



ULTIMATE TOOLBOX

ALDERAC ENTERTAINMENT GROUP PRESENTS ULTIMATE TOOLBOX

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CHAPTER SIX

MAGIC

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Table 6–8: Magic Weapon Traits

- 1 The blade is curved and smooth and its opposite edge is serrated in a manner resembling fire.
- 2 The end is gilded in pure gold and the protruding spikes resemble the sun's rays.
- 3 Gold inlays of vines entwine the shaft of this weapon. Emerald leaves are set into it.
- 4 The blade bears an intricately etched hunt scene.
- 5 The bone shaft is veined with mithral, pulsing a faint glow. Strange symbols dance between the veins.
- 6 The grip is wrapped in what appears to be hair, possibly from a fell creature of the Abyss.
- 7 The grip is wrapped in blue dragon hide, the pommel bears an amethyst of the brightest hue, and the crossguard is polished silver, molded to look like it's covered in dragon scales.
- 8 The grip is wrapped in multicolored cloth strips leading to a bright red tassel made of fox hair.
- 9 The hilt is split at both ends of the crossguard as if two forked tongues protruded from each end.
- 10 The hilt is wrapped in a blackish-red leather, dark as blood, which it most likely is stained with.
- 11 The pommel is carved into the shape of a ram's head.
- 12 Set into this weapon is an eye, an incredibly realistic eye, encased in glass or resin.
- 13 The shaft is solid oak with narrow bands of rune-marked, pliable metals wrapped at random points.
- 14 The silver pommel unscrews from the hilt, to reveal a secret compartment; inside is a key.
- 15 The swept hilt is fashioned to resemble briars.
- 16 A tattered rag wraps around the grip of this old, sturdy weapon, which is in turn wrapped in leather.
- 17 The weapon contains three gem settings. Only two of them are filled.
- 18 The wood is darkwood with strange markings intermixed with swirling patterns in ivory inlays.
- 19 The wood grip is hard as steel. Smooth curling lines are carved into the baying visage of a wolf.
- 20 The wood shaft is carved in an array of twisted and anguished faces; the uppermost face is demonic.

Table 6–20: Scroll Containers

- 1 Black leather case with claw stopper
- 2 Bone case, hollowed and magically sealed
- 3 Book of skin and ash, sewn shut
- 4 Dirty folded envelope tucked in a book
- 5 Gold coffer that opens with asp venom
- 6 Hollow wooden tube with no stoppers
- 7 Jeweler's toolbox, etched with glyphs/wards
- 8 Lacquer box with sliding top
- 9 Leather dagger sheath, branded with sigils
- 10 Locked wooden wand case, refurbished
- 11 Magically-sealed platinum case
- 12 Mundane mason jar; holes punched in the lid
- 13 Musician's pipe wrapped with leather straps
- 14 Ornate crystal tube with rococo inlay
- 15 Perfectly cut glass rod
- 16 Personal ledger with string holding it closed
- 17 Rusted metal rod with copper bolts
- 18 Shaft of an ornate, dwarven hammer
- 19 Silk pouch that magically holds one scroll
- 20 Twisted metal cables form a hollow tube

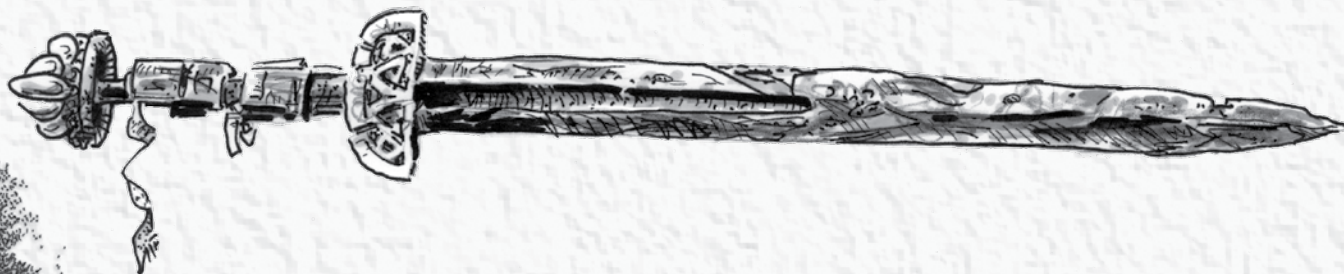
Table 6–21: Scroll Descriptions

- 1 Brocade cloth with silver thread runes
- 2 Clay tablet carved with the claws of dragons
- 3 Dark gray skin, silver writing
- 4 Dragon hide with runes of silver paint
- 5 Dragon scale, acid-etched writing
- 6 Fold of silk with painted writing
- 7 Glass sheet, painted runes
- 8 Human skin, blood ink writing
- 9 Lambskin, crushed emerald runes
- 10 Large leaf, runes of drizzled wax
- 11 Leather, crushed glass writing
- 12 Pigskin, runes of molten gold
- 13 Plate of beaten gold, writing of mercury
- 14 Rabbit skin scroll, runes in charcoal
- 15 Sheet of ice with sigils of bloody rivulets
- 16 Silver rod with etched runes
- 17 Stone with runes in charcoal
- 18 Strip of ivory with scrimshaw runes
- 19 Strip of treant bark, burnt writing
- 20 Thick mottled skin, written in black wax

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Table 6–28: Potion Container Descriptions 3

- 1 Leather-wrapped silver-plated jorum with a metal cap and a working compass set into the face
- 2 Limestone jug with jagged edges and shapes cut into the face; it smells of dirt and sea water
- 3 Marble-encrusted iron flask with brass fittings and a maze of runes and sigils on all sides
- 4 Metal tube painted white with red elven symbols, sealed with a cork stopper and wax
- 5 Mimicking bourbon, this leather-bottomed glass bottle is painted brown and stoppered with cork
- 6 Misshapen and rounded bottle made of bubble-filled blown glass, the stopper is lead and cork
- 7 Nearly spherical crystal orb that must be broken open to retrieve the liquid inside
- 8 Novelty-gift glass jar shaped like a wizard with a cap for a stopper and peeling paint
- 9 Nozzle-tipped, icy glass bottle shaped like an angel and marked with runes, numbers, and dates
- 10 Obsidian flask shaped like an almond with an iron stopper; the bottom is scored with crude names
- 11 Overpowering aroma of nutmeg radiates from a clay bottle with paintings of fey and gypsies
- 12 Perfectly sealed glass container with a soft clay stopper and feathers sticking out from the neck
- 13 Perfectly spherical glass bottle, its only imperfection the small stoppered opening at the top
- 14 Pewter-topped, pear-shaped bottle with flecks of pewter baked into the glass sides and bottom
- 15 Plain glass tube with thick black sediment at the bottom, which always resettles to the bottom
- 16 Plain, light green bottle without a stopper, and a random pattern etched into the neck
- 17 Prism-shaped flacon, with rolling beads of glass baked on the outside; the stopper is faux diamond
- 18 Poorly made bronze flask, wrapped in leather and embossed with the initials A.T.P.
- 19 Rosy red cruet shaped like a flattened sphere with a cork stopper sealed with wax
- 20 Rune-etched glass and a sturdy iron cap reveal the dwarven craftsmanship of this ancient phial



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Tables 6–37: Arcane Spell Names 3

- 1 Jade Hammer
- 2 King's Voice
- 3 Lich's Touch
- 4 Mana Gloom
- 5 Merciful Reprieve
- 6 Monk's Perfection
- 7 Mystic Eye
- 8 Mystic Stallion
- 9 Mythic Words
- 10 Planewalker's Strife
- 11 Rack of Pain
- 12 Rage of the Magi
- 13 Righteous Fury
- 14 Robes of the Chameleon
- 15 Sage's Reveal
- 16 Sanguine Reap
- 17 Savior's Gaze
- 18 Scale of the Serpent
- 19 Shadow Claws
- 20 Shadowy Eyes

Table 6–57: Omens

- 1 All knives in house are dull at the same time
- 2 All the plants in the house are dead
- 3 Buzzard or crow not eating the dead
- 4 Clothes hanging inside out
- 5 Comet visible by day
- 6 Cracked mirror
- 7 Failed crops
- 8 Frost in the summer
- 9 Gold coins are all face down
- 10 Insect swarm
- 11 Milk turns sour
- 12 New moon turns red
- 13 Open wine bottle given as a gift
- 14 Raven squaking in the morning
- 15 Sick animals of any kind
- 16 Smell roses in bloom, during winter
- 17 Tea leaves forming a circle
- 18 Unescorted woman crying
- 19 Waking up inside of a dream
- 20 Water that won't boil

Table 6–45: Magical Prisons, Place

- 1 Cells of Perdition
- 2 Chantry of the Impure
- 3 Darklight Tree
- 4 Demiplane of Maze
- 5 Devilbound Cloister
- 6 Dungeon of Despair
- 7 Endless Stair
- 8 Gorgonbound Cave
- 9 Ice Cave of Stasis
- 10 Lone Dark
- 11 Mew of Misery
- 12 Oubliette of Loss
- 13 Pits of the Bound
- 14 Rotating Prison of the Damned
- 15 Sea Cave of Bound Tides
- 16 Spellward Island
- 17 Tower of Grasping Hands
- 18 Tree of Woe
- 19 Trueclutch Caves
- 20 Unholy Sanctum of Fire

Table 6–66: Pagan Divination Methods 3

- 1 Genethliology, by birth dates
- 2 Geomancy, by earth
- 3 Graptomancy, by studying handwriting
- 4 Haematomancy, by blood
- 5 Hakata, by bones or dice
- 6 Hydromancy, by water
- 7 Iconomancy, by icons
- 8 Idolomancy, by idols
- 9 Knissomancy, by incense
- 10 Lithomancy, by precious stones
- 11 Lychnomancy, by candles
- 12 Necromancy, by speaking to the dead
- 13 Nephomancy, by clouds
- 14 Numerology, by numbers
- 15 Numismatomancy, by coins
- 16 Ogham, by casting Ogham letters
- 17 Oneiromancy, by dreams
- 18 Oomancy, by eggs
- 19 Osteomancy, by bones
- 20 Pallomancy, by pendulums

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Table 6–84: Material Components 10

- 1 Soft glove
- 2 Square chip of stone
- 3 Strip of beast hide twisted into a loop
- 4 Sturdy leather gloves with stone gems
- 5 Thread
- 6 Tiny bag and small (not necessarily lit) candle
- 7 Tiny bit of bat guano and sulfur
- 8 Tiny leather bellows
- 9 Tiny silver spoon
- 10 Tiny silver whistle
- 11 Tiny tarts
- 12 Twig
- 13 Twisted loop of parchment
- 14 Undead bone fragment or grave dust
- 15 Unicorn horn chip
- 16 Water stirred by an iron bar
- 17 White feather
- 18 Will-o-wisp essence
- 19 Wing feather from any bird
- 20 Wisp of smoke

Table 6–89: Wizard's Workshop 5

- 1 Lump of alum, in vial of vinegar
- 2 Magic mirror
- 3 Magical beast blood
- 4 Magical invisible ink
- 5 Magnets of various size
- 6 Magnifying glass in felt pouch
- 7 Map marking various pits of hell
- 8 Maps to nearby realms
- 9 Mithral fillings
- 10 Mortar and pestle
- 11 Mouse in small cage or trap
- 12 Mushrooms, edible or poisonous
- 13 Musical instrument covered with runes
- 14 Nails and small hammer
- 15 Notebook of experiments
- 16 Notes on a potion concocted
- 17 Notes on a specific magic item's creation
- 18 Notes on spell creation with a new spell
- 19 Parchment of holy or unholy text
- 20 Perfume in a violet colored jar

Table 6–98: Undead Origins

- 1 Betrayed by someone loyal
- 2 Bitten by a vampire
- 3 Buried in desecrated grave
- 4 Completed complex ritual to become undead
- 5 Cursed
- 6 Dead body was never found
- 7 Died in honor-bound service to a king
- 8 Died under intense circumstances
- 9 Drained by a mummy or wraith
- 10 Drowned
- 11 Hell doesn't want you
- 12 Left behind something of value
- 13 Magic
- 14 Murdered in particular violent fashion
- 15 Oath to serve forever
- 16 Returned to protect wards left behind
- 17 Ritual sacrifice or murder
- 18 Terrified (to dead) by a ghost
- 19 Unavenged death
- 20 Unfinished task or unfulfilled oath

Table 6–107: Alternate Planes 2

- 1 Judgment of the Reborn
- 2 Kingdom of Eternity
- 3 Lost Dead Maze
- 4 Plane of the Unholy
- 5 Plane of Ultimate Order
- 6 Prison Realm of Lust
- 7 Prison World of Demons
- 8 Questing Fields of Eternity
- 9 Realm of Creation
- 10 Realm of Slaughter
- 11 Silent Realm of Color
- 12 Solitary Plane of Loneliness
- 13 Soul Tree of the Multiverse
- 14 Stars and Planets of Time
- 15 Story Realm of Creativity
- 16 Time and Dimensional Observatory
- 17 Titanic Pit of the Damned
- 18 Unthinkable Hall of the Eternals
- 19 Wicked Planes
- 20 Zone of Decay

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Table 6–119: Planar Objects

- 1 Angelic coral compass with red feather as the pointer within
- 2 Boiled leather headband with living eye affixed, looking about
- 3 Chess set of fiendish and celestial sides formed from jade and pewter
- 4 Clockwork spider spy and abdomen secret compartment
- 5 Crystal skull that speaks of the ages and provides knowledge
- 6 Demon's claw divining rod decorated with silver runes of damnation
- 7 Directional astrolabe affixed inside an hourglass casing
- 8 Fiendish air skiff made of bones and powered by elementals
- 9 Flesh-like map of the tributaries of the lower hells river
- 10 Golden chain harness decorated with key-shaped runes and glyphs
- 11 Golden lantern decorated with obsidian alit with dozens of stars
- 12 Hairband of sinew, treated with resin and studded with gems
- 13 Hand-held facial mask of a celestial visage that seems alive
- 14 Mummified cloven hoof with horseshoe of flame-licked iron
- 15 Open purple flame, can be carried or put down, sheds light but no heat
- 16 Petrified demonic tail used as a walking stick or cane
- 17 Small stone turret on wheels powered by small bound devils
- 18 Staff with affixed jawbone; an ever-burning light shines from within
- 19 Star-shaped potion container, a different elixir in each point cap
- 20 Three-legged, lidded cauldron of black metal with veins of red ore

Table 6–126: Planar Portal Keys 5

- 1 Silver gardener's trowel
- 2 Silver goblet sipped from by an elf maiden
- 3 Silver masterwork shuriken
- 4 Silver pin of shattered hearts
- 5 Silver vial of poison labeled Antitoxin
- 6 Small silver mirror reflective on both sides
- 7 Spellbook with pages drawn with locks
- 8 Spell scroll that becomes a doorway
- 9 Spent magic wand
- 10 Spider silk sash dyed red
- 11 Spyglass of darkwood and jade
- 12 Three dragon orbs and a fetish/trinket
- 13 Torn contract
- 14 Two empty potion vials melted together
- 15 Vampire teeth in unholy water
- 16 Vial of ink with black cat whiskers
- 17 Wheat sheaf covered in human blood
- 18 Whetstone that has never been used
- 19 Willow switch threaded with silver
- 20 Writing quill made from a phoenix feather

USING THIS CHAPTER

This chapter is not designed like the others. Unlike Chapter Three, for instance, which allows a GM to design an entire city or the create a complex tavern, Chapter Six is a mix of charts, with no single thread tying them together — well, except magic. Instead of building a complex world of magic, this chapter's real purpose is to help keep whatever magic system you are using flavorful and (most of all) mysterious and exciting to the players.

Alternative sources of power that fuel a player's spellweaving character or a GM's sorcerous villain. There are plenty of exotic descriptions of spell effects, sigils, and events to spark the imagination. A plethora of possible new magic items are presented for your campaign — books, rings, wands, staves, rods, scrolls, and the usual host of weapons and armor (including possible side effects, command words, and an entire system for working up its history). In this way the chapter can help you prepare a massive treasure horde or the details on a single particular magic item you're introducing to your story.

Some entries are meant to springboard your imagination, like the source of a wizard's powerful fireball. Other entries help define the minutiae that expound on mundane magic (potions and scrolls, for instance). There's no right or wrong way to use these ideas, and providing a single guideline for doing so would be irresponsible.

Lastly, we added the great planes of creation to the magical landscape of this tome. These can expand your cosmology, spark planar adventures, or just pepper your campaign with spiritual background. Don't forget to check out Chapter Two for pantheons of gods and mysticism as well, in case you're into that sort of thing.

SAMPLE ONE

GM: "Shrapnel erupts from the massive explosion of the wizard's lair. A swirling vortex forms, drawing everything to it. You are sucked into a another plane by its powerful magic."

Alternate Planes 2

8 Questing Fields of Eternity

Planar Community Features

7 In a great bowl-shaped pit of glass

Planar Encounters 2

6 Old man offers reward to take him home

GM: "You appear on a great battlefield, a surging volcano in the background. You stand just outside a great bowl-shaped pit of glass where a community is built. An old man rushes up, welcoming you to the Questing Fields of Eternity. 'I am lost,' he says. 'Can you help me return to my home? I do not have much, but I can share with you my wealth if you can guide me there.'"

SAMPLE TWO

GM: "As break down the door, you hear chanting. While your eyes adjust to the warm red glow of the room, you see a small group of hooded snake-men standing in a circle. They hold blades to their palms, draining their blood into a cauldron, obviously completing a ritual of some kind."

Player: "Ah ha! I've studied all sorts of magic. What are they doing?"

Ritual Names 2

2 Practice of the Thousand Eyes

Ritual Effects 1

6 Brings about a natural disaster that doesn't appear magical

GM: "They are at the end of the Practice of a Thousand Eyes, a ritual meant to call a great tsunami to strike the pirate isles!"

SAMPLE THREE

Magic Weapon Traits 11

The pommel is carved into the shape of a ram's head.

GM: "Opening the ornate chest, you find an old and weathered sword. It looks solid. The runes on the blade shimmer in the torchlight. The pommel is made of ivory and stone and carved into the shape of a ram's head."

Player: "I give it to the sage to tell me what the runes mean."

Magic Item Age

8 Just over 66 years ago

Forged By

9 Dwarves

Forged Where

11 In a deep, desecrated dungeon

Forged With

19 Starstone

Magic Lore

7 Stolen by wicked thieves

Magic Last Locale

15 Protected by the druids of Orlimoor.

GM: "The sword was made just over 66 years ago by dwarves of the neighboring kingdom in a deep, desecrated dungeon. The sage thinks starstone was used in the manufacture. Last he heard it had been stolen by thieves and found its way into the circle of the druids of Orlimoor, who kept it hidden. How it got here is unknown. The true mystery is what does it do..."