



Requires the use of the *Dungeons and Dragons*®
 Player's Handbook, Third Edition,
 Published by Wizards of the Coast.®



A Dozen Free Spellbooks

Introduction

A Dozen Free Spellbooks is a free booklet of spellbooks for use in any d20 fantasy campaign. This booklet presents 12 books (not just spellbooks) that can be introduced to a campaign as treasure, a book in a library, or possibly one available for sale in a shop.

For even more books you'll want a copy of *101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires*. *101 Spellbooks* is a 36-page PDF book with dozens of spells, several feats and magic items, and the rules necessary for each book included. If you have both this booklet and *101 Spellbooks* you'll have 113 individual books you can use as you wish.

You can purchase a copy of *101 Spellbooks* for only \$3.00 at www.rpgnow.com, www.rpg.net, or www.philipreed.com. Also be sure to download the free short adventure, *The Cursed Temple*, that includes a sample book from *101 Spellbooks*. Even if you don't spend the \$3.00 you'll have 13 spellbooks without spending a dime.

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Spells

Arcane Poison	4
Forgetfulness	4
Goblin Stench	4
Hideous Laughter	4
Minotaur's Might	4
Poisoned Goblet	4
Venomous Strike	5

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The Books

These books are a mixture of spellbooks and books of knowledge. Gamemasters will use these books as treasure items, possessions of important NPCs, books available for sale in different shops, books to be found in libraries, or in any number of other ways. It is advised that the GM make a mark next to a book when he uses it in his campaign so that he does not accidentally introduce the same book twice.

Spell names marked with an asterix (*) are described later in this book. Other new rules are presented in the “special features” section of each book when necessary.

NOTE: The numbering sequence for the books begins with 102. For books 1-102 see the introduction.

102. Garaona's Traveling Spellbook

Appearance: The cover of this thin book is manufactured of goblin skin that has been stretched and treated. The skin has been attached to a wooden frame using fine nails and leather straps that are threaded through the spine of the book, holding the 30 parchment pages in place. The writing inside is hurried and sloppy.

Spells: Fog Cloud, Goblin Stench*, Obscuring Mist, Ray of Frost, and Stinking Cloud.

Special Features: None.

103. The Journal of Gurutz

Appearance: A small leather-bound book about 8” x 5” in size with about 200 cheap paper pages inside. The journal's writing is fascinating reading and could prove useful to sages and bards.

Spells: None.

Special Features: Gurutz the sage traveled over much of the civilized lands and, for a few years, journeyed deep into the western deserts. In this journal, Gurutz recorded the knowledge passed to him regarding desert survival. Anyone studying the book for two weeks who succeeds an Intelligence check (DC 22) gains a +2 bonus to all Wilderness Lore checks when in a desert environment.

104. Book of Physical Prowess

Appearance: This book is carefully crafted, the covers built from silver and the interior pages made of silk sheets sewn to a parchment backing. The symbol of a fist, cast of gold, is affixed to the cover with a series of tiny silver rings. The writing inside details a series of spells that improve the recipients physical capabilities.

Spells: Bull's Strength, Cat's Grace, Endurance, Endure Elements, Minotaur's Might*, and Stoneskin.

Special Features: One of the pages has been magically enchanted with the ability to permanently improve the Strength of a single individual. Upon reading this page and succeeding an Intelligence check (DC 35) the reader's Strength is increased by 1 point. The page instantly van-

ishes when the successful check is made and there is a 35% chance per spell that the pages containing the spell are also destroyed.

105. The Dragon and the Spell

Appearance: This 14” x 9” leather-bound children's book is a favorite throughout the lands of man. The story is hundreds of years old and has been passed down from generation to generation. This is a rare book that was specially created for a nobleman's son decades ago. The book is beautifully illustrated and includes dozens of color paintings.

Spells: None.

Special Features: None.

106. Bite of the Snake

Appearance: The evil-looking tome is bound in snake-skin that has been stitched together to create one large sheet. The edges of the covers are decorated with snake teeth of all lengths and from dozens of different snakes. The pages are gray parchment and are written on with red ink.

Spells: Arcane Poison*, Poisoned Goblet*, and Venomous Strike.*

Special Features: None.

107. The Spells of Athelstan

Appearance: This book is constructed of iron covers that have been joined to a leather spine with copper spikes. The pages, sewn to the leather, are tan-colored parchment. The symbol of an hourglass has been engraved into the front cover of the book.

Spells: All arcane spells from the *Player's Handbook* involving time.

Special Features: Athelstan spent decades perfecting his spellcasting speed and kept detailed notes of his studies and the final methods he established. This is represented with the following feat.

Fast Spell (Metamagic): Cuts the casting time of your spells.

A Dozen Effects of Lingering Spell Energy

by *Philip Reed*

*Requires the use of the Dungeons & Dragons®
Player's Handbook*



When a spell is successfully cast, the arcane or divine energy released during the process leaves a faint, invisible aura that is ignored by all but the most powerful of spellcasters. This invisible aura is often referred to as *lingering spell energy* by those spellcasters

versed in its existence. The number of spellcasters with knowledge of lingering spell energy is small and, smaller still, is the number of spellcasters who have learned how to tap into this invisible aura of magical power.

Spotting Spell Energy

In the round after a divine or arcane spell is cast all characters within sight of the caster of the spell may make a Spellcraft check (DC 30 + spell level). On a successful check the lingering spell energy is “seen” by the spellcaster. Lingering spell energy appears as a faint, glowing cloud of pure arcane energy and is only spotted by those who make a successful Spellcraft check. This check is a free action and any spellcaster who devotes the entire round to searching for the spell energy gains a +5 bonus to his roll but he also provokes an attack of opportunity from any opponent within 5 feet.

Tapping into Spell Energy

Once the energy is spotted, all who have seen it may attempt to tap into the energy. The energy lingers for 1d4 rounds x the level of the spell cast and tapping into requires the character to be within the ener-

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About The Author

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as Atlas Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit www.philipjreed.com and www.roninarts.com.

gy's cloud. A spell energy cloud extends a number of feet from the original caster equal to the spell's level.

To tap into the spell energy requires a Spellcraft check (DC 15 + the level of the spell cast). Only one character may tap into the energy from a single cast spell; if more than one character attempts to tap into a single cloud of lingering spell energy an opposed Spellcraft check must be made. The

highest roller, as long as he equals or exceeds the DC required to tap into the energy, has successfully tapped the spell energy. As soon as lingering spell energy is tapped the cloud is absorbed into the spellcaster's body. Those who had successfully "spotted" the spell energy now see a faint magical glow surrounding the character that successfully tapped the energy.

Using Tapped Spell Energy

Once the energy is tapped it must be released within one minute or the character may suffer permanent damage (see below). There are a number of ways in which tapped spell energy may be used, a few of which finish out this short PDF. DMs and players are encouraged to create their own new uses for tapped spell energy – as always, the DM has the final say in what is and is not official in his campaign.

To place some control on the use of tapped spell energy, the many uses have been broken down by level of the spell tapped. If creating completely new uses DMs and players should consider the uses presented in this PDF a guide.

NOTE: A spellcaster may not attempt to tap the energy released by these various effects.

ARCANE AND DIVINE LINGERING SPELL ENERGY

The basic rules introduced in this PDF treat spell energy, no matter the source, the same. DMs and players with an eye for detail and complexity may choose to differentiate between arcane and divine spell energy when using these rules. To do so, just pair like with like. Divine spellcasters can spot and tap into divine spell energy while arcane spellcasters can spot and tap into arcane spell energy. It's actually amazingly simple to implement in a game session but it's an extra level of detail (which is why this is being presented as a variant to the basic system).

DAMAGE FROM UNUSED SPELL ENERGY

If a caster has not released tapped spell energy within one minute (possibly due to be rendered unconscious or otherwise unable to act) there is a chance that the caster will be permanently harmed by the spell energy.

The caster must make a Will save (DC 20 + the level of the tapped spell). If this check succeeds the tapped spell energy has dissipated without harm and is gone forever. If the check fails, the caster suffers 1 point of hit point damage per level of the spell tapped – there is a 5% chance per level of the tapped spell that this damage is permanent.

Sample Effects

Acidic Spit

Level: 1
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

By making a successful ranged touch attack, as a free action, the caster spits a glob of acid that inflicts 1d4 points of damage on the target. The targeted creature, if it makes a successful Reflex save (DC 20), suffers only half damage.

Arcane Heart

Level: 3
Range: Touch
Target: Caster
Duration: 30 minutes or until used, see text

Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster fortifies his soul by completely absorbing the tapped spell energy, as a free action, melding its power with his own innate magical skills. The caster is immune to the effects of energy draining creatures or powers for 30 minutes or until an energy draining effect is thwarted by this effect.

Arcane Surge

Level: 1
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

As a free action you unleash the tapped spell energy in a pinprick of bright white light that shoots forth from your hand and strikes one creature – of your choice – within range. The target of this spell suffers 1d4+1 points of arcane damage.

Arcane Surge, Greater

Level: 8
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Like arcane surge, except it inflicts 10d8 points of damage on the target.

Aura of Desecration

Level: 4
Range: 10 ft. radius emanation, centered on you
Duration: 5 rounds
Saving Throw: None
Spell Resistance: Yes

As a free action you envelope yourself – and the area around you – in an aura of evil power that effects undead and turning attempts. All turn attempts made within the aura suffer a –4 profane penalty; all undead within the area gain a +1 profane bonus on all attack rolls, damage rolls, and saves.

Condemn

Level: 6
Range: Close (25 ft. + 5 ft./2 levels)
Target: One divine spellcaster
Duration: 6 rounds
Saving Throw: Will half (see text)
Spell Resistance: Yes

By making a successful ranged touch attack against the chosen target, the target's ability to cast divine spells is eliminated for the spell's duration. This effect severs the spellcaster's connection with his deity for the duration. If the target makes a successful Will save (DC 26) the effect's duration is cut in half.

The target also loses all class abilities related to his divine class for the duration of this effect.

A Dozen Dungeon Hazards

by Philip Reed

Requires the use of the Dungeons & Dragons®
Player's Handbook



Special thanks to Mark Gedak for proofreading and rules assistance.

Introduction

Many an adventurer has encountered such terrible dungeon hazards as green slime and yellow mold. A recent purchase I made, Silverthorne Games' *All Hazards Great and Small*, reminded me of just how much fun these unexpected bits of dungeon dressing can be. While reading over the Silverthorne Games PDF, and working on a different project, my mind continued to turn over ideas for new slimes, molds, and fungi. This short PDF supplements the hazards found in the SRD and, for those in need of even more, I highly recommend Silverthorne Games' product. You can learn all about their work at www.silverthornegames.com.

Disclosure: I recently completed a project, along with Michael Hammes, for Silverthorne Games. While this does make me at least partially biased, I stand behind my endorsement of *All Hazards Great and Small* (of which I had no part in).

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Fogs

Heavy, cloud-like fogs that cling to the earth are typically no more than a nuisance to adventurers. A few unusual types of fog, usually formed near other types of hazards, are dangerous in nature and mostly indistinguishable from normal, non-threatening fog.

CRIMSON FOG (CR 2)

This bright red fog, found in environments heavily covered by scarlet mold (see below), is a thick, noxious gas that inflicts those breathing it with a mild form of the same disease that is spread by scarlet mold. Crimson fog comes into existence when a patch of scarlet mold is destroyed by fire (whether the patch has been disturbed or not). It is a well-known, though rarely encountered, hazard found in dungeons and other underdark locations.

A typical patch of crimson fog appears as a 20-ft. cube. Entering a patch of crimson fog forces DC 18 Fortitude save. If the save succeeds the fog has no effect on the character or creature that entered the fog patch. If the check fails, the victim has contracted a variant form of slimy doom (see box). A patch of crimson fog can be dissipated harmlessly with *gust of fog* or a similar spell.

NEW DISEASE: SLIMY DOOM, RED

This brutal form of slimy doom not only turns the victim to infectious goo but also causes more potent ability drain and takes effect faster than the traditional variety of slimy doom.

Infection: Contact, Inhaled, or Injury

DC: 18

Incubation: 2d4 hours

Damage: 1d6 Str, 1d6 Con (Once a creature has been infected there is no secondary saving throws to resist further effects; only magical healing can prevent the eventual death of the creature.)

NECROMANTIC FOG (CR 4)

This dark gray fog is found in cemeteries or burial chambers. Clinging not only to the graves and bodies of the dead but also to any creatures that happen through it, necromantic fog slowly enters the pores of a creature and begins to eat away at the life of those foolish enough to pass through the fog. Identifying necromantic fog requires a DC 25 *Knowledge (dungeoneering)* or *Knowledge (nature)* check.

A typical patch of necromantic fog appears as a 20-ft. cube. On the first – and each subsequent – round of damage that a character or creature remains within the patch of fog then the necromantic fog deals 1d6+1 points of damage to its victim. Any victim that suffers 10 points of cumulative damage from any number of patches of necromantic fog within one-hour of time is bestowed one negative level by the necromantic fog. After 24-hours the affected character or creature must make a DC 13 Fortitude save – if the save is successful the negative level goes away with no effect but, if the save fails, the negative level goes away and the character or creature permanently loses one level. A separate Fortitude save must be made for each negative level that the character or creature has accrued.

Necromantic fog can be completely destroyed by a successful turn undead check – the fog is treated as a 6 HD creature for these purposes. *Gust of wind* or a similar spell dissipates a necromantic fog but the affected patch reforms within 2d4 rounds of the end of the spell's duration.

Anyone reduced to 0 hit points or 0-level by necromantic fog collapses, only to arise 1d4+2 rounds later as a zombie. Additionally, necromantic fog heals undead 1d6+1 points each round that the undead remains within the fog patch.