

# DUNGEON MASTERY

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## THE CRYSTAL SKULL

*A mysterious artifact channels your own innate magical energies and grants you extraordinary new abilities... but this power comes with a price.*

### Overview

The Crystal Skull possesses a number of powers, though the extent of its personality is up to the Game Master — it can crack dumb jokes and insult the party, it can be afraid of everything you meet, it can be the spirit of an ancient wizard, or it can be a sentient piece

of art. Whether it's the Spirit of an ancient Ancestor or an extradimensional being is up to you — though it does have a set number of powers that can be used depending on which set of gems are inserted into the eye sockets.

## Properties

The Skull hovers at arms' reach, plus 1 foot per two caster levels. It can swirl around the caster and cast in any direction, regardless of the caster's facing.

Beyond that, the powers are dependent on the gems inserted into the skull — these gems should each be different powerful items, and whoever finds the skull should be actively seeking out new gems to improve the Skull's powers.

## Gems and Powers

Each gem inserted into the Skull has certain powers. Swapping a gem in the Skull is a Full-Round Action.

**Constant Effect:** This is a positive and a negative that are constantly in effect while the Skull is deployed and that particular gem is inserted into the skull.

**Minor Power:** You can use a Minor Power 3 + your int modifier times per day. Casting is done at your caster level. The 3 + int is through the Skull, not through the Gem, so swapping gems doesn't buy you new uses.

**Major Power:** Major Powers can be used once per day, and it comes with a catch, which will be listed underneath the power. Any saves that you need to roll on these are done at +2, since you know they aren't real, and you're expecting them.

## Abjuration

**The Gem:** Emerald (Green)

**Constant Effect:** +2 AC, -10 Speed

**Minor Power:** Resistance, Shield, Protection from Law/Good/Evil/Chaos

**Major Power:** Globe of Lesser Invulnerability

**Major Power Catch:** The globe works both directions — the Globe of Invulnerability protects you from spells, but you also need to roll to cast a spell through the globe from the inside.

## Conjuration

**The Gem:** Carnelian (Orange)

**Constant effect:** +2 to Fortitude Saves, -2 to Will saves.

**Minor Power:** Infernal Healing, Cure Moderate Wounds

**Major Power:** Greater Infernal Healing

**Major Power Catch:** Greater Infernal Healing tags anyone it's used on as an Evil Cleric on Detect Magic spells.

## Divination

**The Gem:** Topaz (Light Blue)

**Constant effect:** Detect Magic, -2 Perception

**Minor Powers:** Comprehend Languages, See Invisibility

**Major Power:** Arcane Eye

**Major Power Catch:** While the Arcane Eye is active, you are completely oblivious to anything going on around you — including combat, and being attacked.

## Enchantment

**The Gem:** Amethyst (Purple)

**Constant effect:** +2 Intimidation, -2 Diplomacy

**Minor Power:** Sleep, Daze Monster, Charm Monster

**Major Power:** Crushing Despair

**Major Power Catch:** You feel the despair of the Crushing Despair, and also need to roll a save against it or suffer the effects.

## Evocation

**The Gem:** Ruby (Red)

**Constant effect:** +2 fire damage to your spells, but you take 1 damage feedback any time you apply this damage.

**Minor Powers:** Burning Hands, Scorching Ray

**Major Power:** Fireball

**Major Power catch:** You take 1 point of damage for every d6 you roll for your Fireball

## Illusion

**The Gem:** Pyrite (Gold)

**Constant effect:** +1 caster level on Illusion spells, but -1 to Will saves

**Minor Power:** Ventriloquism, Magic Mouth

**Major Power:** Terrifying Hallucination

**Major Power Catch:** You see the Hallucination as well, and need to save to avoid the effects of it.

## Necromancy

**The Gem:** Onyx (Black)

**Constant effect:** Flips your Negative/Positive



energy affinity — for most characters it means that positive energy injures you, and negative energy heals you.

**Minor Power:** Ray of Enfeeblement, Bloodbath

**Major Power:** Bestow Curse

**Major Power Catch:** You age 1d4 years

## Transmutation

**The Gem:** Sapphire (Dark Blue)

**Constant Effect:** Sentience — the skull can travel any distance away from you and can attack with a BAB equal to your caster level and a damage equal to 1d6 + half your caster level.

The Skull has an Ego score of 18, and the wielder must pass a Will save of 18 in order to control it — if they fail, the Skull does whatever it wants.

The Skull has an alignment of Lawful Evil.

**Minor Powers:** Vocal Alteration, Levitate

**Major Power:** Adustable Polymorph

**Major Power catch:** If you don't beat the skull in an Ego check when you change form, the skull chooses what form you take.

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