhizoids to neutralize or quickly counter incursions against it. It has the ability to self-assemble individual rhizoids into one or more far larger creatures capable of feats impossible for individual rhizoids—but it only attempts self-assembly under the most dire threat. It prefers to eat. A rhizoid eats, then divides into two identical rhizoids. Those eat, divide, and so on, to perpetuity. Given sufficient food (any plant, animal, or otherwise organic material serves as food), a rhizoid splits once every hour. In a matter of days, these creatures could wipe out an area miles wide, eating it barren.

The only thing rhizoids seem particularly vulnerable to is fire. They are crafty enough to burrow unseen through forest undergrowth, fleeing threats. The best way to contain or destroy fungus fall is to encounter it in an area where it cannot eat (such as a lifeless desert) or where it cannot spread far (such as an island).

On worlds unlucky enough to be overrun by rhizoids, some

societies have mounted teams of “burners” who fight a constant action against the rhizomes.

The League of Astronomers sends an agent who safely investigates a site of fungus fall, and comes away with a single rhizoid, safely ensconced in a smoky glass jar. Unfortunately, a spectacular series of misfortunes soon separates the agent from his sample—the PCs come across it in the loot of some NPC bandit or other thief. The words “Sample: Rhizoid” and “Deliver to League of Astronomers” are inked on the side of the jar. So far, it remains unopened.

Individual Rhizoid: CR 1/2; Tiny plant; HD 1d8; hp 4; Init +0; Speed 10 feet, burrow 10 feet; AC 12 (+2 size); Attack +1 melee (1d4, bite); SA Eat anything, subdivide, group mind, self assemble; SQ Susceptible to fire (takes 50% more damage from fire), plant; AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 2, Wis 11, Cha 9

Skills: Move Silently +5

Eat Anything (Ex): Anything living or formerly living is food to a rhizoid. Thus, it bites as easily into flesh as wood, ignoring hardness for items such as hide, leather, or wood, and ignoring the AC provided by hide or leather.

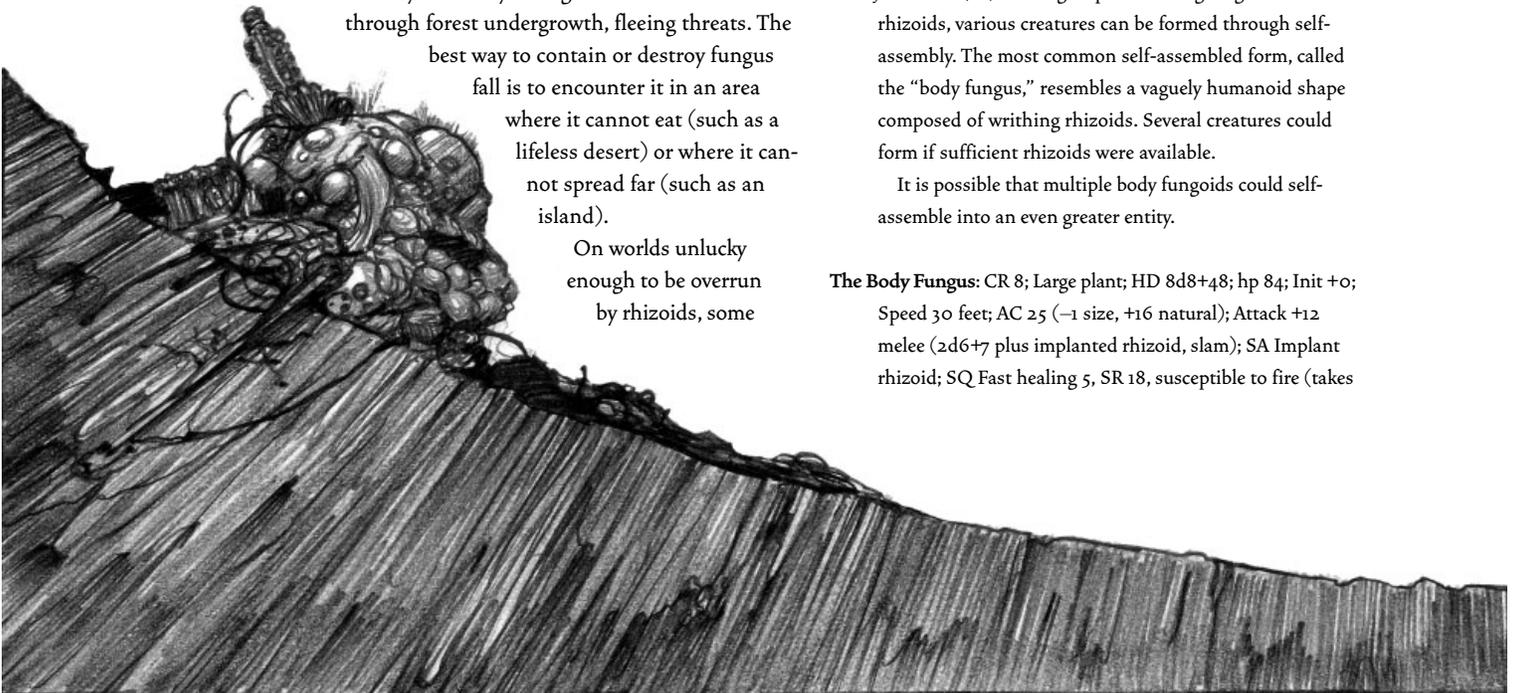
Subdivide (Ex): After an hour in which a rhizoid has dealt at least 20 points of damage with its bite to any appropriate material, it divides into two identical rhizoids, each with all the abilities of the original.

Group Intelligence (Su): Whenever five or more rhizoids come within 10 feet of each other, a node of the fungus’ mind comes alive. The overall mind has Intelligence 7, and can sense its surroundings through each individual rhizoid in range. The overall mind may exist as several nodes able to communicate telepathically—they coordinate activities of the constituent rhizoids with the goal of bridging the gaps between them, if possible.

Self Assemble (Ex): If the group mind brings together 200 rhizoids, various creatures can be formed through self-assembly. The most common self-assembled form, called the “body fungus,” resembles a vaguely humanoid shape composed of writhing rhizoids. Several creatures could form if sufficient rhizoids were available.

It is possible that multiple body fungoids could self-assemble into an even greater entity.

The Body Fungus: CR 8; Large plant; HD 8d8+48; hp 84; Init +0; Speed 30 feet; AC 25 (–1 size, +16 natural); Attack +12 melee (2d6+7 plus implanted rhizoid, slam); SA Implant rhizoid; SQ Fast healing 5, SR 18, susceptible to fire (takes



50% more damage from fire), plant; AL N; SV Fort +12, Ref +2, Will +2; Str 24, Dex 10, Con 22, Int 14, Wis 11, Cha 9

Implant Rhizoid (Ex): On each successful hit by the creature's slam attack, a living foe must make a Fortitude save (DC 20), or a rhizoid slips into the wound. Each round thereafter, the implanted rhizoid automatically deals 1d4 points of damage. A victim can take a standard action to remove one implanted rhizoid (the tail end of the implanted rhizoid protrudes from the wound).

ONYX PLAQUE

When Great Evils finally topple, the question of disposal of the remains can be thorny. If a Great Evil has achieved the highest levels of power and cruelty, it has forged a permanent doorway to Darkness, whether the toppled power remains alive or dead.

Following a meteorite impact, investigation of the cooling crater reveals an unharmed plaque, apparently carved from onyx, measuring roughly 1 foot square and 1 inch thick. Engrams decorate the plaque, along with writing in several languages unlikely to be known on the world where the meteorite falls. Magical translation reveals that every language inscribed upon the stone tells the same message: "Death to any that carry this Stone; Death to the world where this warning goes unheeded."

This plaque is all that remains of a toppled Great Evil from another world whose true name is unrecorded. Bringing about the end of its reign required a supreme effort of the world, and eradicating its last bits of influence required another effort nearly as difficult. Suffice it to say that all that remains of the Great Evil is its doorway to Darkness, and that doorway is caught in the very stone of the plaque. Once so caught, it was ejected into the outer realms, there to become imbedded in a passing comet. For that world and for that time, the problem was solved. But Great Evils have a way of turning up even millennia later.

Merely handling the plaque is deadly dangerous. The evil burns like fire anyone handling the plaque directly, dealing 2d6 points of fire damage and 2d6 points of unholy damage each round of contact. However, a more insidious taint is soon revealed: Flesh that has touched the plaque begins to turn a putrid yellow (no saving throw, no spell resistance). The yellowing flesh feels to its bearer as if it is afire. The only way to stop the spread of the taint gained directly from the

plaque is to remove the flesh before it the taint reaches the heart or the head—a process that takes a number of days equal to the victim's Constitution score. Amputation is the best answer. If the infection reaches the heart or the head, the victim withers and dies, completely and irrevocably. (No magic will bring the victim back.)

Healers and others attempting to tend the taint of one who has handled the plaque also become subject to its effects. However, since the contact is secondary, the effects are more akin to a magical disease, and as such the taint is treatable. (Taint gained from directly handling the plaque is not a disease.)

Disease: Yellow taint; *Infection:* Contact; *DC:* 22; *Incubation:* 1 day; *Damage:* 1d8 Constitution, skin feels as if on fire as yellow taint spreads.

Someone who is not aware of the meteorite that brings the Onyx Plaque into the world may first become aware of its effects by a growing plague of yellow taint, and then backtracking to the source of the magical disease.

Someone with the luck or the knowledge to avoid the taint from touching the Onyx Plaque (such as by handling it only when wearing hand coverings) may foolishly decide to try to use its power. That is a mistake, for in the end, using the power of the Onyx Plaque opens up a character to its direct influence, burning out the user's mind and leaving only a ravenous hunger for destruction. Someone who possesses the plaque can use its powers a number of times equal to his Wisdom score. Once he reaches that limit, the bearer enters wholly into the thrall of Darkness.

The powers of the plaque (aside from the damage it deals and its taint) are up to the DM's discretion. Only the DM can properly balance these factors against the level of her campaign.

Both the League of Astronomers and the Sky Callers learn of such a strange plaque plucked from the center of a meteorite crater. The plaque's possessor has kept it properly isolated, despite not knowing exactly what she has, and has so far avoided the yellow taint. Knowing about both meteorite-loving groups, she has put the item up for auction. Both groups are wild to gain it, though neither has any idea what it might be. Underhanded machinations begin, and the PCs find themselves accidentally drawn into the ensuing war ensues. Or perhaps the plaque's possessor hires them to keep the item safe until it is auctioned off.

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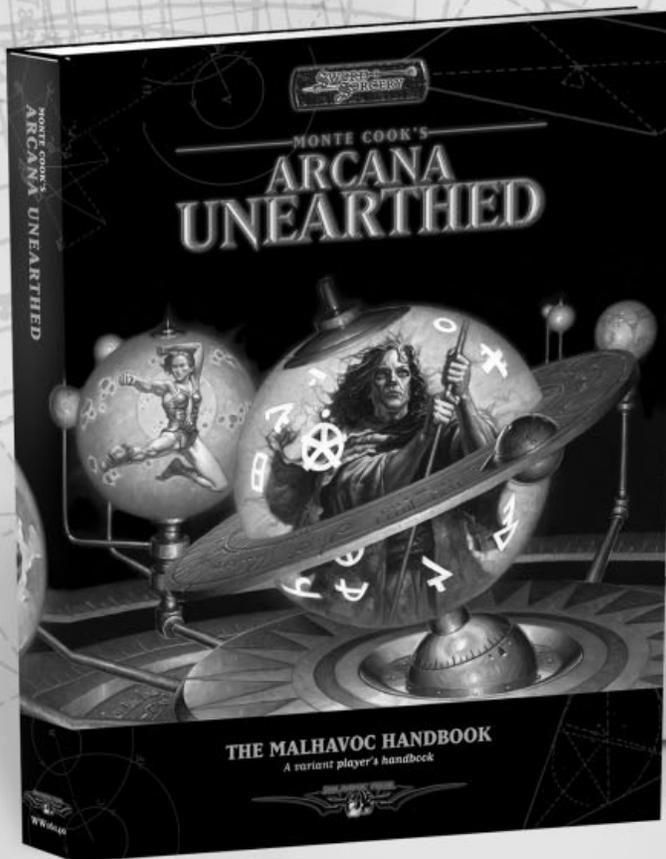
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