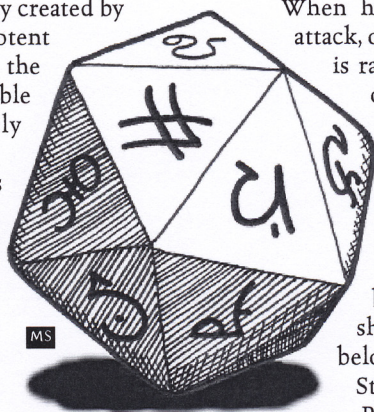


Fist of Emirikol: Whether originally created by Emirikol the Chaotic or not, this potent magical weapon was wielded by the infamous spellcaster to such terrible effect that it remains irrevocably linked with his name.

This multifaceted “ball” appears to have been carved from a solid piece of bone or horn taken from an unidentified type of creature. Upon each of its twenty faces is engraved a different sigil, each conferring some offensive magical effect.



When hurled at a target, as a ranged touch attack, one of the powers of the *fist of Emirikol* is randomly activated, affecting the target on a successful hit. The *fist* functions only once a day, and disintegrates immediately after activation, reforming the following day inside a pouch or small bag carried by its current owner.

To emulate the random effect created by the *fist of Emirikol*, the player should roll 1d20 and consult the table below.

Strong (all schools); CL 20th; Weight 1 lb.; Price 20,000 gp.

Sigil	d20	Name	Effect
	1	Law	Target dazed* for one round; Will DC 20 negates.
	2	Weakness	Target takes -2 penalty to attacks and weapon damage for 1 minute; Fort DC 20 negates.
	3	Evocation	<i>Magic missile</i> strikes target for 1d4+1 damage.
	4	Acid	Target dealt 3d6 acid damage; Ref DC 20 half.
	5	Blindness	Target blinded* (as <i>blindness/deafness</i> spell); Fort DC 20 negates.
	6	Fear	Target flees for 1d4 rounds (as <i>cause fear</i> , but no HD limit); Will DC 20 negates.
	7	Lightning	Target dealt 5d6 electricity damage; Ref DC 20 half.
	8	Exhaustion	Target exhausted* for 5 minutes; Fort DC 20 negates.
	9	Abjuration	Target targeted by <i>dispel magic</i> (1d20+10).
	10	Paralysis	Target paralyzed* (as <i>hold monster</i> spell); Will DC 20 negates.
	11	Transmutation	Target changed into toad (as <i>baleful polymorph</i> spell); Fort DC 20 negates.
	12	Illusion	<i>Phantasmal killer</i> attacks target; Will DC 20 disbelief, then Fort DC 20 partial.
	13	Conjuration	Medium earth elemental appears adjacent to target and attacks for 7 rounds.
	14	Cold	Target dealt 10d6 cold damage; Ref DC 20 half.
	15	Divination	You gain +20 insight bonus to your next attack against target (must be made within one minute).
	16	Evil	Target of up to 10 HD becomes comatose for 1 hour; Fort DC 20 negates; cannot be awakened by any means short of dispelling effect.
	17	Necromancy	Target sickened* for 24 hours; Fort DC 20 negates.
	18	Petrification	Target turned to stone*; Fort DC 20 negates.
	19	Fire	Target dealt 15d6 fire damage; Ref DC 20 half.
	20	Chaos	Target permanently confused* (as <i>insanity</i> spell); Will DC 20 negates.

*See also Condition Summary descriptions on pages 300 and 301 of the *DUNGEON MASTER's Guide*