



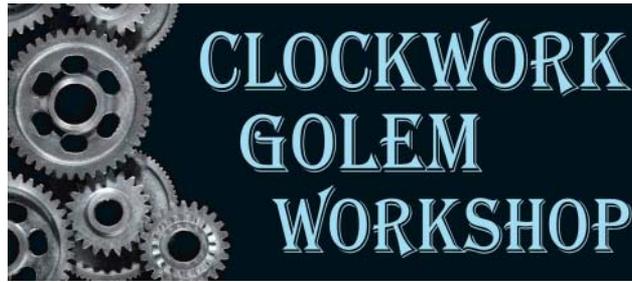
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Lost Books 14: Mark of Light



Requires the use of the Dungeons & Dragons Player's Handbook, Third Edition,
published by Wizards of the Coast, Inc.





Mark of Light

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HISTORY OF THE MARK

Flerri of the Thousand Rainbows was a wandering archmage and scholar, famed for her arcane talent and enthusiasm for exploration. While the bards' tales often paint her as one of the most popular wizards of her age, very little is known about her life outside of the hundred-year period she spent traveling the civilized world.

What little that is known of Flerri's youth is largely derived from her own tales, although many doubt the details she offered. While her dusky skin and mode of dress marked her as one of the reclusive wild elves native to the jungles south of the Spice Coast, her talent for wizardry is at odds with the wild elves' reputation as sorcerers. Although she often spoke of growing up in shadows of the jungle canopy, she rarely offered any detail that could be used to identify her specific tribe and the location of her village.

Her stories suggest that she was trained in the arcane arts by Warrick, a shaman who served her tribe as a combination of spiritual leader and living library of arcane lore. Flerri proved to be a quick study, showing a powerful affinity for spellcraft and a fascination with spells that created light to cut through the gloom of the jungle floor. The elderly shaman began grooming her as his successor when she began testing the limits of his knowledge after a few short decades of training. In a little less than sixty-five years she had mastered all the arcane lore he possessed, and it was decided that she would undertake the rite of Ne'Tel'Kelessar in order to complete her apprenticeship.

While rarely practiced among more civilized elven nations, the rite remains one of the most important tests for a potential shaman among the wild elves. It consists of a hundred year journey, forcing the student beyond the borders of their jungle home in order to accumulate new arcane lore and experience a range of wide variety of cultures and beliefs unlike those of her tribe. The former was a vital part of the shaman's role, allowing them to guide their tribe-mate's developing sorcery in

ways that would benefit the community; the latter a necessary precaution, ensuring that at least one member of the solitary tribesmen could understand the motivation of any outsiders that made their way into the elves territory.

Flerri took to the task with typical resolve, traveling further than any shaman before her. She adventured widely, plunging into every new experience with an enthusiasm that often seemed reckless to her comrades. Her arcane talent flourished as she found herself engrossed by the new techniques and spells she found, often trading her own magic with the wizards and scholars she encountered.

Through it all she retained a particular fascination for lights and colors, mentally cataloging the differing shades and radiances she encountered for later use. Flerri is known to have acquired dozens of new spells focusing on the concept of illumination, many of them modifications of existing spells created when she applied her advanced understanding of prismatic magic to a newly acquired technique. Among her most famous creations was a complex reworking of the gestures used to cast a simple *color spray*, transforming the low-level illusion spell into a powerful spear of light capable of stripping the target of their prismatic defenses.

Her new acquisitions were recorded in the traditional manner of the wild elves, carving delicate runes onto a darkwood staff rather than relying on pen and ink. While this technique often made it difficult for other wizards to study her work, the wild elves had learned that paper was ill-equipped to withstand the heat and humidity of their jungle home. Flerri's staff eventually became known as the *Mark of Light*, a reference to both its contents and its ability to generate a pale glow at will.

Flerri traveled the civilized kingdoms for decades, periodically returning to her tribe in order to share her newly acquired knowledge with Warrick. She disappeared completely nearly three hundred years ago, although the circumstances remain shrouded

in mystery and debate regarding the final fate of both archmage and staff continues to this day.

Some believe that Flerri simply returned to her homeland to take up the position of shaman, pointing to encounters many explorers have had with crystalline golems wielding prismatic powers in the last two centuries. While Flerri was the first to create these constructs while studying at the mage-city of Tarrok, detractors point out that she had many opportunities to pass the knowledge on to her tribe-mates and its possible that any number of wild elf sorcerers possess the power and skill to create the prismatic guardians.

Others claim that Flerri was slain by a demonic wizard named Lakost the Prismatic; a jealous rival responsible for frequent ambushes and attacks against the archmage. Lakost was known to covet Flerri's arcane power and spell collection, frequently attempting to liberate her staff in an effort to expand his own arsenal of prismatic spells. While there are numerous accounts of battles between the two wizards, there are few records suggesting that Lakost succeeded in his quest and none detailing his use of any of Flerri's signature spells after her disappearance. Some stories attribute this to demon-mage's inability to decipher Flerri's staff, although this seems doubtful when one considers the array of spells and research Lakost claims to have at his disposal.

Regardless of its creator's eventual fate, many stories suggest that the *Mark of Light* doesn't reside in the jungles of the wild elves. Claiming to have liberated the staff from an orc lair or necromancer's cave almost seems to have become a rite of passage for young adventurers, although none of the recovered weapons seem to possess the array of spell lore attributed to the original staff.



KNOWLEDGE (ARCANAE) & BARDIC KNOWLEDGE

Characters with the Bardic Knowledge ability or Knowledge (arcana) may be familiar with Flerri and her staff full of spells. The first time such a character hears about the *Mark of Light* or Flerri, have them make a check and consult the following table.

DC 10: The *Mark of Light* is a spellbook that holds an extensive collection of prismatic magic. It was compiled by Flerri of the Thousand Rainbows, an elven wizard that traveled across most of the civilized world in order to complete her collection.

DC 15: Flerri was a wild elf, native to the savage jungles to the south of the Spice Coast. She possessed a unique talent for illuminated magic and is well-known for creating the first prismatic golem.

DC 20: Flerri compiled her collection of spells during the hundred-year journey required to earn her place as a shaman among her tribe. Her work was recorded in the manner of the wild elves, carving each spell into a specially constructed staff. There are conflicting rumors regarding the staff's current location, suggesting that Flerri may have carried it back to her homeland or had it stolen by the demon-mage Lakost the Prismatic during their final confrontation.

DC 25: A few of the wizards Flerri studied with in her travels have financed quests by adventuring companies to recover the *Mark of Light* from Lakost's lair, though none have confirmed whether they seek the *Mark* for their own purposes or as a favor to their former companion.

DESCRIPTION

The Mark of Light is a six-foot long darkwood quarterstaff of exquisite elven craftsmanship. Intricate script winds around the weapon in a counter-clockwise pattern, and a glowing crystal prism is attached to each end of the staff.

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Value: 9,340 gp (4,700 gp for spells, 640 gp for masterwork darkwood quarterstaff, 4,000 gp for magical enhancement)

Hardness: 6

Hit Points: 11

Weight: 2 lb.

Special: The *Mark of Light* functions as a +1 *darkwood quarterstaff* that sheds bright light in a 20-foot radius. In addition to its martial qualities, the *Mark* has been specially prepared to serve as a wild elf spellbook. The surface of the staff originally contained enough space to record 100 pages worth of spells, although only 4 pages of space remain on the weapon.

Unlike many modern spellbooks, the *Mark of Light* is written in a form of ancient elven that is virtually lost outside the wild elf tribes of the south. Anyone who is unfamiliar with language must make a successful Decipher Script check (DC 30) in order to comprehend the staff's contents, although characters the speak elven receive a +5 circumstance bonus to their roll.

In addition to the spells carved onto the staff, Flerri has made a number of notes regarding the construction of prismatic golems on the base of the staff. Any creature who studies these notes for 1 day and makes a successful Knowledge (arcana) check (DC 25) gains sufficient understanding of the process to begin crafting their own prismatic construct.

SPELLS

The tome contains the following spells: 0th-*dancing lights, flare, light*; 1st-*color spray, Flerri's rainbow orbs*; 2nd-*chromatic dagger**, *continual flame, Flerri's flashing ray, hypnotic pattern*; 3rd-*daylight, Flerri's vision ward**, *scintillating burst**, *wall of light**; 4th- *Flerri's instant light**, *Flerri's prismatic spear**, *rainbow pattern*; 5th-*chromatic burst**, *prismatic armor**; 7th-*greater rainbow pattern**, *prismatic spray*; 8th-*prismatic wall, scintillating pattern*; 9th-*Flerri's luminous form, prismatic sphere*

*Indicates a new spell introduced in this product.

NEW SPELL LISTS

BARD SPELLS

6TH-LEVEL BARD SPELLS

Greater Rainbow Pattern: Lights fascinate 42 HD of creatures.

SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

Evoc **Flerri's Rainbow Orbs:** Creates up to 10 lights.

2ND-LEVEL SORCERER/WIZARD SPELLS

Evoc **Chromatic Dagger:** You wield a magic blade of force that may daze opponents.

Flerri's Flashing Ray: Ray inflicts 1d4/2 levels and blinds target for 1d6 rounds.

3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur **Flerri's Vision Ward:** Rose-colored light protects you from gaze attacks and illusory pattern effects.

Conj **Scintillating Burst:** Swarm of burning light causes 3d6 fire damage and blinds creatures for 1d4 rounds.

Evoc **Wall of Light:** Provides concealment and dazzles creatures within 20 ft. Passing through the wall inflicts blindness for 1d6 minutes.

4TH-LEVEL SORCERER/WIZARD SPELLS

Evoc **Flerri's Instant Light:** Sets a light source triggered by magical darkness.

Flerri's Prismatic Spear: Spear of light has a variety of effects.

5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur Prismatic Armor: You gain +8 armor bonus, +2 deflection bonus against rays and ranged touch attacks plus other power.

Illus Chromatic Burst: Inflicts 1d10/3 levels nonlethal damage and has random effect.

7TH-LEVEL SORCERER/WIZARD SPELLS

Illus Greater Rainbow Pattern: Lights fascinate 42 HD of creatures.

9TH-LEVEL SORCERER/WIZARD SPELLS

Trans Flerri's Luminous Form: Caster becomes pure sunlight that can power light effects.

NEW SPELLS

CHROMATIC BURST

Illusion (Pattern) [Light, Mind Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Colorful lights in a 15 ft. radius burst

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You barrage an area with an overwhelming cacophony of bright lights and swirling colors. Every creature in the area takes 1d10 points of nonlethal damage per three caster levels you possess (5d10 maximum) and must make a successful Will save based to avoid suffering one of the following random effects.

Roll (d20)	Effect
1-4	Blinded for 1d4 minutes
5-10	Dazzled for 2d6 minutes
11-13	Nauseated for 2d4 rounds, then dazzled for 1d2 minutes
14-18	Sickened for 2d4 minutes
19-20	Stunned for 1d6 rounds

Sightless creatures are not affected by *chromatic burst*.

Material Component: A multicolored scarf

CHROMATIC DAGGER

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell brings into being a sparkling, rainbow-hued blade of force that appears in your outstretched hand. You wield this blade in melee as if it were a dagger with a +1 enhancement bonus. Upon successfully striking a foe with the blade, you can force them to make a Will save or become dazed for 1 round.

The *chromatic dagger* can also be flung from the hand as a blast of multi-hued force, which requires a normal ranged attack roll and inflicts 2d4+2 points of force damage to a target it hits within medium range (100 feet + 10 feet/level). Creatures struck by the blast must make a Will save or be dazed for 1d4 rounds. Using this ability is a standard action that immediately dismisses the *chromatic dagger*.

As a force effect, you can use the *chromatic dagger* to strike ethereal and incorporeal creatures. The dagger cannot be attacked or harmed by physical attacks and it cannot be disarmed.

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Dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it.

Sightless creatures cannot be dazed by a *chromatic dagger*, although they take damage from the weapon normally.

Material Components: A pinch each of powder or sand that is colored orange, green, and violet.

FLERRI'S FLASHING RAY

Evocation [Light]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A glittering ray of golden light springs forth from your fingertips. You must succeed on a ranged touch attack to strike the target. The target takes 1d4 points of damage per two caster levels you possess and must succeed on a Fortitude save to avoid being blinded for 1d6 rounds.



FLERRI'S INSTANT LIGHT

Evocation [Light]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Effect: Object touched

Duration: Until triggered, then 5 rounds

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow with a powerful magic light once it is carried into an area of magical darkness. The light is effectively stored within the object, taking effect immediately in the same round when you enter the area of the magical darkness.

Once it has been triggered, *Flerri's instant light* dispels a darkness spell of equal or lower level, then causes the object to glow like a torch (shedding bright light in a 20-foot radius) for 5 rounds.

Material Components: Incense and herbs worth 50 gp and a piece of phosphorus.

FLERRI'S LUMINOUS FORM

Transformation [Light]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You transform yourself into a being of pure sunlight. You are incorporeal, immune to critical hits, and you can fly with good maneuverability at a speed of 20. Your *luminous form* sheds bright light within a 80-foot-radius (and dim for an additional 80 feet). Creatures that take penalties in bright light also take them while within the area of your light.

You can increase the intensity of your illumination by drawing upon your own essence. At the cost of 10 hit points you can cause your body to flare with a burst of bright light. This

burst dazzles all creatures within a 10-foot-radius of your *luminous form* for one minute unless they make a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by your flare.

At the cost of 2 points of temporary Constitution damage you can cause your body to flare with a searing light, as though you had cast *sunburst* centered on your current location.

Your *luminous form* dispels any darkness spells of lower than 9th level within its area.

Material Component: A piece of sunstone smeared with your own blood.

FLERRI'S PRISMATIC SPEAR

Evocation [Acid, Cold, Electricity, Fire, Force, Light, Sonic]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: A multicolored spear

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You create a coruscating, multicolored spear that flies towards any target you desire within its range. The spear flies unerringly towards any prismatic structure (such as a *prismatic sphere* or a *prismatic wall*), but must make a ranged attack against other targets; its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively).

A creature or object struck by the *prismatic spear* takes 1d4 points of damage force damage plus an additional 1d4 points of damage from each of the five energy types (acid, cold, electricity, fire, and sonic) for a total of 6d4 points of damage. Creatures with energy resistance must apply it separately to each kind of damage. In addition, the subject must make a Will save or be blinded for 1d4 rounds.

If the spear strikes a prismatic structure or a creature protected by a prismatic spell (such as *prismatic armor*), you make an immediate dispel check

(1d20 + your caster level, maximum +20). The DC for this dispel check is 11 + the spell's caster level.

FLERRI'S RAINBOW ORBS

Evocation [Light]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Up to 10 balls of light, no two of which can be more than 20 ft. apart.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You create up to one ball of light per level (maximum 10). Each ball glows as bright as a lit torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet). The light from the orbs can be any color of the rainbow you desire (red, orange, yellow, green, blue, indigo or violet), but they otherwise resemble a floating gossamer sphere six inches in diameter.

The *rainbow orbs* must stay within a 20-foot-radius area in relation to each other, but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The orbs can move up to 100 feet per round. An orb winks out of existence if the distance between you and it exceeds the spell's range.

Flerri's rainbow orbs can be made permanent with a *permanency* spell, requiring a minimum caster level of 10th and the expenditure of 1000 xp.

FLERRI'S VISION WARD

Abjuration

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Effect: One pair of glasses

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

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You create a film of rose-colored light that renders you immune to the effects of all gaze attacks and illusion spells with the pattern subtype. You are effectively treated as though you were sightless in regards to these effects.

Focus: The eye of a creature with a gaze attack encased in a rose-quartz box (worth at least 500 gp).

GREATER RAINBOW PATTERN

Illusion (Pattern) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 6

Components: V (Brd only), S, M, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Colorful lights in a 20 ft. radius spread

Duration: Concentration + 2 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. *Greater rainbow pattern* fascinates a maximum of 42 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its save is fascinated by the pattern.

With a simple gesture (a free action), you can make the *greater rainbow pattern* move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving fountain of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures that can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A crystal rod filled with phosphorescent material.

Focus: A crystal prism.

PRISMATIC ARMOR

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: No; see text

This spell surrounds you with tangible, rainbow-hued force energy in the form of a suit of full plate armor. The *prismatic armor* gives you a +8 armor bonus to Armor Class, but weighs virtually nothing and has no associated armor check penalties, movement penalties or spell failure chances. The *prismatic armor* stores and refracts ambient illumination, shedding dim light in a 10-foot radius. This refractive property is also effective against certain forms of magical energy, providing you with an additional +2 deflection bonus to Armor Class against rays and spell effects requiring a ranged touch attack.

You also possess the ability to transform the armor into a multi-hued ray of prismatic energy that can be fired at any target within medium range (100 feet + 10 ft./level). You must make a ranged touch attack to strike the target, stunning them for 1d4 rounds. Using this ray ability is a standard action that immediately dismisses the *prismatic armor*.

Material Components: A piece of phosphorus and a miniature breastplate (worth at least 50 gp).

SCINTILLATING BURST

Conjuration (Creation) [Fire, Light]

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

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

Area: 20 ft. radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a swarm of coruscating, multi-hued motes of flame that fill the area. Every creature caught within the swarm takes 3d6 points of fire damage and must make a Fortitude save. Creatures that successfully save are dazzled for 1 round, while those that fail are blinded for 1d4 rounds.

Creatures that cannot see are not blinded or dazzled, but still take damage from a *scintillating burst*.

Focus Component: A small mineral prism.

WALL OF LIGHT

Evocation [Light]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 5 ft./level)

Effect: Sheet of light up to 20 ft. long/level

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile curtain of white light springs into existence, shedding bright illumination in a 60-foot radius. Creatures that take penalties in bright light also take them while within the radius of the wall.

Creatures and objects on the other side of the wall are visible, but only as pale shadows against the fierce illumination, giving creatures on opposing sides of the wall concealment (attacks have a 20% miss chance).

One side of the wall, selected by you, sends forth brilliant flares and sparks of light, dazzling any creature within 20 feet for 1 round on a failed Fortitude save. The wall sends forth these flares when it appears and on your turn each round, affecting all creatures in the area.

In addition, any creature passing through the wall is automatically dazzled for 1d6 rounds and must make a Fortitude save or be blinded for 1d6 minutes.

If you evoke the wall so that it appears where creatures are, each creature is blinded or dazzled as if passing through the wall.

Creatures that cannot see are unaffected by the *wall of light*.

Wall of light counters or dispels any darkness spell of equal or lower level.

Material Component: Two lit candles connected by a length of string.

APPENDIX ONE: NEW MONSTER

PRISMATIC GOLEM

This automaton consists of a skeletal network of prisms, each filled with a hundred miniature rainbows as they refract a brilliant light located deep within the creature's chest. A thousand flares seem to leap off its body as it begins to move, its sparkling form growing so bright you are forced to look away.

Large Construct

Hit Dice: 16d10+30 (118 hp)

Initiative: -1

Speed: 20 ft. (4 squares)

Armor Class: 26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26

Base Attack/Grapple: +12/+24

Attack: Slam +19 melee (2d10+8) and ray +5 ranged touch

Full Attack: 2 slams +19 melee (2d10+8) and ray +5 ranged touch

Space/Reach: 10 ft./10 ft.

Special Attacks: Blinding aura, prismatic ray

Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +5, Ref +4, Will +5

Abilities: Str 27, Dex 9, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 17-32 HD (Large); 33-48 HD (Huge)

Level Adjustment: —

This golem has a humanoid skeleton made of interconnected prisms and gemstones, each carefully placed to refract the light-source located deep within the golem's chest cavity.

A prismatic golem is 7 feet tall and weighs around 1,500 pounds. Their bodies often appear delicate and angular, with their faces obscured by the infinite rainbow reflections caught within their faceted features.

COMBAT

Prismatic golems use their prismatic ray ability before entering combat, relying on their blinding aura and prodigious strength once they close in for melee.

Blinding Aura (Su): The body of a prismatic golem constantly flashes and flares with bursts of brilliant light. Any creature standing within a 10-foot-radius of the golem is dazzled and must make a Fortitude save (DC 18) to avoid being blinded for 1d3 rounds.

Creatures that cannot see are unaffected by the blinding aura.

Prismatic Ray (Su): Once per round as a free action the prismatic golem can fire a magical ray of prismatic energy from its eyes. The prismatic ray has a range of 60 feet and a save DC of 18, with an effect determined randomly by rolling on the following table.

Roll	Color	Effect	Save
1	Red	4d6 points of fire damage	Reflex half
2	Orange	5d8 points acid damage	Reflex half
3	Yellow	6d10 points electricity damage	Reflex half
4	Green	Poison	Kills; Fortitude partial, take 1d6 points of Con damage instead
5	Blue	Turned to stone	Fortitude negates
6	Indigo	Insane, as <i>insanity</i> spell	Will negates
7	Violet	Sent to another plane	Will negates
8		Shoots two rays; roll twice more, ignoring any "8" results.	

The save DC is Constitution based.

Immunity to Magic (Ex): A prismatic golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *prismatic spray* breaks any slow effect on the golem and heals 1 hit point for every three points of damage the attack would otherwise deal.

A *darkness* spell slows the golem (as the *slow* spell) for 1d4 rounds.

A prismatic golem is affected normally by sonic attacks and spell effects, such as *shatter*.

CONSTRUCTION

A prismatic golem's body must be sculpted from multiple crystal prisms weighing at least 1,500 pounds. The prisms must be of exceptional quality, and cost 3,000 gp. The prisms are then treated with rare glues, adhesives, and oils worth 1,500 gp. Creating the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check.

CL 16th; Craft Construct, *geas/quest*, *limited wish*, *polymorph any object*, *prismatic spray*; caster must be at least 15th level; Price 95,500 gp; Cost 50,000 gp +3,640 XP.

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