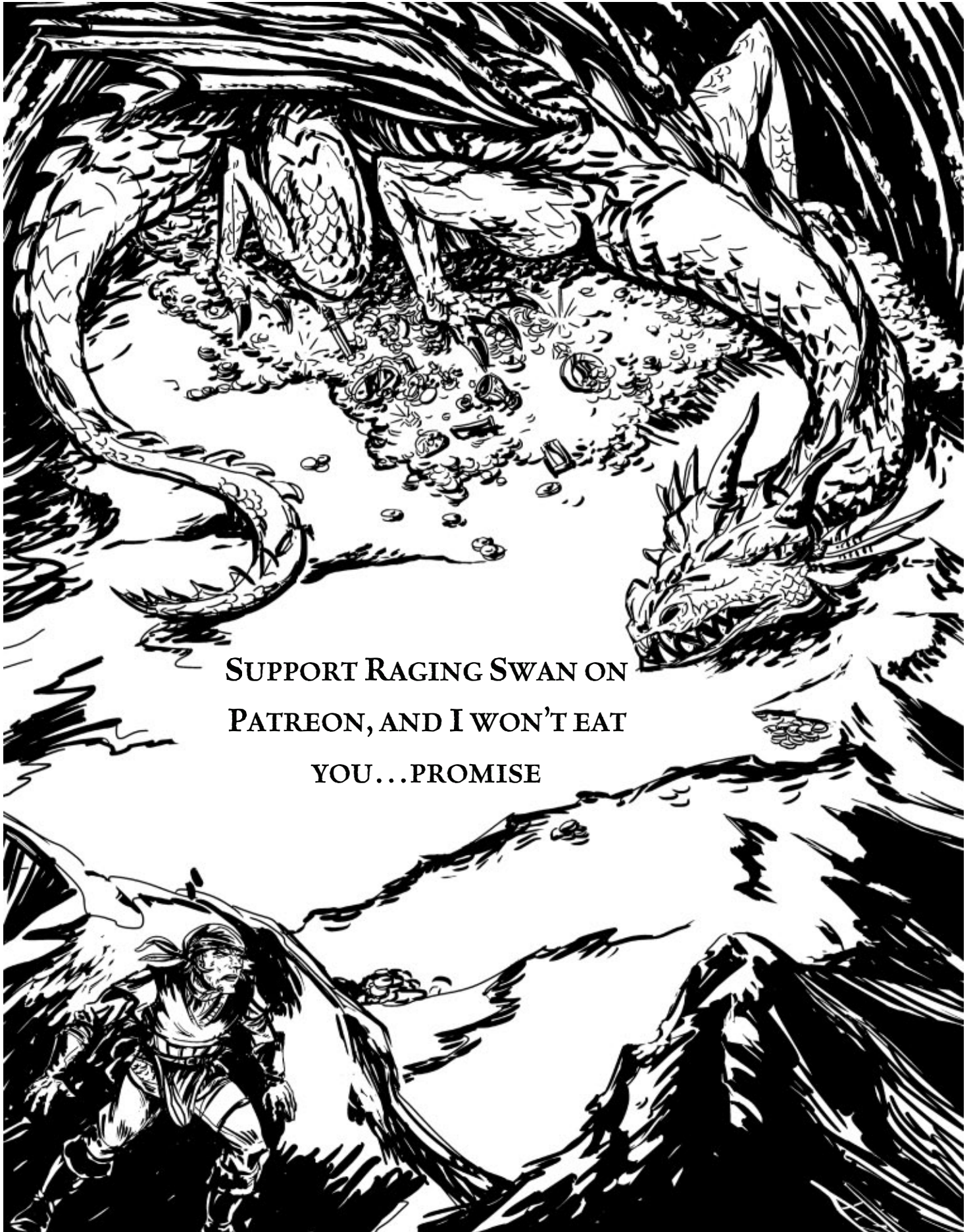


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PLACES OF POWER:
THE PRISMATIC TOWER





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PLACES OF POWER: THE PRISMATIC TOWER

Atop Starreach Peak, far above the clouds, a tower with stained glass outer walls stands and collects the sun. Here, the Prismatic Guild, led by the sorcerer Atrementous, conducts their experiments with colour, infusing it into their spells. Visitors undertaking the journey to the Prismatic Tower gain access to powerful prismatic and other colour-based magic, provided they have the coin to afford it. However, dark rumours have surfaced regarding the guild, their (some would say) dangerous research and a breach into a strange dimension of prismatic colour.

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THE PRISMATIC TOWER AT A GLANCE

Originally serving as the laboratory/fortress of a solitary wizard who built this complex for her own studies on light and light-based magic, the glasslike Prismatic Tower stands on Lonely Starreach Peak, far above the clouds where it can capture copious sunlight. After the original owner abruptly abandoned the tower, a small guild focused on colour-based magic reasoned the place would suit their needs after they discovered the structure stood at a point where the Prime Material and the Prismatic Planes touched one another.

Forty-four years after claiming the tower, the guild has grown from the founding five members to over twenty strong, with each master taking on at least one apprentice. Each masters a particular colour and assists with researching related colours. Despite their strong focus on favoured colours, the guild members get along well with each other.

DEMOGRAPHICS

Ruler Atramentous

Population 25 (7 humans, 2 dwarves, 3 elves, 5 gnomes, 4 half-elves, 2 half-orcs, 2 halflings)

Alignments LN, N, CN

Languages Common, Dwarven, Elven, Gnome

Resources & Industry Colour-based spellcasting

LORE

A PC making a Knowledge (arcana), Knowledge (geography) or Knowledge (local) may know some information about the Prismatic Tower. A successful check reveals all the information revealed by a lesser check.

DC 20: The Prismatic Tower houses a guild of spellcasters who study colour-based magic.

DC 25: The guild provides rare and expensive colour- and light-focused magic items for their patrons.

DC 30: The wizard who built the tower disappeared.

NOTABLE FOLK

Most of the population are nothing more than modest spellcasters apprenticing to the powerful guild leaders.

- **Dress** All residents wear multi-coloured robes or robes representing their preferred colour.
- **Nomenclature** All inhabitants take the name of a colour, typically reflecting their penchants.

Some of the inhabitants, however, are notable:

Atramentous (location 7; N female elf sorcerer [arcane] 13) Guildmaster Atramentous keeps the guild members in line.

Azure (location 2; CN male halfling wizard [illusionist] 9) Azure discovered the illusion-bolstering properties of blue light.

Jade (location 9; N male half-orc sorcerer [arcane] 5) Three weeks after his master disappeared, Jade has come to terms with taking on the mantle of master of green magic.

Mauve (location 10; LN female dwarf wizard [abjurer] 17) Mauve protects the Great Prism while designing protective prismatic magic (with a focus on violet light).

Umbur (location 1; CN female gnome wizard [evoker] 10) One of the few non-primary colour spellcasters in the tower, this gnome studies the ablative power of brown magic.

Uv (location 6; N male gnome wizard [illusionist] 9) The foremost proponent for the study of non-visible light has met with resistance from traditional guild members.

Vermilion (location 5; N female half-elf fighter 9/sorcerer [elemental {fire}] 3) This formidable warrior possesses comparatively slight magical might; she greets visitors and is a the tower's first-line of defence against invaders.

NOTABLE LOCATIONS

The following areas are of particular interest to adventurers:

1. **Library/Labs:** Research-rich books and scrolls share space with workspace used to study patterns and colour combinations.
2. **Colour Laboratories:** Single-colour research takes place here.
3. **Prismatic Veil:** Senior guild members can control a set of prismatic effects for defence and induction of new members.
4. **Starreach Entrance:** Here, the tower abuts the mountain.
5. **Main Entrance:** Vermilion guards the tower's only entrance and greets visitors and prospective guild members.
6. **Invisibility Laboratory:** Uv studies non-visible light, here.
7. **Atramentous's Office:** Atramentous spends most of her time here, leaving only to meet powerful dignitaries and visitors.
8. **Vault:** This cramped room contains sheaves of vellum with sensitive research developed by the guild members.
9. **Living Quarters:** With most space used for experimentation, the guild members must share this living space.
10. **The Great Prism:** The showcase of the tower, this enormous prism splits sunlight into its component colours.

MARKETPLACE

The following items are for sale, at the Prismatic Tower:

- **Consumables** *potion of invisibility* (300 gp), *scroll of prismatic spray* (2,275 gp), *wand of colour spray* (750 gp)
- **Miscellaneous** *gem of brightness* (13,000 gp)
- **Weapons & Armour** *prismatic plate* (160,650 gp)

Additionally, the following services are available:

- **Spellcasting** Arcane spellcasting (patterns, *prismatic* spells and other colour-related spells)
- **Crafting** Magic arms and armour, scrolls and wondrous items

EVENTS

While the PCs are at the Prismatic Tower, one or more of the below events may occur. Choose or determine randomly:

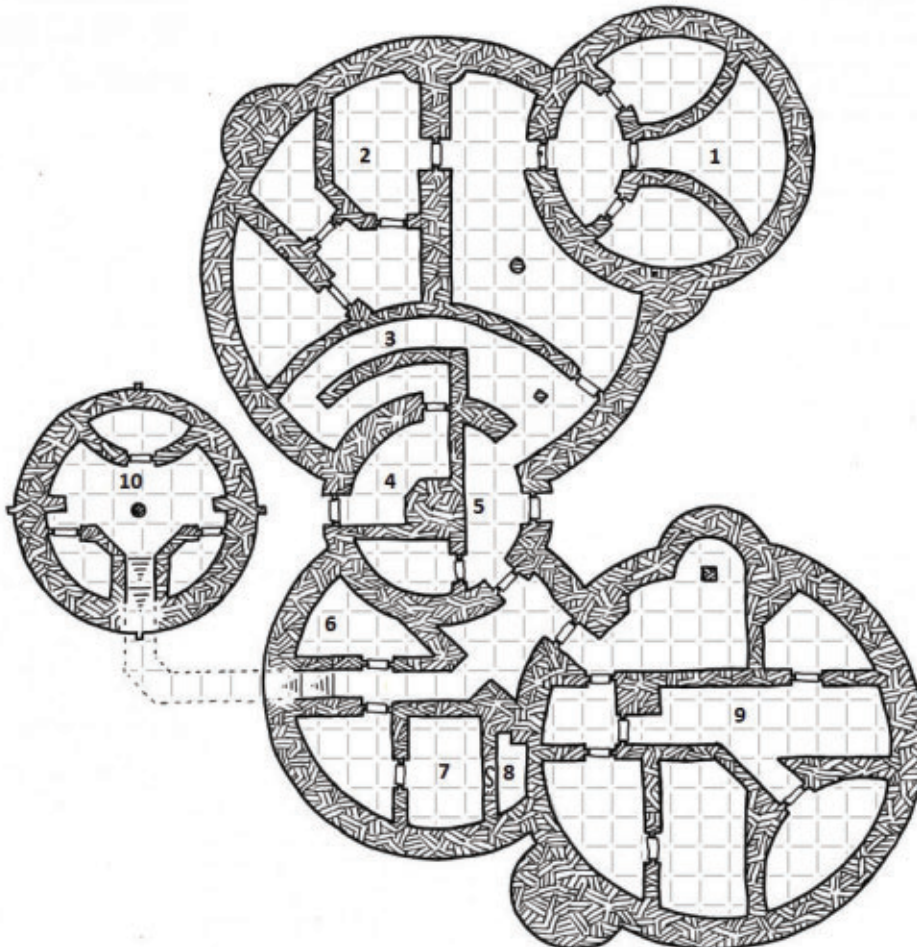
D6	EVENT
1	Due to a laboratory mishap, red light washes over the tower, and everyone within. After an hour, everything returns to its normal pigmentation.
2	A tremor shakes the tower, prompting Mauve to ask any able-bodied inhabitants to help steady the Great Prism; if asked, she indicates this has never happened before.
3	A wizard arrives at the tower with a device he claims can capture sunlight and radiate the captured light at night; Atramentous is cautiously optimistic about the prospect of continuous study, as laboratory time is at a premium.
4	A senior guild member is ready to test a new spell that generates a rainbow bridge and asks the PCs if they would like to use it to travel anywhere within 50 miles.
5	When the sun finally shines again after a 15-minute eclipse, the Great Prism no longer absorbs its light.
6	An explosion rocks one of the colour labs; the guild member at the centre of the blast lies unconscious, possibly dead, in the laboratory.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the Prismatic Tower and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use this table to determine which rumour(s) the PC learns.

D6	RUMOUR
1	The storage room within Starreach Peak hides an entrance to the mountain's depths.
2*	A powerful chromatic dragon that can change its colour has taken an interest in the tower.
3	A schism brews as Uv and Ir have begun experimenting with wavelengths outside the visible spectrum. Many of their peers believe such tinkering is a foolish waste of time, but the two believe it will revolutionise invisibility, or counter invisibility, among other benefits.
4*	Atramentous is worried the prismatic veil will soon fail.
5	Vermillion claims she saw a cherubic creature coalesce from pure colour and then immediately disperse.
6	Jade's master disappeared after pointing out a bizarre coruscation of colour streaking across the heavens.

*False rumour



NOTABLE LOCATIONS

1: LIBRARY AND LABS

When the Prismatic Guild was a mere five members strong, each room in this area and the adjoining area served as a private laboratory for each member. As they conducted research, they took copious notes on scrolls and in journals, which they stored in bookshelves in one of the rooms. As each senior member took on apprentices and the guild grew, and as the guild committed more research to paper, requiring more bookshelves, dedicated laboratory space dwindled. Atramentous allows visiting spellcasters to use the library at a reasonable cost (she reasons that scaling the mountain to reach the tower is proof of their earnest desire to study).

Bookshelves, loose scrolls and books fill this area and the chamber directly to the east. Both side chambers serve as laboratories for the study of pattern spells and combinations of colours.

2: COLOUR LABORATORIES

These four laboratories have the most direct access to light from the Great Prism, thanks to a series of mirrors leading from that chamber to this area. Each guild member, and his or her apprentices, typically focuses on a particular colour and calls upon Mauve or her apprentice to direct the specific colour to the laboratory from the prism. Visitors are not allowed to enter these chambers, as many of the experiments are dangerous. The guild has had to replace a disintegrated wall and several shattered mirrors. Likewise, a couple of accidents have injured inattentive junior members, but no one has lost their life in pursuit of knowledge...yet.

3: PRISMATIC VEIL

Considering its remote location, the Prismatic Tower's inhabitants do not worry overly about being attack. However, the previous owner installed this permanent set of walls cutting off the main entrance from the door leading to the hollowed out portion of Starreach Peak. The guild master controls the prismatic veil's intensity, with effects starting with *colour spray*, ranging through *rainbow pattern* and culminating in *prismatic wall*. The veil typically stands at *colour spray*, and Vermilion warns visitors to stay away from the veil. When inducting new members, the guild uses the veil as a final test, requiring an aspirant to deflect or absorb beams of light as he or she passes through the veil.

4: STARREACH ENTRANCE

A sturdy, locked stone door, seemingly carved out of the mountain, opens directly into Starreach Mountain. The original owner of the tower used the chamber as a storage room for odd devices used to measure light, along with a collection of burnt out prisms. The guild has left most of the material untouched and stores out-dated research material in here as well, which gives the storeroom a musty smell.

Behind a stack of mouldering books, a secret door (DC 30 Perception spots) conceals an entrance to the mountain's interior; a steep stone staircase leads downward from the entrance and ends at a pile of rocks. The staircase is ancient, certainly predating the tower's construction.

5: MAIN ENTRANCE

Vermilion (N female half-elf fighter 9/sorcerer [elemental {fire}]) and her charge, Fuchsia (N female human sorcerer [destined] 6), spend most of their time at the only entrance to the Prismatic Tower, where they meet visitors and aspiring guild members. They also act as the first line of defence against any creature attacking the tower. During her fifteen years of duty, Vermilion has seen no action apart from turning away a belligerent sorcerer attempting to steal research from the tower and escorting failed prospects down the mountain. While she has grown bored with her job, she presents a cheery attitude to visitors, provided they show the appropriate amount of respect.

DAILY LIFE

The guild members inhabiting the tower are devoted to the study of colour in arcane magic. When they are not actively testing theories based on their favoured hue, they spend time going over existing notes and add to the copious amount of research. With the influx of members, individuals no longer have the luxury of spending all day in a laboratory. However, this gives them more time to spend with their fellow guild members discussing the merits of their chosen colours. At times, arguments erupt as two or more passionate guild members defend their colour. Occasionally, though, these arguments end in the realization that the arguers can combine their favoured colours to greater effect—with a lingering disagreement of which colour is merely augmenting the other.

The tower receives occasional visitors, who typically fall into three groups: potential guild members, spellcasters wishing to leverage the tower's collected research for their own edification and adventurers who desire a colour-based magic item. The tower's remote location gives it a not-undeserved mystique that draws more visitors than it might otherwise.

6: INVISIBILITY LABORATORY

Gnome wizard siblings, Uv (N male gnome wizard [illusionist] 9) and Ir (N male gnome wizard [illusionist] 7), spend a considerable amount of time here. Fascinated by the idea of invisibility bending light away from an object and rendering it unseen, they later discovered invisible colours beyond the edges of the visible spectrum. The gnomes developed special gear that allows them to see ultraviolet and infrared light. This gear allows them to defeat typical invisibility, as they discovered that most illusions only apply to visible light.

Many of the gnomes' fellow guild members scoff at the utility of non-visible light and humour them when they share their research. Of course, Uv and Ir have retaliated by invisibly carrying out some light-hearted pranks when they are not engrossed with their experiments.

The laboratory is a death trap in and of itself, with a variety of invisible objects waiting to trip or slash those foolish enough to enter. Atramentous's predecessor wisely decided to keep their laboratory near her office, so she could keep an eye on their research.

7: ATRAMENTOUS'S OFFICE

The guildmaster, Atramentous (N female elf sorcerer [arcane] 13), spends most of her time in this relatively cramped room. She determines the schedule for laboratory usage and works out any scheduling conflicts between guild members who cannot do so themselves. She also meets prospective guild members and ascertains their suitability for membership (the foremost requirement is that they are neutral aligned, since she prefers not to bring in crusaders, cultists or megalomaniacs). After determining whether an aspirant is fit, she assigns him or her to

IN YOUR CAMPAIGN

You can place the Prismatic Tower anywhere in your campaign, provided the tower stands atop a tall mountain peak or in some other place with plenty to sunlight. While the peak's name is given, you can easily change it to fit your world.

While somewhat inaccessible, the tower provides opportunity for characters to travel to it. Since high-level characters would be able to afford the magic available at the tower, scaling a mountain should be a reasonable task for them if they wish to visit. Even if they have no business at the tower, a prospective guild member NPC may ask the party to escort him or her there. The PCs may discover an otherworldly creature they cannot defeat with weapons or their own array of magical might is vulnerable to a certain colour of magic, obtainable only at the tower. Finally, visiting characters may find themselves enlisted to help the tower's residents repel an attack launched by strange creatures from a dimension based solely on colour.

a senior guild member based on personality and colour preference. Finally, she conducts business with those who wish to purchase magic items or use the tower's library for research.

A large oak desk, its surface covered in an oil painting that displays hypnotic swirls of colour, fills half the office, leaving room for a couple of high-backed chairs.

8: VAULT

The Prismatic Tower's most sensitive research rests behind this hidden and locked door (DC 35 Perception spots and DC 45 Disable Device opens). The vault, accessible only to Atramentous and the senior guild members, contains scrolls with complete formulae for devastating prismatic spells, along with notes that a clever spellcaster could use to develop powerful spells. The vault also holds powerful magic items created by the guild. Guild leadership decided to hide these items, as they do not wish to draw undue attention to the tower's wealth and invite a raid. Only Atramentous is aware of the final set of items in the cramped vault: journals belonging to the original owner of the tower. These detail her encounters with beings comprised entirely of colour and descend into strange ravings toward the end. Each guildmaster learns of these journals from his or her predecessor as a warning of a possible incursion. If Atramentous suspects these supposed creatures will appear again, she shares the journals, but, as of yet, the journal entries seem like an account of the author's descent into madness.

9: LIVING QUARTERS

As the guild grew, they took over this section of the tower for their quarters. This area is generally quiet, as most of the guild members sleep here or spend time in quiet contemplation. Occasionally, these quarters host a colour skirmish, wherein opposing sides attempt to paint the other with coloured rays. The losers bear the marks of their defeat for days afterwards.

10: THE GREAT PRISM

The centrepiece of the Prismatic Tower, this five-foot long prism rests in an obsidian cradle under a crystal dome. The dome focuses light, regardless of the sun's orientation, onto the prism, which splits the light into its component colours. Mauve (LN female dwarf wizard [abjurer] 17) and her apprentice, Indigo (LN male halfling wizard [universalist] 6), use an array of mirrors to shine specific hues to the tower's laboratories. The dwarf also spends time working on her experiments with her preferred colour of violet, as she must remain with the prism as its last line of defence, should the tower come under attack.

NOTABLE FOLK

Uv CR 8 (XP 4,800)
This slender gnome wears a leather smock over his garishly coloured clothes, and a pair of goggles with opaque lenses.

Male gnome wizard (illusionist) 9
CN Small humanoid (gnome)
Init +2; **Senses** low-light vision; Perception +12, Sense Motive +1
Speed 20 ft., base speed 20 ft.; **ACP** 0

AC 14, touch 14, flat-footed 11; **CMD** 14; +4 dodge vs. giants (+2 Dex, +1 dodge [Dodge], +1 size)
Fort +8, **Ref** +10, **Will** +10
hp 52 (9 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +1
Melee dagger +3 (1d3–2/19–20)
Ranged mwk light crossbow (range 80 ft.) +8 (1d6/19–20) or
Ranged Touch blinding ray (range 30 ft.; 6/day) +7 (blind or dazzled [1 rd.])
Special Actions hatred (+1 on attack rolls against goblinoid and reptilian humanoids)
Gnome Spell-Like Abilities (CL 9th; concentration +10)
1/day—*dancing lights, ghost sound* (DC 13), *prestidigitation, speak with animals*
Arcane School Spell-Like Abilities (CL 9th; concentration +12)
At will—*invisibility field* (9 rounds/day)
Illusionist Spells Prepared (CL 9th; concentration +12; arcane bond [*staff of many rays*], extend illusions [4 rds.])
5th—*interposing hand, persistent image* (DC 20)
4th—*fire shield, greater invisibility, rainbow pattern* (DC 19)
3rd—*daylight, illusory script* (DC 18), *lightning bolt* (DC 16), *major image* (2, DC 18)
2nd—*blur, hypnotic pattern* (DC 17), *magic mouth* (DC 17), *mirror image, see invisibility, shatter* (DC 15)
1st—*colour spray* (DC 16), *magic missile, shocking grasp, silent image* (DC 16), *vanish* (2, DC 16)
0—*acid splash, mage hand, prestidigitation, read magic*
Combat Gear *dust of disappearance, potion of barkskin +4, potion of cure moderate wounds, potion of mage armour, staff of many rays*

Abilities Str 6, Dex 15, Con 14, Int 16, Wis 13, Cha 12
Feats Combat Casting, Craft Wondrous Item^B, Dodge, Lightning Reflexes, Scribe Scroll^B, Skill Focus (Knowledge [arcana]), Spell Focus (illusion)
Skills as above plus Appraise +12, Craft (alchemy) +15, Knowledge (arcana) +18, Knowledge (engineering) +14, Sleight of Hand +10, Spellcraft +13
Languages Common, Draconic, Dwarven, Elven, Gnome, Sylvan

Gear as above plus *cloak of resistance +3*, spell component pouch
Spellbook (abjuration, necromancy) as above plus 7th—*prismatic spray*, 5th—*cone of cold, wall of force*, 4th—*detonate, phantasmal killer*, 3rd—*blink, haste*, 2nd—*cat's grace, continual flame, fox's cunning*, 1st—*magic aura, reduce person*, 0—all

Uv is the eldest of five gnome siblings. An inveterate prankster, he usually inflicted his jokes on his younger brothers and sisters. As they grew older, Uv's youngest brother, Ir, became competitive and sought to outwit Uv in pranking contests. The elder gnome researched formulae for invisibility to improve his ability to carry out his mischief without anyone spotting him. Ir played his own joke by subtly changing a spell in Uv's collection, which had the unforeseen side-effect of turning Uv's hair permanently invisible. Wishing to reverse the process, Uv discovered the Prismatic Tower's existence and dragged his brother there. Seven years and several distractions later, the two gnomes now spend their time annoying the tower's inhabitants with their obsession with invisible light spectrums.

Appearance: Usually clad in a leather apron and wearing goggles that Uv claims can see into non-visible spectrums, the gnome cuts a striking figure.

Distinguishing Features: Uv seems bald, but he actually has a full head of hair. He attempted to shave off his hair in the vain hope that visible hair would return. *True seeing* reveals Uv has hair, badly butchered because of the gnome's blind attempts to keep it trimmed.

Personality: The gnome is talkative, especially when it comes to his favourite subjects, which makes him speak faster and faster. He typically dives right into esoteric material with little regard for whether the person understands the conversation.

Mannerisms: Uv unconsciously runs his fingers through his long, luscious (and invisible) hair.



VERMILION

CR 11 (XP 12,800)

A stout half-elven woman wearing chainmail and carrying a blazing longsword stands ready for a fight. A brief flash of red in her eyes betrays a hint of arcane power.

 Female half-elf fighter 9/sorcerer (elemental [fire]) 3

N Medium humanoid (elf, human)

Init -1; Senses low-light vision; Perception +19, Sense Motive +1

Speed 30 ft., base speed 30 ft.; ACP -2

 AC 20, touch 12, flat-footed 20; CMD 26 (28 vs. bull rush) (+8 armour [+2 chainmail], +2 deflection [ring of protection +2], -1 Dex, +1 insight)

Immune sleep; Resist fire 10

Fort +12, Ref +6, Will +10

hp 112 (12 HD)

 Space 5 ft.; Base Atk +10; CMB +14 (+16 bull rush)

Melee +1 brilliant energy longsword +19/+14 (1d8+11/17-20)

Melee mwk heavy flail +16/+11 (1d10+7/19-20)

Ranged elemental ray (range 30 ft.; Point-Blank Shot; 5/day) +10 (1d6+1 fire)

Atk Options Cleave, Critical Focus, Improved Bull Rush, Power Attack

Sorcerer Spells Known (CL 3rd; concentration +5)

1st (6/day)—burning hands (DC 13), colour spray (DC 13), magic missile, shield

0—dancing lights, detect magic, flare (DC 12), mage hand, ray of frost

Combat Gear gem of brightness, potion of bear's endurance, potion of bull's strength

 Abilities Str 18, Dex 8, Con 15, Int 10, Wis 12, Cha 14


SQ armour training (2), elf blood

Feats Cleave, Critical Focus, Eschew Materials, Greater Weapon Focus (longsword), Improved Bull Rush, Improved Critical (longsword), Point-Blank Shot, Power Attack, Quick Draw, Skill Focus (Perception), Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills as above plus Intimidate +11, Knowledge (arcana) +4**Languages** Common, Elven

Gear as above plus dusty rose prism ioun stone, cloak of resistance +3

Vermilion was born to an elven noblewoman, and the scandal surrounding her birth was enough to turn the other elves against the half-human. As she grew and displayed none of the grace inherent in the elves, they further shunned the girl. The final straw came when Vermilion accidentally set fire to a sacred tree. The exiled half-elf fled to the human city where her father supposedly lived. When she arrived there, she asked after the man of whom her mother had seldom spoken and discovered he had died protecting the city from an attack by giants. Wishing to honour the reputation he had gained with his fellow humans, Vermilion trained as a soldier, a vocation for which she found herself far more suited than court life.

Regrettably, she soon wore out her welcome in her new home when she scorched a fellow guard who was bullying a travelling wizard. The half-elf expressed no remorse for the permanent scars she left on the bully, and her commander dismissed her from duty. As she dejectedly departed the commander's office and pondered her future prospects, the wizard approached her and told her about a place that would appreciate her noble, if hot headed, attitude. She agreed to travel to the Prismatic Tower and, after spending well over an hour in discussion with Atramentous, the dwarf offered her the job of guard and liaison. Vermilion has served admirably at the tower ever since.

Appearance: Vermilion stands just over six feet tall, and her crimson chainmail accents her bright red hair.

Distinguishing Features: Thanks to a cruel duelling partner when Vermilion was younger, she has a V-shaped scar on her left forearm.

Personality: The half-elf has learned to control her anger and present a pleasant air to those who visit the tower. She reacts strongly to disrespect from visitors or guild members, whether directed at her or someone else.

Mannerisms: As Vermilion grows angry, her grip tightens on her sword, and the metal glows red.

NEW RULES ITEMS

NEW MONSTER

The colourvore represents a unique threat the inhabitants of the Prismatic Tower may unleash upon the world in their ignorance of the strange plane closely bordering the Prime Material plane at the tower's location.

COLOURVORE CR 12 (XP 19,200)

A patch of scintillating colours hovers in place; tiny bolts of multihued light spark from the edge of the creature.

NE Small outsider (incorporeal)

Init +11; **Senses** darkvision 60 ft.; Perception +24, Sense Motive +5

Speed fly 80 ft. (perfect; Flyby Attack); **ACP** 0; Fly +21, Stealth +21 (incorporeal)

AC 25, touch 25, flat-footed 17; **CMD** 39 (cannot be tripped) (+6 deflection, +7 Dex, +1 dodge [Dodge], +1 size)

Immune critical hits and precision-based damage (except from *ghost touch* weapons), nonmagical attacks, magic

Immune to Magic (Su) When a colourvore uses its prismatic ray, it changes colour to match the ray's colour (combining two colours, if it gets that result) and can only be affected by a spell that bypasses the colour (as *prismatic wall*). In the case of two colours, either spell works against the colourvore. If a spell typically deals no damage, it deals 1d6 points of damage per caster level to the colourvore, which receives a Reflex save to half the damage.

Fort +13, **Ref** +17, **Will** +12

hp 136 (16 HD)

Space 5 ft.; **Base Atk** +16; **CMB** +22

Melee incorporeal touch +24 (colour drain)

Ranged prismatic ray (range 120 ft.; 3/day) +24 touch (random ray as per *prismatic spray*)

Colour Drain (Su) Drains 1d4 Charisma if the target fails a DC 21 Fortitude save. The affected creature gains the benefit of partial concealment while it suffers this Charisma drain. If the colourvore successfully drains its target's Charisma, it gains 5 temporary hit points, and an additional use of its prismatic ray. The save DC is Constitution-based.

Prismatic Ray (Su [standard; 3/day]) A colourvore can fire a prismatic ray that targets a single creature.

Spell-Like Abilities (CL 16th; concentration +22)

At will—*rainbow pattern* (DC 20)

1/day—*prismatic sphere*

Abilities Str —, Dex 25, Con 16, Int 11, Wis 20, Cha 23

Feats Deceitful, Dodge, Flyby Attack, Go Unnoticed, Improved Initiative, Iron Will, Point-Blank Shot, Wind Stance

Skills as above plus Appraise +19, Bluff +25, Disguise +25, Knowledge (arcana) +19, Spellcraft +19

Languages Common (can't speak)

Creatures from the Prismatic Plane are composed of colours, some of which humanoids cannot comprehend. Most of the plane's denizens are harmless, and those that bleed through to the Prime Material Plane merely indulge their curiosity before

returning to their home. Colourvores are apex predators in their plane and present a threat to flesh-and-blood creatures when they leave their home. They fire damaging rays at their opponents and, more dramatically, leech the colour from creatures they touch, rendering them partially invisible but disturbing in appearance.

NEW SPELL

Atramentous cautiously holds research back from those who do not belong to the guild, but the following spell has gained somewhat widespread use after a daring theft.

PSYCHOPRISMATIC SPRAY

Level bard 5, sorcerer/wizard 5 (enchantment [mind-affecting])

Casting Time 1 standard action; **Components** S, M (ground coloured chalk)

Range 60 ft.; **Area** cone-shaped burst; **Duration** instantaneous (see text)

Saving Throw see text; **Spell Resistance** yes

The spell fires seven multi-coloured beams of light from your hand. One or more beams randomly strikes each creature in the cone, affecting the target per the colour(s) determined below.

1D8	COLOUR OF BEAM	EFFECT
1	Red	Rage: Attack nearest creature for 1d4 rounds (Will negates)
2	Orange	Despair: Take –2 penalty on attack rolls, saving throws, ability checks, skill checks and weapon damage rolls (Will negates)
3	Yellow	Fear: Frightened for 2d6 rounds (Will reduces to 1 round)
4	Green	Enervation: Staggered for 2d4 rounds (Will reduces to 1 round)
5	Blue	Calm: Cannot take violent actions, except to defend itself, for 1 minute (Will reduces to 1d4 rounds). Any aggressive action or damage dealt to target breaks this effect
6	Indigo	Confused: As per <i>confusion</i> , but add 25 to d% roll (Will reduces to 1d4 rounds, and the roll is unmodified)
7	Violet	Horror: Affected as if by <i>phantasmal killer</i>
8	Two beams	Brain Lock: Overwhelming and contradicting emotions paralyze the target for 2d6 rounds (Will reduces to stunned for 2 rounds)

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