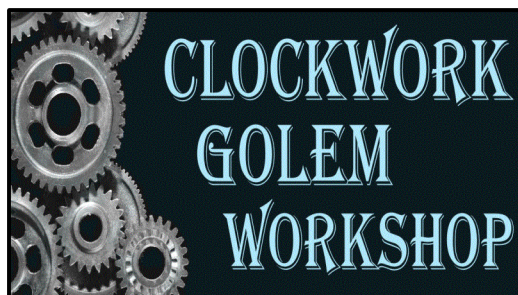


Tome of Raison d'Etra



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History of the Raison d'Etra

Raison Vineward always had an aptitude for the arcane arts. As a child he wandered his father's vineyard, using his developing powers to pluck the richest grapes from the tops of the curling vines that loomed just out of his reach. Realizing his son's talent, Raison's father paid for a tutor in the arcane arts to further develop Raison's abilities. That this diversion distracted the boy and kept him far away from the best grapes prior to harvest was a welcome benefit.

It didn't take long for Raison's abilities to flourish under his tutor's guidance, and the boy developed a fascination with magic rays of every sort in the early stages of studies. His tutor recognized Raison's passion for ray magic, and rapidly taught his student the array of conventional spells. When they reached the limits of the tutor's knowledge, the tutor provided the time and theory for Raison to develop his own ray spells. By the time he finished his apprenticeship, Raison Vineward was already developing a reputation as a scholar and innovator to watch in arcane circles.

As he traveled and learned more of the magic, Raison dreamed of creating an academy where he could pass his love of magic on to others just as his tutor developed and focused his own abilities. His spellbook became the most comprehensive text on the use of ray magic that existed, and he spent a long adventuring career adding to his wide repertoire of rays and developing new rays. It also served as the place where he dreamed of the future, and each new tome that he penned was filled with plans and thoughts on how his dream school would be constructed.

After a long and illustrious career, Raison settled down and built his dream school from the monies he had acquired adventuring. Although the academy possessed a strong focus on rays, it continued to teach a wide array of magic to its students. It only took in a few gifted students every year, and quickly grew in fame and prestige as graduating students went on to long and successful careers. Raison continued to teach at the school well into his twilight years, his firm hand keeping the broader focus in the academy's arcane curriculum, but after the old mage's death the professors quickly abandoned the study of other magic and focused on the unique ray spells that had gained the academy its initial prestige.

Description

This change in curriculum lead to a generation of students who possessed broad offensive capabilities with little diversity in their spell choices, and had the undesired effect of students rough-housing over the local townspeople. The students lorded it over the local folk until several well-know and liked townsfolk were killed by arcane rays in a bar fight.

The constabulary had no actual authority over the students and could only report their activities to the school hoping that appropriate action would be taken. Unfortunately, a mob of locals stormed the school that night, torched the academy, and hanged everyone there. A single student is said to have escaped the massacre, primarily due to forewarning by a paramour among the townsfolk. This student somehow managed to acquire Raison's personal book of rays and carry it out of the academy prior to its destruction.

Bardic Knowledge/Knowledge (arcana)

Characters with the Bardic Knowledge ability or Knowledge (arcana) may be familiar with Raison Vineward and his book. The first time such a character hears about Raison d'Etra or its creator, have them make a check and consult the following table.

DC 15: Raison d'Etra was penned by Raison Vineward during his adventuring career as a plan to build a school based upon his spells.

DC 20: A few years after the death of Raison, the teachers decided to only teach ray spells to the students. This led to confrontations with the local populace by the students trying out their newly learned spells.

DC 25: The school was sacked by townsfolk when its students killed several prominent citizens in a bar fight. The mob sacked the school and hung everyone inside the academy, although one young mage managed to escape with a copy of Raison's spellbook. Where he took the book isn't currently known.

The black leather covers of this book are sleek and shiny, easily offsetting the inlaid gold-leaf lettering on the front of the book, spelling "Raison d'Etra" in the common tongue. The name is an elven phrase meaning "reason for living." Raison Vineward liked the double meaning and adapted it as his name.

The pages are made of the finest vellum; the inks are black yet shiny and easily read even in dim light such as candlelight. The first four pages contain notes about the arcane school Raison wanted to create to pass on his love of esoteric ray magic, as well as several crude diagrams and architectural plans of the academy.

The tome is magically protected from water and fire damage, so being immersed in salt water for years or set in the middle of a small bonfire would not harm it or its contents.

Value: 5,750 gp (4,650 gp for spells, +100 gp for illuminated text, +1000 gp for immunities)

Hardness: 5

Hit Points: 15

Weight: 3 lbs.

Special: The pages of this book glow softly, allowing a reader to see the text easily in light as dim as candlelight. It has fire resistance 20 as a result of a carefully worded *Wish* (Caster Level 18th) and is completely immune to the effects of water.

Spells

The tome contains the following spells: 0th-*Disrupt Undead*, *Ray of Frost*; 1st-*Raison's harvesting ray**, *ray of enfeeblement*, *ray of fatigue**; 2nd-*electric arc**, *scorching ray*; 3rd-*jellybrain**, *ray of exhaustion*; 4th-*dimensional anchor*, *enervation*, *Raison's prismatic shield**; 5th-*ray of respite**, *ray of undeath**; 6th-*disintegrate*, *Raison's rotting ray**, *vines of blight**; 7th-*ray of dispersion**, *ray of noise**; 8th-*acid ray**, *polar ray*; 9th-*energy drain*.

*Indicates a new spell introduced in this product.

New Spells

Acid Ray

Evocation [Acid]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round + 1 round per four levels

Saving Throw: None

Spell Resistance: Yes

A bubbling yellow ray springs from your hand and coats the target in a sheath of seething acid. You must succeed on a ranged touch attack to deal damage to a target. The ray deals 1d6 points of acid damage per 2 caster levels (maximum 10d6). For every four caster levels the bubbling sheath of acid, unless somehow neutralized, lasts another round, dealing another 4d6 points of damage every round.

Material Component: A vial of strong acid (worth at least 10 gp).

Electric Arc

Evocation [Electricity]

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: None and Reflex half; see text

Spell Resistance: Yes

A ray of crackling electricity springs from your hand. The ray requires a successful ranged touch attack and deals 1d6 points of damage per caster level (maximum 5d6). You gain a +3 bonus on your attack roll if the target is wearing metal armor (or is made out of metal, carrying a lot of metal, or the like).

At 3rd level the electricity arc jumps to a second target within 10 feet of the initial target, allowing you to make a second ranged touch attack with a –2 penalty. At 6th level the arc jumps to a third creature, this time within 10 feet of the second target, also with a –2 penalty to the range touch attack roll. The arcing rays must be fired at different targets, and deal damage equal to the initial ray.

Jellybrain

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 10 min./level

Saving Throw: No

Spell Resistance: Yes

A wafting purple ray projects from your finger. You must succeed on a ranged touch attack with the ray to strike a target. A successful attack surrounds the target with a field of ugly, mauve smoke that saps their mental faculties. They suffer a 1d6 penalty to their Intelligence, Wisdom and Charisma scores, with the smoke clinging to them and following them as they move for the duration of the spell. This penalty can't reduce any of these scores below 1.

This spell’s effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Only living creatures can be affected by this ray.

Raison’s Harvesting Ray

Transmutation

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

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

Target: One object

Duration: Concentration

Saving Throw: None

Spell Resistance: No

You transport an object struck by your ray into your hand. You must make a ranged touch attack to successfully strike the object, and you can only transport objects you can hold in one hand using this spell.

If the object targeted by this spell is wielded or worn by a living creature, the ray is treated as a disarm attempt that does not provoke an attack of opportunity. The ray is treated as a light weapon (–4 to your disarm check), and you use your ranged touch attack as your attack roll.

You must have two hands free while using this spell – one to wield the focus and the other to accept the object that is teleported to your hand. If you do not have a free hand, the spell fails.

Focus: A curling wand made from a grape vine.



Raison’s Prismatic Shield

Abjuration [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Raison’s prismatic shield creates a shimmering, multicolored plane of force shaped like a tower shield. The shield is mobile, a swirling field of colors that hovers in front of you and has three major effects.

Firstly, the prismatic shield grants you a +4 shield bonus to AC, and negates any magic missiles attacks directed at you. This bonus applies to incorporeal tough attacks since it is a force effect.

Secondly, the shield can reflect ray attacks that target you back on their casters. The shield reflects only those ray attacks that miss your armor class by 4 or less, and allows you to reflect the full ray back at the original caster by making your own ranged touch attack with a –4 penalty to the attack roll. If the original caster is also protected by *Raison’s prismatic shield*, a resonating field is created. Roll randomly to determine the result:

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–100	Both <i>prismatic shield</i> effects are rendered nonfunctional for 1d4 minutes.

Thirdly, the shield has the potential to blind creatures with 4 HD or less that come within 10 feet of you for 1d4 rounds. Susceptible creatures may make a Will save to avoid being blinded, and once a successful Will save is made the creature

cannot be affected by the blinding effect of the same prismatic shield.

Raison's prismatic shield has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can't use *Raison's prismatic shield* spell for cover.

Material Component: A small crystal prism.

Raison's Rotting Ray

Necromancy [Evil]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A sparkling black ray springs from your hand. You must succeed on a ranged touch attack to strike a target. On a successful attack the subject contracts a version of the dreaded disease, mummy rot, which strikes immediately (no incubation period). While in the throes of the disease the victim suffers 1d6 points of Constitution and Charisma damage, with the ravages of the disease continuing daily until the victim reaches a Constitution score of 0 (and dies), fights off the disease naturally, or is cured by *remove disease*, *heal*, *limited wish*, *wish*, or *miracle*. An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Unlike normal mummy rot, the contagion caused by *Raison's rotting ray* can be healed by mundane means (Fortitude DC 20), and magical healing requires no caster level checks.

Ray of Dispersion

Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You open a direct link to the positive energy plane and draw forth a bit of its essence in the form of rays of pure energy. You direct one or more powerful rays of bright white positive energy. You must make a ranged touch attack to hit, and if the ray hits any undead creature, it deals 1d6 points of positive energy damage per caster level (maximum 20d6). For every two levels beyond 13th, you gain another ray that can be directed in the same action (maximum of four rays). All rays must be directed at once; though each uses its own attack roll. All targets must be within 60 feet of each other. Use your full ranged base attack bonus for all rays. Each ray must be aimed at a separate creature.

Any undead reduced to 0 hp or below by this ray explodes in a bright flash, spewing bone shards, rotting body parts, or incorporeal wisps in a 10-foot radius. This explosion does no damage to surrounding creatures.

This spell does no damage to non-undead creatures.



Ray of Fatigue*Necromancy***Level:** Sor/Wiz 1**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** Ray**Duration:** 1 round/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

A blood red ray springs forth from your outstretched finger. You must succeed on a ranged touch attack with the ray to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Ray of Noise*Evocation [Sonic]***Level:** Sor/Wiz 7**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Ray**Duration:** Instantaneous**Saving Throw:** Fortitude partial**Spell Resistance:** Yes

You direct a sky blue ray of sonic energy. You must succeed on a ranged touch attack, causing the ray to erupt in an ear-splitting clash when it strikes. The target suffers 10d6 points of

sonic damage, and must make a successful Fortitude save or be permanently deafened by the roar. Those that make the Fortitude save are deafened for 1d4 rounds.

Creatures standing within 10 feet of the target are also caught by echoing roar of the ray, suffering 5d6 points of damage and becoming deafened for 1d4 rounds if they fail a Fortitude save.

A ray of noise that doesn't strike its intended target dissipates harmlessly.

Material Components: A miniature set of cymbals or castanets.

Ray of Respite*Transmutation***Level:** Sor/Wiz 5**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** Ray**Duration:** 1 minute/level (D)**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)

A multicolored ray springs from your hand, placing the target in a temporary state of suspended animation on a successful ranged touch attack. For the target creature, time ceases to flow and its condition becomes fixed. Its body functions virtually cease, and no force or effect can harm it. This state persists until the spell ends (such as by a successful *dispel magic* spell, a *freedom* spell, the duration running out, or the caster dismissing it).

This spell is most often used to rescue someone from certain death in the midst of combat, protecting them from harm while giving allies time to reach him with reinforcements, healing, or

some type of abjuration magic; but it can also be used to allow chasers to catch up with fleeing opponents and other quarry.

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 2,000 gp.

Ray of Undeath

Necromancy [Evil]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

A dark gray ray springs from the caster's hand. You must succeed on a ranged touch attack to strike a target. The ray inflicts 1d6 points of damage per caster level (maximum 15d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. Temporary hit points disappear 1 hour after they are gained.

If the target dies as a result of the wounds caused by the ray, their corpse is temporarily animated as a zombie under your control. Any zombie created by this spell can have a maximum hit dice equal to twice your caster level, and you can never animate more than 4 HD worth of creatures per caster level. If animating the target creature would bring you over this limit, the attempt to animate the corpse fails.

Targets animated by this ray remain active for one hour, until the effects of their life-force wears off and their link to you is severed. After that, they are simple dead bodies.

If the caster dies before the temporary hit points granted by this ray wear off, then the ambient life-force used to animate the corpses is returned to them. Any character that was killed as a result of this spell returns to life at –10 hit points.

Vines of Blight

Necromancy

Level: Drd 5, Sor/Wiz 6

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude half, see text

Spell Resistance: Yes

A mass of writhing vines leap from your outstretched finger and engulf a nearby plant. On a successful a ranged touch the mass of vines grab onto a single plant of any size and suck the life out of it. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies. The vines quickly wither and die after they have inflicted their damage.

This spell has no effect on the soil or surrounding plant life.

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