

Crown of Sorcery

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is held in their fangs between their open mouths.

Outwardly, this may resemble The Crown of the Sorcerer Kings, and an appropriate Knowledge (Arcana) check (DC 22) will reveal that of old, the Sorcerer Kings and their underlings wore such headpieces.

The clear stones always confer the following powers to the bearer:

The Mindstone confers a continuous +2 to Intelligence (+2 Int/+2 Know/+2 Rea), as a Circlet of Intellect.

The Shieldstone confers a +1 Deflection Bonus To AC (as *Bracers of Deflection*) and a +1 Bonus to all Saving Throws (as a *Cloak of Resistance*).

Each clear stone also has a special *expendable* power. As a *swift action*, use once per day the Crown's wearer may drain the energy of a stone to utilize its special power. By expending the stone's power, you gain access to its special ability, but lose the normal (continuous) power of that stone for 24 hours.

You may *Expend* the power of the **Mindstone** to gain an immediate +8 bonus to your Intelligence score (+8 Int/+8 Knowledge/+8 Reasoning) for one round.

You may *Expend* the power of the **Shieldstone** to gain an immediate +4 deflection bonus to AC, plus an immediate +4 bonus to all saving throws. This ability lasts for one round.

The main stone confers one of the following abilities:

The Main Stone is special and confers a unique power depending on the nature of the Crown. Once per day, as a *swift action*, the wearer may expend the stone's power to perform a special action, but in doing so, he depletes the stone's reserve of power, which renders the normal (continuous) power inactive for 24 hours.

The Stone of Perception confers a +2 bonus to Listen and Spot Checks.

Expend: Once per day the wearer may gain an immediate +8 to one spot or listen check.

The Stone of the Dead allows you to, once per minute, command one undead creature, as per the *command* spell. The creature is entitled to a saving throw against this effect

(DC = 20). Failing the saving throw means that the creature follows the *command*, otherwise, nothing happens, although the wearer of the *Crown* may retry again in one minute (even against the same creature).

If you have the Turn or Rebuke Undead class ability, you may spend a turning attempt to increase the saving throw DC by +4.

Expend: Additionally, once per day, the wearer may expend the energy from the main stone to gain an immediate +4 bonus to a Turn/Rebuke attempt. This is considered a swift action as part of the turning/rebuking attempt.

The Stone of Command grants you the power (once per minute) to command one humanoid creature, as per the *command* spell. The creature is entitled to a saving throw against this effect (DC = 20). Failing the saving throw means that the creature follows the *command*, otherwise, nothing happens, although the wearer of the *Crown* may retry again in one minute (even against the same creature).

Expend: Additionally, once per day, the wearer may expend the energy from the main stone to *charm* a creature as per the *charm person* spell.

The Stone of Leadership confers a +2 bonus to Diplomacy and Bureaucracy Checks.

Expend: Once per day the wearer may gain an immediate +8 to one spot or listen check.

The Stone of Veils confers a +2 bonus to Disguise and Hide checks.

Expend: You may expend this stone's power to gain an immediate +8 bonus to one Hide or Disguise check.

The Stone of Smiting (Lawful/Good/Chaotic/Evil) grants the wearer a +2 bonus on all damage rolls to creatures of the opposed alignment type. The wearer must be of the same alignment (e.g. for a Lawful Crown, the wearer must be Lawful Good, Lawful Evil or Lawful Neutral) as the Crown. The stone may be of one alignment only, and the maker sets this when he creates the item.

Expend: By expending the power of this stone, the wearer gains a +8 divine damage bonus to his next attack.

Special: True neutral characters may wear any Crown, but they only receive a +1 bonus, rather than the normal +2.

If a character of an opposing alignment puts on the Crown, it acts as a *cursed* item and the wearer gains a -1 penalty on all attack, check, and saving throw rolls. A mage or priest of 6th Level or higher must cast the *Remove Curse* spell on the wearer of such a Crown in order for the wearer to remove it.

Even if the wearer cannot use the powers of the red stone, he may still use those of the clear stones.

The Stone of Sorcery stores three 1st degree spells, which you may activate once per minute to utilize any of those powers (Spell DC 18). (The spells are *fixed*, meaning that they are part of the stone and the creator of the Crown sets them when he crafts the item. They cannot be changed.)

Additionally, the stone has a special round area in which you may insert a spell stone. If you do so, you may activate that spell stone at any time as a swift action, which expends its power.

Expend: You may expend the Stone of Sorcery to refresh 10 MPE back into your mind. If this exceeds your normal MPE count, the extra power remains available for one round as temporary MPE, after which, the additional points dissipate. (e.g., a caster with an MPE pool of 34, has used 7 MPE. He uses the *expendability* and gains 10 MPE, replenishing the 7MPE he has used and granting him 3 **temporary** MPE that he must use before the end of the next round.) Temporary MPE is used first.

Spells Required: Crown of Protection (3rd), Crown of Might (3rd) and one of the following: Crown of The Clarity (3rd), Crown of The Grave (3rd), Crown of The Veil (3rd) or Crown of Smiting (3rd), Crown of Leadership (3rd), or Crown of Command (3rd), Average Crafter Level: 6th.

Stone of Sorcery Spells Required: Crown of Protection (3rd), Crown of Might (3rd) and Crown of Lucubration (5th) plus any three 1st Arcane Spells.

Percentages for Crown Main Stone Types (Random Treasure)

01-15: Stone of Veils ; **16-30:** Stone of Perception ; **31-45:** Stone of Leadership ; **46-60:** Stone of Command ; **61-75:** Stone of the Dead ; **76-90:** Stone of Smiting (**01-40:** Lawful ; **41-65:** Evil ; **66-90:** Good ; **91-100:** Chaotic) ; **91-100:** Stone of Sorcery

DCs = 6 (Maker Level) + 1 (Rea 13) + 3 (Spell Degree) +10 = TOTA 20