

Races

Shield Dwarves

Racial Abilities: Shield dwarves have the basic personality types and racial traits presented in Chapter 2: Races of the *Player's Handbook*.

- Automatic Languages: Dwarven, Common. Bonus Languages: Draconic, Illuskan, Giant, Goblin, Orc, Tharian.

Gold Dwarves

Racial Abilities: Gold dwarves use the standard dwarven racial traits listed on page 14 of the *Player's Handbook* except as follows:

- +2 Constitution, -2 Dexterity: Gold dwarves are stout and tough, but not as quick or agile as other races.
- +1 racial bonus to attack rolls against aberrations: Gold dwarves are trained in special combat techniques against the many bizarre creatures that live in the Underdark. (This replaces the attack bonus against orcs and goblinoids.)
- Automatic Languages: Dwarven, Common. Bonus Languages: Akûrian, Giant, Gnome, Goblin, Terran, Common, Untheric.

Moon Elves

Racial Abilities: Moon elves use the standard elven racial traits listed on page 16 of the *Player's Handbook*.

- Automatic Languages: Elven, Common. Bonus Languages: Auran, Gnoll, Gnome, Halfling, Illuskan, Sylvan.

Sun Elves

Racial Abilities: Sun elves use the standard elven racial traits listed on page 16 of the *Player's Handbook* with the following exceptions:

- +2 Intelligence and -2 Constitution. Sun elves value study and contemplation over the feats of agility learned by most other elves.
- Automatic Languages: Elven, Common. Bonus Languages: Auran, Celestial, Gnome, Halfling, Illuskan, Sylvan.

Wild Elves

Racial Abilities: Wild elves correspond exactly to the wild elves presented in the *Monster Manual*. They use the standard elven racial traits listed on page 16 of the *Player's Handbook* except as follows:

- +2 Dexterity, -2 Intelligence. Wild elves are hardier than other elves, but favor physical action and feats of athleticism instead of learning to solve problems.
- Automatic Languages: Elven, Common. Bonus Languages: Akûrian, Gnoll, Illuskan, Orc, Sylvan.

Wood Elves

Racial Abilities: Wood elves are very similar to the wood elves presented in the *Monster Manual*. They use the standard elven racial traits listed on page 16 of the *Player's Handbook* with the following exceptions:

- +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence, -2 Charisma. Wood elves are strong but slight, and tend to be less cerebral and intuitive than other elves.
- Automatic Languages: Elven, Common. Bonus Languages: Illuskan, Draconic, Gnome, Gnoll, Goblin, Sylvan.

Rock Gnomes

Racial Abilities: Rock gnome racial traits are all as described on page 17 of the *Player's Handbook*.

- Automatic Languages: Gnome, Common. Bonus Languages: Draconic, Dwarven, Elven, Goblin, Illuskan, Sylvan, Terran.

Half-Elves

Racial Abilities: As described in Chapter 2 of the *Player's Handbook*.

- Automatic Languages: Elven, Common, home region. Bonus Languages: Any.

Half-Orcs

Racial Abilities: The half-orcs of the Realms possess the half-orc ability adjustments and racial traits given in the *Player's Handbook*.

- Automatic Languages: Orc, Common, home region. Bonus Languages: Chardic, Giant, Gnoll, Goblin, Illuskan, Undercommon.

Lightfoot Halflings

Racial Abilities: These halflings are the standard halfling found in the *Player's Handbook*.

- Automatic Languages: Halfling, Common. Bonus Languages: Akûrian, Chardic, Dwarven, Elven, Goblin, Illuskan.

Strongheart Halflings

Racial Abilities: Strongheart halflings possess all of the traits described in the *Player's Handbook* except as described below:

- Strongheart halflings gain one extra feat at 1st-level, because they have a strong drive to compete and many opportunities to practice their skills.
- Strongheart halflings do not receive the halfling racial +1 bonus to all saving throws. They have not experienced the same kind of adversity that the lightfoot halflings have survived.
- Automatic Languages: Halfling, Common. Bonus Languages: Akûrian, Dwarven, Gnoll, Goblin, Nethran, Untheric.

Classes

Barbarians

Barbarians follow the same guidelines as listed in the *Player's Handbook*. No Barbarians may take the Vast as their home region.

Bards

Bards follow the same guidelines as listed in the *Player's Handbook*.

Cleric

Clerics in the Realms function in much the same way as described in the *Player's Handbook*, however, all clerics in the Realms serve a patron deity. It is simply impossible for a person to gain divine power (such as divine spells) without one. You may not have more than one patron deity at a time, although it is possible to change your patron deity if you have a change of heart. You cannot multiclass into another class that requires a patron deity, unless your previous patron deity is an acceptable choice for the new class.

Druid

Like clerics, the druids of Faerûn receive their spells from a particular patron deity, always a deity of nature or animals.

Fighter

Fighters follow the same guidelines as listed in the *Player's Handbook*.

Monk

Most monks of the Realms are capable of gaining levels in another class before returning to the way of the monk and gaining new levels as monks. This is an exception to the rule on page 40 of the *Player's Handbook*. The descriptions of monastic below specify into which classes their members can multiclass freely. The character may add levels of monk and the listed class without penalty. Violating these expanded limits (by multiclassing into a class not on the order's approved list) ends the monk's development as a monk, as described in the normal rules.

- *Broken Ones (Good)*: Dedicated to the service of Ilmater. The Broken Ones can freely multiclass as clerics, divine champions, arcane devotees, divine disciples, hierophants, and divine seekers of Ilmater.
- *Hin Fist (Neutral or Good)*: Only Halflings can study to be Monks of the Hin Fist. Monks of the Hin Fist school can multiclass as fighters and rogues and still return to the school and gain levels as monks.
- *Old Order (Neutral, Sometimes Good)*: Monks of the Old Order do not worship any deity, thus they can never be raised from the dead. Monks of the Old Order can multiclass freely as rogues, sorcerers, and shadowdancers, but must maintain more monk levels than their combined levels of other classes; failure to do so halts their progression as monks.
- *Shining Hand (Neutral)*: Monks of the Shining Hand must have Amn as their home region. Monks of the Shining Hand can multiclass freely as wizards so long as their monk level equals or exceeds their wizard level. If this rule is ever broken, they cannot return to their monk studies.
- *Sun Soul (Good or Neutral)*: Monks of the Sun Soul worship Lathander, Selune, or Sune. Members of the Sun Soul School can gain levels in one other class and still progress as a monk as long as their monk level is their highest level. If they ever acquire a third class, they can no longer progress as monks.
- *Yellow Rose (Good, Neutral)*: Monks of the Yellow Rose also follow Ilmater. They may multiclass freely as rangers and shadowdancers.
- *Disciples of the Phoenix/Brothers and Sisters of the Pure Flame*: Monks of these two orders worship Kossuth and are LG and LN, respectively. They may multiclass freely as clerics of Kossuth.

Paladin

All paladins of the Realms are devoted to a specific deity, chosen at the start of their career as paladins.

Additional information on paladins of some of Faerûn's religions is below. (Churches that have standard paladins are not discussed here.) Note that some faiths allow paladins to gain levels in another class and still return to progression as a paladin, exactly like some orders of monks do.

- *Chauntea*: They may multiclass freely as clerics, divine champions, and divine disciples.
- *Helm*: They may multiclass freely as fighters, clerics, divine champions, and arcane devotees.
- *Ilmater*: They may multiclass freely as clerics, divine champions, divine disciples, and hierophants.
- *Lathander*: They may multiclass freely as clerics, divine champions, divine disciples, and hierophants.
- *Moradin*: They may multiclass freely as clerics, fighters, divine champions, dwarven defenders, and runecasters.
- *Sune*: They can multiclass as divine champions.
- *Torm*: They may multiclass freely as one other class.
- *Tyr*: They may multiclass freely as clerics, fighters, divine champions.
- *Yondalla*: They may multiclass freely as monks or clerics.

Ranger

Unlike clerics, druids, and paladins, rangers of the Realms do not have to choose a patron deity until they reach 4th level and acquire divine spellcasting ability (without a patron deity, a ranger cannot cast spells).

It is possible for rangers in the Realms to select an organization as a favored enemy. These rangers receive their favored enemy bonus against agents from that organization, regardless of creature type (so a ranger opposed to the Cult of the Dragon would get the bonus against humans, elves, dracoliches, dragonkin, or any other creature actively in service of the Cult). The bonus applies even if the creature is of the same race as the ranger and he is not evil.

Rogue

Rogues follow the guidelines as listed in the *Player's Handbook*.

Sorcerer

Sorcerers follow the guidelines as listed in the *Player's Handbook*.

Wizard

Wizards follow the guidelines as listed in the *Player's Handbook*.

Character Region

Every character must choose a region. “Region” is a very broad category. In most cases it refers to a political entity, such as the wizard-ruled nation of Thay. In other times, it refers to a geographical area that lacks a central government or well-defined borders, such as the barbarian lands of Narfell. Finally, a region can also be defined as a racial cultural identity, such as gold dwarves. A character can only be from one region, so you cannot get the regional benefits of both Amn and its neighboring nation, Tethyr. However, the nonhuman player character races of Faerûn always have access to their racial regions, even if they choose another region as their point of origin (although they must be a member of an encouraged class for

their race to be able to take a racial regional feat or get its equipment).

If your 1st-level character is a member of one of that region’s encouraged classes, you are allowed to select regional feats for your character; if your character did not start as an encouraged class from that region, you cannot begin play with one of those regional feats.

You are still limited by the number of feats available to your character based upon class and race. Once your character qualifies for regional feats for a region, he may select feats for that region at any time he has a feat available.

Some regions have a listing for the automatic and bonus languages. If present, these replace the languages listed in the *Player’s Handbook*.

Region	Automatic Languages	Bonus Languages	Feats
Aglarond	Aglarondan, Elven	Chardic, Draconic, Mulhorandi, Orc, Sylvan, Common	Discipline, Luck of Heroes, Treetopper
Amn	Common	Akûrian, Alzhedo Elven, Giant, Goblin, Illuskan,	Cosmopolitan, Education, Silver Palm, Street Smart
Anauroch	Chardic	Draconic, Gnoll, Nethran, Orc, Tharian, Common	Discipline, Survivor
Calimshan	Alzhedo	Akûrian, Auran, Draconic, Ignan, Illuskan, Common	Bloodline of Fire, Mind Over Body, Street Smarts, Thug
Chessenta	Chessentic	Chardic, Draconic, Mulhorandi, Common, Turmic, Untheric	Arcane Schooling, Artist, Education, Street Smarts
Chondalwood	Akûrian, Halfling	Chessentic, Elven, Gnoll, Sylvan, Common, Untheric	Strong Soul, Treetopper
Chult	Akûrian	Alzhedo, Draconic, Dwarven, Goblin, Sylvan, Common	Foe Hunter, Survivor
Cormyr	Common	Elven, Gnome, Goblin, Halfling, Orc, Turmic	Discipline, Education, Foe Hunter, Saddleback
Dalelands	Common	Elven, Giant, Gnome, Orc, Sylvan, Tharian	Blooded, Forester, Luck of Heroes, Militia, Strong Soul
Damara	Chardic	Dwarven, Giant, Goblin, Orc, Tharian, Common	Bullheaded, Foe Hunter, Survivor
Dragon Coast	Turmic	Akûrian, Chardic, Goblin, Halfling, Orc, Common	Bullheaded, Silver Palm, Thug
Dwarf, Gold	Dwarven, Akûrian	Giant, Gnome, Goblin, Terran, Common, Untheric	Bullheaded, Silver Palm, Smooth Talk, Thunder Twin
Dwarf, Shield	Dwarven, Common	Draconian, Illuskan, Giant, Goblin, Orc, Tharian	Bullheaded, Foe, Hunter, Survivor, Thunder Twin
Elf, Moon	Elven, Common	Auran, Gnoll, Gnome, Halfling, Illuskan, Sylvan	Education, Forester, Mind Over Body, Strong Soul
Elf, Sun	Elven, Common	Auran, Celestial, Gnome, Halfling, Illuskan, Sylvan	Discipline, Education, Mind Over Body, Strong Soul
Elf, Wild	Elven	Akûrian, Gnoll, Illuskan, Orc, Sylvan, Common	Forester, Strong, Soul, Survivor, Treetopper
Elf, Wood	Elven, Illuskan	Draconic, Gnome, Goblin, Gnoll, Sylvan, Common	Forester, Foe, Hunter, Strong Soul, Treetopper
Evermeet	Elven	Aquan, Auran, Celestial, Illuskan, Sylvan, Common	Artist, Courteous Magocracy, Education
Gnome, Rock	Gnome, Common	Draconic, Dwarven, Goblin, Illuskan, Sylvan, Terran	Strong Soul
Great Dale	Chardic	Giant, Goblin, Nar, Rashemi, Tharian, Common	Bullheaded, Forester, Silver Palm
Halfling, Lightfoot	Halfling, Common	Akûrian, Chardic, Dwarven, Elven, Illuskan, Goblin	Smooth Talk, Strong Soul, Stealthy
Half-orc	Orc, Common	Chardic, Giant, Gnoll, Goblin, Illuskan, Undercommon	Resist Poison, Stealthy
Halruaa	Nethran	Akûrian, Elven, Goblin, Halfling, Common, Untheric	Arcane Schooling, Magical Training, Court. Magocracy
High Forest	Illuskan	Elven, Gnoll, Goblin, Halfling, Sylvan, Common	Forester, Treetopper
Hordelands	Tuigan	Goblin, Mulhorandi, Nar, Rashemi, Shou, Common	Horse Nomad, Survivor

Impiltur	Chardic	Dwarven, Giant, Goblin, Nar, Tharian, Common	Discipline, Mercantile Background, Militia, Silver Palm
Lake of Steam	Akûrian	Alzhedo, Chessentic, Dwarven, Goblin, Common, Turmic	Foe Hunter, Mercantile Background
Lantan	Lantanna	Akûrian, Alzhedo, Dwarven, Gnome, Ignan, Illuskan	Mercantile Background
Luiren	Halfling, Akûrian	Dwarven, Gnoll, Goblin, Nethran, Common, Untheric	Discipline, Militia, Strong Soul
Moonsea	Tharian	Chardic, Draconic, Giant, Goblin, Orc, Common	Silver Palm, Street Smarts, Thug
Moonshae Islands	Illuskan	Aquan, Elven, Giant, Orc, Sylvan, Common	Bullheaded, Strong Soul, Survivor
Mulhorand	Mulhorandi	Aglarondan, Draconic, Chessentic, Goblin, Common, Untheric	Arcane Schooling, Education
Narfell	Nar	Chardic, Goblin, Orc, Rashemi, Common, Tuigan	Bullheaded, Saddleback, Survivor
Nelanther Isles	Common	Akûrian, Alzhedo, Goblin, Illuskan, Lantanna, Orc	Blooded, Thug
The North	Illuskan	Dwarven, Elven, Giant, Goblin, Tharian, Common	Foe Hunter, Saddleback, Survivor
Rashemen	Rashemi	Aglarondan, Goblin, Mulhorandi, Nar, Common, Tuigan	Bullheaded, Ethran, Survivor
Sembia	Common	Chardic, Chessentic, Gnome, Halfling, Tharian, Turmic	Education, Mercantile Background, Silver Palm, Twin Sword
The Shaar	Akûrian	Alzhedo, Dwarven, Gnoll, Nethran, Common, Untheric	Horse Nomad, Silver Palm, Survivor
Silverymoon	Common	Dwarven, Elven, Giant, Illuskan, Orc, Sylvan	Blooded, Education, Smooth Talk, Survivor
Tashalar	Akûrian	Alzhedo, Draconic, Illuskan, Orc, Sylvan, Common	Foe Hunter, Mercantile Background, Snake Blood
Tethyr	Common	Alzhedo, Elven, Goblin, Illuskan, Lantanna, Sylvan	Blooded, Foe Hunter, Luck of Heroes
Thay	Mulhorandi	Aglarondan, Infernal, Nethran, Rashemi, Common, Untheric	Discipline, Mind Over Body, Tattoo Focus
Thesk	Nar	Chardic, Giant, Gnoll, Rashemi, Common, Tuigan	Mercantile Background, Silver Palm, Smooth Talk
Unther	Untheric	Akûrian, Chessentic, Draconic, Mulhorandi, Orc, Common	Arcane Schooling, Street Smarts, Thug
Vaasa	Chardic	Abyssal, Giant, Goblin, Orc, Tharian, Common	Blooded, Foe Hunter, Horse Nomad, Survivor
The Vast	Common	Chardic, Dwarven, Giant, Goblin, Orc, Tharian	Luck of Heroes, Mercantile Background, Thug
Vilhon Reach	Turmic	Akûrian, Chessentic, Draconic, Elven, Goblin, Common	Snake Blood, Survivor, Thug
Waterdeep	Common	Dwarven, Elven, Giant, Goblin, Illuskan, Orc	Artist, Cosmopolitan, Education, Smooth Talk, Twin Sword
Western Heartlands	Common	Elven, Giant, Goblin, Illuskan, Orc, Turmic	Bullheaded, Saddleback, Survivor



Feats

Almost every rogue or fighter from the mythical land of Halruaa knows just a bit of magic. In Sembia, Waterdeep, and the dark cities of the drow, duelists teach the beautiful and deadly twin sword fighting style. Common-born rangers and druids of the Dalelands are known for their oddly fortuitous luck and their perseverance in the face of terrible peril. It seems that any adventurer exploring the deadly ruins and perilous wildernesses of Faerûn possesses a little specialized training or a knack common to the lands in which he grew up.

The feats in this chapter supplement the feat listing in the *Player's Handbook* and follow all of the rules in that book for determining how many may be chosen and how often a character may do so. In addition, some of these new feats possess an additional prerequisite: the appropriate character region, as described in the previous section.

Some of the regional feats are listed as [General, Fighter]. This means a fighter character can use his bonus feat to acquire one of those feats. However, the character still needs to qualify for that region in order to take the feat, either by beginning play as a character of a class preferred in that region, or by acquiring 2 ranks in Knowledge (local) for that region.

Arcane Schooling [General]

In your homeland, all who show some skill at the Art may receive training as a wielder of magic. Many characters know something of the ways of the bard, the sorcerer, or the wizard.

Regions: Chessenta, Halruaa, Mulhorand, Unther

Benefit: Choose one arcane spellcasting class. This class is a favored class for you in addition to any other favored class you select. For example, a multiclassed human fighter/rogue could add levels of wizard without incurring any experience penalty for multiclassing in three classes.

Special: You may only take this feat as a 1st-level character.

Artist [General]

You hail from a region where the arts, philosophy, and music have a prominent place in society.

Region: Chessenta, Evermeet, Waterdeep

Benefit: You gain a +2 bonus to all Perform checks and to one Craft skill that involves art (your choice) such as calligraphy, painting, sculpture, or weaving.

Blooded [General]

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficult to catch you off-guard.

Regions: Dalelands, Nelanthor Isles, Silverymoon, Tethyr, Vaasa.

Benefit: You get a +2 bonus to Initiative and a +2 bonus to all Spot checks.

Bloodline of Fire [General]

You are descended from the efreet who ruled Calimshan for two millennia. The blood of these fire-spirits runs thick in your veins.

Region: Calimshan.

Benefit: You receive a +4 bonus to saving throws against fire effects. You also add +2 to the Difficulty Class of saving throws for of any sorcerer spells with the fire descriptor that you cast. This benefit stacks with the Spell Focus feat if the spell you cast is from your chosen school.

Special: You may only take this feat as a 1st-level character.

Bullheaded [General]

The stubbornness and determination of your kind is legendary. You are exceptionally headstrong and difficult to sway from your intended course.

Regions: Damara, Dragon Coast, Gold Dwarf, Gray Dwarf, The Great Dale, Moonshaes, Narfell, Rashemen, Shield Dwarf, Western Heartlands.

Benefit: You receive a +1 bonus to Will saves and a +2 bonus to Intimidate checks.

Cosmopolitan [General]

Your exposure to the thousand forking paths of the city has taught you things you ordinarily would never have uncovered.

Regions: Amn, Waterdeep.

Benefit: Choose a nonrestricted skill you do not have as a class skill. You gain a +2 bonus on all checks with that skill, and that skill is always considered a class skill for you.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Courteous Magocracy [General]

You were raised in a land where mighty wizards order affairs. In lands where powerful spellcasters are common, cautious courtesy is the norm and everyone has an eye for magical goods.

Region: Evermeet, Halruaa.

Benefit: You receive a +2 bonus to all Diplomacy and Spellcraft checks.

Create Portal [Item Creation]

Faerûn is riddled with networks of *portals*, ancient devices that instantaneously transport those who know their secrets from one locale to another. You have learned the ancient craft of creating these potent magical devices.

Prerequisite: Craft Wondrous Item

Benefit: You can create any portals whose prerequisites you meet. Crafting a portal takes 1 day for each 1000 gp in its base price. To craft a portal, you must spend 1/25 of its base price in XP and use up raw materials costing half of this base price. See Chapter 2: Magic for details of portal creation.

Some portals incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the portal's base price.

Daylight Adaptation [General]

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

Region: Gray Dwarf or Drow Elf.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as drow elf or duergar), you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.

Delay Spell [Metamagic]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat.

Benefit: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible—for example, the target you designate leaves the spell's maximum range or area of effect before it goes off—the spell fails.

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as *detect magic*. A delayed spell uses up a spell slot three levels higher than the spell's actual level.

Discipline [General]

Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell or blow.

Regions: Aglarond, Anauroch, Cormyr, Impiltur, Luiren Halfling, Sun Elf, Thay.

Benefit: You gain a +1 bonus to Will saves and a +2 bonus to Concentrate checks.

Education [General]

Some lands hold the pen in higher regard than the sword. In your youth you received the benefit of several years of more-or-less formal schooling.

Regions: Amn, Chessenta, Cormyr, Evermeet, Moon Elf, Mulhorand, Sembia, Silverymoon, Sun Elf, Waterdeep.

Benefit: All Knowledge skills are class skills for you. You receive a +1 bonus to two Knowledge skills.

Special: You may only take this feat as a 1st-level character.

Foe Hunter [Fighter, General]

In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.

Regions: Chult, Cormyr, Damara, the Lake of Steam, the North, the Moonsea, Shield Dwarf, Tashalar, Tethyr, Vaasa, Wood Elf.

Benefit: Your homeland dictates the type of foe you have trained against. When fighting monsters of that race, you gain a +1 bonus to damage rolls with melee attacks and ranged weapons at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This does not stack with the Improved Critical feat, but does stack with the ranger's favored enemy bonus.

Special: In Cormyr, Damara, Tethyr, Vaasa, or as a Shield Dwarf, your traditional foes are goblinoids—goblins, hobgoblins, and bugbears. In Chult and Tashalar, this feat applies to lizard-folk and yuan-ti. Wood elves train against gnolls. In the Lake of Steam, the North, and the Moonsea, this feat applies to orcs and half-orcs.

You may take this feat multiple times; its effects do not stack. Each time you take the feat you must qualify for learning regional feats in a land that hunts a different creature than that specified by the regional feat you already have.

Forester [General]

Faerûn's great forests stretch for hundreds of miles across the northlands. You are knowledgeable about the secrets of the forest and wise in its ways.

Regions: Dalelands, The Great Dale, The High Forest, Moon Elf, Wild Elf, Wood Elf, Ghostwise Halfling.

Benefit: You receive a +2 bonus to all Healing checks due to your knowledge and use of woodland herbs, and a +2 bonus to all Wilderness Lore checks.

Greater Spell Focus [General]

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are even more potent than normal.

Prerequisite: Spell Focus

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This overlaps (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Greater Spell Penetration [General]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration

Benefit: You get a +4 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance. This overlaps (does not stack with) the bonus from Spell Penetration.

Horse Nomad [Fighter, General]

You have been raised in a culture that relies upon riding and shooting for survival.

Regions: Hordelands, Vaasa, the Shaar

Benefit: You get Martial Weapon Proficiency (composite short bow) and a +2 bonus on all Ride checks.

Improved Counterspell [General]

You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.

Prerequisite: Counterspell

Benefit: When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

Improved Familiar [General]

So long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

Prerequisite: See text.

Benefit: When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

Kind of Familiar	Arcane Spellcaster Level Required
Cat, tressym†† [neutral]	5
Flying monkey†† [neutral]	5
Pseudodragon [neutral good]	7
Formian worker [lawful neutral]	7
Shocker lizard [neutral]	5
Stirge [neutral]	5

††These two familiars will not be available until the *Forgotten Realms Book* is available.

The improved familiar is magically linked to its master just like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* with these exceptions:

Hit Dice: Treat as the master's level (for effects related to Hit Dice, but not for rolling hit points). Use the familiar's normal total if it is higher.

Hit Points: One-half the master's total, rounded down or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

Special Attacks: The familiar has all the special attacks of its kind.

Special Qualities: The familiar has all the special qualities of its kind.

Saving Throws: The familiar uses the master's base save bonuses if they're better than the familiars.

Skills: Use the normal skills for a creature of the its kind.

Familiar Special Abilities: Use Table 3–19 in the *Player's Handbook* to determine additional abilities, as you would a normal familiar.

Innate Spell [Special]

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

Prerequisites: Quicken Spell, Silent Spell, Still Spell.

Benefit: Choose a spell you can. You can now cast this spell at will as a spell-like ability, once per round, without needing to prepare it. One spell slot 8 levels higher than the innate spell is permanently used to power it (note that spell slots above level 9 can be achieved with the rules in the upcoming *High Level Campaigns* book). If the innate spell has an XP component, you pay the XP cost each time you use the spell-like ability. If the innate spell has a focus, you must have the focus to use the spell-like ability. If the innate spell has a costly material component (see the spell description) you use an item worth 50 times that cost to use as a focus for the spell-like ability.

Since an innate spell is a spell-like ability and not an actual spell, a cleric cannot convert it to a cure spell or an inflict wounds spell, nor

can it be converted to a signature spell. Divine spellcasters that become unable to cast divine spells cannot use divine innate spells.

Special: You can choose this feat more than once, selecting another spell each time. You have to pay the costs in spell slots, focuses, and material components for each innate spell you acquire.

Inscribe Rune [Item Creation]

You can create magical runes that hold spells until triggered.

Prerequisite: Intelligence 13+, appropriate Craft skill, divine spellcaster level 3rd+.

Benefit: You can cast any divine spell you have prepared as a rune. The caster must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when he begins writing, but focuses are not. (A focus used in casting a rune can be reused.) See the Rune Magic section in Chapter 2: Magic for the details of runes and rune magic.

A single object of medium size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level × caster level × 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune's market value equals its base price.

Luck of Heroes [General]

Your land is known for producing heroes. Through pluck, determination, and resilience, your people survive when no one expects them to come through.

Regions: Aglarond, Dalelands, Tethyr, the Vast.

Benefit: You receive a +1 luck bonus to all saving throws.

Magical Artisan [General]

You have mastered the method of creating a certain kind of magic item.

Prerequisite: Any item creation feat.

Benefit: Each time you take this feat, choose one item creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new item creation feat.

Magical Training [General]

You come from Halruaa, a half-legendary land where basic magic is taught to all with the aptitude for it. Every craftsman and laborer, it seems, knows a cantrip or two to ease her work.

Prerequisite: Intelligence 10+

Region: Halruaa.

Benefit: You may cast the 0-level arcane spells *daze*, *dancing lights*, and *mage hand* once per day each. You suffer spell failure penalties for wearing armor. You are treated as a 1st-level caster for all spell effects dependent on level (range, duration, etc.). This stacks with any arcane spellcaster levels you have.

Special: You may only take this feat as a 1st-level character.

Mercantile Background [General]

Powerful trading costers and craftsman's guilds control the wealth and commerce of Faerûn's lands. You come from a family that excels at a particular trade, and knows well the value of any kind of trade good or commodity.

Regions: Gray Dwarf, Impiltur, Lake of Steam, Lantan, Sembia, Svirkneblin, Tashalar, Thesk, the Vast.

Benefit: You gain a +2 bonus to all Appraise checks and a +2 bonus to skill checks in the Craft or Profession skill of your choice.

Militia [General]

You served in a local militia, training with weapons suitable for use on the battlefield.

Region: Dalelands, Impiltur, Luiren

Benefit: You get Martial Weapon Proficiency (longbow) and Martial Weapon Proficiency (longspear). In Luiren, this feat applies to Martial Weapon Proficiency (short bow) and Martial Weapon Proficiency (shortsword) instead of longbow and longspear.

Mind Over Body [General]

The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.

Regions: Calimshan, Moon Elf, Sun Elf, Thay.

Benefit: At first level, you may use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points. You gain +1 hit point every time you learn a metamagic feat.

Special: You may only take this feat as a 1st-level character.

Persistent Spell [Metamagic]

You make one of your spells last all day.

Prerequisite: Extend Spell

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, *comprehend languages* or *detect magic*). You are still required to concentrate on spells such *detect magic* and *detect thoughts* to use their effects. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

Prepare Spell [Metamagic]

You can prepare an arcane spell ahead of time just as a wizard does.

Prerequisite: You must be able to cast arcane spells as a bard or sorcerer before you can select this feat.

Benefit: You are able to prepare one or more spells each day as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action.

The prepared spell remains in your mind until cast and occupies one of your spell slots until you cast it or change it. The prepared spell uses a spell slot of the spell's actual level, plus any modifiers for other metamagic feats (in other words, this feat does not alter the slot the spell uses beyond what the other metamagic feats add to it).

Resist Poison [General]

Over years, some among your people carefully expose themselves to poisons in controlled dosages in order to build up immunity to their effects. A few are thereby weakened, but the strong adjust.

Regions: Gray Dwarf, half-orc, orc.

Benefit: You get a +4 bonus to Fortitude saving throws against poison.

Special: You may only take this feat as a 1st-level character.

Saddleback [Fighter, General]

Your people are as comfortable riding as walking.

Regions: Cormyr, Narfell, the North, Western Heartlands.

Benefit: During your action you can use a 5-foot step to shift from the front to the back of your mount (or vice versa) provided that your mount is a warhorse or warpony. You receive a +2 bonus on all Ride checks.

Signature Spell [Metamagic]

You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

Prerequisite: Spell Mastery

Benefit: Each time you take this feat, choose a spell you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell's level or higher into that signature spell like a good cleric spontaneously casts prepared spells as cures.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new mastered spell.

Silver Palm [General]

Your culture is based on haggling and the art of the deal.

Regions: Amn, Dragon Coast, Great Dale, Gold Dwarf, Gray Dwarf, Impiltur, Moonsea, Sembia, the Shaar, Thesk, Vilhon Reach.
Benefit: You get a +2 bonus on all Appraise and Bluff checks.

Smooth Talk [General]

Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.

Regions: Gold Dwarf, Lightfoot Halfling, Silverymoon, Thesk, Waterdeep.

Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks.

Snake Blood [General]

The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more—or less—than entirely human.

Regions: Tashalar the Vilhon Reach.

Benefit: You get a +2 bonus to Fortitude saving throws against poison and a +1 bonus to all Reflex saving throws.

Special: You may only take this feat as a 1st-level character.

Spellcasting Prodigy [General]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), it applies to a different spellcasting class each time. You can take this feat even if you don't have any spellcasting classes yet.

Stealthy [General]

Your people are known for their stealthiness.

Regions: Drow, half-orc, any halfling.

Benefit: You gain a +2 bonus to all Hide and Move Silently checks.

Street Smarts [General]

You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.

Regions: Amn, Calimshan, Chessenta, Moonsea, Unther.

Benefit: You get a +2 bonus on all Bluff and Gather Information skill checks.

Strong Soul [General]

The souls of your people are hard to separate from their bodies.

Regions: Chondalwood, Dalelands, Gnome, Luiren Halfling, Moon Elf, Moonshaes, Northern Halfling, Sun Elf, Svirfneblin, Wild Elf, Wood Elf.

Benefit: You get a +1 bonus to all Fortitude and Will saves and an additional +1 bonus to saving throws against level drains and death effects.

Survivor [General]

Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.

Regions: Anauroch, Chult, Damara, Drow, Hordelands, Moonshaes, Narfell, the North, the Shaar, Ghostwise Halfling, Rashemen, Shield Dwarf, Silverymoon, Svirfneblin, Vaasa, Vilhon Reach, Western Heartlands, Wild Elf.

Benefit: You get a +1 bonus to Fortitude saves and a +2 bonus to all Wilderness Lore checks.

Tattoo Focus [Special]

You bear the powerful magical tattoos of a Red Wizard of Thay.

Prerequisite: Specialized in a school of magic.

Region: Thay.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from your specialized school. You get a +1 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance when casting spells from that school.

Special: Only characters with the Tattoo Focus feat can participate in Red Wizards' Circles.

Thug [General]

Your people know how to get the jump on the competition and push other people around. While others debate, you act.

Regions: Calimshan, Dragon Coast, Moonsea, Pirate Isles, Unther, the Vast, Vilhon Reach.

Benefit: You get a +2 bonus on Initiative checks, and a +2 bonus on Intimidate checks.

Treetopper [General]

Your people are at home in the trees and high places, daring falls that paralyze most other folk in abject terror.

Regions: Aglarond, Chondalwood, High Forest, Wild Elf, Wood Elf, Ghostwise Halfling.

Benefit: You get a +2 bonus to all Climb checks. You do not lose your Dexterity bonus to Armor Class or give your attacker a +2 bonus when you are attacked while climbing.

Twin Spell [Metamagic]

You can cast a spell simultaneously with another spell just like it.

Prerequisite: Any other metamagic feat.

Benefit: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the exact same spell two times on the same location or target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each.

In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned *charm person* (see Combining Magical Effects on page 153 of the *Player's Handbook*), although any ally of the target would have to succeed at two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning spell does not affect its vulnerability to counterspelling (for example, using an untwinned form of the spell doesn't negate just half of the twinned spell).

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

Twin Sword Style [Fighter, General]

You have mastered a style of defense that others find frustrating.

Prerequisite: Two-Weapon Fighting

Regions: Drow Elf, Sembia, Waterdeep

Benefit: When fighting with two swords (dagger, longsword, rapier, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 armor bonus to your Armor Class against attacks from that opponent. This armor bonus stacks with the armor bonus from armor and shield. You can select a new melee opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose this bonus.

Prestige Classes

Arcane Devotee

Every major faith numbers sorcerers and wizards among its fervent followers. While some wizards ally themselves with temples close to their own beliefs out of caution and convenience, others are devout representatives of their faith and willingly subordinate their own causes to those of their patron deity, becoming an arcane devotee.

Arcane devotees complement the divine magic of a temple's clerical leaders, and are among the most important and respected members of a deity's following. They provide much of the magical firepower of their faith, and collaborate with the temple's clerics in the creation of magic items requiring both arcane and divine enchantment. Arcane devotees provide support for the church's armies in time of war, divine the intentions of the enemies of the faith, and often take the front line to decimate enemy troops or destroy spellcasters of rival faiths.

Naturally, arcane devotees are always arcane spellcasters. Sorcerers and wizards are the most common type, but some music-oriented deities tend to have more bard-devotees, and a rare few of the more evil deities have been known to have assassin-devotees that focus on cruel and terrible forms of death magic.

Hit Die: d4

Requirements

To qualify to become an arcane devotee (ArD) of a particular deity, a character must fulfill all the following criteria.

Skills: Knowledge (religion) 8 ranks, Spellcraft 8 ranks

Feats: Enlarge spell.

Alignment: Same as the deity's alignment.

Patron: An arcane devotee must have a patron deity, and it must be the deity of whom she is a devotee.

Spellcasting: Ability to cast 4th-level arcane spells.

your deity is neutral, choose one component of your alignment for this focus. If you and your deity are neutral, choose chaos, evil, good, or law for your focus.

Enlarge Spell: The arcane devotee may cast a spell as if it were under the effects of the Enlarge Spell feat. He does not need to prepare this in advance, and it does not increase the casting time or use a higher spell slot. This ability can be used this ability a number of times per day equal to the arcane devotee's Charisma modifier.

Sacred Defenses: Add this value to the arcane devotee's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Divine Shroud: Once per day, the arcane devotee may surround himself with a shroud of glowing divine power that protects him against enemy spells. The shroud is of a color appropriate to the arcane devotee's patron's alignment: constant blue for law, shimmering white for good, wavering black for evil, or flickering yellow for chaos. The shroud grants a spell resistance of 12 + the character's caster level as if he were under the effects of a *spell resistance* spell. This supernatural ability can be invoked as a free action and lasts a number of rounds equal to the arcane devotee's Charisma modifier plus his devotee level.

Class Level	Basic Attack	Fort Save	Rogue Save	Wizard Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Enlarge Spell	+1 level of existing arcane spellcasting class
2 nd	+1	+0	+0	+3	Sacred Defenses +1, Alignment Focus	+1 level of existing arcane spellcasting class
3 rd	+1	+1	+1	+3	Bonus Feat	+1 level of existing arcane spellcasting class
4 th	+2	+1	+1	+4	Sacred Defenses +2	+1 level of existing arcane spellcasting class
5 th	+2	+1	+1	+4	Divine Shroud	+1 level of existing arcane spellcasting class

Class Skills

The arcane devotee's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the arcane devotee prestige class.

Weapon and Armor Proficiency: Arcane devotees gain no proficiency in any weapon or armor.

Spells per Day: An arcane devotee's training focuses on arcane spells. Thus, when a new arcane devotee level is gained, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, etc.). This essentially means that he adds the level of arcane devotee to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

Bonus Feat: The arcane devotee can choose any one item creation feat or feat from the following list: Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Improved Counterspell, or Magical Artisan.

Alignment Focus: Choose one component of your deity's alignment. You now cast spells of that alignment at +1 caster level. If

Archmage

The highest art is magic—often referred to as *the Art*. Its most advanced practitioners are frequently archmages, bending spells in ways unavailable to other spellcasters. The archmage delays his acquisition of his most powerful spells in exchange for strange arcane powers and the ability to alter spells in remarkable ways.

Hit Die: d4

Requirements

To qualify to become an archmage (Acm), a character must fulfill all the following criteria.

Spellcasting: Ability to cast 7th-level arcane spells.

Skills: Spellcraft 15 ranks

Feats: Any metamagic feat

Class Level	Base Attack	Fort Save	Rogue Save	Wizard Save	Special
1 st	+0	+0	+0	+2	Special Ability
2 nd	+1	+0	+0	+3	Special Ability
3 rd	+1	+1	+1	+3	Special Ability
4 th	+2	+1	+1	+4	Special Ability
5 th	+2	+1	+1	+4	Special Ability

Class Skills

The archmage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Search (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency in any weapon or armor.

Special Abilities: Every level, an archmage gains a special ability of her choice among the following:

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element than the one it normally does. For example, an archmage could cast a *fireball* that does sonic damage instead of fire damage.

This ability can only alter spells with the acid, cold, fire, electricity, or sonic designators. As with using metamagic feats, classes that prepare spells must prepare the spell in this manner, while those that do not prepare spells may alter the spell when cast as a full-round action. Unlike metamagic feats, this does not change the level of the spell.

Arcane Reach: The archmage can use touch spells on targets up to 30 feet away. If the spell requires a touch attack (melee or ranged), the archmage must make a ranged touch attack. If selected a second time as a special ability, it increases the distance to 60 feet.

Spell-Like Ability: The archmage can use one of her arcane spell slots to permanently prepare one of her arcane spells as a spell-like ability that can be used three times per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 × that amount in XP.

The spell normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. For example, the archmage can make *lightning bolt* into a spell-like ability by using a 3rd-level spell slot to do so, or a Maximized *lightning bolt* into a 6th-level spell-like ability.

The archmage may use an available higher-level spell slot to be able to use the spell-like ability more often. Using a slot 3 levels higher allows her to cast it six times per day, and a slot 6 levels higher lets her cast it nine times per day. For example, Hezark the archmage is a pyromaniac and never wants to be denied the ability to

cast *fireball*, so she permanently uses a 9th-level spell slot (3+3+3) to get *fireball* as a spell-like ability useable nine times per day.

If selected more than one time as a special ability, it can apply to the same spell or to a different spell.

Mastery of Shaping: The archmage can alter area and effect spells that use the following categories: burst, cone, cylinder, emanation, spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. For example, the archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any spells with the shapeable (S) designator have a minimum dimension of 5 feet instead of 10 feet.

Mastery of Counterspelling: When the archmage counterspells a spell, it is fully turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning* (for example, if it is an area or effect spell) then it is merely counterspelled.

Arcane Fire: The archmage can channel arcane spell energy into *arcane fire*, manifesting as a bolt of energy of a color you choose and looking like fire or electricity (with damage appropriate to its appearance). The bolt is a ranged touch attack with a range of 400 feet, and does 1d4 damage per level of archmage plus 1d4 damage per level of the spell channeled to create the effect. Therefore, a character with 5 levels of archmage that channels a 7th-level spell into *arcane fire* does 12d4 damage to the target if it hits. Spell resistance does not apply to *arcane fire*. It can only be counterspelled with *dispel magic* or *arcane fire* with equal or greater damage dice. The effect is otherwise treated as a spell of the channeled spell's level.

Arcane fire is a *supernatural ability*.

Metamagic Feat: The archmage may choose a metamagic feat.

Spell Power: The archmage gains Spell Power +2. Add this value to the difficulty class for saving throws against her arcane spells and to caster level checks for her arcane spells to overcome spell resistance. This ability can be selected multiple times, and stacks with itself and other spell power effects, such as from the Red Wizard prestige class.

Divine Champion

Even the most pacifistic deities need servants who can defend their worshippers and advance their interests. Divine champions are mighty warriors who dedicate themselves to their deity's cause, defending holy ground, destroying enemies of the church, and slaying mythical beasts and clerics of opposed faiths. For deities who do not count paladins among their followers, divine champions fill the role of the church-sponsored warrior.

Most divine champions come from a combat or military background. Barbarians, fighters, monks, paladins, and rangers are the most common divine champions, but some of the more militant clerics and druids decide to become divine champions. Bards, rogues, sorcerers, and wizards rarely become divine champions unless they are particularly devout and skilled in warfare.

Hit Die: d10

Requirements

To qualify to become a divine champion (DCh) of a particular deity, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Feats: Weapon Specialization in the deity's favored weapon.

Skills: Knowledge (religion) 3 ranks

Patron: A divine champion must have a patron deity, and it must be the deity of whom she is a champion.

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+2	+0	Lay on Hands
2 nd	+2	+3	+3	+0	Fighter Feat, Sacred Defenses +1
3 rd	+3	+3	+3	+1	Smite Infidel
4 th	+4	+4	+4	+1	Fighter Feat, Sacred Defenses +2
5 th	+5	+4	+4	+1	Divine Wrath

Alignment: Same as deity's alignment.

Class Skills

The divine champion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the divine champion prestige class.

Weapon and Armor Proficiency: A divine champion is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Sacred Defenses: Add this value to the divine champion's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Lay on Hands: As a defender of the faith, a divine champion may lay on hands to heal himself or another creature following the same patron as himself. The ability works like a paladin's ability to lay on hands, except the divine champion may heal 1 hit point of damage per divine champion level plus her Charisma bonus. If the divine champion is a paladin, he can combine this healing with his paladin class' lay on hands ability.

Smite Infidel: Once per day the divine champion may attempt to smite a creature with a different patron (or no patron at all) with one normal melee attack. He adds his Charisma modifier (if positive) to the attack roll and deals 1 extra point of damage per divine champion level. If the divine champion accidentally smites someone of the same patron, the smite has no effect but is still used up for that day. If the divine champion is also a paladin, he may use these abilities separately or combine them into a single strike if the target is evil and of a different faith.

Fighter Feat: The divine champion may choose any one feat (except Weapon Specialization) from the fighter class bonus feat list

on page 37 of the *Player's Handbook* or any feat with the [Fighter] designator in Chapter 4: Characters from this book.

Divine Wrath: The divine champion channels a portion of his patron's power into wrath, giving him +3 to hit, damage, and saving throws for a number of rounds equal to his Charisma modifier. During this time, the divine champion also has damage reduction 5/—. This is a supernatural ability that can be used once per day, invoked as a free action.

Divine Disciple

The most zealous, devout, and pious clerics, druids, and paladins possess the ability to serve their deity as intermediaries between the deity's mortal and divine servants. They interpret the divine will, act as teachers and guides to other members of the clergy, and arm the lay followers of their deity with the power of their patron. Eventually they transcend their mortal nature and embody the divine on the face of Toril.

Divine disciples are always divine spellcasters. Clerics and druids are the most common candidates for becoming divine disciples, but paladins and rangers have been known to become divine disciples, and evil deities such as Bane have been known to elevate blackguards as divine disciples in the ranks of their dark faiths.

Hit Die: d8

Requirements

To qualify to become a divine disciple (Dis) of a particular deity, a character must fulfill all the following criteria.

Skills: Diplomacy 5 ranks, Knowledge (religion) 8 ranks

Patron: A divine disciple must have a patron deity, and it must be the deity of whom she is a divine disciple.

Spellcasting: Ability to cast 4th-level divine spells.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	New Domain Divine Emissary	+1 level of existing divine spellcasting class
2 nd	+1	+3	+0	+3	Sacred Defenses +1	+1 level of existing divine spellcasting class
3 rd	+1	+3	+1	+3	Imbue With Spell Ability	+1 level of existing divine spellcasting class
4 th	+2	+4	+1	+4	Sacred Defenses +2	+1 level of existing divine spellcasting class
5 th	+2	+4	+1	+4	Transcendence	+1 level of existing divine spellcasting class

Class Skills

The divine disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the divine disciple prestige class.

Weapon and Armor Proficiency: Divine disciples gain no proficiency in any weapon or armor.

Divine Emissary: Divine disciples can telepathically communicate with any outsider within 60 feet, as long as that outsider serves the disciple's deity or has the same alignment as the disciple.

Spells per Day: A divine disciple's training focuses on divine spells. Thus, when a new disciple level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of divine disciple to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before she became a divine disciple, she must decide to which class she adds each level of divine disciple for purposes of determining spells per day.

New Domain: The divine disciple may choose a new domain from her deity's available domains. The divine disciple receives the domain's granted power and may choose the domain's spells as

domain spells (the disciple now has three choices each level for domain spells instead of two).

Imbue With Spell Ability: As the spell, except the divine disciple does not need to use any 4th-level (or higher) spell slots to activate this ability (she transfers currently prepared spells to her targets on a 1-for-1 basis without having to use a spell slot for the *imbue with spell ability* spell). The only limit to the number of spells the divine disciple can transfer is the disciple's available 1st- and 2nd-level spells.

Sacred Defenses: Add this value to the divine disciple's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Transcendence: The divine disciple, through long association with her deity's outsider servants and direct intervention by her deity, transcends her mortal form and becomes a divine creature. Her type changes to "outsider," which means that she acquires some immunities and vulnerabilities based on her type (see Native Outsider, under the planetouched race description). As a free action she can ward herself with a *protection from chaos/evil/good/law* spell (she chooses which form to have when she gains the transcendence power and cannot change it thereafter).

Upon achieving transcendence, the divine disciple's appearance

usually undergoes a minor physical change appropriate to her alignment and deity. For example, the eyes of a disciple of Lathander, the Morning Lord, might change to glowing gold. Anyone who shares the disciple's patron, including outsider servants of her patron, immediately recognize her transcendent nature, and she gains a +2 bonus to all Charisma-based skill and ability checks in regard to these creatures.

Hierophant

A divine spellcaster who rises high in the service of his deity gain access to spells and abilities of which lesser faithful can only dream.

The hierophant prestige class is open to powerful divine spellcasters approaching the strongest and most difficult spells. They delay the acquisition of these greatest gifts in exchange for a deeper understanding and ability to control the power they channel.

Hit Die: d8

Requirements

To qualify to become a hierophant (Hie) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Able to cast 7th-level divine spells.

Skills: Knowledge (religion) 15 ranks

Feat: Any metamagic feat.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Special Ability
2 nd	+1	+3	+0	+3	Special Ability
3 rd	+1	+3	+1	+3	Special Ability
4 th	+2	+4	+1	+4	Special Ability
5 th	+2	+4	+1	+4	Special Ability

Class Skills

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency in any weapon or armor.

Special Abilities: Every level, a hierophant gains a special ability of his choice among the following:

Blast Infidel: The hierophant can use negative energy spells to their maximum effect on creatures with a different patron as the hierophant. Any spell with a spell description that involves inflicting or channeling negative energy (*inflict wounds* spells, *circle of doom*, *harm*) cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the appropriate amount of damage, regardless of their patron (if any).

Divine Reach: The hierophant can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. If selected a second time as a special ability, it increases the distance to 60 feet.

Faith Healing: The hierophant can use healing spells to their maximum effect on creatures with the same patron as the hierophant (including the hierophant himself). Any spell with the healing designator cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Any creature that falsely claims to be a follower of the hierophant's patron in hopes of gaining extra benefit instead receives none of the effects of the spell and must make a Will save (with the spell's DC) or be stunned for 1 round.

Gift of the Divine: The hierophant may transfer one or more uses of his turning ability to a willing creature (hierophants that rebuke undead transfer uses of rebuke undead instead). The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma bonus.

Mastery of Energy: The hierophant channels positive or negative energy much more effectively, increasing his ability to affect undead. Add +4 to the hierophant's turning checks and turning damage.

Metamagic Feat: The hierophant may choose a metamagic feat.

Power of Nature: Available only to hierophants with druid levels, this ability allows the hierophant to temporarily transfer one or more of her special druidic powers to a willing creature. The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect the hierophant cannot use the transferred power. He can transfer any of his druidic special abilities except spellcasting and animal companions.

The *wild shape* ability can be partially or completely transferred. For example, he may transfer the ability to *wild shape* once per day to the recipient and retain the rest of his uses for himself. If the hierophant can assume the form of Tiny, Huge, or dire animals, the recipient can as well.

As with the *imbue with spell* ability spell, the hierophant remains responsible to his deity for any purpose the recipient uses the transferred abilities.

Spell Power: The hierophant gains Spell Power +2. Add this value to the difficulty class for saving throws against his divine spells and to caster level checks for his divine spells to overcome spell resistance. This ability can be selected multiple times, and stacks with itself and other spell power effects that affect divine spells.

Spell-Like Ability: The hierophant can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used three times per day. The hierophant does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level, or possibly higher if the hierophant chooses to permanently attach a metamagic feat to the spell chosen. The hierophant may use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot 3 levels higher allows him to cast the spell six times per day, and a slot 6 levels higher lets him cast it nine times per day. For example, Lonafin the hierophant is a follower of Velsharoon and wants to be able to create undead whenever he has the opportunity, so he permanently uses a 9th-level spell slot (3+3+3) to get *animate dead* as a spell-like ability useable nine times per day.

If selected more than one time as a special ability, this ability can apply to the same spell or to a different spell.

Runecaster

A skill originally developed by the dwarves and giants, the ability to create runes of power has spread beyond the hills and mountains. Those that choose to master this ability are runecasters, creating incredibly potent symbols that last for multiple uses and can be triggered without being touched. An established runecaster's equipment is usually adorned with many runes, making them very impressive-looking and a true threat to thieves.

Most runecasters are clerics or adepts, as a majority of the practitioners of this ability are dwarves and giants. Some rangers and paladins have chosen to become runecasters, particularly since the Thundering has resulted in many young dwarves leaving home to explore the wildlands. A few rare druids have chosen the path of the runecaster as well, although generally only in areas where the number of druids is scarce and they have to rely on runes to protect a large area. Runecasting clerics and paladins use their abilities to protect their temples and holy items, while ranger runecasters use them to guard trails, lairs of threatened animals, and natural refuges.

Hit Die: d8

Requirements

To qualify to become a runecaster (Rnc), a character must fulfill all the following criteria.

Skills: Spellcraft 8 ranks, Craft 8 ranks (see the Cast Rune feat description for appropriate Craft skills)

Feats: Inscribe Rune

Spellcasting: Ability to cast 3rd-level divine spells.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Rune Craft +1	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rune Power +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Improved Runecasting	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Rune Craft +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Rune Power +2	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Maximize Rune	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Rune Craft +3	+1 level of existing divine spellcasting class
8th	+6/+1	+6	+2	+6	Improved Runecasting	+1 level of existing divine spellcasting class
9th	+6/+1	+6	+3	+6	Rune Power +3	+1 level of existing divine spellcasting class
10th	+7/+2	+7	+3	+7	Rune Chant	+1 level of existing divine spellcasting class

Class Skills

The runecaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Runecasters gain no proficiency in any weapon or armor.

Spells per Day: A runecaster's training focuses on divine spells. Thus, when a new runecaster level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of runecaster to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before he became a runecaster, he must decide to which class he adds each level of runecaster for purposes of determining spells per day and caster level.

Rune Craft: Add this value to the runecaster's Craft skill checks made to inscribe runes.

Rune Power: For all runes created by the runecaster, add this value to the difficulty class of all saving throws and attempts to erase, dispel, or disable the rune, and to caster level checks to overcome the spell resistance of a rune's target.

Maximize Rune: The runecaster can create runes that are maximized, as if under the effects of a Maximize Spell feat, without altering the level of the spell being used to create the rune. Maximizing a rune adds +5 to the DC of the Craft check required to make it.

Rune Chant: Whenever the runecaster casts a divine spell, he may trace a rune in the air as an extra somatic component for the spell. This allows the runecaster to gain the benefit of his Rune Power ability for the spell. For spells with a casting time of 1 action, this increases the casting time to 1 full round; all other spells have their casting time increased by 1 round. This ability cannot be used on stilled spells, and it does not function with the Maximize Rune ability.

Improved Runecasting: As a runecaster rises in level, he can create runes that function more than once and have different means of being triggered. The extra features increase the cost of the rune, however, as shown in Table 1-XX: Improved Runecasting.

Works When Read: Any attempt to study, identify, or fathom a rune's meaning counts as "reading" the rune.

Works When Passed: Passing through a portal that bears a rune counts as "passing" the rune. A rune must have an unbroken line of effect to a target to affect that target, and the target must be within 30 feet.

A rune that is triggered when passed can be set to almost any special conditions the runecaster specifies. Runes can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "drow" or "aberration"). Runes can also be set with respect to good, evil, law, or chaos, or patron

deity. They cannot be set according to class, HD, or level. Runes respond to invisible creatures normally but are not triggered by those who travel past them ethereally. When placing a rune with a "pass" trigger, you can specify a password or phrase that protects a creature using it from triggering the rune.

Number of Uses/Trigger	Base Price	Runecaster Level ²
One	Spell level ¹ x caster level x 50 gp	—
Charges ³	Spell level ¹ x caster level x charges x 50 gp	3
Charges per day ³	Spell level ¹ x caster level x charges x 400 gp	8
Permanent (until dispelled) ⁴	Spell level ¹ x caster level x 2,000 gp	8
Works when touched	Base Cost	—
Works when read or passed	Base Cost x 2	3

¹A 0-level spell counts as 1/2 level.

²The minimum runecaster level to inscribe a rune of this type. "—" indicates the default ability granted by the Inscribe Rune feat.

³If the spell has a component or XP cost, add that cost times the number of charges to the base price of the rune.

⁴If the spell has a component or XP cost, add 100 times that cost to the base price of the rune.

Divine Seeker

There are times when a church cannot act openly, either because of political constraints, bureaucracy, or because they don't wish their presence known in an area. During these times, the abilities of discretion, stealth, and speed are more valuable than direct power. The divine seeker fills this role, infiltrating dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders. Quiet and protected by the power of their deity, a divine seeker can often accomplish what a direct assault could not.

Divine seekers may be of any class, though they favor monks, rangers, and rogues. Barbarians and bards often have the skills to become divine seekers, but they tend to be too undisciplined or have abilities that rely on noise. Some sorcerers and wizards with subtle and stealthy magic sometimes become divine seekers, but they are rare.

Hit Die: d6

Requirements

To qualify to become a divine seeker (DSk) of a particular deity, a character must fulfill all the following criteria.

Skills: Hide 10 ranks, Knowledge (religion) 3 ranks, Move Silently 8 ranks, Spot 5 ranks

Patron: A divine seeker must have a patron deity, and it must be the deity of whom she is a divine seeker.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Sanctuary, Thwart Glyph
2 nd	+1	+0	+3	+0	Sacred Defenses +1, Sneak Attack +1d6
3 rd	+2	+1	+3	+1	Locate Object, Obscure Object
4 th	+3	+1	+4	+1	Sacred Defenses +2, Sneak Attack +2d6
5 th	+3	+1	+4	+1	Locate Creature, Divine Perseverance

Class Skills

The divine seeker's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the divine seeker prestige class. All of the divine seeker's spell-like abilities function as if cast by a cleric with a caster level of the divine seeker's class level plus his Charisma bonus.

Weapon and Armor Proficiency: Divine seekers gain proficiency in all simple weapons and light armor.

Sanctuary: Once per day the divine seeker can ward himself with a *sanctuary* spell. This is a spell-like ability.

Thwart Glyph: The divine seeker gains a +4 bonus to all Search and Disable Device checks to locate, disable, or bypass magic glyphs, runes, and symbols.

Sacred Defenses: Add this value to the divine seeker's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Locate Object: Once per day, the divine seeker can use the *locate object* spell as a spell-like ability.

Locate Creature: Once per day, the divine seeker can use the *locate creature* spell as a spell-like ability.

Obscure Object: Once per day, the divine seeker can use *obscure object*, which prevents him from being tracked by locating a stolen item he carries.

Sneak Attack: As the rogue's ability. This stacks with any sneak attack ability from another class.

Divine Perseverance: Once per day, if the divine seeker is brought to -1 or lower hit points, he automatically is healed 1d8+5 hit points.

Cleric Domains

The deities of Faerûn watch over a number of domains of interest. In addition to the domains described in the *Player's Handbook*, various deities permit clerics to choose from the additional domains presented here. These new domains follow all the rules presented for domains in the description of the cleric class in the *Player's Handbook*; a cleric may choose any two domains listed in his deity's entry.

Air Domain

Deities: Aerdrie Faenya, Akadi, Shaundakul, Sheela Peryroyl, Valkur.

Granted Power and Spells: As *Player's Handbook*.

Animal Domain

Deities: Aerdrie Faenya, Baervan Wildwanderer, Chauntea, Fenmarel Mestarine, Gwaeron Windstrom, Lurue, Mielikki, Nobanion, Shiallia, Silvanus, Thard Harr, Ulutiu, Uthgar.

Granted Power and Spells: As *Player's Handbook*.

Cavern

Deity: Callarduran Smoothhands, Geb, Grumbar, Segojan Earthcaller.

Granted Power: You gain the dwarven ability of stonemasonry. If you already possess stonemasonry, your racial bonus for stonemasonry increases from +2 bonus to +4 on checks to notice unusual stonework.

Cavern Domain Spells

- 1 Detect secret passages
- 2 Darkness
- 3 Meld into stone
- 4 Leomund's secure shelter
- 5 Passwall
- 6 Find the path
- 7 Maw of stone
- 8 Earthquake
- 9 Imprisonment

Chaos Domain

Deities: Aerdrie Faenya, Angharradh, Corellon Larethian, Deep Sashelas, Dugmaren Brightmantle, Eilistraee, Erevan Ilesere, Fenmarel Mestarine, Finder Wyvernspur, Garagos, Haela Brightaxe, Hanali Celanil, Labelas Enoreth, Lliira, Lurue, Nephys, Rillifane Rallathil, Sehanine Moonbow, Selûne, Sharess, Sharindlar, Shaundakul, Shevarash, Solonor Thelandira, Sune, Tempus, Thard Harr, Tymora, Uthgar, Valkur.

Granted Power and Spells: As *Player's Handbook*.

Charm

Deity: Eilistraee, Hanali Celanil, Lliira, Milil, Oghma, Sharess, Sharindlar, Sheela Peryroyl, Sune.

Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells

- 1 Charm person
- 2 Calm emotions
- 3 Suggestion
- 4 Emotion
- 5 Charm monster
- 6 Geas/quest
- 7 Insanity
- 8 Demand
- 9 Dominate monster

Craft

Deity: Callarduran Smoothhands, Deneir, Dugmaren Brightmantle, Dumathoin, Fandal Steelskin, Garl Glittergold, Geb, Gond, Moradin, Thoht.

Granted Power: You cast Creation spells at +1 caster level and gain Skill Focus (a +2 bonus) in the Craft skill of your choice.

Craft Domain Spells

- 1 Animate rope
- 2 Wood shape
- 3 Stone shape
- 4 Minor creation
- 5 Wall of stone
- 6 Fantastic machine
- 7 Major creation
- 8 Forcecage
- 9 Greater fantastic machine

Death Domain

Deities: Jergal, Kelemvor, Osiris, Urogalan.

Granted Power and Spells: As *Player's Handbook*.

Destruction Domain

Deities: Garagos, Istishia, Kossuth.

Granted Power and Spells: As *Player's Handbook*.

Drow

Deity: Eilistraee.

Granted Power: Free Lightning Reflexes feat.

Drow Domain Spells

- 1 Cloak of dark power
- 2 Clairvoyance
- 3 Suggestion
- 4 Discern lies
- 5 Spiderform
- 6 Greater dispelling
- 7 Word of chaos
- 8 Greater planar ally
- 9 Gate

Dwarf

Deity: Berronar Truesilver, Clangeddin, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Marthammor Duin, Moradin, Sharindlar, Thard Harr, Vergadain.

Granted Power: Free Great Fortitude feat.

Dwarf Domain Spells

- 1 Magic weapon
- 2 Endurance
- 3 Glyph of warding
- 4 Greater magic weapon
- 5 Fabricate
- 6 Stone tell
- 7 Dictum
- 8 Protection from spells
- 9 Elemental swarm (Earth spell only)

Earth Domain

Deities: Callarduran Smoothhands, Chauntea, Dumathoin, Geb, Gond, Grumbar, Moradin, Segojan Earthcaller, Urogalan.

Granted Power and Spells: As *Player's Handbook*.

Elf

Deity: Aerdrie Faenya, Corellon Larethian, Deep Sashelas, Erevan Ilesere, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, Shevarash, Solonor Thelandira.

Granted Power: Free Point Blank Shot feat.

Elf Domain Spells

- 1 True strike
- 2 Cat's grace
- 3 Snare
- 4 Tree stride
- 5 Commune with nature
- 6 Find the path
- 7 Liveoak
- 8 Sunburst
- 9 Antipathy

Family

Deity: Berronar Truesilver, Cyrrollalee, Hathor, Isis, Yondalla.

Granted Power: Unity ward: As a free action, you may protect a number of creatures equal to your Charisma modifier with a +4 dodge bonus to AC. This supernatural ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You may affect yourself with this ability.

Family Domain Spells

- 1 Bless
- 2 Shield other
- 3 Helping hand
- 4 Imbue with spell ability
- 5 Hallow
- 6 Heroes' feast
- 7 Succor
- 8 Protection from spells
- 9 Prismatic sphere

Fate

Deity: Hathor, Hoar, Jergal, Kelemvor, Savras.

Granted Power: You gain the Uncanny Dodge ability of a 3rd level rogue. If you have another class that grants the uncanny dodge ability, treat your level in that class as three higher for determining your uncanny dodge ability.

Fate Domain Spells

- 1 True strike
- 2 Augury
- 3 Bestow curse
- 4 Status
- 5 Mark of justice
- 6 Geas/quest
- 7 Vision
- 8 Mind blank
- 9 Foresight

Fire Domain

Deities: Gond, Kossuth.

Granted Power and Spells: As *Player's Handbook*.

Gnome

Deity: Baervan Wildwanderer, Baravar Cloakshadow, Callarduran Smoothhands, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Segojan Earthcaller.

Granted Power: You cast all illusion spells at +1 caster level.

Gnome Domain Spells

- 1 Silent image
- 2 Endurance
- 3 Minor image
- 4 Minor creation
- 5 Hallucinatory terrain
- 6 Fantastic machine
- 7 Screen
- 8 Otto's irresistible dance
- 9 Summon nature's ally (earth elementals or animals only)

Good Domain

Deities: Aerdrice Faenya, Angharradh, Anhur, Arvoreen, Baervan Wildwanderer, Baravar Cloakshadow, Berronar Truesilver, Chauntea, Clangeddin, Corellon Larethian, Cyrrollalee, Deep Sashelas, Deneir, Dugmaren Brightmantle, Eilistraee, Eldath, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Gorm Gulthyn, Gwaeron Windstrom, Haela Brightaxe, Hanali Celanil, Hathor, Horus-Re, Ilmater, Isis, Labelas Enoreth, Lathander, Lliira, Lurue, Marthammor Duin, Mielikki, Milil, Moradin, Mystra, Nephthys, Nobanion, Osiris, Rillifane Rallathil, Segojan Earthcaller, Sehanine Moonbow, Selûne, Sharess, Sharindlar, Shiialia, Solonor Thelandira, Sune, Thard Harr, Torm, Tymora, Tyr, Valkur, Yondalla.

Granted Power and Spells: As *Player's Handbook*.

Halfling

Deity: Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryroyl, Urogalan, Yondalla.

Granted Power: You gain the ability to add your Charisma modifier to your Climb, Jump, Move Silently, and Hide checks. This extraordinary ability is a free action that lasts 10 minutes. It can be used once a day.

Halfling Domain Spells

- 1 Magic stone
- 2 Cat's grace
- 3 Magic vestment
- 4 Freedom of movement
- 5 Mordenkainen's faithful hound
- 6 Move earth
- 7 Shadow walk
- 8 Word of recall
- 9 Foresight

Healing Domain

Deities: Berronar Truesilver, Ilmater, Lurue, Sharindlar, Torm.

Granted Power and Spells: As *Player's Handbook*.

Illusion

Deity: Akadi, Azuth, Baravar Cloakshadow, Mystra.

Granted Power: You cast all illusion spells at +1 caster level.

Illusion Domain Spells

- 1 Silent image
- 2 Minor image
- 3 Displacement
- 4 Phantasmal killer
- 5 Persistent image
- 6 Mislead
- 7 Project image
- 8 Screen
- 9 Weird

Knowledge Domain

Deities: Azuth, Deep Sashelas, Deneir, Dugmaren Brightmantle, Dumathoin, Gond, Gwaeron Windstrom, Labelas Enoreth, Milil, Mystra, Oghma, Savras, Sehanine Moonbow, Siamorphe, Thoth, Tyr, Waukeen.

Granted Power and Spells: As *Player's Handbook*.

Law Domain

Deities: Arvoreen, Azuth, Berronar Truesilver, Clangeddin, Cyrrollalee, Gaerdal Ironhand, Gorm Gulthyn, Helm, Hoar, Horus-Re, Ilmater, Jergal, Kelemvor, Moradin, Nobanion, Osiris, Red Knight, Savras, Siamorphe, Torm, Tyr, Ulutiu, Urogalan, Yondalla.

Granted Power and Spells: As *Player's Handbook*.

Luck Domain

Deity: Brandobaris, Erevan Ilesere, Haela Brightaxe, Oghma, Tymora, Vergadain.

Granted Power and Spells: As *Player's Handbook*.

Magic Domain

Deities: Azuth, Deep Sashelas, Isis, Mystra, Savras, Thoth.

Granted Power and Spells: As *Player's Handbook*.

Metal

Deity: Dumathoin, Flandal Steelskin, Gond, Grumbar.

Granted Power: Free Martial (or Exotic) Weapon Proficiency and Weapon Focus with your choice of hammer.

Metal Domain Spells

- 1 Magic weapon
- 2 Heat metal
- 3 Keen edge
- 4 Rusting grasp
- 5 Wall of iron
- 6 Blade barrier
- 7 Transmute metal to wood
- 8 Iron body
- 9 Repel metal or stone

Moon

Deity: Eilistraee, Hathor, Sehanine Moonbow, Selûne, Sharindlar.

Granted Power: Turn or destroy lycanthropes as a good cleric turns or destroys undead. You can use this ability a total number of times per day equal to 3 + your Charisma modifier.

Moon Domain Spells

- 1 Faerie fire
- 2 Moonbeam
- 3 Moon blade
- 4 Emotion
- 5 Moon path
- 6 Permanent image
- 7 Insanity
- 8 Animal shapes
- 9 Moonfire

Nobility

Deity: Horus-Re, Nobanion, Red Knight, Siamorphe.

Granted Power: You have the spell-like ability to inspire allies, giving them a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Allies must be able to hear you speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to your Charisma modifier, and may be used once per day.

Nobility Domain Spells

- 1 Divine favor
- 2 Enthral
- 3 Magic vestment
- 4 Discern lies
- 5 Greater command
- 6 Geas/quest
- 7 Repulsion
- 8 Demand
- 9 Storm of vengeance

Ocean

Deity: Deep Sashelas, Istishia, Uluti, Valkur.

Granted Power: You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell, for up to ten rounds per level. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

Ocean Domain Spells

- 1 Endure elements
- 2 Sound burst
- 3 Water breathing
- 4 Freedom of movement

- 5 Wall of ice
- 6 Otiluke's freezing sphere
- 7 Waterspout
- 8 Maelstrom
- 9 Elemental swarm (cast as a water spell only)

Planning

Deity: Gond, Helm, Ilneval, Red Knight, Ubtao.

Granted Power: Free Extend Spell feat.

Planning Domain Spells

- 1 Deathwatch
- 2 Augury
- 3 Clairaudience/clairvoyance
- 4 Status
- 5 Detect scrying
- 6 Heroes' feast
- 7 Greater scrying
- 8 Discern location
- 9 Time stop

Plant Domain

Deities: Angharradh, Baervan Wildwanderer, Chauntea, Eldath, Fenmarel Mestarine, Gwaeron Windstrom, Mielikki, Osiris, Rillifane Rallathil, Sheela Peryroyl, Shiallia, Silvanus, Solonor Thelandira, Thard Harr, Ubtao.

Granted Power and Spells: As *Player's Handbook*.

Portal

Deity: Shaundakul.

Granted Power: You can detect an active or inactive *portal* as if it were a normal secret door (DC 20).

Portal Domain Spells

- 1 Summon monster I
- 2 Analyze portal
- 3 Dimensional anchor
- 4 Dimension door
- 5 Teleport
- 6 Banishment
- 7 Etherealness
- 8 Maze
- 9 Gate

Protection Domain

Deities: Angharradh, Arvoreen, Baravar Cloakshadow, Berronar Truesilver, Chauntea, Corellon Larethian, Dumathoin, Eldath, Gaerdal Ironhand, Garl Glittergold, Geb, Gorm Gulthyn, Helm, Kelemvor, Lathander, Marthammor Duin, Moradin, Nephys, Rillifane Rallathil, Selûne, Shaundakul, Silvanus, Sune, Tempus, Torm, Tymora, Ubtao, Urogalan, Valkur, Waukeen, Yondalla.

Granted Power and Spells: As *Player's Handbook*.

Renewal

Deity: Angharradh, Chauntea, Finder Wyvernspur, Kossuth, Lathander, Shiallia, Silvanus.

Granted Power: If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier. This supernatural ability functions once per day. If an attack brings you to -10 hit points or below, you die before this granted power takes effect.

Renewal Domain Spells

- 1 Charm person
- 2 Lesser restoration
- 3 Remove disease
- 4 Reincarnate
- 5 Atonement
- 6 Heroes' feast
- 7 Greater restoration

- 8 Polymorph any object
- 9 Freedom

Retribution

Deity: Hoar, Horus-Re, Osiris, Shevarash, Tyr.

Granted Power: If you have been harmed by someone in combat, you may make a strike of vengeance with a melee or missile weapon against that person on your next action. If this attack hits, you deal maximum damage. You may use this supernatural ability once per day.

Retribution Domain Spells

- 1 Shield of faith
- 2 Endurance
- 3 Speak with dead
- 4 Fire shield
- 5 Mark of justice
- 6 Banishment
- 7 Spell turning
- 8 Discern location
- 9 Storm of vengeance

Rune

Deity: Deneir, Dugmaren Brightmantle, Mystra.

Granted Power: Free Scribe Scroll feat.

Rune Domain Spells

- 1 Erase
- 2 Secret page
- 3 Glyph of warding
- 4 Explosive runes
- 5 Lesser planar binding
- 6 Greater glyph of warding
- 7 Drawmij's instant summons
- 8 Symbol
- 9 Teleportation circle

Scalykind

Deity: Finder Wyvernspur, Ubtao.

Granted Power: Rebuke or command animals (reptiles and snakes) as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier.

Scalykind Domain Spells

- 1 Magic fang
 - 2 Animal trance*
 - 3 Greater magic fang
 - 4 Poison
 - 5 Animal growth*
 - 6 Eyebite
 - 7 Creeping Doom (composed of tiny snakes)
 - 8 Animal shapes*
 - 9 Shapechange
- *Affects ophidian or reptilian creatures only.

Spell

Deity: Azuth, Mystra, Savras, Thoth.

Granted Power: You get a +2 bonus to Concentration and Spellcraft checks.

Spell Domain Spells

- 1 Mage armor
- 2 Silence
- 3 Anyspell
- 4 Rary's mnemonic enhancer
- 5 Break enchantment
- 6 Greater anys spell
- 7 Limited wish
- 8 Antimagic field
- 9 Mordenkainen's disjunction

Storms

Deity: Aerdrie Faenya, Anhur, Isis, Istishia.

Granted Power: You gain electrical resistance 5.

Storms Domain Spells

- 1 Entropic shield
- 2 Gust of wind
- 3 Call lightning
- 4 Sleet storm
- 5 Ice storm
- 6 Summon monster VI (air spell only)
- 7 Control weather
- 8 Whirlwind
- 9 Storm of vengeance

Strength Domain

Deities: Anhur, Clangeddin, Garagos, Helm, Ilmater, Lathander, Tempus, Torm, Uthgar.

Granted Power and Spells: As *Player's Handbook*.

Suffering

Deity: Ilmater, Kossuth.

Granted Power: You may use a pain touch once per day. Make a melee touch attack against a living creature, which sustains a -2 enhancement penalty to Strength and Dexterity for 1 minute. This spell-like ability does not affect creatures immune to critical hits.

Suffering Domain Spells

- 1 Bane
- 2 Endurance
- 3 Bestow curse
- 4 Enervation
- 5 Feeblemind
- 6 Harm
- 7 Eyebite (sicken effect only)
- 8 Symbol (pain effect only)
- 9 Horrid wilting

Sun Domain

Deities: Horus-Re, Lathander.

Granted Power and Spells: As *Player's Handbook*.

Time

Deity: Grumbar, Labelas Enoreth.

Granted Power: Free Improved Initiative feat.

Time Domain Spells

- 1 True strike
- 2 Gentle repose
- 3 Haste
- 4 Freedom of movement
- 5 Permanency
- 6 Contingency
- 7 Mass haste
- 8 Foresight
- 9 Time stop

Trade

Deity: Nephys, Shaundakul, Vergadain, Waukeen.

Granted Power: You may *detect thoughts* once per day as a spell-like ability, affecting one target and lasting a number of minutes equal to your Charisma modifier. Activating this power is a free action.

Trade Domain Spells

- 1 Message
- 2 Converted
- 3 Veil of grace and splendor
- 4 Sending

- 5 Fabricate
- 6 True seeing
- 7 Mordenkainen's magnificent mansion
- 8 Mind blank
- 9 Discern location

Travel Domain

Deities: Akadi, Baervan Wildwanderer, Brandobaris, Fenmarel Mestarine, Gwaeron Windstrom, Hoar, Istishia, Kelemvor, Marthammor Duin, Mielikki, Oghma, Sehanine Moonbow, Selûne, Sharess, Shaundakul, Tymora, Waukeen.

Granted Power and Spells: As *Player's Handbook*.

Trickery

Deity: Akadi, Baravar Cloakshadow, Brandobaris, Erevan Ilesere, Garl Glittergold, Mask, Oghma, Vergadain.

Granted Power and Spells: As *Player's Handbook*.

War Domain

Deities: Anhur, Arvoreen, Clangeddin, Corellon Larethian, Gaerdal Ironhand, Garagos, Gorm Gulthyn, Gruumsh, Haela Brightaxe, Moradin, Red Knight, Shevarash, Solonor Thelandira, Tempus, Tyr, Uthgar.

Granted Power and Spells: As *Player's Handbook*.

Water Domain

Deities: Deep Sashelas, Eldath, Isis, Istishia, Silvanus, Umberlee.

Granted Power and Spells: As *Player's Handbook*.

Rune Magic

In the snow-bound mountains of the North, dwarves and giants have dwelled for uncounted years, rivals and enemies whose deeds and lands are only rumored in the lands of humankind. In the lore of the shield dwarves, runes—carefully inscribed symbols from the secret characters of the dwarven alphabet—can be carved to hold spells of great potency.

Learning the Runes

In order to make use of rune magic, a character must learn the Inscribe Rune feat, meeting all of the feat's prerequisites. Rune magic is strongly tied to the deities of dwarf- and giant-kind, and is thus the province of divine spellcasters. Some students of rune magic choose to virtually abandon the normal practice of magic in order to concentrate on their chosen medium, becoming Runecasters of great power.

Creating Runes

If you know the Inscribe Rune feat, any divine spell you currently have prepared can instead be cast as a rune. A rune is a temporary magical writing similar to a scroll. It can be triggered once before it loses its magical power, but it lasts indefinitely until triggered. A rune written or painted on a surface fades away when expended, erased, or dispelled, but a rune carved into a surface remains behind as a bit of nonmagical writing even after its magic has been expended.

Inscribing a rune takes 10 minutes plus the casting time of the spell to be included. When you create a rune, you can set the caster level anywhere between the minimum caster level necessary to cast the spell in question and no higher than your own level. When you create a rune, you make any choices that you would normally make when casting the spell.

You must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay the cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when you begin writing, but focuses are not. (A focus used in casting a rune can be reused.)

Inscribing a rune requires a Craft skill check with a DC of 20 + the level of the spell used. The Craft skill you use is anything appropriate to the task of creating a written symbol on a surface (metalworking, calligraphy, gemcutting, stoneworking, and so on). You paint, draw, or engrave the rune onto a surface (dwarves usually engrave their runes in stone or metal in order to take advantage of their racial affinity for these items) and make the check.

If the check fails, the rune is imperfect and cannot hold the spell. The act of writing triggers the prepared spell, whether or not the Craft check is successful, making the spell unavailable for casting until you rest and regain spells. That is, the spell is expended from your currently prepared spells, just as if it had been cast.

A single object of medium size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level \times caster level \times 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune's market value equals its base price.

Triggering Runes

Whoever touches the rune triggers the rune and becomes the target of the spell placed in it. The rune's creator may touch the rune safely without triggering it, or deliberately trigger it if he so desires (runemakers often carry healing or restorative runes for just this purpose). The rune itself must be touched in order to trigger it, so an object with a rune may be handled safely as long as care is taken to avoid contacting the rune. If the spell only affects objects, than an object must somehow trigger the rune.

As with a *symbol* spell, a rune cannot be placed upon a weapon with the intent of having the rune triggered when the weapon strikes a foe.

Unlike the spell *glyph of warding*, the rune-spell is not concealed in any way and is obvious to anyone inspecting the object holding the rune. A *read magic* spell allows the caster to identify the spell held in a rune with a successful Spellcraft check (DC 15 + the spell's level).

Disarming Runes

Runes can be disarmed or deactivated in several ways. A successful *erase* spell deactivates a rune, but the DC is 15+ your caster level. Touching the rune to *erase* it does not trigger the rune unless the *erase* spell fails to deactivate the rune.

A *dispel magic* spell targeted on an untriggered rune can dispel its magic if successful (the DC is 11+ your caster level). Untriggered runes are not subject to area dispels. Finally, a rogue can use her Disable Device to disable runes at a DC of 25 + the spell's level, like any magic trap.

Deities Quick Reference

Faerûnian Pantheon			
Name	Domains	Align	Favored Weapon
Akadi	Air, Travel, Trickery, Illusion	N	Whirlwind (heavy flail)
Azuth	Magic, Knowledge, Law, Illusion, Spell	LN	"The Old Staff" (quarterstaff)
Chauntea	Plant, Animal, Earth, Good, Renewal, Protection	NG	Hand of Chauntea (scythe)
Deneir	Good, Arts, Rune, Knowledge	NG	Glyph (dagger)
Eldath	Good, Plant, Water, Protection	NG	Net (light mace, subdual)
Finder Wyvernspur	Chaos, Scalykind, Renewal	CN	"Sword of Songs" (bastard sword)
Garagos	Chaos, War, Destruction, Strength	CN	His holy symbol (longsword)
Gond	Craft, Earth, Fire, Knowledge, Metal, Planning	N**	Warhammer (warhammer)
Grumbar	Earth, Cavern, Metal, Time	N	Stony fist (warhammer)
Gwaeron Windstrom	Good, Plant, Animal, Travel, Knowledge	NG	"Flameheart" (greatsword)
Helm	Law, Protection, Strength, Planning	LN	Bastard sword (bastard sword)
Hoar	Law, Retribution, Fate, Travel	LN	Javelin of lightning (javelin)
Ilmater	Healing, Strength, Law, Good, Suffering	LG	Open hand (unarmed strike)
Istishia	Water, Storm, Destruction, Ocean, Travel	N	Wave (warhammer)
Jergal	Law, Fate, Death	LN	White glove (scythe)
Kelemvor	Law, Death, Travel, Protection, Fate	LN	Bastard sword (bastard sword)
Kossuth	Fire, Destruction, Renewal, Suffering	N (LN)*	Tendril of flame (spiked chain)
Lathander	Good, Protection, Strength, Sun, Renewal	NG	"Dawnspeaker" (light mace)
Lliira	Chaos, Good, Charm	CG	Six-pointed shuriken (shuriken)
Lurue	Animal, Chaos, Good, Healing	CG	Unicorn horn (shortspear)
Mielikki	Animal, Good, Plant, Travel	NG	Hornblade (scimitar)
Milil	Good, Knowledge, Charm	NG	"Sharptongue" (rapier)
Mystra	Good, Magic, Knowledge, Illusion, Rune, Spell	NG	Seven whirling stars (shuriken)
Nobanion	Law, Good, Animal, Nobility	LG	Lion's head (heavy pick)
Oghma	Knowledge, Luck, Travel, Trickery, Charm	N**	Longsword
Red Knight	Law, Planning, Nobility, War	LN	Light lance or heavy lance
Savras	Law, Knowledge, Magic, Fate, Spell	LN	Eye of Savras (dagger)
Selûne	Travel, Chaos, Good, Moon, Protection	CG	The Wand of Four Moons (heavy mace)
Sharess	Chaos, Good, Charm, Travel	CG	Great cat's paw (spiked gauntlet)
Shaundakul	Travel, Chaos, Protection, Air, Portal, Trade	CN	"Sword of Shadows" (greatsword)
Shiallia	Good, Plant, Renewal, Animal	NG	Gnarled staff (quarterstaff)
Siamorphe	Law, Nobility, Knowledge	LN	"Noble Might" [scepter] (light mace)
Silvanus	Animal, Plant, Renewal, Water, Protection	N	"Great Mallet of Silvanus" (warhammer)
Sune	Chaos, Good, Protection, Charm	CG	Silken sash (whip)
Tempus	Chaos, Protection, Strength, War	CN	Battleaxe (battleaxe)
Torm	Law, Good, Healing, Protection, Strength	LG	"Duty's Bond" (greatsword)
Tymora	Chaos, Good, Luck, Protection, Travel	CG	Spinning coin (shuriken)
Tyr	Good, Knowledge, Law, War, Retribution	LG	Longsword
Ulutiu (slumbering)	Law, Ocean, Animal	LN	"Harpoon of the Cold Sea" (longspear)
Uthgar	Strength, War, Animal, Chaos	CN	Form of the beast totem spirit (battleaxe)
Valkur	Chaos, Good, Ocean, Air, Protection	CG	"Captain's Cutlass" (falchion)
Waukeen	Knowledge, Travel, Trade, Protection	N	Cloud of coins (nunchaku)
Chultan Pantheon			
Name	Domains	Align	Favored Weapon
Thard Harr	Chaos, Good, Dwarf, Plant, Animal	CG	Clawed gauntlet (spiked gauntlet)
Ubtao	Plant, Scalykind, Planning, Protection	N	Tyrannosaur head (heavy pick)
Mulhorandi Pantheon			
Name	Domains	Align	Favored Weapon
Anhur	Chaos, Good, War, Strength, Storm	CG	Falchion (falchion)
Geb	Earth, Craft, Cavern, Protection	N	Quarterstaff (quarterstaff)
Hathor	Good, Family, Moon, Fate	NG	Long cow horns (short sword)
Horus-Re	Law, Good, Sun, Retribution, Nobility	LG	Ankh (punch dagger)
Isis	Good, Storm, Water, Family, Magic	NG	Ankh and star (punch dagger)
Nephthys	Chaos, Good, Trade, Protection	CG	Lasso (whip)
Osiris	Law, Good, Plant, Death, Retribution	LG	Light flail or heavy flail
Thoth	Magic, Knowledge, Crafts, Spell	N	Quarterstaff (quarterstaff)
Drow Pantheon			
Name	Domains	Align	Favored Weapon
Eilistraee	Drow, Moon, Chaos, Good, Charm	CG	Bastard sword (bastard sword)
Dwarven Pantheon			
Name	Domains	Align	Favored Weapon
Berronar Truesilver	Law, Good, Family, Dwarf, Protection, Healing	LG	"Wrath of Righteousness" (heavy mace)

Clangeddin Silverbeard	Law, Good, War, Strength, Dwarf	LG	Battleaxe (battleaxe)
Dugmaren Brightmantle	Knowledge, Chaos, Good, Craft, Dwarf, Rune	CG	“Sharptack” (broadsword)
Dumathoin	Metal, Craft, Earth, Dwarf, Protection, Knowledge	N	“Magmahammer” [mattock] (warhammer)
Gorm Gulthyn	Dwarf, Protection, Law, Good, War	LG	“Axeguard” (dwarven waraxe)
Haela Brightaxe	Luck, Chaos, Good, Dwarf, War	CG	Greatsword (greatsword)
Marthammor Duin	Good, Protection, Travel, Dwarf	NG	“Glowhammer” (heavy mace)
Moradin	Earth, Good, Law, Protection, Dwarf, Craft, War	LG	“Soulhammer” (warhammer)
Sharindlar	Chaos, Good, Dwarf, Healing, Charm, Moon	CG	Whip (whip)
Thard Harr	Chaos, Good, Dwarf, Plant, Animal	CG	Clawed gauntlet (spiked gauntlet)
Vergadain	Luck, Trade, Dwarf, Trickery	N	“Goldseeker” (longsword)
Elven Pantheon			
Name	Domains	Align	Favored Weapon
Aerrie Faenya	Air, Animal, Chaos, Good, Elf, Storm	CG	“Thunderbolt” (quarterstaff)
Angharradh	Chaos, Good, Plant, Protection, Renewal	CG	“Duskshaft” (longspear)
Corellon Larethian	Chaos, Good, Protection, War, Elf	CG	“Sahandrian” (longsword)
Deep Sashelas	Ocean, Chaos, Good, Elf, Water, Knowledge, Magic	CG	“Trifork of the Deeps” (trident)
Erevan Ilesere	Elf, Chaos, Trickery, Luck	CN	“Quickstrike” (short sword)
Fenmarel Mestarine	Chaos, Elf, Travel, Plant, Animal	CN	“Thornbite” (dagger)
Hanali Celanil	Chaos, Good, Elf, Charm	CG	Shining heart (dagger)
Labelas Enoreth	Chaos, Good, Elf, Time, Knowledge	CG	“The Timestave” (quarterstaff)
Rillifane Rallathil	Chaos, Good, Elf, Plant, Protection	CG	“The Oakstaff” (quarterstaff)
Sheanine Moonbow	Chaos, Good, Elf, Moon, Knowledge, Travel	CG	“Moonshaft” (quarterstaff)
Shevarash	Chaos, Elf, Retribution, War	CN	“The Black Bow” (longbow)
Solonor Thelandira	Chaos, Good, Elf, War, Plant	CG	“Longshot” (longbow)
Gnome Pantheon			
Name	Domains	Align	Favored Weapon
Baravar Cloakshadow	Good, Gnome, Illusion, Protection, Trickery	NG	“Nightmare” (dagger)
Baervan Wildwanderer	Good, Travel, Gnome, Plant, Animal	NG	“Whisperleaf” (halfspear)
Calladuran Smoothhands	Earth, Gnome, Cavern, Craft	N	“Spiderbane” (battleaxe)
Flandal Steelskin	Craft, Good, Gnome, Metal	NG	“Rhondang” (warhammer)
Garl Glittergold	Good, Protection, Trickery, Gnome, Craft	LG	“Arumdina” (battleaxe)
Gaerdal Ironhand	Law, Good, War, Protection, Gnome	LG	“Hammersong” (warhammer)
Segojan Earthcaller	Good, Earth, Gnome, Cavern	NG	“Earthcaller” [crystalline rod] (club)
Halfling Pantheon			
Name	Domains	Align	Favored Weapon
Arvoreen	War, Protection, Law, Good, Halfling	LG	“Aegisheart” (short sword)
Brandobaris	Trickery, Travel, Luck, Halfling	N	“Varnoose” (dagger)
Cyrrollalee	Law, Good, Family, Halfling	LG	“Camaradestave” (quarterstaff)
Yondalla	Good, Law, Protection, Halfling, Family	LG	“Hornblade” (short sword)
Sheela Peryroyl	Halfling, Plant, Air, Charm	N	Quarterstaff (quarterstaff)
Urogalan	Law, Protection, Earth, Death, Halfling	LN	“Doomthresher” (dire flail)

*You can use either listed alignment when picking this deity as a patron.

**Any character can choose Gond or Oghma as a patron deity.