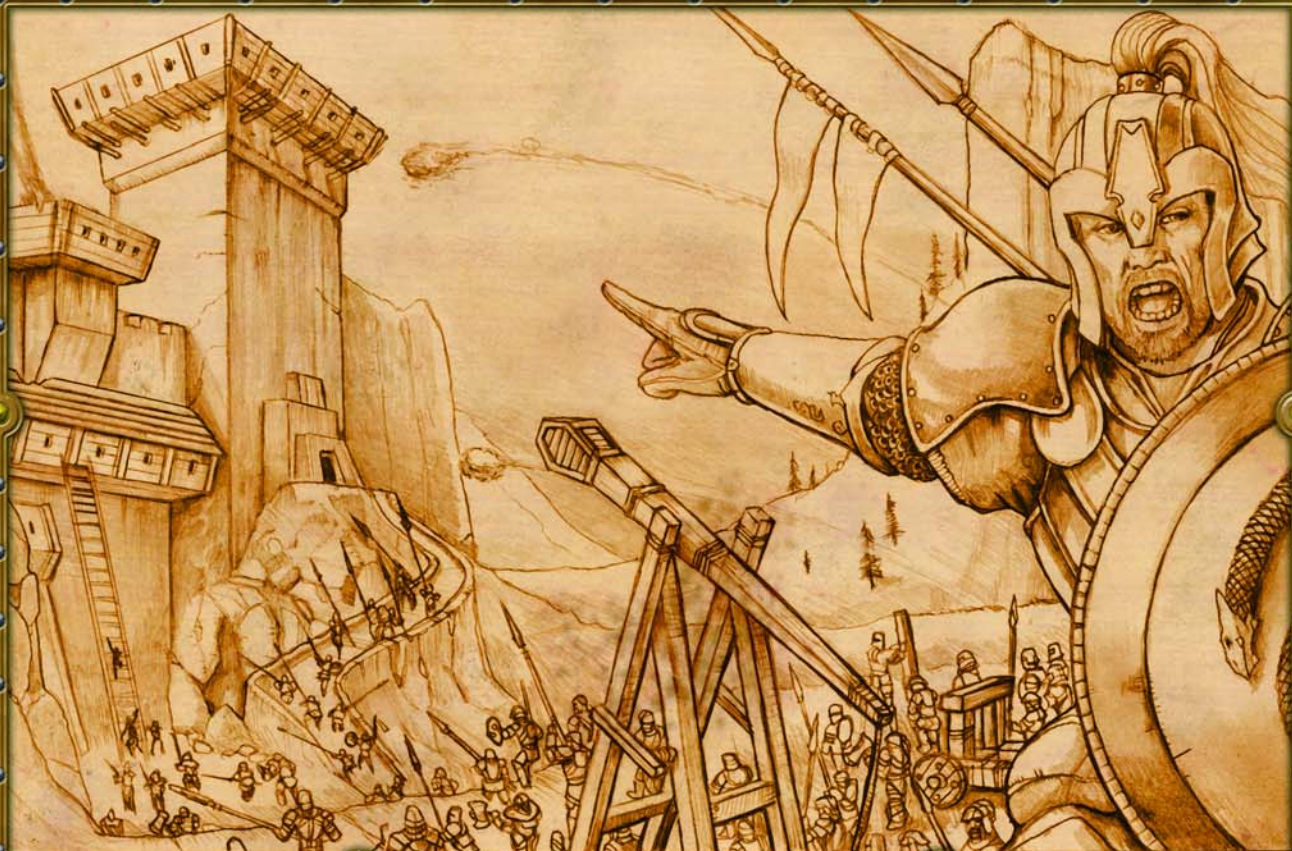


Kingdoms of Kalamark[®]

PLAYER'S GUIDE TO The SOVEREIGN LANDS





THE KINGDOMS OF KALAMAR

PLAYER'S GUIDE TO THE SOVEREIGN LANDS

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Introduction

The *Kingdoms of Kalamar campaign setting sourcebook* offers a vast amount of information on the lands of Tellene, its inhabitants, organizations, major languages, cities, deities, armies, codes of law and so on. It also includes hundreds of intriguing adventure hooks for a Dungeon Master to make his or her own. Meanwhile, the *Kingdoms of Kalamar Player's Primer* provides the basic details of life in the *Kingdoms of Kalamar* campaign setting, helping players recognize what their characters know and what they believe (often the two are quite different), and fleshing out their personal histories and family backgrounds.

The *Player's Guide to the Sovereign Lands*, on the other hand, introduces new classes, races, feats, spells, equipment and other rules mechanics not found in the standard *D&D Player's Handbook*. It also introduces even more helpful guidelines to make your character feel like he or she belongs in the Sovereign Lands.

WHAT IS TELLENE? THE SOVEREIGN LANDS? THE KINGDOMS OF KALAMAR?

Tellene is a planet similar to Earth, but with a warmer climate. Many different races of beings populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and many types of monsters and other humanoids.

The lands of Tellene defined in the *Kingdoms of Kalamar campaign setting sourcebook* are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

The *Kingdoms of Kalamar* campaign setting is named after the great Kalamaran Empire, which once covered much of Tellene. But time weighs heavily upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever. Still, its influence is felt almost everywhere in Tellene.

WHAT ARE SOME HIGHLIGHTS OF THE KINGDOMS OF KALAMAR CAMPAIGN SETTING?

The *Kingdoms of Kalamar* is a vibrant setting for your game, alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. It is a robust and detailed world filled with many cultures, both human and humanoid. It is also a world rife with adventure possibilities, where fantastic creatures roam the wilderness, evil clerics worship evil deities hell-bent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids and technology and industry come face to face with magic and the fantastic. This setting combines the best of the real medieval world with all the elements of fantasy you have come to enjoy. And while nearly any setting suffices for a single adventure, these qualities make Tellene an engaging game setting for your character to live in and explore, long after the novelty of the "tourist bazaars" has worn thin.

This is partly because of the strong geo-historical basis of the setting. The maps feel right because they are right, at least from a standpoint of verisimilitude. The continents, the lakes, the rivers, the forests, all the geographical features are based on real examples. The setting was built from the ground up, and it was built with an attention to detail. Everything was determined at the start, from the direction of the prevailing winds to the plate

tectonics. There are no glaciers in the middle of warm lakes, no swamps adjacent to deserts, nor huge jungles in temperate latitudes. The realistic basis of the setting allows it to become the invisible backdrop for the real action: you.

Your player character is the real hero of any game. You rescue the princess and you recover the stolen Whatzit for Lord So-and-So. You are the focus, and a campaign world should be shaped by your actions, not the other way around. Tellene is that kind of campaign world as it offers you the opportunity to be a world-shaper. Life in the Sovereign Lands is guided by ordinary men and women with extraordinary courage and resolve. This book gives you the information you need to become one of those people. But fear not, for all the detail and background history that this setting provides adds depth to your adventures without confining them. The *Kingdoms of Kalamar* campaign setting allows you to be the author of your own destiny by providing the scenery but not the story.

Of course, player characters cannot be everywhere at once. The world continues moving even when you are off exploring a forgotten dungeon somewhere. Evil cults spread their influence throughout a small town. A village succumbs to a mysterious disease. A band of humanoids halts merchant routes between two cities. Villains even kidnap princesses when you are not around to do anything about it. What happens then? Well, usually the Vicelord has his way with her. You see, the NPCs of Tellene are not inept; otherwise, they would not be worthy (or successful) villains. A world full of morons is no place to live. You need the good, the bad and even the so-so to populate your campaign to make the party's heroic deeds exceptional. After all, if everybody on the block is a superhero, nobody stands out.

The *Kingdoms of Kalamar* campaign setting enhances your gaming experience by providing you a realistic backdrop for your character. Every type of person you could imagine lives somewhere on Tellene. In fact, that's one of the reasons this is such an enjoyable setting to play in: it is tremendously versatile. No matter what type of character you choose to play, you should feel confident that they will have an important place in the world of Tellene.

The setting also provides a realistic, dynamic world for your character to live in. Every sort of adventure can be found on the continents of Tellene. Whether you dream of finding great riches in the bellies of mountains or ridding the desert of undead abominations, the *Kingdoms of Kalamar* setting provides the where and the how, all the while maintaining a commitment to realism that lets you experience your character's adventures in the most satisfying ways.

In the Sovereign Lands, your character has a chance to stand out. In fact, you have a chance to be the greatest character in the campaign world. However, greatness is different for every individual. While you may dream of conquering the continent and bringing peace and prosperity to its people, others may wish for the ultimate in scholarly or magical achievement. What sets this setting apart is its ability to give you the opportunity to do all this and more without sacrificing continuity or common sense. This book provides rules for playing haughty nobles, influential clerics and avaricious warlords. It also includes information on customizing your character for Tellene and more detail on the various races and subraces that populate the continent. Here you are presented with the opportunity to become great. Realizing that opportunity, however, requires skill, effort and a little bit of luck.

Chapter 1

Races

Dwarven warriors carry the body of a fallen leader deep into their underground mountain city, passing the tombs of kings dead for some thirty dwarven generations. Wandering Dejn nomads explore the ruins of a fallen civilization deep within the massive Vohven jungle, and awake a power none could expect. Bold adventurers set off into the Khydoban desert, seeking a country populated with undead and ruled by a powerful lich lord. Barbarian horselords war among each other for control of territory, while Slennish cultists kidnap the innocents left behind the lines. Xenophobic elves patrol the Lendelwood, guarding their ancient city against a threatened human assault. These adventures and more are yours when you step into the Kingdoms of Kalamar.

In the world of Tellene, your character is not defined merely by his statistics. A character's background, native land, race, religion and much more all play important parts.

CREATING A CHARACTER

Although you can use the rules in the *Dungeons & Dragons Player's Handbook* to create any type of character for the *Kingdoms of Kalamar* campaign setting, this chapter (and indeed, the rest of this book) explains how to create a character specifically designed for the world of Tellene. To create a 1st-level character, simply turn to the *D&D Player's Handbook* and follow the steps, making sure you review the additional character features in this book.

Character Races

Many different races of beings populate Tellene. The six predominant human races share the world with dwarves, elves, gnomes, halflings, hobgoblins, orcs and a wide variety of other humanoids. In a Kingdoms of Kalamar campaign, a number of races are available for players. The standard races described in the *D&D Player's Handbook* are present on Tellene (a large continent, though its inhabitants believe it encompasses the

TABLE 1-1: RACIAL ABILITY ADJUSTMENTS

RACE	ABILITY ADJUSTMENT	FAVORED CLASS
Human	None	Any
Dwarf, Hill	+2 Constitution, -2 Charisma	Fighter
Dwarf, Mountain	+2 Constitution, -2 Wisdom	Fighter
Dwarf, Stone	+2 Constitution, -2 Intelligence*	Rogue
Elf, Dark	+2 Intelligence, -2 Constitution	Cleric (female), Wizard (male)
Elf, Gray	+2 Intelligence, -2 Constitution	Wizard
Elf, High	+2 Dexterity, -2 Constitution	Wizard
Elf, Wild	+2 Dexterity, -2 Intelligence*	Barbarian
Elf, Wood	+2 Dexterity, -2 Charisma	Ranger
Gnome, Deep	+2 Constitution, -2 Strength	Fighter
Gnome, Forest	+2 Wisdom, +2 Charisma, -2 Strength	Druid
Gnome, Rock	+2 Constitution, -2 Strength	Bard
Half-elf	None	Any
Half-hobgoblin (Kargi)	+2 Constitution, -2 Intelligence*	Fighter
Half-hobgoblin (other)	+2 Dexterity, -2 Wisdom, -2 Charisma	Fighter
Half-orc	+2 Strength, -2 Intelligence*, -2 Charisma	Barbarian
Halfling, Golden	+2 Intelligence, +2 Wisdom, -2 Strength	Psion
Halfling, Lightfoot	+2 Dexterity, -2 Strength	Rogue
Hobgoblin, Krangi	+2 Dexterity, +2 Constitution, -2 Intelligence*, -2 Wisdom, -2 Charisma	Fighter
Hobgoblin, Kargi	+2 Dexterity, +2 Constitution, -2 Intelligence*, -2 Wisdom, -2 Charisma	Cleric
Hobgoblin, Dazlak	+2 Dexterity, +2 Constitution, -2 Strength, -2 Intelligence*	Ranger
Hobgoblin, Kors	+2 Dexterity, +2 Constitution, -2 Intelligence*, -2 Wisdom, -2 Charisma	Fighter
Hobgoblin, Rankki	+2 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence*	Fighter

* A player character's starting Intelligence can be no lower than 3. If this modifier lowers the Intelligence score below that, keep the score at 3.

entirety of the planet), although they often have different names. For example, the standard elf is known herein as a *lathlani*, or high elf, though you may choose to become one of four other elven subraces.

What you may not expect, and be pleasantly surprised to see, are the many varied racial types of humans, and the fact that the hobgoblin race has become far more civilized (by human standards) than the other humanoids. The hobgoblins have established a foothold amongst the other advanced races by establishing the kingdoms of Ul-Karg and Norga-Krangrel, though other scattered tribes do exist elsewhere. Orcs, while they still exist, lack both the prominence and the numbers of the hobgoblin empires. You may even choose a hobgoblin or a half-hobgoblin as your player character!

Table 1-1: Racial Ability Adjustments shows the ability score adjustments and favored class for each of the player character races of the Kingdoms of Kalamar setting.

Character Conversion

Converting *Greyhawk*, *Forgotten Realms* or *Eberron* characters to the Kingdoms of Kalamar.

If you created a character using the *D&D Player's Handbook* and/or another one of the above campaign settings, and would like to bring that character into the world of Tellene, you have several things to consider. Mainly, if your character follows a certain religion, you need to convert between the two pantheons. Simply refer to Chapter 6: Religion for the deity conversion tables, locate your character's deity and reference which Kingdoms of Kalamar deity best corresponds to yours.

You probably noticed that the humanoid subraces of Tellene vary from those presented in the *D&D Player's Handbook* and the *Monster Manual*. For simplicity, choose the Kingdoms of Kalamar subrace that best matches the racial ability score modifiers for your character. This works most easily if your characters come from *Greyhawk*, for standard elves become high elves, standard dwarves become hill dwarves, standard gnomes become rock gnomes, and standard halflings become lightfoot halflings.

If converting from *Forgotten Realms*, moon elves become high elves and shield dwarves become hill dwarves. Faerun's rock gnomes and lightfoot halflings easily convert to the rock gnomes and lightfoot halflings of Tellene. Other non-standard races should only be placed at the discretion of the DM.

On the other hand, if you created a character with the *Eberron* setting and would like to bring that character to Tellene, talk to your Dungeon Master about his or her plans for the world. Much of the world is unknown to those who live on the continent of Tellene, and it is possible that your character comes from a most distant land, or from another world. If the latter, he may have arrived in Kalamar by means of a portal or a rift in the fabric of the planes, such as the one in the unassuming northern city of Trarr. Note that most inhabitants of Tellene will assume changelings, kalashtars, shifters and warforged to be inhuman monsters, and treat them accordingly.

Character Classes

Many of the classes described in the *D&D Player's Handbook* have significant new opportunities in the Kingdoms of Kalamar campaign setting. For example, clerics may choose from forty-three patron deities, with access to new domains and information on advancing ever higher through the ranks of the church. There are also several new prestige classes, in addition to those described in the *D&D Dungeon Master's Guide*. Even though beginning characters won't qualify for prestige classes such as the Living Blade of Kotesch (a knightly order that slays undead), you may want to keep prestige classes in mind as your character advances.

Character Region

While the *D&D Player's Handbook* only requires you to choose a race and a class, the *Kingdoms of Kalamar Player's Guide* enables you to expand upon your character by choosing the region from which you originate. This is particularly important to humans, for it will define your physical appearance (height, skin tone, facial features), language and possibly even your religion (especially if you choose to play a character from an evil theocracy such as Slen). You will also be able to choose specific regional feats to further enhance your character's abilities.

Character Languages

With regard to languages spoken, each character speaks her racial or national tongue as her primary language (see Table 1-2: Languages by Geographical Subdivision). Since all characters with an Intelligence of 12 or higher speak bonus languages (as noted in the *D&D Player's Handbook*), many PCs and NPCs speak at least one additional language as well. This second language is typically either Merchant's Tongue (the "Common" tongue of Tellene) or a language spoken by neighbors or frequent trade partners.

With regard to Table 1-2, the primary language is the state-sanctioned language where a formal state exists. This language may be different from that spoken by a large fraction of the population in areas where the populace has been conquered by foreign speaking armies. The secondary language is the language that the largest percentage of the population speaks besides the primary language.

Dialects of languages are included in Table 1-2 in parentheses following the listing of the root language. In many areas, these dialects can be significantly divergent from the root language. This is due to influence of other tongues common or once common in the region. Thus, it might be difficult for speakers of a dialect to communicate with speakers of another dialect even when the root language is the same. However, characters gain a +2 circumstance bonus when speaking or trying to read a language with a root language common to a language with which they are already familiar.

HUMANS

“A human can be your greatest friend and most worthy ally. Until you turn your back.” – Elven proverb.

Humans live throughout Tellene, from the arctic hinterlands to the tropical rainforests. They form the largest and most populous civilizations of any race, and are the dominant sociopolitical force on Tellene. The human race has fragmented into several distinct cultures, each deserving of its own description. All humans on Tellene share the standard human racial traits (see the *D&D Player's Handbook*).

Brandobian

“A true Brandobian is passionate, prideful and efficient. A more dangerous combination I do not know.” – General Alere Garnak, leader of the Militocracy of Korak.

Brandobians are the smallest of the human races, with slender bodies measuring usually a little over five feet in height. Their skin tones are usually olive and their dark hair ranges from curly to straight. Brandobians have fine features, clear voices and a hardy resistance to disease.

Brandobians live on the western coast of Tellene and occupy maritime colonies off their own coast, on Western Svimohzia and along the Elos Bay. Their numerous colonies result from centuries of exploration and conquest, and the Brandobians take great pride in the vastness and impact of their travels. Their people are vibrant and alive and rarely keep their opinions to themselves. Right or wrong, you know where a Brandobian stands.

Adventurers from this region generally become fighters, rogues, clerics or rangers. Although Eldorans disdain magic, powerful wizards live in Cosdol and numerous lesser wizards live in Pel Brolenon. The rare druid or monk lives in Mendarn, if anywhere. Bards are common in Cosdol, somewhat less so in the other nations. Barbarians must hail from the far north—the Voldorwoods or the Odril Hills. Smatterings of sorcerers appear infrequently throughout Brandobia.

TABLE 1-2: LANGUAGES BY GEOGRAPHICAL SUBDIVISION

COUNTRY, CITY-STATE OR REGION	PRIMARY LANGUAGE	SECONDARY LANGUAGE
Aasaer	Reanaarese	Merchant's Tongue
Ahznomahn	Svimohzish	Merchant's Tongue
Alnarma	Brandobian (Eldor)	Dejy (Elos)
Baethel	Gnomish	Reanaarese
Basir	Kalamaran (Basiran)	Kalamaran
Bronish	Brandobian (Mendarn)	Svimohzish (Meznam)
Cilorealton	Elven	Merchant's Tongue
Cosdol	Brandobian	Elven
Daruk	Kalamaran (Daruk)	Fhokki
Dijishy	Dejy (Elos, western)	Dwarven
Dodera	Kalamaran (Doderan)	Kalamaran
Doulathanorian	Elven	Merchant's Tongue
Draska	Dwarven	Merchant's Tongue
Drhokker	Fhokki	Dejy (Ridijo)
Dynaj	Dejy (Khydo, southern)	Merchant's Tongue
Ehzhimahn	Svimohzish (Meznam)	Dejy (Elos, southern)
Ek'Gakel	Kalamaran (Gakite)	Dejy (Defohy, Fitonshir, etc.)
Ek'Kasel	Kalamaran (Kasite)	Brandobian (eastern)
Eldor	Brandobian (Eldor)	Merchant's Tongue
Elos Desert	Dejy (Elos, various)	Dejy (Elos, various)
Fymor	Fhokki	Dejy (Ridijo)
Geanavue	Reanaarese	Merchant's Tongue
Giilia	Reanaarese	Merchant's Tongue (rarely)
Gothmerr	Fhokki	Dejy (Ridijo)
Kalaleta	Kalamaran (Kalalet)	Merchant's Tongue
Kalamar	Kalamaran	Merchant's Tongue
Karasta	Kalamaran	Dwarven
Korak	Kalamaran (Koraki)	Brandobian (eastern)
Lathlanian	Elven	Brandobian (Eldor)
Mendarn	Brandobian (Mendarn)	Merchant's Tongue
Miclenon	Brandobian (Eldor)	Dejy (Elos, southeast)
Meznamish	Svimohzish (Meznam)	Dwarven
Narr-Rytarr	Fhokki	Dejy (Chinotan)
Norga-Krangrel	Hobgoblin (Krang)	Hobgoblin (Goblin)
Norr-Bharr	Fhokki (Torakki)	Dwarven
Nythok	Dejy (Anyth)	Fhokki
O'Par	Kalamaran (O'Paran)	Merchant's Tongue
Ozhvinmish	Svimohzish (Ozhvin)	Merchant's Tongue
Paru'Bor	Kalamaran (Paruvian)	Fhokki
P'Bapar	Kalamaran (P'Bapar)	Brandobian (eastern)
Pekal	Kalamaran (Pekalese)	Merchant's Tongue
Pel Brolenon	Brandobian (Mendarn)	Low Elven
Prompeldia	Brandobian (Eldor)	Hobgoblin
Reanaaria Bay, eastern, rural	Dejy (Khydo, various)	Dejy (Khydo, various)
Reanaaria Bay, western, rural	Reanaarese	Gnomish or Dwarven
Saaniema	Reanaarese	Merchant's Tongue
Shrogga-Pravaaz	Draconic (Kobold)	Merchant's Tongue
Shyff	Fhokki	Merchant's Tongue
Shynabyth	Dejy (Byth)	Fhokki
Shyta-na-Dobyoy	Brandobian (eastern)	Dejy (Thondehe)
Skarrna	Fhokki	Reanaarese
Slen	Dejy (Evony)	Fhokki
Tarisato	Kalamaran (Tarisatan)	Hobgoblin (Tikor)
Tharggy	Fhokki (Hargg)	Dejy (Tharay)
Thybaj	Dejy (Narhino)	Fhokki
Thygasha	Dejy (Khydo, northern)	Merchant's Tongue
Tokis	Kalamaran (Tokisian)	Halfling
Torakk	Fhokki (Torakki)	Dejy (Evony)
Trarr	Fhokki	Dejy (Ridijo)
Ul-Karg	Hobgoblin (Kargi)	Hobgoblin (Goblin)
Vrandol	Brandobian (Mendarn)	Svimohzish
Xaarum	Reanaarese	Merchant's Tongue
Zazahni	Svimohzish	Elven
Zoa	Reanaarese	Merchant's Tongue

Deju

"The Deju tribes wander the world; they no longer have an empire, but they also have no war." – An unknown sage.

The Deju are the most diverse of all the human races. Ample evidence shows that they have inhabited or roamed the farthest corners of Tellene and all areas in between. Today, they are most populous in the Young Kingdoms, the Wild Lands, and the various wastelands (deserts, jungles, tundra, remote islands and the like). They range in size from the short and thick-boned people of Dynaj to the lean and rangy desert riders of the Elos. Skin colors run from amber-gold to burning red to the light brown color of worn leather. While facial features vary from tribe to tribe, hair color is always dark, facial and body hair sparse, and the Deju typically have flatter faces than the angular Brandobians or hawk-nosed Kalamarans.

The tribes of the Elos desert are excellent riders of both horse and camel. They herd asses, hunt wild antelope and desert hares, and grow hardy crops of tubers wherever possible. Life in the desert is harsh, and these folk are as adaptable and enduring as the desert itself. Tribal names include the Murs, the Shanjens, the Hasheri and the Yataks.

The people of the Khydoban and its environs are about the same general size and build as their Reanaarian neighbors. Several tribes make up their primarily nomadic population, Dynaj and Thygasha being the major exceptions. These tribes live throughout the Khydoban wastes. Ruins miles into the Khydoban Desert bear testament to the magnitude of the empire they once ruled. These folk average less than five and a half feet tall, their bodies are big-boned but not ungainly, and their skin is a deep reddish-brown. The men consider a beard to be a sign of age and therefore wisdom.

The Deju of central Tellene, who cover the Young Kingdoms and Pekal and O'Par, vary greatly from tribe to tribe. They include the Defohy and Fitonshir of Paru'Bor and Ek'Gakel, the Chors from the Banader River valley, the Ridijo from north of the Jendasha and the Shan-Gyr of the Adiv Hills. These tribes adhere most closely to their ancient tribal beliefs; these beliefs often include a disdain or enmity for those that infringe upon their lands, hunting grounds or areas that they hold sacred. Other tribes of the north and wild lands include Chinotan, Anyth, Byth, Thondehe, Evony, Tharay and Narhino.

The folk of the island colonies of Eldor and Mendarn, and many of the continental Deju who live among their ruling nations, have soft brown skin and speak a slow musical language. The largest of these islands, Malavla, gives its name to all of these tribes. Malavians build great artifacts, usually huge totems of wood or stone, and the islanders wear exotic clothing of grasses, feathers and shells. Masks are an important part of their life, and every special occasion calls for its own mask.

Few Deju live on the island of Svimohzia, having long ago been driven deep into the Vohven or to the mainland by the

more warlike races, especially the Kargi. Pockets still exist in the Vohven Jungle, where they keep to themselves. The Ahznoms believe the easternmost tribes, known as the Simay, to be barbaric, if not cannibalistic.

Deju adventurers might be of any class, with barbarians, rogues and fighters being the most common among them. Their bards continue their oral histories and often hold prominent social positions. They favor the shaman variant of the druid class over the cleric. Deju rarely become wizards though a sorcerer may emerge (often multiclassed with shaman).

Fhokki

"It is dangerous to confuse a Fhokki with a simple-minded barbarian. If you are right, no harm. But if you are wrong..." - Anonymous

The Fhokki tower over other human races and have adapted to handle the bitter cold of their environment. Their hair ranges from platinum blonde to dark brown, and their skin color tends to be pale. Their fair faces often light up in laughter or redden in anger; they are an emotional and expressive people.

Traditionally, Fhokki live in extended families that dwell in log homes. Some Fhokki clans herd reindeer as their principal means of livelihood; others fish the plentiful depths of Lake Jorakk, and supplement their diet with deer taken from the thick forests of their homelands.

Fhokki clans inhabit the length and breadth of the Wild Lands. The Hurrkal and other clans live as far south as the edge of Reanaaria Bay, where they generally get along peaceably with the humans and demihumans there. The Trusk live in Skarrna and the Rokk Woods. The Kartorr and Roth clans range to the north and east further than Kalamaran scribes record.

Adventuring Fhokki principally become fighters, rangers or barbarians. They scorn rogues but admire bards (their own being masters of riddle, song and rhyme). They respect anyone who wields a greatsword or axe, be she a cleric or a fighter. They do not often become monks or arcane casters; the Fhokki respect clerics, druids and shamans equally, and only a desperate man would harm them.

Kalamaran

"Give a Kalamaran a weapon, and he will give you thanks. This is when you should run." – Dwarven saying.

To hear a Kalamaran speak of his people's history, you would think that it was his idea to cultivate rice in the Alubelok Swamp, that he personally marched in formation against the Fhokki barbarians, and that he built Kolokar's Barrier with a brick in his left hand and trowel in his right. Kalamarans are as proud as the sun is bright, and others lament that the Kalamaran can usually make good his boast.

Kalamarans construct their homes, equipment, and cities with grandeur. They exaggerate size and detail, covering massive lintels with brilliant frescoes, and placing them above colossal doorways. Kalamarans decorate everything, especially their weaponry and accoutrements: "Know a Basiran by his surcoat," goes the saying, "and a Tokite by his shield."

Pure Kalamarans have blue eyes and dark red hair, features that are now prominent only among the nobility. They are tall, especially in the eastern Young Kingdoms and northern Kalamar, where Fhokki blood runs strong. However, Fhokki blood is hardly the only racial influence. Today's Kalamaran has unprecedented range in size, shape, build and coloration. Centuries of conquest and trade have given the Kalamarans access to every known race. In the Young Kingdoms, Kalamaran blood mixed for centuries with Brandobian, hobgoblin (especially in Korak and Ek'Kasel), elven (especially east of Korak), various Dejy tribes and Fhokki (in Paru'Bor). O'Par, Paru'Bor and Dodera have extensive Fhokki and Dejy influence intermixed with a smattering of elven, hobgoblin and Brandobian. Tokites share their Kalamaran blood with that of the Dejy, Fhokki, elves, Brandobians, Svimohz and Reanaarians (the latter two through trade). Central Kalamar and Basir have intermixed with every conceivable race through trade, conquest and slavery. Tarisatans have generous amounts of Dejy, hobgoblin, orc and goblin influence mixed with already-diluted Kalamaran blood from the central holdings.

Among adventurers, Kalamarans prefer professions that allow them to experience as much as possible. They make brave fighters, dashing rogues and intrepid paladins. Except among Basirans, Kalamaran bards are rare, and barbarians are extremely rare, coming only from deep in the Alubelok Swamp or unruly Tarisato. Since Kalamar is the center for several powerful faiths, clerics are common as well, but druids come mostly from the Young Kingdoms or central Kalamar.

Reanaarian

"Reanaarians are excellent diplomats. They let you have your way only when they know you are wrong." – Chelean, former pirate and smuggler, and current governor of U'Rudaketa

Reanaarians are medium in build, often stocky but rarely fat. They are a folk of extremes: they respect hard work, but they enjoy holidays and feasting. They are clever but appear dull and boring to outsiders. They are fascinated with magic but rarely pursue it as a class.

The Reanaarians, like the Brandobians, are inquisitive folk. Just as during the period of their great migrations, they explore their current home, the Reanaaria Bay area, without aims of conquest or glory. They enjoy the beauty of their home and rarely come into conflict with the dwarves, elves, gnomes or halflings who live there.



The Tharggy infantry (comprised of Fhokki women) battles a legion of Kalamaran soldiers.

Reanaarians inhabit the western shores of the Bay, leaving the north to the Skarrns (Fhokki) and the east to the Deji. Reanaarians who stray more than 100 miles inland are rare.

Reanaarians speak their own language among themselves and prefer others to use it as well, although nearly every craftsman, artisan, merchant and noble speaks Merchant's Tongue. Because of the great number of non-humans sharing their cities and neighboring their lands, many Reanaarians learn Dwarven, Gnomish, Low Elven or Halfling as well. Low Elven is a particularly popular choice near Zoa as many Reanaarians in that area share some elven ancestry.

Adventurers among the Reanaarians adopt the rogue class more often than they adopt any others. Fighters and clerics are less frequently encountered than average, while monks and barbarians are very rare. Druids usually hail from the Fautee Forest, the Sotai Gaglia Headlands or the Ka'Asa Mountains. Wizards are uncommon, and sorcerers rare.

Svimohz

"For every Svimohz you see, count four." – Merchant saying

Second only to the Deji in diversity, the Svimohz have shiny black skin and a wide range of facial features that vary from region to region. The Meznams, for example, tend to be taller, with sharp angular features, long beards and athletic builds. The Zazahnii are less muscular, but their shorter builds make them look barrel-chested and ungainly.

The traditional Svimohzish custom of sprawling, close-knit families still exists, especially in Ozhvinmish, Meznamish and rural Zazahni. Family ties are very tight, and foreigners who fall in love with a Svimohz must make a good impression on the family or risk losing their paramour's affection.

Svimohz live throughout the island, except in Ul-Karg, which is wholly dominated by hobgoblins, and in the west, which many people avoid because of the Mendarn (formerly Pel Brolenese) colony of Vrandol. While the Mendarns are less belligerent than the Brolenese, many Svimohz formerly residing there have migrated east or north to friendlier places.

Historically, the Meznam people were a relatively small group that lived near the Zhano-mewhi Bay and moved north to the Mewzhano Bay. The Mewhi folk, from whom the Mewhi Marsh takes its name, now live in the foothills of the Tanezh Mountains, having fled the chaos in Zazahni. The Zassho, known for their shipbuilding and woodworking, are the principal inhabitants of Mez-Vowmi Isle and the far eastern tip of Svimohzia.

Svimohz speak their own language, except in Ahznomahn (where they also speak Merchant's Tongue) and some of the folk who live near the Malachite Heights, where Dwarven is as common as Svimohzish.

Svimohz who adventure do so as fighters, rogues or clerics. Druids and shamans might hail from the Vohven Jungle, the

central highlands or the Tanezh Mountains. Sorcerers come from scattered places across the island, but a surprising number call Zazahni home. The Zasshos produce eloquent bards. The Ozhvinmish have an introspective culture that holds monks in high respect, and some of the greatest monks on Tellene come from Ozhvinmish. Barbarians come from tribes deep in the Vohven Jungle.

DWARVES

"Better to face your danger today than to live in shadow tomorrow." – Dwarven proverb

Dwarves are common non-humans on Tellene, living either in well-fortified underground complexes or in sturdy stone buildings above ground. Relations with other races vary, but dwarves are reliable allies, skilled fighters and expert craftsmen. Dwarves often refer to themselves not as dwarves, or by their regional name, but by clan or nation (such as "Draskan" or "Karastan").

Hill Dwarves

Hill dwarves (also known as lowland dwarves, or "adurek" in Dwarven) are the most common type of dwarf, and are the typical examples of their kind. They follow the personality, physical description and alignment standards described in the *D&D Player's Handbook*.

"Junk. It's just what I expected from orcs," Tasha said as she kicked at the pile of loot left over by the humanoid bandits she and her companions had just defeated.

"Junk?! Those swords were Barzaks, made in the finest smithy in the Young Kingdoms. They're each worth ten times that crude lump of lead Umil is carrying." Kand's tone was indignant. The dwarf stared up at his human companions.

Umil's eyes narrowed. "Then why weren't you the first to loot them?"

"You're missing the point. Why do bandits have Barzaks, which have no business in this area? They must have taken them from somebody else."

Tasha imagined a map of the area. "They were being smuggled into Norga-Krangrel!"

"Exactly," Kand nodded. "Now we have to worry about bandits, smugglers and hobgoblin warriors." He smiled. "And I thought this was going to be another boring walk in the woods."

Relations: Lowland dwarves often interact freely with gnomes, but also trade with halflings, humans and half-elves. While they respect elven warriors, they have little in common with elven culture or religion. In general, dwarves are polite but succinct, and their lack of solicitousness comes across as

rude to cultures such as the Svimohzish, which consider such things as banter to be a necessary courtesy.

Dwarves prefer to live among other dwarves, not out of dislike for other races, but because they prefer their own customs, language and traditions. When dwarves live among humans or other races, they tend to work as artisans, craftsmen or mercenaries.

Hill Dwarf Lands: Adurek tend to live in vast underground cities. These communities rival human settlements in size, but they keep this information hidden from their enemies. Large extended families live in smaller settlements of only a few hundred and these are scattered across Tellene, typically clustered around a rich vein of ore. Lowland dwarves can be found in the foothills of any mountains, but there are high concentrations near the Kakidela and Ka'Asa ranges. Because of their exile from Karasta, many lowland dwarves now live in southwestern Reanaaria as well.

Religion: Adurek favor worship of the Founder, the Speaker of the Word, the True and the Powermaster. The Founder's teachings resonate with most lowland dwarves, even those who dedicate their lives to another god. Among dwarves of evil alignment, the most corrupting are the Emperor of Scorn, who plays upon their distrust of other races, the Jealous Eye, who plays upon their greed, and the Dark One.

Language: Lowland dwarves speak Dwarven among themselves, but they prefer to use another language with outsiders. Since it is difficult to master, the Dwarven language is difficult to comprehend and painful to hear when attempted by non-fluent speakers.

Adventurers: As adventurers, lowland dwarves make excellent fighters. Their skill at arms is renowned, and their hardiness and durability are legendary. Their endurance and discipline make them excellent shock troops. They also make faithful, dedicated clerics and paladins, wise druids and dependable sorcerers. Their culture scorns theft, but rogues who serve as mountain guides or spies against their racial enemies can earn respect. Adurek avoid wizardry and even sorcery is rare among them. They sometimes become very disciplined and powerful psionic characters, but they are more likely to be deadly psychic warriors, fighting alongside their mundane allies with unusual skills.

HILL DWARF RACIAL TRAITS

The hill dwarves of Tellene have the standard dwarven racial traits described in the *D&D Player's Handbook*, except as follows:



A Kalamaran argues with a stone dwarf, a mountain dwarf and a hill dwarf.

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- Automatic Languages: Hill dwarves receive Merchant's Tongue instead of Common. Bonus Languages: Hill dwarves receive Hobgoblin instead of Goblin.

Mountain Dwarves

Mountain dwarves are distrustful of outsiders and have a fierce racial pride. Whether this developed in their years of isolation in the mountains or forced them into years of isolation in the first place is a topic of debate. Regardless, mountain dwarves are skilled craftsmen, mountaineers and knowledgeable guides and trackers.

Urgaz retired to his chambers, still sweating from the fiery oration. His adrenaline was rushing after the emotional scolding. Judging by the boisterous replies from the crowd, his listeners had thought so, too.

"That was quite a speech, 'Gaz."

Urgaz whirled, wondering how another person could have entered the closet-sized room without being seen. He turned just in time to see a slender, glowing elf pass through the wall and have a seat in Urgaz's favorite chair.

"Aiwyn!" he shouted. "It is so good to see you again." He leaned over and embraced his old friend for a long time, then stepped back to lean against his desk.

"And you, old patriarch. I see that being the chief dogmatist for the Lord of Silver Linings gives you ample material rewards." Aiwyn spread his arms to encompass the cluttered room. His own garb, while lacking in the detail and tradition of Urgaz's vestments, was clearly worthy of any prince.

Urgaz shrugged. "The work is its own reward." They both stared hard at each other, wondering if the rumors of disloyalty to their secret society were true.

"So," began Aiwyn. "Tell me how you have been. We have ten long years of catching up to do."

Physical Description: Mountain dwarves (known as "rurok" by other dwarves and often called highland dwarves by humans) are often shorter than hill dwarves, standing close to four feet tall. They have darker skin tones, and their hair colors include more reds and browns. Highland dwarves may be as heavy as lowland dwarves, but not always. Their life spans are comparable.

Relations: With regard to other races, the attitudes of highland dwarves stand out. They are less outgoing than lowland dwarves with gnomes and halflings, but they have a fine appreciation of elven workmanship, even if the elves put too much attention on form and not enough on function.

Alignment: Highland dwarves are less traditional than lowland dwarves and are more likely to be neutral good than lawful good. The more outgoing and open-minded among them may even become chaotic. They are rarely evil, but prolonged association with evil races can corrupt a highland dwarf.

Mountain Dwarf Lands: Highland dwarves live in all of the major mountain ranges. They prefer the high peaks that offer

safety and seclusion, so there are concentrations of highland dwarves in the Ka'Asa, P'Rorul, Elenon and Deshada ranges.

Religion: Highland dwarves favor worship of the Holy Mother, the Eternal Lantern, the Night Watchman, and The Mule. Regardless of whom they worship, their reverence is likely to be deep, but their commitment to organized religion and ceremony will be weak. They do not often become clerics of faiths that require major signs of dedication, such as blindness or other maiming.

Language: Rurok speak the same languages as lowland dwarves.

Adventurers: Highland dwarves become strong fighters, but they make surprisingly skilled rangers as well, using their tracking abilities and familiarity with mountains to great effect.

MOUNTAIN DWARF RACIAL TRAITS

The mountain dwarves of Tellene have the standard dwarven racial traits described in the *D&D Player's Handbook*, except as follows:

- +2 Constitution, -2 Wisdom: Highland dwarves are sturdy and untiring, but they have difficulty detecting deceit.
- +2 racial bonus on Appraise or Craft checks relating to metalwork: Highland dwarves are excellent smiths, and have a greater knowledge of metalworking than of stone items. This replaces the hill dwarf's +2 racial bonuses to Appraise or Craft checks involving stone or metal. Hill dwarves receive no bonus to Appraise or Craft stone items.
- +2 racial bonus on Survival checks when in mountains. Furthermore, Survival (when specific to mountainous regions) is always a class skill for highland dwarves.
- Automatic Languages: Dwarven and Merchant's Tongue. Bonus Languages: Giant, Gnome, Goblin, Hobgoblin and Orc. Highland dwarves learn the languages of their enemies and allies.

Stone Dwarves

Stone dwarves (known by other dwarves as the "durwalk") live deep underground, rarely encountering humans at all. Whether because they live in remote caverns, their enemies bar them from it, or they simply do not wish to make the effort, stone dwarves often spend their entire lives apart from non-dwarven races. Stone dwarves live brutal, demanding lives and have less respect for intangible rewards than their cousins nearer to the surface.

Stone dwarves are masterful miners, and their race has delved far and deep below the surface of Tellene. Here they have often encountered other subterranean races, and they wage a constant war against these evil races. As a result, stone dwarves have developed a unique fighting style for fighting in small caverns and confined passageways.

Hunor walked slowly and deliberately down the stone passage, his stocky frame hunched over in the small space. He fingered the grooves

in his hand axes, where his hands had worn down the leather after years of use. He knew what he would find around the next bend, when he would arrive there, but it did not make this moment any easier.

Before he knew it, he had arrived at his destination. Years of patrolling these tunnels and caverns had imprinted a map of the area on his mind, and he could now navigate without concentrating on what he was doing. To his surprise, the small trap had not captured a troglodyte. Instead, the lean, lithe figure of a dark elf lay hunched on the ground. Hunor cursed under his breath. This was an ominous find, indeed.

"What are you doing here?" he growled in the dark elf tongue.

There was no response from the figure, but Hunor was too old to draw any conclusions from that. He spat on the crumpled form, deftly striking the dark elf in the face. Still, there was no response.

"Hungh!" he muttered to himself, as he began to drag the corpse with him. The patriarch would hear of this, for sure. If the dark elves were bold enough to use these tunnels, there was trouble brewing. And Hunor knew what that meant.

Personality: Stone dwarves are usually harsh and unkind, clear reflections of the world they inhabit. They live in small families that remain independent even of each other, though they band together when an outside threat calls for mutual protection. Stone dwarves are reticent. A long-winded stone dwarf is shunned by his peers.

Physical Description: Durvalk have gray or chalky white skin, and their hair and beards tend toward gray, charcoal or black. Eyes are black, deep brown, hard gray or (rarely) a cold blue. They are at least as bulky as lowland dwarves.

Relations: Stone dwarves distrust surface races. Other dwarves are the only race with which they consistently interact, and the limited trading that occurs is done exclusively with highland and lowland dwarves. An individual member of another race can earn the respect of individual stone dwarves through acts of courage or knowledge, but stone dwarf society never accepts outsiders. Stone dwarves hate all evil subterranean races, and would never willingly work with them.

Alignment: Stone dwarves tend toward neutral or lawful neutral alignments. Those who tend toward evil (or actually are evil) ambush surface-dwellers that venture too close, while the good stone dwarves might act as guides.

Stone Dwarf Lands: No place above the surface is home to the stone dwarves. They populate large cavern systems under or attached to the Grottos, live in huge realms underneath the Dashahn Mountains, and mine deep below the Napalago Hills.

Religion: Most stone dwarves worship the Founder, the Earth Mother or the Watcher. The Dark One, while not widely worshiped, is paid sacrifice to stay away and keep from harming their people. The Locust Lord also receives propitiation; hunger is always a danger underground.

Language: Stone dwarves do not often learn surface languages. They speak Dwarven and Terran fluently and might learn the languages of various enemies.

Adventurers: Stone dwarf adventurers are rare, but those who do choose to leave their underground are most often rogues. Fighters, rangers and clerics are less common, but not unknown. Though their isolation is ideal for monks, few stone dwarves choose that class. Wizards, sorcerers, and psions are quite rare.

STONE DWARF RACIAL TRAITS

- +2 Constitution, -2 Intelligence. Stone dwarves have a toughness that impresses even other dwarves, but they focus their mental energy on survival.
- Stone dwarves have a land speed of 20 feet, and they can move at this speed even if they are wearing medium or heavy armor, or if they are carrying a medium or heavy load.
- Darkvision: Stone dwarves can see in the dark at a distance of up to 120 feet. This type of vision is mostly colorless (showing only shades of black, white and gray), and needs no light to function.
- Stonecunning: Stone dwarves have the standard bonuses of hill dwarves.
- Weapon Familiarity: Stone dwarves receive no weapon familiarity, for their remote living habits make them less picky about their weapon choices.
- Stability: Stone dwarves have the standard stability of hill dwarves.
- Skirmisher: When wearing light armor and using two light weapons, a stone dwarf is considered to have the Two Weapon Fighting feat, whether he actually has the feat or prerequisites, or not. The small tunnels and caverns of the stone dwarves make shields ungainly and hard to use effectively, and stone dwarves seek to end melee quickly by bringing down their foes.
- Stonebones: A stone dwarf receives the Stonebones feat (+1 natural AC) for free. As cave dwellers, stone dwarves are hardy and resistant. Surface-dwelling dwarves with this feat probably had some stone dwarf ancestors.
- +1 racial bonus on attacking rolls when fighting dark elves, troglodytes, mind flayers and grimlocks. Stone dwarves train in special combat techniques that allow them to fight their traditional enemies more effectively. Stone dwarves do not gain this bonus against orcs and goblinoids.
- Stone dwarves have no racial bonus when fighting giants. Giants do not thrive in the tight underground tunnels of their home, and stone dwarves have no experience fighting these creatures.
- +1 racial bonus when attacking with a light weapon. Stone dwarves are adept at fighting in confined spaces, and small, quick weapons are easiest to use in such circumstances.
- +2 racial bonus when using the Climb, Hide, Move Silently or Search skills underground. Generations of climbing and avoiding races such as dark elves and mind flayers have taught them to avoid even these perceptive creatures.
- +4 racial bonus on Craft checks related to stone.
- Automatic Languages: Dwarven and Undercommon. Bonus Languages: Draconic, Gnome and Terran.

- **Favored Class:** Rogue. When deciding whether this character suffers an XP penalty for multiclassing, a multiclass stone dwarf's rogue class does not apply.

ELVES

"To fade is to pass once. To die at the hand of another is to perish twice." – Dorlanisti, elven king of Doulanthorian

Elves live in villages and towns scattered throughout Tellene, usually loyal to a prince or a king that rules a loose hereditary monarchy. The oldest and most secluded of these settlements number in the tens of thousands, but these few are rare and exist only in deep forests. Surface elves often gather in cities in the Lendelwood and the Kalalali Forest, while ancient dark elf cities lie beneath the Elenon and Krimppatu Mountains.

High Elves

High elves (also known as *"lathlani"* in Low Elven) are the standard representatives of the elven race. High elves on Tellene follow the personality, physical description and alignment standards described in the *D&D Player's Handbook*.

"What's he doing now?" Corvril asked.

"I believe it is called 'trancing,'" his companion replied. "It's how they sleep, though I understand it is actually more like meditating."

"I don't think I'll ever get used to him. There ways are too strange. Is this really necessary?" Corvril disliked their new companion, and secretly hoped that they could get rid of him.

"Yes. Cynalar is the only one who is familiar with the magic involved in our assignment, and he is an able guide through the wilderness. I am just as uneasy as you are, but it cannot be avoided."

"Hrmph. I just can't shake the feeling that he's plotting our demise."

"I would never consider such a thing, Corvril," the melodic elven voice said from behind him. "I have finished resting now, and will stand guard. You should get some rest, as we have a long day ahead of us."

Relations: Lathlani are content to remain within their lands and let the other races fight over the rest of the continent. They have grown weary of dealing with the short-lived races, especially the humans, and now prefer to let them run their course. However, should any race encroach on what the high elves perceive to be their domain, they will quickly learn what force has made the high elves one of the longest lasting races on Tellene.

The lathlani have the best relations with those humanoid races that live close to and respect nature: halflings, gnomes (forest gnomes in particular), half-elves, and other elves. While they respect the power and integrity of dwarves, they cannot understand their culture or the ways, and prefer to leave them alone. They are generally distrustful of humans, as

they seem too eager to make and break promises, but tend to evaluate each one as an individual case. They look on half-hobgoblins and half-orcs as wretched creatures, only one step away from reverting to their barbaric nature. To the high elves, hobgoblins are more like a destructive force of nature, such as an earthquake, than a sentient race, and treat them as such.

High Elf Lands: High elves live all across Tellene, but their largest numbers are in Cilorealon, the Kalokopeli Forest and the Brindonwood.

Religion: Lathlani favor worship of Raconteur, the Guardian, the Riftmaster, the Pure One, the Shimmering One and the Lord of Silver Linings. To a lesser extent, they also revere the Eye Opener, the Great Huntress and the Raiser. Religion is very personal to the elves. It is not uncommon for an elf of any class to have ranks in Knowledge (religion).

Language: High elves speak High Elven among themselves, but they use Low Elven when speaking to non-elves. They are adept linguists and usually understand Merchant's Tongue as well (they consider it a rather simple tongue) but rarely speak it, forcing their trade partners to use Low Elven (the "original" merchant's tongue).

Adventurers: High elf adventurers are members of every class, but their natural affinity for magic makes them skilled wizards, and to a lesser extent, sorcerers. Their closeness to nature makes them ideal rangers and druids, and elven fighters display unparalleled skill with the longsword and longbow. High elves also make capable rogues and bards. High elven paladins and monks are rare, but not unheard of. A high elven barbarian would be a unique sight, and would have been the result of unusual circumstances.

Players interested in learning all about the high elves should peruse *Friend and Foe: the Elves and Bugbears of Tellene* for further details.

HIGH ELF RACIAL TRAITS

The high elves of Tellene have the standard elven racial traits described in the *D&D Player's Handbook*, except as follows:

- **Weapon Proficiency:** High elves also receive a free Martial Weapon Proficiency feat for the leafblade (see Chapter 7: Equipment).
- **Automatic Languages:** Elven (both High and Low) and Merchant's Tongue. **Bonus Languages:** Draconic, Dwarven, Gnoll, Gnome, Goblin, Halfling, Orc, Sylvan and any human language.

Dark Elves

Other elves hide the existence of the dark elves (also known as shadow elves or, in Low Elven, *"drow"*) in myth and legend, mixing fact with fantasy to conceal the existence of these hateful subterranean cousins. However, the dark elves still exist, and are truly as evil and treacherous as these tales tell.

Ameth moved through the comforting night with no more of a disturbance than a cool breeze. The sharp-eyed surface elves on watch did not blink an eye as he slipped past their blockade and into the trees below. A few agile steps later, he was past their bow range and in the clear.

When he turned to make sure he was past the last of them, he glimpsed movement ahead. An instinctive dodge was all that saved his neck from a quick rapier strike. The moonlight caught a mithril blade pointed at his chest.

"Your kind aren't welcome here. Go back to your foul hole in the ground." The melodic voice told Ameth his foe was one of the oppressors who kept his people in the dark. He bit back his distaste and spread his hands open in a gesture of peace.

"Wait! I have come unarmed. I moved past your guards without harming them, despite the ease with which I could have done so. I just want to explore the world, to enjoy the same beauties that you do." Ameth had to avoid fighting. Anyone silent enough to surprise him had to be talented.

The leather-clad form in front of him hesitated, the point of the rapier wavering just a bit. Ameth continued his plea. "I want to taste the fresh fruit that falls from the trees, and the berries that grow in the daylight," he said. It was true; just two days ago, he had tasted his first blackberries, and he had stuffed himself full. "I want to see the silver light of the moon. I want to ride on the sea in a ship with real sails."

The rapier was lowered now, pointing at Ameth's feet. Then the figure's arm flexed and the blade prepared to rise again. "You're lying," the surface elf said. "You all do!"

Ameth lunged, stepping on the sword and drawing a thin dagger from his wrist sheath. He gritted his teeth. "I want to be trusted and not attacked on sight." The shock on the elf's face was obvious and frozen in death as Ameth slid his dagger into an unarmored throat.

Ameth looked down at his fallen victim and shook his head. Being good, like learning to survive the searing sun, would take some time.

Personality: In general, dark elves are paranoid, ambitious and untrustworthy. Individuals might be furtive, bold or secretive. They often strive to prove their dominance over others by means of exerting power (mental or physical) or influence over others. They also have a great love for things of beauty – not for their aesthetic appeal, but for the status and power they represent.

Physical Description: In silhouette, a dark elf is indistinguishable from any other elf. In full light, however, its appearance is striking. Their skin is jet black, in sharp contrast to their white hair. Their eyes are amber, blood red or shades of violet, though an occasional dark elf may be born with pure white eyes – supposedly a sign of favor from the Dark One. Dark elves, like high elves, meditate for four hours instead of sleeping.

Relations: Dark elves hate most other races. They enslave those that live near them and undertake long journeys to kill



An uneasy conference between wood, wild, gray, high and dark elves – attended by a Brandobian human emissary.

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those distant. They respect mind flayers, whom they consider their equals, and fear the enigmatic aboleths.

Alignment: Dark elves are individually evil and strongly chaotic. Collectively, their society tends toward a more neutral sort of evil in that it does have an organized structure with strong repercussions for acting out of order (a lawful trait), but accepts frequent violations of the laws (a chaotic trait).

Dark Elf Lands: Dark elves live in cities underneath the surface of the earth, mostly beneath the Krimppatu Mountains of Svimohzia. These cities are large enough to be self-sufficient (5,000 to 10,000), but they never grow to the size of large human cities because of space constraints, warfare and the chaotic nature of their inhabitants. A single clan rules each city, paying fealty to their Empress.

Religion: Dark elves revere the gods of Chaos and Evil, with worship of the Prince of Terror being most common. Warriors most often worship the Creator of Strife, while those of lower classes prefer the Vicelord. Other commonly worshipped deities are the Rotlord, the Avenger, the Dark One and the Laugher. The Confuser of Ways and the Despiser are rarely worshipped, for stories of these deities' foul treatment of the dark elves is detailed in many of their legends.

Language: Dark elves speak their own language. Despite their hatred, dark elves often speak the languages of other races because cultural secrecy prevents them from teaching their own tongue to others. Their own natural Intelligence also makes it fairly simple to learn other languages. They tend to speak Drow, Undercommon, Low Elven (reluctantly) and sometimes Merchant's Tongue, plus a diverse array of other languages common to subterranean creatures.

Adventurers: Adventuring dark elves are often on a mission of destruction or renegades, and sometimes both. These renegades seek notoriety among the surface-dwellers, hoping that their terrible deeds will allow them to become members of dark elf society once again. Rare and short-lived is the dark elf that abandons his old ways entirely and turns to good.

Players interested in learning more about the dark elves should peruse *Blood and Shadows: the Dark Elves of Tellene* for further details.

DARK ELF RACIAL TRAITS

- +2 Intelligence, -2 Constitution. Dark elves are clever and quick learners, but they suffer from the same physical frailty as other elves.
- Medium: Dark elves receive no special size-related bonuses or penalties.
- Dark elf land speed is 30 feet.
- Dark elves are immune to magic sleep effects, and receive a +2 racial saving throw bonus against enchantment spells or effects.
- Darkvision: Dark elves can see in the dark at a distance of up to 120 feet. This type of vision is mostly colorless (showing only shades of black, white and gray), and needs no light to function.

- +2 racial bonus to Escape Artist, Move Silently and Spot checks. Dark elves have a +4 racial bonus to Hide checks.

- +2 racial bonus on Craft (alchemy) checks to identify or make poisons.

- +2 racial bonus to Will saves against spells or spell-like abilities.

- Light sensitivity: In direct sunlight, or within the radius of light from a *continual flame* or *daylight* spell (or similar effects), a dark elf suffers a -1 penalty to all skill checks, attack rolls and saving throws. This sensitivity is not natural to the race they were in ancient days, but slowly occurred over the past twelve millennia spent underground.

- Automatic Languages: Drow and Undercommon. Bonus Languages: Abyssal, Draconic, Ignan and Terran.

- Favored Class: Varies with sex: cleric for females, wizard for males. When deciding whether a female dark elf suffers an XP penalty for multiclassing, her cleric class does not apply. When deciding whether a male dark elf suffers an XP penalty for multiclassing, his wizard class does not apply.

Gray Elves

Gray elves (also known as "doulathan" in Low Elven) are perhaps the rarest of the elves, living in beautiful cities hidden away from the rest of the world. They are famed for their extensive knowledge, deep wisdom and powerful magic.

"Sire! A messenger from the north. He bears the jade ring!" The herald was distressed, his hair mussed and his chest heaving. King Dorlanisti tried so hard to teach the half-breed dignity, but the creature did not seem to want to learn.

"Control yourself, Nelanto." Dorlanisti used a steely, military tone. "Whatever danger our neighbors face has yet to threaten us." Inside, he felt lost and afraid. The jade ring was a symbol of dire peril. The danger must be both extreme and immediate. War? A great fire? What could it be?

The guards passed the messenger, a tall elf dressed for riding. Despite the urgency of his message, he was visibly impressed at the majesty of the gray elf court. He recovered his composure, hustled forward and knelt in greeting. Imari let him kneel a moment longer than was polite.

"Rise and give me your message, neighbor." Friend would not have been quite right, would it? The elves in Cilorealon were distant in more ways than mere geography.

"You are of course aware of the great green dragon Ghanamoor. Five years ago, after an epic battle, one of our heroes managed to defeat Ghanamoor with no small amount of aid from Your Majesty." Dorlanisti nodded. He had given the promising champion a fine suit of magical mail from his own hoard. It was a well-appointed gift, in both fit and in its use. It also ingratiated his northern kin, a situation that had proven useful.

"The dragon has returned, and she is angry!"

Dorlanisti was later proud to boast that his face showed none of the panic he felt. Ghanamoore surely knew that Dorlanisti's aid led directly to the dragon's defeat, and dragons never forgave anyone or anything.

Personality: Gray elves are haughty creatures. They project either good intentions tinged with arrogance or depraved indifference, depending on their alignment. They are somber and dignified, and they do not tolerate familiarity or open affection from others.

Physical Description: The doulathan are the tallest of the elves. Their skin resembles that of high elves, although with a more golden tone. ("Gray" sums up their emotional state, rather than their coloration.) Their hair colors run light and their eyes are blue, green, brown or gray. On rare occasions, a gray elf has black eyes. Gray elves, unique among elven cultures, often have beards in their old age. Younger gray elves can grow them, but consider them horribly unfashionable. Gray elves do not require eight hours of sleep. They need only four hours of meditation, just like high elves.

Relations: Gray elves do not consider other races equals. They respect the dignity of lowland dwarves, tolerate high elves and ignore most other races. Gnomes can be annoying, especially the ones fond of practical jokes, while half-orcs are offensive. They treat hobgoblins with some respect, usually because they show the same in return. Gray elves pay no attention to halflings (when they must, they are generally condescending).

Alignment: Doulathan are far less chaotic than their cousins are. While they are often neutral good, they tend more toward lawful neutral or lawful good.

Gray Elf Lands: Gray elf cities have more stone and fewer trees than those of other elven civilizations, and their governments are similar in complexity to human nations. Gray elves live all over Tellene, but their greatest concentration is in the city of Doulathanorian in the Edosi forest. Individuals live throughout elven lands, preferring the company of other elves to that of the "lesser" races.

Religion: Gray elves favor worship of the Eternal Lantern, the Peacemaker, the Pure One, the Founder, the Mule, the Eye Opener and the Fate Scribe, with the largest following belonging to the Pure One. Their attitude toward others and their choice of religion might seem a contradiction. How can a race that holds others in disdain worship a goddess of love? The dichotomy is easily explained; they love other races in the way that a human might love its pet dog.

Language: Gray elves consider themselves the trustees of ancient High Elven. Among the elves, they speak it exclusively. They speak Low Elven to other races. They typically learn to comprehend a human tongue or other popular regional language in order to understand strangers better, though they are loath to speak in such barbaric tongues.

Adventurers: The desire for knowledge usually prompts a gray elf to take up a life of adventure, but experience in the real

world or boredom can motivate them as well. A sage might become a mercenary, for example, so that he can write a book about the military organization of Korak. Wizards are their favorite class, and gray elves excel in the arcane arts. Their desire for knowledge and self-awareness leads a few to the life of a monk. More typically, they become clerics, fighters and bards. Less commonly, adventuring gray elves are paladins, rangers or rogues. Gray elf druids are rare, sorcerers very rare, and if there is a gray elf barbarian, she is probably unique.

Players interested in learning more about the gray elves should peruse *Friend and Foe: the Elves and Bugbears of Tellene* for further details.

GRAY ELF RACIAL TRAITS

- +2 Intelligence, -2 Constitution. Gray elves can achieve great learning over their long lives, but their light bodies do not handle abuse well. (Note also the variant ability scores at the end of this sidebar.)
- Medium: Gray elves receive no special size-related bonuses or penalties.
- Gray elf land speed is 30 feet.
- Gray elves are immune to magic sleep effects, and receive a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: In poor illumination, a gray elf can see twice as far as a human.
- Weapon Proficiency: Gray elves receive the standard high elf Martial Weapon Proficiencies, plus the leafblade (see Chapter 7: Equipment).
- +2 racial bonus to Knowledge (arcana) checks. The teaching of lore to the young is standard, and gray elf youths can recite long passages of tales and tidbits of magic.
- Automatic Languages: Elven (both High and Low) and Merchant's Tongue. Bonus Languages: Celestial and Sylvan.
- Favored class: Wizard. When deciding whether a gray elf suffers an XP penalty for multiclassing, his wizard class does not apply.
- Variant: On rare occasions, a gray elf is born with black eyes. Such gray elves have ability scores of +2 Charisma, -2 Constitution. Their favored class is the sorcerer or spellsinger (see Chapter Two: Classes).

Wild Elves

If wood elves are rustic, wild elves are downright feral. They are nomadic, living wholly off the hunt and what food they can gather while on the move. Their movement patterns are not random, but designed to place them near different herds or vegetation according to that food source's migration or ripening cycle.

"Do you cook your food? You know, with fire?" This halfling was not the most tactful person in the world, Thrاند thought. The ranger listened to the exchange between the urbane halfling rogue and the

tattooed elven newcomer with interest. Thrand had extensive experience with these elves, but his friends had never seen them before. The elf's clanking bone jewelry was foreign to them. The way he spent all of his resting time repairing his clothing and his leather boots was downright bizarre. And his strange habit of sniffing at things alternately repulsed and amused the six people who relied on the elf's knowledge of the jungle for survival.

"Of course we cook our food," came the answer as the halfling nodded sagely. "What, besides fire, keeps out the evil spirits that would steal your soul and make you wander the shadow world?"

Thrand grinned and threw another log on the fire. It was going to be an interesting journey.

Personality: Among themselves the "seleeris" (as they are known in Low Elven), or wild elves, are active and joyful. They spend their days hunting and gathering food, and spend the night in dance and worship. Wild elves are communal folk. They eat as a group around a common fire, sleep in multi-family tents and hunt in large groups. Despite this, they retain many individual freedoms. Wild elves have the freedom to worship whomever they choose, the right to disagree (in words) with the chief's decision and the right to enter and leave marriage freely.

Physical Description: Wild elves are physically similar to wood elves, except that their skin is even darker, occasionally appearing as a polished mahogany. Their ears come to a sharp point, and often sweep back against the skull. Their clothing is rough and often well worn, but they decorate it with beautiful jewelry of semiprecious stones and copper, silver or gold. Wood elves meditate instead of sleeping. This is the same as the trance of high elves.

Relations: The seleeris are a reclusive but belligerent race that lives apart from most other civilizations by mutual agreement. When they do meet other races, their primary form of communication is a spear, and their ambassadors are likely to be powerful barbarians.

Alignment: As wild elves resent authority, their chieftains are more organizers than rulers. A chief's authority lasts only as long as the strongest warriors believe he remains wise. Seleeris are nearly always chaotic and might be neutral or good.

Wild Elf Lands: Wild elves live in the Voldorwoods, the northern reaches of the Brindonwood west of the Shadesh Bay and the Vohven Jungle.

Religion: Wild elves worship the Storm Lord, Battle Rager, the Great Huntress, the Guardian and the Raiser. They seldom worship or even acknowledge The Founder, the Landlord or the Vicelord. Evil wild elves follow the Rotlord, the Prince of Terror or the Locust Lord.

Language: Wild elves that live their whole lives within their own tribe speak no language other than High Elven. Warriors likely speak Low Elven and at least understand the language of nearby races.

Adventurers: Adventuring wild elves have been motivated to leave their tribe in search of new experiences. Wild elves are

typically barbarians, but they might also be shamans, rogues, rangers, fighters or sorcerers. Few wild elves find the other classes attractive, especially wizardry.

Players interested in learning more about the wild elves should peruse *Friend and Foe: the Elves and Bugbears of Tellene* for further details.

WILD ELF RACIAL TRAITS

- +2 Dexterity, -2 Intelligence: Wild elves scorn pointless scholarship, instead devoting their time to learning natural lore and the ways of their ancestors.
- Medium: Wild elves receive no special size-related bonuses or penalties.
- Wild elf land speed is 30 feet.
- Wild elves are immune to magic sleep effects, and receive a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: In poor illumination, a wild elf can see twice as far as a human.
- Weapon Proficiency: Wild elves receive the standard high elf Martial Weapon Proficiencies, plus the leafblade (see Chapter 7: Equipment).
- +4 racial bonus to Listen and Spot checks. Wild elves do not compete with humans for food and territory; they compete with dire wolves, trolls and bears.
- Automatic Languages: High Elven. Bonus Languages: Low Elven, Gnoll, Gnome, Halfling, Hobgoblin, Orc, and Sylvan. Beginning wild elf adventurers are unlikely to speak any human languages.
- Favored class: Barbarian. When deciding whether a wild elf suffers an XP penalty for multiclassing, his barbarian class does not apply.

Wood Elves

Wood elves (also called "aralarai" in Low Elven) are the rustic cousins of high elves. They live among the trees in simple homes that they can easily rebuild in case of disaster or humanoid attack. Wood elves tend orchards and groves that produce bountiful amounts of food under their diligent care, and the elves supplement this food with game. They share the elven appreciation for beautiful goods, although they are even less concerned with wealth as such. Wood elves cooperate well with other races-as long as those races respect their borders.

"What are they doing, Hamir?" The young elf craned her neck, trying to see through the dense foliage that concealed them from the strangers on the ground. The three strangers were pointing about and talking in a foreign language. One of them held a piece of paper. He kept pointing at it and then at the small stream beside them. The three were obviously arguing.

"Trespassing." Hamir's tanned face was mottled by the light coming through the canopy above, giving him a grim and dark appearance. "We'll wait here for them to finish arguing. Harana, then we'll kill

them. You shoot the woman with the staff, and I'll shoot the large, hairy one. I think I can fire a second time and kill the dwarf before he readies his crossbow." He made no move to his weapon but continued to watch impassively.

Harana was unsure, but she did not want to disagree too sternly with Hamir. He had a short temper with younger elves. "They seem to be lost."

"It could be a ruse," Hamir said, but the pause before his reply indicated that even he did not believe it. His indecision emboldened Harana. She preferred not to shoot strangers unnecessarily.

"I have an idea. Let me lead them back to the old human building, the empty one that guarded their road. It's only a mile away. If they are truly lost, then that road should be on their map and should guide them." She held her breath, half fearing a whispered tirade. Instead, Hamir nodded rapidly, as if relieved.

"And if they do not leave the woods then?"

"If not, it would make a good site for an ambush." If they were trespassers, an arrow was all they deserved.

Personality: Wood elves are jovial and friendly with their own kind and those they have accepted as friends. They are guarded and suspicious of strangers, and they do not give their trust easily. Wood elves enjoy celebrating holidays and playing musical instruments.

Physical Description: Where high elves have pale skin, aralarai boast dark skin that nearly matches the bark of the trees where they live. Their hair ranges from platinum blonde to chestnut brown and occasionally has a touch of auburn among the lighter shades. They dress in browns, greens and grays and wear jewelry only for special occasions. In general, wood elves find jewelry impractical. Wood elves do not sleep. Instead, they spend four hours each night meditating. This functions exactly like the high elf trance.

Relations: Wood elves prefer to live apart from humankind. Conflicts with other races have caused this desire for isolation. Wood elves tend to view lone strangers as scouts for larger groups of intruders, and large armed bands as raiders. Humans have been the worst of these invaders, and wood elves tend to shoot them first and ask questions later. Wood elves are likely to interrogate dwarf trespassers before deciding their fate, while they assume gnomes and halflings to be relatively harmless.

Alignment: Wood elves are as independent as high elves, but a strong druidic influence causes many to be neutral in alignment.

Wood Elf Lands: Large groups of wood elves live in the Lendelwood, the Brindonwood and the Edosi Forest, but smaller bands live in almost all major forests. They sometimes live with smaller numbers of high elves, and many individuals have friends or allies among the fey creatures of the forest.

Religion: Wood elves primarily worship the Mother of the Elements, but the Bear, the Guardian, the Great Huntress, the Coddler, the Watcher and the Shimmering One all have followers among them as well. They generally avoid the Landlord, the Overlord, The True, or the other lawful gods

(finding their faith too restrictive). Evil wood elves worship the Unseen One, the Creator of Strife or the Confuser of Ways.

Language: Wood elves speak their own language (both High and Low) and make certain to understand the language(s) of any neighbors, whom they monitor closely. They consider learning a human language a necessity because of the global influence of human cultures.

Adventurers: Wood elves are versatile and individuals might adopt most any adventuring class. As fighters, they make superb archers, both accurate and quick. Wood elves also make sly rogues, skillful rangers and rugged druids. Their wizards are practical, preferring versatile spells to indiscriminately blasting fireballs, and their clerics are earthy folk who understand how best to use their wisdom to guide folk through daily life. Wood elves do not often become sorcerers. Those few who do usually have at least one other class, as well.

Players interested in learning more about the wood elves should peruse *Friend and Foe: the Elves and Bugbears of Tellene* for further details.

WOOD ELF RACIAL TRAITS

- +2 Dexterity, -2 Charisma. Wood elves have the power and grace of wild animals, and similar social charms.
- Medium: Wood elves receive no special size-related bonuses or penalties.
- Wood elf land speed is 30 feet.
- Wood elves are immune to magic sleep effects, and receive a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: In poor illumination, a wood elf can see twice as far as a human.
- Wood elves gain a +2 racial bonus to Listen, Search and Spot checks. A wood elf passing within 5 feet of a hidden door receives a free Search check as if he had actually been looking for it. Wood elves practically have a sixth sense about hidden portals.
- Weapon Proficiency: Wood elves get free Martial Weapon Proficiency feats for the leafblade (see Chapter 7: Equipment), rapier, shortbow, composite shortbow, longbow and composite longbow. Wood elves appreciate swordplay, but the tight confines of a forest do not always allow the swing of a long sword, forcing them to develop skill with piercing weapons. Most wood elf longswords are found in elven cities, rather than the smaller forest settlements.
- +2 racial bonus to Survival checks made in the wood elf's home forest.
- Automatic Languages: Elven (both High and Low) and one regional human language. Bonus Languages: Dwarven, Gnome, Halfling, Orc, Sylvan and other human languages.
- Favored Class: Ranger. When deciding whether a wood elf suffers an XP penalty for multiclassing, his ranger class does not apply. Ranger/druids are also common.

Elves, Other

"The most dangerous creature is the one who is unknown."
— Branlel the Younger, Brandobian historian

Rumors of other races, particularly elves, crop up from time to time in conversation with persons who claim (truly or not) to have encountered such exotic creatures. While these stories include wild talks of a now-savage elven folk living deep within the Khydoban Desert, aquatic elves to the west of the Delnondrian Islands (or south of Svimohzia, depending on who you talk to), and an advanced seafaring race of elves who once traveled Reanaaria Bay, most wise-thinking folk believe these only myth and fancy. Still, many are not fully convinced.

One such person is Branlel the Younger, historian to the Mendarn Courts and Graduate of the Eighth State, of the Fraternal Order of Aptitude. In his book, "Histories Unknown," Branlel even states that he visited such a race known as the "twilight elves," that dwells beneath the Elenon Mountains and holds the only remaining members of their kind, the rest having slowly dwindled into the dark elvenfolk over a dozen millennia ago. While his work has yet to be widely accepted, it is said that a few wary adventurers have taken it upon themselves to investigate the truth of this claim.

Players interested in learning more about the twilight elves, or playing such a race (with the DM's permission), should review *Blood and Shadows: the Dark Elves of Tellene* for further information. Any other elves mentioned here are thought to be merely fictions of imagination, but will serve any DM well, should she wish to add a new race of elves to her own campaign.

GNOMES

"You have to be a gnome of some sense to know how to lie well." — Gaini, gnome illusionist

Gnomes prosper both on their own and as productive members of other societies. Nominal kings lead their own cultures, with actual governmental duties handled by a handful of ancients. Gnomes are prevalent in the eastern parts of Tellene, especially Reanaaria Bay.

Rock Gnomes

Rock gnomes (also known as "dalgul" in the gnome language) are the standard gnomes of D&D. They conform to the personality, physical description and alignment description of gnomes in the *D&D Player's Handbook*.

The human figure charged, his sword held high and his fearsome armor shining in the sunlight. As he swung his weapon down, he appeared to flicker, and then disappear.

"Awww. What am I doing wrong? Why won't the image stay?"

"If you don't believe yourself that the image is real, how can you expect your opponent to do so?" Gultemp replied. *Salipa was a good student, but she still had many lessons to learn.*

"But the image isn't real!" she protested. *"That's the whole point. It's an illusion."*

"I think you will find that much in this world is an illusion, Salipa. What is important is not whether a thing is real, but whether someone believes that it is real. Belief is a powerful tool, and you must learn to shape it in all situations, not just magic. Now try again, and this time, believe."

Relations: In general, gnomes prefer to be among their own kind instead of other races. When they do venture out, gnomes are the most comfortable with the other "short" races: halflings and dwarves. They feel the most kinship with dwarves, as they both live underground and enjoy gems and mechanical contraptions. Halflings can be a little simple at times, but as long as they tolerate a few jokes, the gnomes consider them fine companions. Gnomes are more distrustful of the "taller" races. Although they share many of the same opinions, or perhaps because of it, gnomes leave the elves alone and vice versa. Half-elves and humans are more of an enigma to the gnomes, and they prefer to judge them on a case-by-case basis. Half-orcs and half-hobgoblins are just a little too dangerous to be trusted fully. Gnomes hate hobgoblins because they see them as big bullies.

Rock Gnome Lands: Their principal settlements lie in the hills of the Young Kingdoms, the Dopromond Downs and north central Kalamar. A large rural population lives throughout the Jorakk/Jendasha River valleys in the Wild Lands. Some rock gnomes also dwell in northern and western Svimohzia.

Religion: Gnomes favor worship of The Holy Mother, The Peacemaker, The Guardian, and The Raconteur, and to a lesser extent The Mule, The Eye Opener and Risk.

Language: Dalgul prefer Gnome from old habit. When they speak with humans or others, they use the Merchant's Tongue, sprinkled with words from their own language that do not translate well.

Adventurers: Rock gnomes generally adventure as a way to satiate their curiosity, though they do so for all reasons. They are most likely to adventure as bards, but they are also adept wizards, and usually focus on illusion magic. They also make dependable sorcerers or fighters, and to a lesser extent, rangers. The dalgul love of trickery makes them able rogues. Paladinhood coincides well with many rock gnome beliefs, but most gnomes lack the necessary dedication or zeal, so gnome paladins are uncommon at best. Rock gnomes do become clerics and druids, but not with much frequency. Rock gnome monks are rare, and rock gnome barbarians are almost unheard of.

Players interested in finding out more about the rock gnomes should consider *Friend and Foe: the Gnomes and Kobolds of Tellene*, when searching for further details.

ROCK GNOME RACIAL TRAITS

The rock gnomes of Tellene have the standard gnome racial traits described in the *D&D Player's Handbook*, except as follows:

- **Automatic Languages:** Rock gnomes receive Merchant's Tongue instead of Common. **Bonus Languages:** Rock gnomes receive Hobgoblin instead of Goblin.

Deep Gnomes

Deep gnomes are very rarely seen by others, for they live hidden within the many caverns and lairs beneath Tellene's surface. As with elves and dark elves, deep gnomes are shunned by their aboveground relatives. Deep gnomes are as sullen, withdrawn and suspicious as the other gnomes tell.

"Which way, Domarth?" the elf asked, a slight tremor in her voice.

The mind flayers were surely still in pursuit, hoping to avenge the deaths of three of their leaders and recover the lustrous rubies in her pocket. A split in the rocky tunnel confused her. One way might lead to the surface and escape. The other could put them back in the four-fingered hands of the mind flayers.

"What do I look like – a map?" Domarth snapped. "Pay attention."

Elsenia waited patiently for the tirade to pass. After 12



A rock gnome sccessfully woos a comely Reanaarian woman, while a deep gnome tries his own surly advance on a forest gnome.

years together, she knew his mood and how to work past his apparent belligerence. "The mind flayers don't need to see us to find us, 'Marth. We have to keep moving. You're better at this than I am."

The deep gnome grunted acquiescence at the compliment. "Take the left. It goes deeper now, but it leads to a waterfall. We can climb up the side to reach the level of the troglodyte tribe. Once there, the passage bribe we paid them should allow us access back through."

"And if not?"

The deep gnome started walking. "Then we kill some trogs. The survivors will let us pass."

Personality: Deep gnomes (also called "mythar") are an antisocial, warlike race. They live in isolated cities where they war with other races for domination of the underground world. While deep gnomes are slightly more benign than their foes, they are often just as quick to judge—and destroy—outsiders who venture into their realms.

Physical Description: The rare and reclusive mythar have muscular forearms, hairy bodies and thick, powerful hands. Their skin is steel gray to flat obsidian in color, and their eyes range from maroon to mahogany to jet.

Relations: Deep gnomes are initially hostile to strangers, whom they view as potential invaders.

Even after befriendng others, deep gnomes are not affectionate, and determining where you stand with them is difficult. As a race, they do not seem to like or dislike halflings or gnomes. Humans are usually alien and strange to them, so they view them with guarded curiosity. They base their conception of elves on dark elves, so they are naturally inclined to distrust them.

Alignment: Deep gnomes are detached and try to avoid questions of ethics. Most are therefore neutral. Their society favors law over chaos.

Deep Gnome Lands: The largest cities of the deep gnomes are underneath the Jorakk Mountains, where forest gnome legends talk of the grand cities of bustling Melkevia, the crystalline towers of Azurtal and the labyrinthine streets of Chadoka.

Religion: Deep gnomes generally worship a single patron deity chosen by the ruler of their city. The idea of free religion is strange to them. The Guardian, the Old Man, the Speaker of the Word and the Fate Scribe are all worshiped in one city or another. A few cultural dissenters might worship any of

the gods. Of those, the Emperor of Scorn, the Watcher and the True are the most popular. Few deep gnomes have even heard of the Traveler, the Shimmering One, the Great Huntress or the Storm Lord.

Language: Mythar share the language of other gnomes, speak Undercommon, and are familiar with other languages used underground as well.

Adventurers: Traveling to the surface is a rite of passage for a deep gnome. They tend to adopt classes and jobs that allow them to see features they never see below ground. Deep gnomes become fighters, rogues and clerics. Less often, they become monks or sorcerers. While the lifestyle of a bard is ideal for the traveling they seek to accomplish, deep gnomes consider the typical bard too frivolous. If a deep gnome becomes a wizard, which is unusual, he typically specializes in Conjuraton or Transmutation. A deep gnome who adopts the right lifestyle could become a barbarian or druid, but the circumstances around such a class choice would be highly unusual.

Players interested in learning more about the deep gnomes may wish to review *Friend and Foe: the Gnomes and Kobolds of Tellene*.

DEEP GNOME RACIAL TRAITS

- +2 Constitution, -2 Strength. Deep gnomes are tough and unyielding, but otherwise no stronger than other creatures of similar size.

- Small: Deep gnomes receive certain size-related bonuses, as follows: +1 to Armor Class, +1 to attack rolls, and +4 to Hide checks. Deep gnomes must use smaller weapons than humans. They also have three-quarters the lifting and carrying limits of Medium characters.

- Deep gnome speed is 20 feet.

- Darkvision: Deep gnomes can see in the dark at a distance of up to 120 feet. This type of vision is mostly colorless (showing only shades of black, white and gray), and needs no light to function.

- Stonecunning: Deep gnomes receive a +2 racial bonus on Search checks to find strange stonework. This acts as the standard hill dwarf's stonecunning ability.

- Weapon Familiarity: Gnome hooked hammers (see the *D&D Player's Handbook*) may be wielded as martial, not exotic, weapons.

- Stonebones: A deep gnome receives the Stonebones feat (+1 natural AC) for free. As cave dwellers, deep gnomes are hardy and resistant. Surface-dwelling gnomes with this feat probably had some deep gnome ancestors.

- Deep gnomes receive a +2 racial bonus on saving throws against illusions.

- +2 racial bonus to Fortitude saves against poisons. Deep gnomes are tough and their strange underground diet gives them a natural resistance to many common toxins.

- +1 racial bonus on attack rolls against dark elves, troglodytes, mind flayers and grimlocks; deep gnomes battle

these creatures frequently and practice special techniques for fighting them.

- +2 racial bonus on Climb checks: A deep gnome is a small cave dweller, and accustomed to climbing.

- Automatic Languages: Gnome, Undercommon and Terran. Average deep gnomes speak only their own dialect of Gnome, which surface gnomes and others can understand with difficulty. Deep gnomes have no vocabulary for common surface features, such as the sun, the moons, trees, stars, etc. Exceptional deep gnomes might speak Merchant's Tongue or Dwarven.

- Spell-Like Abilities: A deep gnome with a Charisma ability score of 10 or above receives the following spell-like abilities, 1/day: *dancing lights*, *ghost sound*, and *prestidigitaton*. Caster level 1st; save DC 10 + deep gnome's Cha modifier + spell level. See the spell descriptions in the *D&D Player's Handbook*.

- Favored Class: Fighter. When deciding whether a deep gnome suffers an XP penalty for multiclassing, his fighter class does not apply.

Forest Gnomes

Though called forest gnomes, the "fulmaran" (for so they are known in the gnome language) may also be found in well-hidden and secure jungle homes. As their name implies, they favor the outdoors; they are more comfortable standing in full daylight than in a dim cave.

"Prepare to taste steel!" threatened the Krangi, spitting his sibilants. His thick black scimitar, already bloodied by the murder of the pilgrims Ferfel had joined the night before, swung heavily through the air as he lumbered toward the cornered forest gnome. "Do you have any last requests before I split your spleen and sliver your liver?"

"Yes, I do," replied Ferfel, pulling his twisted shirt through his belt to remove the wrinkles. "And you are very noble to ask, since you so obviously have me at a disadvantage." The Krangi cocked his head in surprise. "Please, if you will be so kind," Ferfel began, as he did his best to straighten his hair with his fingers. "I pray that you do me the honor of stabbing me with that dirk at your side instead of slicing me in half with your fearsome sword. I would not desire to have my head taken off in case my family should happen by and wish to recover my body."

The Krangi shrugged and obliged. The rodent did say "please."

Personality: Forest gnomes appear servile and fawning with others. They are not really sycophants, but constant flattery and self-deprecation are part of their culture. They are almost obsessive about cleanliness, and they dislike dirt and disorder in their homes. Forest gnomes place great importance on appearance and image.

Strangers often think that this attitude means that gnomes are weak and easy to exploit. In fact, attempting to abuse forest gnomes can be lethal. While a gnome might readily admit when she is defeated (and claim that luck was on her side when

victorious), she fights fiercely and skillfully in defense of home, family or virtue.

Physical Description: Forest gnomes are taller than rock gnomes, with bushy eyebrows and beards, wiry frames and easygoing personalities. Their skin varies from that of a lightly tanned Kalamaran to the deep brown of a teak side table. Their eyes have earthy colors, and their hair ranges from sandy blonde to auburn to chestnut. Clothes range from untanned hides to embroidered satin robes, depending on the gnome's wealth. Regardless of the clothing, it is likely to be neat and in good repair.

Relations: Fulmaran co-exist even better with other races than rock gnomes do, but only as long as those other races are of good alignment. Forest gnomes despise evil and fight against it as the situation allows.

Alignment: Forest gnomes run the gamut of alignments, although if a majority is represented among them, good outnumbers evil, and chaos is slightly more popular than good. Their race has produced both sainted paladins and damned villains.

Forest Gnome Lands: Forest gnomes live in the Fautee Forest, the Rokk Woods, the Kalasali Woods and other wooded places.

Religion: The Raiser, the Peacemaker, the Lord of Silver Linings, the Guardian, the Eye Opener and the Bear all have followings among the forest gnomes. The Guardian is the most popular of these, and a large number of forest gnomes join or aid the Brotherhood of the Broken Chain. Among evil forest gnomes, the Vicelord and the Confuser of Ways are most prominent. In any case, large temples are rare among them, since forest gnomes prefer informal worship at a household shrine to bustling congregations in a crowded city temple.

Language: Like other gnomes, fulmaran speak the languages of the races with which they trade and war most often.

Adventurers: Druids, rangers and rogues are the most popular classes for forest gnomes. Sorcery is not uncommon among them, although they rarely advance far in it. Few become wizards. They are probably the most likely small race to become monks, and on occasion some become paladins, particularly those with lifelong goals of justice and freedom. Forest gnomes become clerics less commonly than other races because of their distaste for cumbersome clerical hierarchies. They very, very rarely become barbarians.

Players interested in learning more about the forest gnomes should look at *Friend and Foe: the Gnomes and Kobolds of Tellene* for further details.

FOREST GNOME RACIAL TRAITS

The forest gnomes of Tellene have the standard gnome racial traits described in the *D&D Player's Handbook*, except as follows:

- -2 Strength, +2 Wisdom, +2 Charisma. While small and weaker than humans, forest gnomes are perceptive and shrewd.

- +2 racial bonus on Diplomacy checks. A forest gnome's ability to speak well determines his success among his peers. This ability replaces the standard gnome racial bonus to Listen checks.

- Automatic Languages: Forest gnomes receive Merchant's Tongue instead of Common. Bonus Languages: Forest gnomes receive Hobgoblin instead of Goblin.

- Forest gnomes may take Balance, Escape Artist, Hide and Move Silently as class skills, regardless of their character class.

- Favored class: Druid. When deciding whether a forest gnome suffers an XP penalty for multiclassing, his druid class does not apply.

HALF-ELVES

"Am I unhappy being both human and elf? No. I can only be miserable if I think myself so." – Aladis the fletcher

Half-elves (called "tel-lathlan" in Low Elven) do not live apart in their own cultures. Instead, they may or may not be accepted among either their human or elven parent's culture, depending on the society in question. Generally, surface elves accept them, but rapid development marks the half-elf, since he outstrips his childhood friends and joins the ranks of adults before he is ready by elven standards. However, should such a coupling take place between a dark elf and a human, both the parents and unborn child would be immediately put to death.

In human cities and towns, people regard the half-elf as an exotic curiosity or an unwelcome outsider, depending on the location. Eldorans look poorly on anyone other than themselves, while Reanaarians generally do not consider race a factor in determining a person's worth.

Half-elves conform to the personality and alignment standards listed in the *D&D Player's Handbook*.

Physical Description: The half-elves of Tellene stand anywhere from under 5 feet to about 6 feet tall, making them taller than all elves but the gray elves. Female half-elves are 2 or 3 inches shorter than the male, but this still puts them on par with male high elves. Average weight for a male is 130 to 160 pounds, and around 20 pounds less for a female. Eye color is usually green, but skin and hair color varies considerably, depending on parentage. A mixed Fhokki/high elf child is likely to have pale skin and blond or auburn hair, whereas a Svimohz/wild elf offspring possesses very dark skin and hair.

Relations: Half-elves are naturally friendly towards all races because of their in-between status. They get along best with humans and elves, since they share some heritage with those two races. They are friendly towards all other races, though they share a certain bond with the other half-breeds: half-orcs and half-hobgoblins. However, unlike their half-breed cousins, half-elves find life much easier.

Half-Elf Lands: Half-elves as a race do not possess any lands unto themselves. Instead, they can be found in any human and elven city, and many other places throughout Tellene.

Religion: Half-elves are not likely to become followers of any one religion, but they are likely to venerate the Watcher, Risk or the Raconteur over the other gods. Half-elves most often display a mixture of beliefs.

Language: Half-elves do not have a language unto themselves, and thus speak the language of whatever culture in which they were raised. Often this means that half-elves speak Low Elven and at least one human language. Since half-elves do their share of wandering, many often speak other languages as well.

Adventurers: Half-elves are natural adventurers, as they never really have a home. Their elven heritage makes them able wizards and sorcerers, and their human half makes them extra versatile. Half-elves generally choose all classes with equal frequency, with slightly more choosing arcane disciplines, and fewer choosing the paladin or cleric.

Players interested in learning more about half-elves and elven culture should look at *Friend and Foe: the Elves and Bugbears of Tellene* for further information.

HALF-ELF RACIAL TRAITS

The half-elves of Tellene have the standard half-elf racial traits described in the *D&D Player's Handbook*, except as follows:

- Automatic Languages: Low Elven, and one regional human language or Merchant's Tongue.

HALF-HOBGOBLINS

"Life is hard. So is death. Which would you rather have?" – sil-karg adventurer Kelghaz Hazar

Half-hobgoblins (called "sil-karg" in the Hobgoblin tongue) have been around since before written history, appearing first on the edge of civilization and then creeping into it. Human folklore usually paints them as unfortunate victims, unable to avoid turning to evil in a crisis, as their hobgoblin taint overcomes them. Hobgoblin tradition calls them wayward, and a threat to civilization. Neither welcomes them.

"He's no different than any other hobgoblin, human blood or not," the Kalamaran said. "I say we kill him."

"Do you think I don't speak your language? Do you think I don't hear?" challenged Chord. Prisoner or not, he was not some dumb beast.

"Watch your tongue, filth. Don't forget how you came to be here." Talaran's voice was quiet, silky smooth and sinister. There was no hiding the murder in his tone.

"It was a spell! It certainly wasn't that woman's blade you're carrying!"

"Enough!" Nuan (the dwarven leader of the party) called, intervening before the Kalamaran ranger could kill the half-breed. She did not appreciate the half-hobgoblin's comment, but it was no reason to kill

him. Woman's blade, indeed. Her own urgrosh was an instant away from sweeping him off his legs when the gnome's spell put him to sleep.

"He's a liability that we can't manage, but I think we can trust him not to hound us any further." She turned to their captive. "In exchange for your life, will you promise not to follow us or tell anyone we came this way?"

The half-hobgoblin spit at her. The ranger swung a heavy boot that connected with the half-hobgoblin's face. This time Nuan waited until the blow connected before she pulled the ranger back. She thought hard, trying to remember what it was the guide had said about these people before the beholder disintegrated him. Whatever she decided, it should appease the ranger, too, since she had to live with him until this mission was over.

"Then earn your freedom, with no promises. If you defeat Talaran in an unarmed match," she thrust her chin at the Kalamaran, "then you can demand an item from us in tribute. If he wins, you surrender your sword and don't cross our path again."

It was a fair chance, Chord thought. That was all he ever asked for. He nodded acceptance, unaware of the toothy grin on his face.

Personality: Half-hobgoblins try to fit into whichever society they live in. Their eagerness to conform often results in an over-the-top scramble to be as honorable as a pure hobgoblin, or as resourceful as a human. Sil-karg in hobgoblin society often end up as social martyrs, taking on every burden imaginable so that their peers consider them honorable. Those in a human society are curious, eager to try new things and new ways of doing old things, even if the new way is clearly no better than the old way.

Physical Description: Half-hobgoblins look like bulky humans, with square features, large hands and strong shoulders. Their skin is reddish, similar in tone to the Kakado Deji tribe of the Young Kingdoms. They tend to dress in an awkward combination of utilitarian clothing and elaborate jewelry.

Relations: Half-hobgoblins manage to cooperate best with humans, hobgoblins and dwarves. They dislike elves, like halflings (but tire of them easily) and avoid gnomes. They fit in most smoothly with those human societies that have, for the most part, come to accept them (such as in the Lands of Tarisato).

Alignment: Individual sil-karg can represent any alignment. They might follow the lawful tendencies of their hobgoblin parent or rebel against them. Their human parentage contributes to an individuality that makes them hard to predict.

Half-Hobgoblin Lands: The sil-karg do not have their own lands. They share space with either the humans (in Tarisato, Prompeldia and increasingly in other city-states of the Elos) or their hobgoblin parents (in Norga-Krangrel, Tarisato or Ul-Karg). The city of Prompeldia has developed a sizable sil-karg quarter that is threatening to become large enough to count as its own culture.

Religion: Being outsiders, sil-karg are fond of the Watcher, but they also worship Risk, Powermaster and the Fate Scribe in large numbers.

Language: Half-hobgoblins speak several languages, a trait common to wanderers. Many speak the Hobgoblin tongue, and nearly all speak Merchant's Tongue or a regional human language.

Adventurers: Half-hobgoblins make natural adventurers. Their power and size make them excellent fighters, barbarians or rogues with a thuggish inclination. The talent for sorcery and psionics is rare among them, and they have little fascination with magic. Thus, they do not often become wizards, sorcerers or psionic characters. Half-hobgoblin clerics and druids are surprisingly common, since the clerical life offers an opportunity for social acceptance that might not be open to them otherwise. Paladins are rare but not impossible to find. Half-hobgoblin monks are sincere, if unusual, devotees of their class.

Players interested in learning more about half-hobgoblins and hobgoblin society should look at *Strength and Honor: the Mighty Hobgoblins of Tellene* for further information.

HALF-HOBGOBLIN RACIAL TRAITS

- +2 Dexterity, -2 Wisdom, -2 Charisma (Krangi or other northern tribes) OR +2 Constitution, -2 Intelligence (Kargi breeds)

- Medium: Half-hobgoblins receive no special size-related bonuses or penalties.

- Half-hobgoblin speed is 30 feet.

- Darkvision: Sil-karg can see in the dark at a distance of up to 120 feet. This type of vision is mostly colorless (showing only shades of black, white and gray), and needs no light to function.

- Hobgoblin Blood: For all special abilities, magic item usage and other effects, sil-karg are considered hobgoblins.

- +1 racial bonus to Fortitude saves. Regardless of their origin, half-hobgoblins are resistant to hardship and disease.

- Automatic Languages: Krangi or Kargi, plus one regional human language. Bonus Languages: Draconic, Giant, Goblin and Infernal.

- Favored Class: Fighter. When deciding whether a half-hobgoblin suffers an XP penalty for multiclassing, his fighter class does not apply.

HALF-ORCS

"Have dreams, have hope. Have sword, have everything." – Guruk-vra saying.

Half-orcs (or "guruk-vra" in Orcish) are uncommon on Tellene. The chaotic orcs live in disorganized bands ruled by the strongest among them, and the humans and half-breeds



Half-orc, half-hobgoblin, half-elf, Fhokki human female and hobgoblin bounty hunters await the arrival of the paymaster.

who live among them share the dangers of short life spans dictated by orc society and constant challenges to their right to belong. Human races persecute them, and they tend to become thugs or thieves out of necessity. Their careers often end in a dark dungeon somewhere, or at the end of a rope.

"If Maglub were to fall in battle in the upcoming raid, would you claim the chieftain's banner for yourself?" The danger inherent in the question made Shani nervous, but he knew the half-breed could be trusted.

"No, Dengra. I would support whoever the gods told me to support."

"And if Maglub were to die, surely it would be the will of the gods."

There was no denying the truth behind his words, although the direction of the conversation was clear. Shani said "It would be the will of the gods."

"When we attack the dwarves, most of our people will rush into battle headlong, braving their bolts and divine spells. Maglub will surely be at the front, since he is a ferocious and fearless warrior. But several of the more clever 'pure orcs' will follow me waiting for the onslaught to taper off. When the dwarven clerics' spells have lapsed, and they have spent their remaining effort in healing the most wounded, then we will attack, and we will crush them. Humans call this delay a 'tactical reserve.'

"It reeks of cowardice, half-breed." Shani detested the plan. Even worse, it would work. The dwarves were too few and the half-orc's young followers among the tribe too strong in battle.

"The brave will all be dead. Who will be the brave then?"

Except as noted below, half-orcs on Tellene follow the standard racial characteristics described in the *D&D Player's Handbook*. Their personality, physical description and alignment adhere to the standards therein.

Relations: Half-orcs spend most of their time either with orcs or with humans, depending on who raised them. Because of their racial bonds to these races, they have the closest relationships with them. They do, however, share a special bond with the other half-breeds, especially half-hobgoblins, alongside whom they are often persecuted. They generally do not get along well with the subterranean races, mostly because of those races' hatred of orcs. They are not on friendly terms with halflings either.

Half-Orc Lands: One generally sees half-orcs near lands dominated or frequently raided by orcs: Lake Jorakk, Shadesh Bay and southern Tarisato are prime examples. Particularly large tribes of orcs live in the Krond heights and Legasas. Thus, a few half-orcs live in small villages in Eldor, Cosdol and the land governed by P'Bapar. The villagers treat them like any other ugly cousin: with the acceptance of family, but with no particular favor.

Religion: Most guruk-vra tend to be loners and revere "less sociable" gods. The Watcher is a common patron. Others admire power, believing that sufficient personal power will change their predicament and allow them to fit in somewhere.

These half-orcs might follow the Powermaster, the Storm Lord or the Riftmaster.

Language: Half-orcs generally speak the language of whatever culture in which they currently reside. Since many of them become wanderers, they often pick up other languages as well.

Adventurers: Half-orcs are often outsiders and wanderers. They take to adventuring to prove themselves and to be with other outsiders like themselves. Their great strength makes them excellent barbarians or fighters. They also become rangers, but less frequently. Paladinhood is rare, as they do not usually possess the required religious zeal. For the same reason, clerics are not a popular choice for half-orcs either. Half-orc druids are more common, as are half-orc rogues, who tend to be thugs or enforcers. Half-orc monks are not uncommon, as they often do not mind the isolation. Half-orc sorcerers are rare, and half-orc wizards even more so.

Players interested in learning more about half-orcs and orc culture should look at *Fury in the Wastelands: the Orcs of Tellene* for further information.

HALF-ORC RACIAL TRAITS

The half-orcs of Tellene have the standard half-orc racial traits described in the *D&D Player's Handbook*, except as follows:

- **Automatic Languages:** Orc and the language of their human parent. **Bonus Languages:** Draconic, Giant, Gnoll, Hobgoblin and Merchant's Tongue.

HALFLINGS

"Tis better to hide now and sow later." – Halfling proverb

Halflings are common throughout the civilized lands of Tellene. They are rare in the harsh north and do not often live high in the mountains, but they thrive in the peaceful lands tamed by themselves and other races.

Lightfoot Halflings

Lightfeet are the standard halfling race and have the statistics presented in the *D&D Player's Handbook*. They conform to standard aspects of personality, physical description and alignment.

"So these halflings — they are small, yes?" Kurgaz asked his companion.

"Yes. Less than half the height of a man."

"And all they do is cook and farm the land — and relax, yes?" he continued.

"More or less."

"Their land is fertile, yes? They grow good food?"

"Very fertile and very good. Should you be so lucky, halfling meals are not to be missed, my friend."

"Then why has no one conquered them? They would make excellent slaves. They take up little space, produce much food and cook well. My tribe would kill for land like theirs, and slaves like them." Kurgaz's confusion showed clearly on his scarred face.

"Heh. Sometimes the smallest thorn is the most painful, Kurgaz. These little folk are quite tricky as well as resourceful. I would not want to cross them, and I suggest the same to you. Come, our dinner awaits."

Relations: : Lightfeet (called "gurin" in Halfling) consider gnomes good neighbors, because the two races share the same sized furniture. Gnomish inns are almost as comfortable as those run by halflings. The larger folk tend to get the scale wrong when making smaller furniture, or seat them with the children, which is annoying. Lightfeet also enjoy the company of wood elves and high elves. Gray elves are too haughty and condescending, while wild elves are foreign and dangerous. Lightfeet consider dwarves reliable but not fun (the opposite of their views on most elves).

Lightfeet tend to live with other races, but they rarely report crime or other problems to the government as long as only halflings

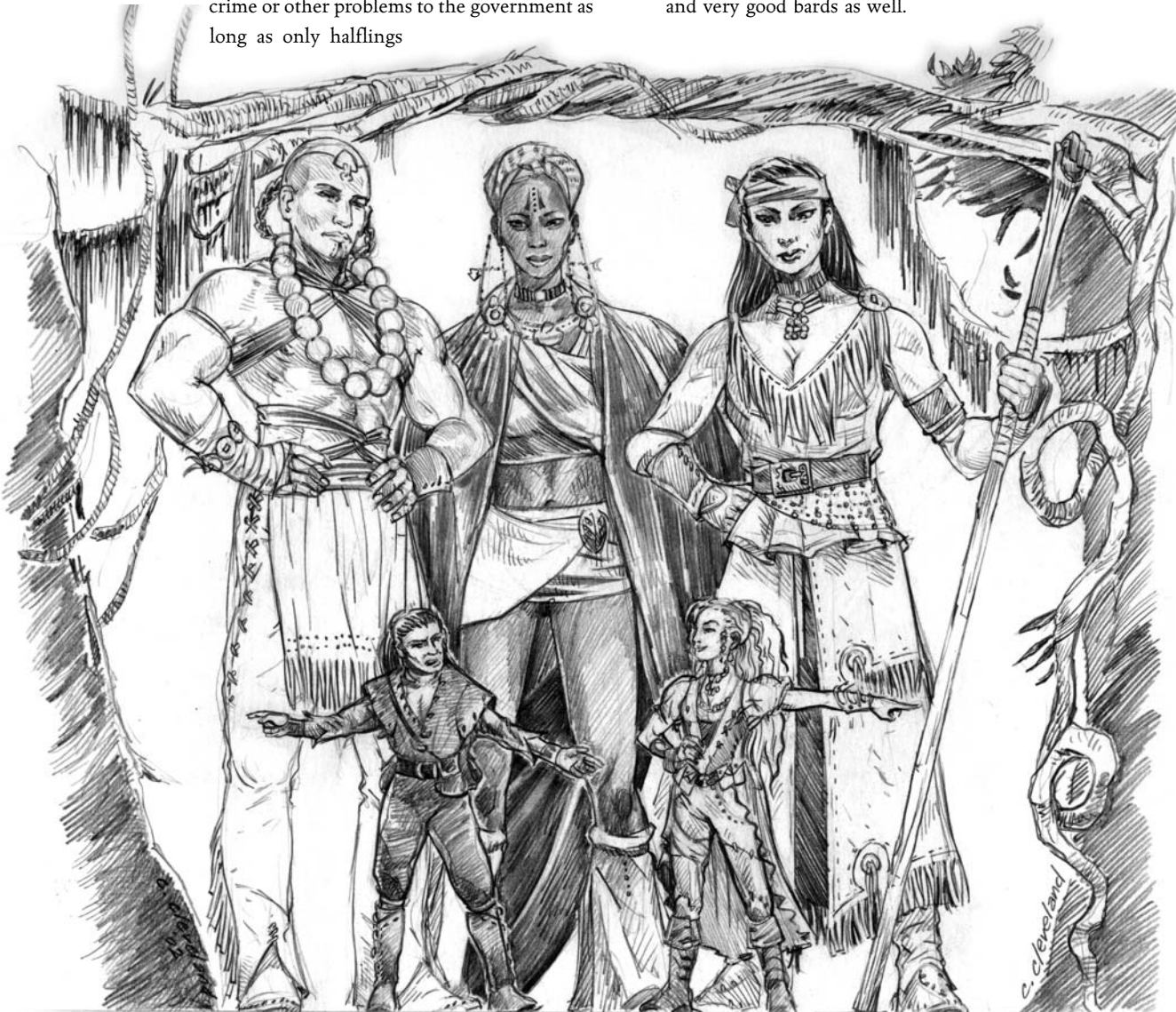
are involved. The halflings defer to a cleric or respected elder of their own race and generally abide by her decision for disputes, crimes and punishment and other conflicts.

Lightfeet Lands: Lightfeet thrive in central Kalamar, the Dopromond Hills and Welpremond Downs, Pekal, Prompeldia, the Fautee Forest, Ozhvinmish, Ahznomahn and the rural parts of western Reanaaria. Gurin enjoy city life as well as rural settlements, but they might feel stifled in an overcrowded city where humans are predominant. They tend to live in neighborhoods of their own people when they live in large cities.

Religion: Lightfeet frequently worship the Raiser if good and the Seller of Souls if evil. Lightfeet of any alignment might revere Risk, and other common patrons are the Great Huntress, the Eye Opener, the Bear, the Fate Scribe and the Laughter.

Language: Halflings speak their own language and a variety of other useful tongues, including the languages of humans.

Adventurers: Lightfeet adventure for all kinds of reasons, but the most common are to utilize their skills or to gain material wealth. The lightfeet's natural agility makes them ideal rogues, and very good bards as well.



A Deji (Shan-Gyr) man, Svimohz woman and Deji (Malavla) woman ask a lightfoot and golden halfling for directions.

Chapter 1: Races

They are also capable fighters and excellent rangers. Lightfeet barbarians are rare, but not unknown. Halflings are not often clerics, but they are not uncommon. Druids are slightly less common than clerics. Halflings are natural wizards and sorcerers.

LIGHTFOOT HALFLING RACIAL TRAITS

The lightfoot halflings of Tellene have the standard halfling racial traits described in the *D&D Player's Handbook*, except as follows:

- Automatic Languages: Halfling and Merchant's Tongue.

Bonus Languages: Dwarven, Elven, Gnome, Hobgoblin, Orc and any human language.

Golden Halflings

Golden halflings, known as amberhairs (or "azravan" in the Halfling tongue), claim to be the original halflings from whom the others are derived. Oral tradition tells of the birth of the first halflings, Azimen and Astemia, in a dry wasteland. They watered it with their sweat and nurtured life from the harsh land, turning it into a paradise. Halfling sages disagree about this fabled land's location, eventual fate and virtually every important detail concerning it.

"Well, this is quite an interesting situation we've gotten ourselves into, now isn't it. I should like to write a poem on it when we are done ..."

"Could you shut your mouth for one minute?" Asa interrupted as she struggled. Nolan's positive attitude was fine most of the time, but his refusal to accept the seriousness of their situation was unbelievable. How could he be thinking of poetry when a group of kobolds had captured them and was planning to sacrifice them to whatever thing they worshipped.

"Asa, being grumpy and rude is not going to get us out of this any faster. It just happens that I think better when I'm talking. Now, I've managed to free my left hand. If you could lift your left leg slightly, I'll be able to reach the dagger by your ankle."

Asa relaxed slightly and chuckled to herself. Her halfling companion was one of a kind, and somehow, despite his constant talking, they were going to get themselves out of another mess. She let a smile creep across her lips. These kobolds were in for the surprise of their lives.

Personality: Amberhairs are creative and adaptable creatures that somehow manage to retain their own identity regardless of change. External happenings are unlikely to affect their attitude. A dour amberhair is dour even at weddings and jovial feasts; a good-natured one is likely to remain in good humor even in the midst of disaster. Others often describe them as "didactic," and azravan frequently act like they hold some secret knowledge, the lack of which makes other folk ignorant and savage.

Physical Description: Amberhairs are the same size as lightfeet, but their ubiquitous rich golden locks give them away. Their eyes might be blue or even green, but a twinkling

chestnut is more common than any other color. They tend to have tiny features, except for their large, observant eyes.

Relations: Amberhairs prefer the company of long-lived races such as elves. They respect dwarves, hobgoblins and gnomes, but they dislike half-orcs. However, they are most at ease with other halflings.

Alignment: Most amberhairs are lawful and good. Those not lawful are still likely to be good. Their cultural discipline, harsh punishment for crime and love of life influence, if not actually dictate, their alignment. Those given to chaos are among the more creative golden halflings, given to questioning society.

Amberhair Lands: The amberhairs are currently concentrated in the Lopoliri Mountains, surrounded by dinosaurs, rocs and other ancient creatures. Their strain is strong, however, and seemingly pure amberhairs appear in areas where their racial stock once dominated: Shyff, Pekal, the Dopromonds, Dodera and the banks of the Jorakk River.

Religion: The Lopoliri amberhairs favor worship of The Holy Mother above all others, although individual halflings worship a wide variety of gods and goddesses. The most popular are the Peacemaker (the Pacifist sect), the Pure One and the Riftmaster.

Language: The amberhair dialect of the Halfling language is fluid and descriptive, having nearly twice as many words as standard Halfling. Scholars write their works in Celestial, but translate them into Halfling and Merchant's Tongue within a few years.

Adventurers: Unlike many adventurers who seek to learn, amberhairs might adventure to teach. They enjoy telling others about their belief that halflings were the original intelligent race of Tellene, much older than elves or dwarves. Their stories focus on the halfling heritage of their current location, such as how the halflings once farmed here or fought a battle there.

GOLDEN HALFLING RACIAL TRAITS

- +2 Intelligence, +2 Wisdom, -2 Strength. Amberhairs lack powerful muscles, but as a people they are crafty and sage.

- Small: Golden halflings receive certain size-related bonuses, as follows: +1 to Armor Class, +1 to attack rolls, and +4 to Hide checks. Amberhairs must use smaller weapons than humans. They also have three-quarters the lifting and carrying limits of Medium characters.

- Amberhair speed is 20 feet.

- Low-Light Vision: In poor illumination, a golden halfling can see twice as far as a human.

- Golden halflings get a +1 racial bonus on all saving throws.

- Amberhairs receive a +2 morale bonus on saving throws against fear. This morale bonus stacks with the +1 bonus on all saving throws.

- +2 racial bonus on Bluff and Sense Motive checks. A golden halfling's ability to manipulate and understand others bolsters his reputation among his peers.
- Automatic Languages: Halfling and Low Elven. Bonus Languages: Celestial, Dwarven, Merchant's Tongue and one regional human language.
- Favored Class: Psion. When deciding whether an amber-hair suffers an XP penalty for multiclassing, his psion class does not apply.

HOBGOBLINS

The hobgoblins chanted as they marched towards the gate of their former tribe chief's house. The rhythm of their song matched the rhythm of their feet and the warriors on the inside of the compound began to shake.

When the troop reached the gate, a large hobgoblin at the head of the column stepped forward and called to the hobgoblins inside.

"Brothers, hear me. We have you surrounded and outnumbered. There is no chance for escape, and no chance for victory. If you swear allegiance to me, we will forgive the murder of our former chief."

From the other side of the gate, another large hobgoblin emerged. His armor was bloodied, as was his scimitar. A fresh cut still bled on his face.

"We hear you, brother, but we do not submit. We made the same offer to your brethren, the chief and his guards, and they refused, choosing to keep their honor. And now we will do the same. We would rather fight to the death than break our own oaths."

"Very well. May you die with honor."

- fragment from the Tale of Gulak and the Warring Tribes

Hobgoblin, Kargi

Physically larger and stronger than humans, lawful in alignment, and gathered under strong leaders, the hobgoblin tribes of the Svimohzish Isle formed the nation of Ul-Karg centuries ago.

Umthrak shifted his heavy backpack higher up on his shoulder. He was accustomed to the load, but the end of a long day's march in double-time was still grueling. Umthrak was proud of his position as commander under the famous Tullum, and excited about being in the field again after long weeks on the training grounds.

"Halt!" his bark stopped the kazzaks like a wall. His squad was an exploratory force for the rest of the company, on a mission to squash a goblin slave rebellion before it could gather momentum. The eaves of the Zamul Forest loomed ahead, and even these veteran soldiers shifted uneasily under its shadow.

Umthrak began giving orders to secure the area and make camp. The comfort of routine would reassure them, while an hour's rest restores their strength. Then, he would command the squad to enter the forest. He had earned enough respect to make them overcome their unspoken fear.

The squad had just begun to scatter, each hobgoblin intent upon his own task, when the air filled with the whistle and thump of falling arrows. The sound of a goblin ululation punctuated the ambush. As the deadly shafts began to disintegrate his small command, Umthrak thought, "At least none of these dogs will challenge me in a kroka-mal," raising his shield for cover and charging toward the deadly forest.

Personality: Unlike the Krangi, the Kargi do not have any major military successes to their name. As a result, the Kargi feel an urgent need to dominate everything around them. A Kargi farmer might tear up a piece of land that he does not intend to sow, just to show that he can. Kargi soldiers kill slaves to prove their strength. A Kargi cleric might torment a worshipper of another god for fun. This desire to dominate does not come from a basic insecurity or like weakness. A Kargi does not demonstrate his power to prove to *himself* that he is superior. However, he must demonstrate this superiority to others. Thus, even as children, hobgoblins fight, kill, maim, and torment each other. It is the only way they know to convince their peers that they deserve to rule them.

Naturally, Kargi are in a constant state of conflict because of this belief. A hierarchy is necessary to maintain order, but this means that there can only be one completely dominant Kargi. They rationalize this by understanding that *currently* they are not the most dominant, but they believe that this is not a final state of things, and that they have not lost anything permanently. They can accept a setback because they believe that ultimately they will regain anything that was lost, and more.

As a result, the Kargi are always improving themselves, even challenging their superiors in a *kroka-mal*, or rite of superiority. It is fundamental belief that a Kargi cannot be satisfied until he has achieved total dominance, and has no a superior in any aspect. The most feared Kargi warrior is not happy if one of his peers is a better administrator, and the highest Kargi cleric cannot stand having another best him in combat prowess. The Kargi strive to be superior in all areas.

Physical Description: The Kargi physique is fairly typical for hobgoblins, though they tend towards lighter and more yellow coloring. Their upper and lower bodies are proportioned like humans, but their arms are longer, hanging to their knees. Their skin color is generally a yellow-brown or tan color, with a definite weathered, leathery look.

Kargi faces have a definite goblinoid resemblance. Two small tusks protrude upward from the lower jaw. Kargi ears are pointed and elongated, with a rectangular appearance. The nose of a Kargi is wide and flat, and ranges in color from deep purple to light bluish-gray.

Kargi possess rough, thick facial hair, running along the jaw line and tapering into a goatee or small beard. Facial hair is generally black or dark brown but can range as far as light gray. The hair that grows on the head tends to be thinner and more like human hair than animal hide. It too is predominately dark brown or black, though maroons, grays, and some reds do exist.

Kargi eyes have a distinctly animal appearance, and range in color from dark yellow to brown.

Kargi females share all of the characteristics of their male counterparts, with a few exceptions. They generally weigh slightly less, and are slightly shorter. Their skin is also generally lighter in complexion, and their facial hair tends to grow only on the chin and is not as thick or long.

Relations: The Kargi harbor an intense hatred for the dwarven and human residents of the Isle. The Kargi still believe that they would have defeated the humans long ago (in the conflict known as Fortnight's Battle) if it were not for a dwarven attack on their rear ranks, and the humans continue to stand in the way of their island conquest.

Otherwise, the Kargi have few relations with other races. When the Kargi do come upon elves, gnomes, or halflings, they will kill them on sight, but this is an uncommon occurrence.

Alignment: Kargi are traditionally lawful evil. Lawful neutral is perhaps the second most common alignment, but individuals with a chaotic evil or neutral evil alignment are not unheard of.

Kargi Lands: Most Kargi dwell on the island of Svimohzia, in the southwestern territory known as the Kingdom of Ul-Karg. The Kargi are relatively isolated (being surrounded by dwarven-inhabited mountains to the north and west, and water to the south and east), to the point that many humans are unaware of the hobgoblin nation.

Religion: Faith is an important part of Kargi life, and the Church of Endless Nights holds the position of national religion. Almost all Kargi revere the Dark One as their god, and a large majority worship him exclusively. Even those that do not worship the Blacksoul or that choose to revere more than one god recognize him as their creator.

All the other lawful evil temples have some representation and a congregation, albeit a small one. Several non-lawful evil churches are represented as well. Of these, the Temple of Armed Conflict is the largest and most popular. The third largest temple is the House of Knives. The rest of the religions are tolerated, mostly because their numbers are small and their influence is even less. Many Kargi believe these other gods to be manifestations, children, or other relations of the Blacksoul, and thus few truly worship a god completely different from the Dark One.

Language: Kargi speak their own language and at least one other, since they must communicate with both humanoids and civilized races. Kargi have little trouble learning the harsher, more guttural languages of Tellene, such as Orcish, Dwarven, Kalamaran and Fhokki, but the more fluid and light languages, like Elven, Reanaarese or Gnomish do present some problems. Kargi can learn any language that someone teaches them, but they are more difficult to understand when speaking a "lighter" language, and have a very pronounced accent.

Adventurers: The Kargi can be members of just about any class, but some are much more common than others. The brigand, fighter, monk, ranger and rogue are most common,

while gladiators and infiltrators are less so, and sorcerers and wizards are rare. Shamans and barbarians are looked down upon as "lesser" classes. The bard, Basiran dancer, druid and spellsinger are unknown among the Kargi. A Kargi living outside of Ul-Karg might take one of these classes, but no one has ever documented such a case.

Players interested in learning more about these hobgoblins should peruse *Strength and Honor: the Mighty Hobgoblins of Tellene* for further details.

KARGI HOBGOBLIN RACIAL TRAITS

- +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. Kargi have developed a hardy physique due to their harsh environment, but they lack development in the mental areas.
- Medium: Kargi hobgoblins receive no special size-related bonuses or penalties.
- Kargi speed is 30 feet.
- Darkvision: Kargi hobgoblins can see in the dark at a distance of up to 60 feet. This type of vision is mostly colorless (showing only shades of black, white and gray), and needs no light to function.
- +4 racial bonus to all Fortitude saving throws. Growing up in a climate of rampant disease has made the Kargi especially resistant to diseases and poison.
- +2 racial bonus to all Survival checks when in a tropical climate. The Kargi have learned to adapt to their harsh environment, and can now use it to thrive.
- Automatic Languages: Hobgoblin and Goblin. Bonus Languages: Svimohzish, Merchant's Tongue, Brandobian, and Orcish.
- Favored Class: Cleric. When deciding whether a Kargi hobgoblin suffers an XP penalty for multiclassing, his cleric class does not apply.

Hobgoblin, Krangi

Years of fighting predators hardened the hobgoblins denizens of the Ashul Weald and, following the superb tactics of Kruk-Ma-Kali, they eventually grew to establish the great kingdom of Norga-Krangrel.

The Restorer analyzed the artifact carefully, suspecting deceit from the human traitor. Although he claimed to be a merchant from P'Bapar, Rakrag doubted the human's intentions. The amulet's bronze seemed to be the right alloy, and the artwork was characteristic of the Imperial Era, but the writing was odd. Was the human trying to deceive him with a forgery? If he created the item himself, he would have to know the style of the old language.

Rakrag watched the merchant rub his fingers together, trying to learn as much about the prospective seller as he could about the potential magical amulet. He muttered an insulting phrase in the ancient language, as if talking to himself.

"Pardon me?" the man asked. Rakrag wasn't sure, but it seemed the man had stiffened in response to the insult Rakrag had just handed him.

The decision was too complex to make. Rakrag handed the amulet back to him. "It is a fake," he said with authority. "I have no desire to buy it from you. You must go now." Rakrag could study the item later at his leisure, while the merchant's body was cooling on the side of the road.

Personality: The hobgoblin values of strength and honor hold true for the Krangi, and their attitudes about themselves and others are founded upon these principles. However, the Krangi also believe that they are the only creatures that possess honor, and that every material possession rightfully belongs to them. This is not manifested as greed. The Krangi do not want to own every material possession, but those that they do want they believe are theirs. The Krangi value of strength also dictates that violence is an acceptable solution to every problem. If a Krangi is able to kill someone, he has power over their most important possession: their life. Without their life, a Krangi cannot have strength and cannot gain honor, so controlling another's life grants control over every other aspect of their life. Thus, demonstrating the power to kill through violence grants the stronger Krangi complete control over the weaker one. In Krangi society, killing a member of a lower caste, if a sufficient reason can be provided, is not a crime.

As a byproduct of their devotion to physical strength, the Krangi are a very pragmatic people. If one Krangi is better than another at a particular task, the more proficient Krangi should perform that task. Finally, beauty is a concept that is foreign to the Krangi. Things are designed for a purpose, and anything that does not directly serve that purpose is extraneous and a waste of time, materials, or effort.

Physical Description: Their skin is usually a light brown or maroon coloring; yellow or tan skin is uncommon. Krangi faces have a goblinoid resemblance, but are squarer than the other hobgoblin subraces. The Krangi have two small tusks that extend from their lower jaw. At their longest, these tusks extend up to the broad, flat nose near the center of the face. The nose is usually a light gray or bluish gray color, but can be as dark as navy blue.

Krangi facial hair is confined almost entirely to the chin, where it grows thick and bushy. Like their facial hair, the Krangi hair grows long and thick, and is usually very dark. This hair is almost always braided into one or two long strands, and it hugs the shape of the head closely. Krangi eyes tend towards the lighter end of the spectrum: tan, gold, yellow and light brown. The pupil is usually black, but occasionally is red. These "red eyes" are considered by the Krangi to be blessed at birth, and are expected to assume positions of leadership quickly.

Krangi females are very similar to their male counterparts, with only a few exceptions. They generally have the same skin



An alliance of Kors, Dazlak, Kargi, Krangi and Rankki hobgoblins.

and hair coloration, but they do not possess facial hair, and their body hair is less prominent.

Relations: Due to their aggressive warmongering, the Krangi have many enemies, but they do understand the usefulness of peace. The Krangi are content to war with anyone, but will make peace with just about anyone (with a few notable exceptions), so at any given time, they will be fighting or preparing to fight about half of their neighbors, and will be at peace with the other half. The Krangi's main purpose for establishing peace is trade. The humans have demonstrated that they are willing to negotiate, trade, and make peace with the Krangi, and this makes them less offensive than the hated elves, or worse, the dwarves. Krangi have little contact with other gnomes or halflings. The Krangi are much more amenable to humanoids. Just about any Medium humanoid is welcome in Krangi society, provided that they abide by the laws and social regulations.

Alignment: Krangi are traditionally lawful evil, but individuals with a chaotic evil, neutral evil, or lawful neutral alignment do exist.

Krangi Lands: The largest concentration of Krangi lies in the Kingdom of Norga-Krangrel. It is still the goal of the Krangi to reconquer the lands of Kruk-Ma-Kali (an ancient hobgoblin king) and the current kruk, Krokai-Marg, frequently declares war on the kingdom's neighbors to the north.

Religion: The Church of Endless Nights is the state sponsored religion, but all lawful evil religions have a place, albeit an inferior one. The Krangi do not allow any faiths that are not of lawful evil alignment. They watch clerics of other faiths closely, and they often arrest the clerics for little or no reason. Those found establishing congregations of other gods are arrested and executed, their temples are destroyed and their holy symbols defaced. The Krangi arrest any parishioners as well, though they may save themselves from executing by converting. Despite this, most of the other evil faiths and several of the neutral ones have an underground congregation or two. Attendance is always low, however, both because of the danger it presents and the lawful evil tendencies of the Krangi population.

Language: Krangi speak the Hobgoblin language and at least one other, since they must communicate with both humanoids and civilized races. Krangi generally speak all languages (except Hobgoblin) with an accent, but it is subtle and hard to detect.

Adventurers: Just about every one of the core classes is present in Krangi society. Clerics and fighters are extremely common, and monks and sorcerers are also popular, less so the gladiator, infiltrator, ranger, rogue or shaman. Barbarians, druids and wizards are rare. Of all the classes, only the bard, Basiran dancer, paladin and spellsinger are never seen in Krangi society. While it is theoretically possible for a Krangi to follow most of these career paths, no instance has ever been documented.

Players interested in learning much more about Krangi culture should peruse *Strength and Honor: the Mighty Hobgoblins of Tellene* for further details.

KRANGI HOBGOBLIN RACIAL TRAITS

- +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. Krangi are impressive physical specimens, but they are deficient in many mental areas.
- Medium: Krangi receive no special size-related bonuses or penalties.
- Krangi speed is 30 feet.
- Darkvision: Krangi hobgoblins can see in the dark at a distance of up to 60 feet. This type of vision is mostly colorless (showing only shades of black, white and gray), and needs no light to function.
- Weapon Proficiency: Krangi receive Armor Proficiency feats (Light and Medium), Martial Weapon Proficiency feats for the dagger, javelin, longsword, short sword, shortspear and crossbow, and the Shield Proficiency feat as bonus feats. During their childhood, all Krangi are instructed in the ways of war. They are taught the six weapons of the Blacksoul, how to wear armor and use shields, and are expected to be proficient in their use.
- +2 racial bonus to Listen and Spot checks. Years of fighting have honed the Krangi senses and made them exceptionally alert creatures.
- +4 racial bonus to Hide checks. Years of hunting and being hunted made hobgoblins adept at not being seen.
- Automatic Languages: Hobgoblin and Goblin. Bonus Languages Merchant's Tongue, Orcish, Kalamaran and Brandobian.
- Favored Class: Fighter. When deciding whether a Krangi hobgoblin suffers an XP penalty for multiclassing, his fighter class does not apply.

Hobgoblin, Dazlak

Long ago, the great Krangi warrior Korrut pi Dazlak was among the most honorable of hobgoblins and able of leaders. Calling for those who would follow him to another land, Dazlak led his people on a trek of many years, until they reached the Khydoban Desert. With their organizational skills and Dazlak's leadership, they prospered in a land where survival alone was more than merely difficult. Even in the face of the rugged terrain, ensuing generations grew larger. The tribe became many tribes, and the many tribes became a legitimate subrace, taking the name of Dazlak himself.

Jaresh wrinkled his nose at the hobgoblin's approach. The two of them appeared to be desert bandits, human and hobgoblin riding the dunes on stolen camels and leading another dozen between them. Yet, this camel stealing was merely a personal ambition. In fact, the two of them were part of a joint tribal effort to patrol their adjoining boundaries for signs of the undead menace. But the Dazlak valued survival

over honor, his chieftain had told him, and Jaresh was to kill him - and blame it on the unliving ones - if the occasion called for it.

Instead, Jaresh found the scruffy little hobgoblin to be a welcome companion. His skill at stealth rivaled Jaresh's own, and the two challenged each other to become the greater thief. It was Gronmaz who killed the gnoll that surprised Jaresh in the necropolis four days ago. True, Gronmaz had claimed half of Jaresh's water ration as a reward, but what were a few drops of water compared to his life?

"The humans are pursuing us," Gronmaz said. "Six of them, at a gallop. They'll be upon us before Pelselond sets. You know what that means."

It means we're outnumbered, Jaresh thought.

"Three more camels and canteens each," Gronmaz said. "Head for the ruins. We'll make our ambush there."

Jaresh laughed. If that's what his chieftain meant by survival over honor, maybe the Dazlak way of life wasn't so bad after all.

Personality: Separated from the rest of their hobgoblin kin, the Dazlak have developed a very unusual and unique culture. Whereas honor is the driving force for other hobgoblin castes, mere survival holds a hallowed place among the Dazlak. Strength comes from taking your enemy's water and thus taking his life, while honor derives largely from ownership or control of water. Despite their rigid society, however, Dazlak are not humorless. In fact, many outsiders comment on how easily they break into laughter.

Physical Description: Years of living with limited water has made the Dazlak smaller and stringier than their western brethren, and unknowing humans sometimes confuse them for larger-than-average goblins (much to their regret). Dazlak are obviously not as big or as strong as the standard hobgoblin, but what they lack in strength they make up for in quickness and toughness. Their dry and leathery hide ranges from yellow-brown to red-brown, and their eyes are typically yellow or brown, with occasional reds and blacks. Likewise, their wild and unkempt hair is medium to dark brown in color, and never cut or cropped short. Any facial hair is confined to the mouth, chin and jaw line, and is thick but short. Females are only slightly smaller and lighter than the males.

Relations: Dazlak view all other races as inferiors, but reserve their greatest hatred for their immediate neighbors. They resent the fact that they cannot yet wipe out even the Dejy tribes and small villages that infest their current homeland. Despite this, Dazlak do not simply attack other races on sight. Dazlak deal with humans and orcs when necessary, but never with dwarves and elves. They find the smaller races highly annoying.

Alignment: Most Dazlak are lawful evil, followed by lawful neutral. Renegades follow any religions and might follow any alignment.

Dazlak Lands: Today the Dazlak hobgoblins can be found in small nomadic groups throughout the Khydoban Desert and the Arajyd Hills. Though they may not see their kin for months

or years at a time, they remain tightly bound by culture and the necessity of surviving in a harsh land.

Religion: Worship of the Emperor of Scorn dominates every aspect of Dazlak life, and failure to recite religious passages at any time can result in severe punishments. Dazlak particularly hate the Blacksoul; they feel his western hobgoblin worshippers have become inferior by emulating the human cultures that surround them.

Language: Dazlak speak the Hobgoblin language and at least one other. The Dazlak tongue is considered a dialect of Hobgoblin, understandable to those speakers with deliberate concentration, though most nuances will be lost.

Adventurers: Dazlak rarely leave their tribes, unless they fight their duty and are banished. Those that leave of their own free will are killed on sight, but the priests do not expend excessive resources to hunt them down. In the military caste, rangers are the elite, and many Dazlak strive to become one. Fighters and clerics are also common. Dazlak never become druids, shamans or paladins.

Players interested in learning more about the Dazlak should peruse *Strength and Honor: the Mighty Hobgoblins of Tellene* for further details.

DAZLAK HOBGOBLIN RACIAL TRAITS

- +2 Dexterity, +2 Constitution, -2 Strength, -2 Intelligence. Living in the desert has toughened the Dazlak, but the harsh life saps both the strength and the mind of these beings.
- Medium: Dazlak receive no special size-related bonuses or penalties.
- Dazlak speed is 30 feet.
- Darkvision: Dazlak can see in the dark at a distance of up to 120 feet. This type of vision is mostly colorless (showing only shades of black, white and gray), and needs no light to function.
- +2 racial bonus to Survival checks when in the desert. The Dazlak have adapted and thrived in the harsh desert climate and, as a result, are very skilled at surviving there.
- Energy Efficient: Dazlak require only half the normal amount of food and water that a human needs to survive. In addition, Dazlak can function for 48 continuous hours without food, water or sleep and still suffer no penalties.
- Automatic Languages: Hobgoblin. Bonus Languages: Goblin, Dejy (choose dialect: Khydoban, northern, southern, or minor dialect), Reanaarese, Merchant's Tongue.
- Favored Class: Ranger. When deciding whether a Dazlak hobgoblin suffers an XP penalty for multiclassing, his ranger class does not apply.

Hobgoblin, Kors

The Kors are the only hobgoblin subrace whose population center is part of another nation. They live as citizens of the Kalamaran Empire, the largest human empire on the continent, and the humans have had a profound influence on their culture,

their tribes, and their military. Though the Kors have made tremendous progress in the social and governmental arenas, they are biding their time until they are sophisticated enough to overthrow their Kalamaran masters and take the Empire for themselves.

The vorgars, Kors monks, watched the procession arriving from the human city. Boastful and full of pride, the returning soldiers enjoyed the cheers and accolades heaped upon them.

Norkrek spat at the scene. A heavy stick pummeled him for his irreverence, but no other blows followed it to punish him for his thoughts. Even the senior vorgars thought the same. The soldiers were traitors to their race, fawning over the Kalamarans as if they were the saviors of the once-proud Kors people.

After only six more years of training, Norkrek would undertake a secret mission to infiltrate the human cities as a servant. The position was honorless and shameful, but it would make it easy to approach – and slay – the leader of Tarisato. “Surely” Norkrek mused, “if the humans have any courage at all, they will respond with outrage and war.”

And war was exactly what the monastery wanted. Forcing the Kors to stand on their own would return their dignity. Better to stand and die as hobgoblins than to suffer the humiliation of being ruled by humans.

Personality: Because their subservient role to the Kalamaran Empire, the Kors have developed a modified understanding of the traditional hobgoblin values of strength and honor. While every action a Kargi takes shows his strength in some way, the Kors allow for one to plan and bide his time, preparing for eventual dominance. They understand that they need the Kalamarans in many ways, but they have learned to rationalize their inferior position by convincing themselves they are preparing for their removal. This has split the Kors into two camps, each with a different way of thinking.

The majority of the Kors believe in accepting what Kabori has done for them, and participating in their agreement for the purpose of corrupting the system from the inside. Because they cannot really dominate the Kalamarans above them, they take their natural tendency to dominate out on those below them. This means that these Kors see position in a hierarchy as a direct indication of one's dominance. Similarly, the more humans that such a Kors dominates, the more prestigious his position is, for he has used the Kalamaran system against its creators. These Kors also view honor from a different perspective. As with the other subraces, one gains honor through winning competitions and dominating others, but these Kors give extra emphasis to dominating humans, especially Kalamarans. Dominating a Kalamaran indicates that a Kors hobgoblin has turned the human's system against him.

A vocal minority of the population, generally described as hard-liners or traditionalists, does not believe that a subservient position is at all acceptable. The hard-liners define honor as

staying true to one's heritage. In this way, honor often becomes the only solace for these Kors. Because they are rarely in positions of power, they assuage their egos by maintaining their rebellious spirit and acting in ways that they believe are more fitting for hobgoblins. This often means resorting to guerilla attacks or terrorist acts. The traditionalists have also adopted a warped view of strength. To them, dominance means disrupting the actions of the accepting Kors and the Kalamaran system.

Physical Description: Their skin color ranges from a light brown to a light maroon, with a clay red-orange color being the most common. They have large amounts of body hair, ranging in color from a light gray to black (usually brown). Their facial hair is very bushy and long. Their eyes come in all colors, but most are dark browns and reds. Females are as hairy as males, but they braid or groom their hair according to convenience or fashion. They average the same height as the males, but weigh less.

Relations: Because none of the surrounding human lands is at war with the Kalamaran Empire, the Kors do not fight organized battles against other humans. The exception is those Kors that are part of the Kalamaran army, and fight the Pekalese or other former members of the empire. The Kors army will raid settlements of human bandits living in the hills, but only when they do not have a more attractive dwarven target.

The hatred between the dwarves and Kors runs deep. When the hobgoblins were first settling in Tarisato, the dwarves helped the disorganized humans repel the hobgoblin invaders. The result was that the humans force the Kors to retreat higher into the hills and away from the fertile hunting and farming areas. In addition, they manufacture and trade superior weapons to the enemies of the hobgoblins, making it harder to conquer them. At every turn the dwarves thwart the hobgoblins, and vice versa. The Kors see few elves, gnomes or halflings, and have no special prejudices towards these races.

Alignment: Kors tend to be lawful evil, although other evil alignments are quite possible, as is lawful neutral.

Kors Lands: The Kors have always called the P'Tikor hills (east of the Obakasek Jungle and the lands of Tarisato) their home. Within these hills, the Kors can operate mostly as they please. As long as they do not attack any Kalamaran holdings and keep raids on Kalamaran merchants to a minimum, they can deal with others in any way they choose.

Religion: The Kors do believe that the Blacksoul created them like the other hobgoblin subraces, and make sacrifices to him for guidance and protection. However, they do not usually worship one god exclusively, nor do they spend a great deal of time or effort in worship. To the average Kors, the gods are to be appeased when they need something, but the gods are best left out of everyday life. The Kors do not believe that the gods can do anything for them, and thus they do little for the gods. They may pray to the Old Man before going into battle, or to the Creator of Strife before a large storm.

There is one exception, however. The Kors that reject the Kalamaran cooperation are fanatics. They worship the Blacksoul exclusively, and they make sacrifices to him at least once a day. They also make an effort to convert their fellows to worship of the Blacksoul. They believe that most Kors have lost their faith and their religious direction, and that through conversion they can return the Kors to their rightful position as kings of the world.

Language: Kors speak the Hobgoblin language and at least one other. They are very adept at speaking other low, guttural languages, like Orcish, Dwarven, and others, and with time can speak these languages without an accent. Other languages do not give them physical problems, but the Kors do feel uncomfortable talking in a high or smooth voice, and thus avoid languages like Reanaarian, Halfling, or Elven.

Adventurers: Barbarians are quite common, as are brigands and druids. Rogues are also common, but outside of tribal boundaries. While fighter is a much sought-after class, the Kors themselves are unable to provide the training, so Kors must either receive fighter training from the Kalamarans or learn through experience. Basiran dancers, Clerics, monks, rangers and shamans are uncommon. Bards, gladiators, infiltrators, paladins, sorcerers, spellsingers and wizards are unheard of or, at best, extremely rare.

The humans' greatest concern is that the Kors will unite and begin fighting for their independence, so any class that wields magical power is discouraged. Primarily this means that the Kalamarans harass or arrest arcane spellcasters (even to the extent of forbidding the Kors from pursuing music), but they also discourage rogues and infiltrators. On the other hand, the humans have fostered typically unusual classes such as the Basiran dancer and druid. The result is that the Kors possess a unique mix of classes within their society.

Players interested in learning much more about the Kors should read *Strength and Honor: the Mighty Hobgoblins of Tellene* for further details.

KORS HOBGOBLIN RACIAL TRAITS

- +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. Kors train rigorously to improve their physical conditioning, but often at the lack of their mental development.
- Medium: Kors receive no special size-related bonuses or penalties.
- Kors speed is 30 feet.
- Darkvision: Kors can see in the dark at a distance of up to 60 feet. This type of vision is mostly colorless (showing only shades of black, white and gray), and needs no light to function.
- +2 racial bonus to all Appraise and Craft checks when dealing with armor, weapons, and raw metals. Due to their background in mining and warfare, the Kors know their metals and weapons very well.
- +4 racial bonus to all Hide checks. The Kors have a natural instinct when it comes to staying out of sight.

- Automatic Languages: Hobgoblin and Kalamaran. Bonus Languages: Merchant's Tongue, Dwarven, Orcish, Goblin, and Draconic. The Kors are familiar with the languages of their enemies and allies, who are often one and the same.

- Favored Class: Fighter. When deciding whether a Kors hobgoblin suffers an XP penalty for multiclassing, his fighter class does not apply.

Hobgoblin, Rankki

"How did this happen?" Zurmel thought as she studied the faces of the fierce Slennish warrior, the dwarven scout, and the tall soldier from Shynabyth all trapped in the cave with her. All of them suffered bruises and scrapes from their fall into the sinkhole. What were the odds that more than one person would be trapped here, and all of them from different lands? Would the dwarf honor his strained alliance with Shynabyth to attack the Slen warrior? Would the humans ally to attack her? Would they all attack her? If they did, she had no doubt they would be victorious. Although she believed herself to be the strongest of the four, she was no warrior.

She was a storyteller.

Clearly, each of the stranded individuals was considering threats, alliances, racial enemies, and the hazards of the pit itself. If any one person was the sole survivor of a melee, could he—or she—escape without help? The situation required discussion before violence broke out, but who should she address? And in what language?

It must be Merchant's Tongue, the common trade language. At least the two humans would speak it and, with luck, the dwarf would, too. "Let me tell you a story," she began, and related a tale of hope amid oppression, an account of beating the elements, and a legend of surviving hardship — the story of the Rankki.

Formed by a large group of explorers and settlers cut off from Norga-Krangrel, the Rankki are a small subrace living on the northern edge of the known lands. Despite a long war with the native Fhokki humans that drove them into the Khorren Woods and greatly reduced their numbers into a small, isolated and fragmented population, they still refuse to give up. Their life revolves around the harsh climate (their greatest enemy), and awaiting an effective, charismatic leader to unite the tribes and descend into the plains of Torakk once again.

Personality: The Rankki are the most insecure of the hobgoblin subraces. They lack an organized empire or kingdom, have not conquered any significant amount of territory, have few victories, few slaves, and few demonstrations of their dominance. As a result, they overcompensate by becoming outspoken and boastful.

If they see their neighboring races make preparations for bad weather, they defy the weather to show their strength. If the Rankki can conquer the weather, and the weather conquers their enemies, then the Rankki have, in a way, conquered their enemies. They also place great importance on the type of

creature they hunt and kill, since more dangerous creatures indicating greater strength.

Similarly, the Rankki have several additional ways to gain honor. They take great pride in outliving or outlasting their neighbors, demonstrating the Rankki fitness to survive where lesser creatures fall. They also view physical trials, such as living without food for three days, as ways to gain honor. In addition, when a Rankki swears his allegiance, he boasts of how he will demonstrate his loyalty and increase the honor of the one to whom he swears allegiance. Once he has made that boast, honor binds him to fulfill it whenever the opportunity presents itself.

Physical Description: The Rankki have adapted to their colder surroundings over the many years. They have generally gray coloring, with skin colors ranging from light to dark gray, and hair colors ranging from gray to black, with the occasional individual having all white hair. Rankki height matches that of most other hobgoblins, but generally weigh 10 to 20 pounds more. They have the roundest faces of any hobgoblin subrace, and their ears are somewhat elf-like, but are a little fatter throughout. Rankki have the largest beards of any other hobgoblin subrace, and they very rarely ever cut or shave. The Rankki also have a good amount of body hair. Individuals most often have blue or gray eyes, but known eye colors include yellows, reds, and browns.

Females closely resemble their male counterparts, but are slightly shorter, and tend to be somewhat slither. They possess less body hair, and have only a little facial hair along the jaw line or above the upper lip.

Relations: Although the Rankki dwell in isolated locations, they do have contact with the outside world. Of the major races, the Rankki encounter only the humans and orcs with any regularity, and then in violent confrontations. They maintain their racial hatred of dwarves and elves, but have only limited interaction with these races. The hobgoblins drove most of the elves out of the Khorren Woods when they moved into the area, and the remaining settlements are small and isolated. The dwarves of the Byth Mountains are similarly scarce, and they have little reason to venture into the woods. The Rankki encounter other races randomly, and no particular race with any regularity.

The Rankki see little point in trading, since simply taking what they want in a raid can be equally effective. Convincing them that a trade could be more profitable than a successful raid is almost futile. Thus, the Rankki only trade occasionally, and never establish long term trading agreements, even with other Rankki tribes.

Alignment: Rankki are traditionally lawful evil. Chaotic evil is also common, as are neutral evil and lawful neutral.

Rankki Lands: Today, the Rankki live in scattered tribes throughout the Khorren Woods and the western edges of the plains of Torakk. Though their numbers have declined drasti-

cally from the height of their power, they still have a flourishing civilization.

Religion: The Rankki do recognize the Blacksoul as their creator, and most place him in a place of reverence above the other gods. They also believe in the standard creation myth, including the notion that the hobgoblins once ruled of the world. However, the Rankki as a whole do not favor one god. A Rankki prays to the god that influences the particular domain in which he currently seeks assistance. For military matters, the Rankki pray to the Old Man, the second most commonly worshipped god. The Storm Lord has become the third most popular deity because the Rankki believe he can offer them protection from the winter storms.

All of the lawful evil gods have some presence among the Rankki, though they have few, if any, full time worshippers. Of them, the Flaymaster is the most popular, because he can protect against the cold. In addition, the Locust Lord and the Bear receive some form of homage (the Locust Lord in times of famine, and the Bear when traveling in the wilderness).

Language: Rankki speak the Hobgoblin language and at least one other. Most know some Fhokki, Kalamaran, or some dialect of Deji, in addition to Orcish, Giant, or Goblin. They have little trouble learning other languages, but do have trouble speaking in more hushed tones.

Adventurers: With a small population, each Rankki must fulfill many roles. As such, each tribe includes almost all of the standard classes, but only a small number of hobgoblins have only one class. The average Rankki has two or three classes, and some have as many as five. The bard, fighter, and shaman classes are the most prevalent, with barbarians, clerics, druids, infiltrators, rangers and rogues being less so. Brigands, gladiators, monks, sorcerers and wizards are few, and Basiran dancers, paladins and spellsingers are unheard of among the Rankki.

Players interested in learning more about the Rankki should peruse *Strength and Honor: the Mighty Hobgoblins of Tellene* for further details.

RANKKI HOBGOBLIN RACIAL TRAITS

- +2 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence. The cold weather of Torakk favors the strong and tough, but limits how quick and nimble, both mentally and physically, the Rankki are.
- Medium: Rankki receive no special size-related bonuses or penalties.
- Rankki speed is 30 feet.
- Low-Light Vision. Rankki can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus to Survival checks when dealing with weather. Surviving in the wild lands means knowing when bad weather is coming.

- +2 racial bonus to Spot, Search, and Listen checks. The Rankki have honed their senses through generations of hunting and tracking game.

- Automatic Languages: Hobgoblin and Fhokki. Bonus Languages: Goblin, Deji (choose dialect), Kalamaran, Merchant's Tongue.

- Favored Class: Fighter. A multiclass Rankki's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.

vital statistics

NAMING YOUR CHARACTER

The continent of Tellene is a wide expanse filled with many different races and cultures. Naturally, the names given to your characters will be just as varied. For further details on naming and the languages of Tellene, you should refer to Chapter 9 of the *Kingdoms of Kalamar campaign setting sourcebook*. There you will find the history of the prominent languages, their alphabets and grammatical rules such as plurality and gender. You will also discover which races customarily use multiple names, other cultural naming rules and even lists of common name elements, which serve to help you create a unique character name.

If you prefer a character name that sounds like it does not fit your character's native background, it is easy enough to explain. Parents often choose to name their children according to common traits found in neighboring languages. For instance, "My Deji barbarian's name is Thurl. It's a Fhokki word meaning 'kindness with an axe.'" Alternatively, you might consider having your character originate from a land where the name you want is more likely to appear.

TELLENE NAMING CONVENTIONS

BRANDOBIAN:

Surnames are common only among nobility and freemen. Brandobians speak the family name first, though most scribes follow the Kalamaran custom of listing the personal name first. Brandobians address strangers by their full names and expect the same in return.

When creating a new name, note that the Brandobian language does not use the letters "J," "K," "Q," or "X," but does contain single letters that sound like "LD," "LN," "ND," "VL," and "VR," and translate this way into Merchant's Tongue.

Surnames: Blondol, Brendril, Brodoran, Celdon, Colbrandar, Colmen, Corvled, Dolcrindel, Dorbren, Dorguld, Edarn, Folnester, Fortron, Galborn, Guldsean, Ingamin, Lelten, Melran, Minel, Norcensel, Olmcresnel, Rancren, Rondstern, Stron, Thronel, Torist, Velsin, Veldin, Volven

Male: Altamir, Brendol, Coldon, Crend, Defrin, Estand, Fortind, Glandal, Granden, Gruthal, Ichil, Ilthan, Lonvlen, Malvus, Munvaln, Nandten, Nurband, Senden, Sevlen, Transen, Valesin, Voldomar, Vrasten, Vrindon

Female: Avil, Blesden, Brava, Brennor, Cosolel, Dandrel, Elbren, Elvled, Eve, Gulda, Lelten, Mindoleen, Mindrel, Mindril, Norlel, Norvita, Olita, Pandred, Ranselita, Sabeleen, Selguld, Strolema, Vurethel, Wencrel, Yulan

DEJI:

Most Deji tribesmen use only one name.

When creating a new name, note that single letters sounding like "CH," "SH," and "TH" are common letters in Deji, and translate this way into Merchant's Tongue.

Male: Bajyr, Chojen, Gyrjen, Janesh, Jaresh, Jish, Jorjen, Khodri, Kotesch, Nyrash, Rijani, Roshnyr, Saryf, Shanko, Shathy, Shiseth, Shyja, Shynath, Thakyr, Thekevi

Female: Adagyr, Ashny, Aslesh, Chada, Cheshy, Daresh, Dolshy, Enshy, Freesha, Jolndar, Jynko, Koshy, Kylsha, Rosharek, Shary, Slajen, Thena, Vashel, Yendo, Yerjen, Yuji

FHOKKI:

The Fhokki disdain the use of surnames.

When creating a new name, note that the Fhokki language does not use the letters "C," "P," "Q," "X," or "Z" but does single letters that sound like "GG," "KK," "RR," and "TT," and translate this way into Merchant's Tongue.

Male: Arturr, Dvorn, Elmin, Froljar, Gortha, Gurthay, Hostud, Hreathwrot, Hurrkal, Lokkur, Mantak, Ragil, Rastur, Rythok, Thalnawr, Thelvan, Thurvan, Viljar, Vosted

Female: Defyn, Dythrok, Enga, Fontharra, Gulli, Gytha, Halvena, Otha, Rortakk, Rothla, Ryndar, Shrokker, Sorykka, Tankarra, Thanarkka, Thelka, Thilla, Thrayd, Unula, Vrykor

KALAMARAN:

Kalamaran nobility always have two names. Freemen have picked up this custom as well, with two names being more common in heavily populated areas. Serfs and rural Kalamarans only use one name.

When creating a new name, note that the Kalamaran language does not use the letters "C," "J," "Q," "X," "Y," or "Z" but does contain single letters that sound like "KA-" and "TH," and translate this way into Merchant's Tongue. Actual vowels or consonants are never found in pairs but are separated by apostrophhes, which indicates a delay when spoken, as well as that the name or word probably originated in another region.

Surnames: Ar'Tur, Balemo, Darisek, Dilomas, Esamil, Falama, Fapeki, Gomanas, Hap'nam, Heran, Ku'Ato, Kuwaki, Leseper, Mokira, P'Ledin, P'Mare, Pateris, Ragarella, Ragosip, Remel, Remosa, Saketi, Sepiter, Setiran, Vitisar

Pronouncing Names

On Tellene, language and pronunciation of words may vary wildly from speaker to speaker (even if the two speakers have the same place of origin). Nonhuman influence, colloquial speech and changes in articulation (mostly pronunciation of vowels) are but a few of the reasons for different pronunciations within the same language. The *KINGDOMS OF KALAMAR* campaign setting sourcebook (see Chapter 9: Major Languages) focuses on some naming and language skills, but to fully detail the languages of Tellene would require a tome the size of several encyclopedias. The most commonly spoken words between characters of different races are: the names of human races, cities and other locations. The *KINGDOMS OF KALAMAR Atlas* will include pronunciations for cities and locations. The names of the human races can be found below. This table lists the names of the major human subraces as spoken by a native of that area and is considered to be the “true” pronunciation of the name.

RACIAL NAME	PRONUNCIATION	HUMAN SPEAKER
Brandobian	(branˈdō bēˈn)	Native of Eldor
Dejy	(deˈzhē)	Defohy tribesman
Fhokki	(fōˈkē)	Native of Torakk
Kalamaran	(kalˈə mārˈən)	Kalamaran noble
Reanaarian	(re nārˈē ən)	Native of Geanavue
Svimohz	(svimˈōz)	Native of Meznamish

Male: Balamir, Balan, Fanam, Feledar, Feranis, Folikar, Fonamar, Haraman, Hovaran, Hul’Mar, Lakaran, Malaran, Minon, Morisato, Nelata, P’Sor, Parama, Pilamel, Pitar, Pulan, Puramal, Resemer, Saterus, Satira, Selemar, Sulat, Vanamir

Female: Asa, Benali, Dela, Dorata, Famaril, Fanam, Felana, Fitolima, Gimane, Goranu, Helena, Hu’Ura, Ilubek, Inala, Kaperele, Ki’Isa, Kibika, Korasela, Lamasaru, Lisanara, Mepate, Nelata, Pakara, Takane, Tomare

REANAARESE:

Reanaarians tend to use only personal names. Few Reanaarians, save for nobility (or those attempting to appear cosmopolitan), use surnames.

When creating a new name, note that Reanaarese does not use the letters “J,” “Q” or “Y” but does contain single letters that sound like “AA,” “EA,” “II,” “OA,” and “OO,” and translate this way into Merchant’s Tongue.

Surnames: Feasiari, Feaveu, Fooromau, Gazee, Huuraew, Laaria, Leenoorova, Lorot, Nae, Naizix, Narituir, Peer, Reemae, Rooxee, Seetoov, Sumoraa, Tarealeon, Vaotal, Vuria, Xookaer

Male: Boelain, Bouzaar, Dealaan, Emearer, Geolain, Haar, Lenaiz, Liamar, Neila, Nooregaa, Peasor, Raizix, Reenea, Reolain, Sortureer, Sutila, Taofoor, Vaxea, Vuuawa, Wiuxiu

Female: Alixoor, Boebear, Ceopeari, Daaralau, Gaafoor, Huurum, Keilaaw, Leugoo, Lewao, Miana, Naavabi, Naavazoor,

Neavazaar, Rianoo, Teelia, Vandakeer, Vaolai, Veuza, Vuubou, Ziliana

SVIMOHZISH:

Svimohz take two names, sometimes three (two personal names and a family name). When a Svimohz becomes a wizard, he takes a single name only and drops any family name. The most modest wizards keep their given name, but others give themselves new names, taken from arcane words of power.

When creating a new name, note that Svimohzish does not use the letters “B,” “K,” “Q,” “T,” or “X” but does contain single letters that sound like “HZ,” “NH,” “SV,” “WH,” and “ZH,” and translate this way into Merchant’s Tongue.

Surnames: Arhomven, Aziri, Damozh, Eshovim, Ghanim, Izahn, Mezahn, Mizani, Mozaresh, Neshnamohn, Ohmdalz, Shenshal, Svowmizh, Vezdor, Vlan, Whenonesh, Yahul, Zalden, Zhamish, Zhasorozh

Male: Ahzasvero, Amar, Anarvis, Ansven, Azhanimahr, Hilanozh, Hilano, Izvan, Mawhal, Mesvanish, Miznamvho, Mizovohr, Movazh, Onsar, Razhan, Roshanaz, Selevahn, Shazahn, Suvar, Svemahni, Wherahzni, Zhulurahn, Zohshanam

Female: Anasvish, Daresvim, Ehnosham, Emeni, Hava, Lashasvow, Leshan, Menahvna, Minona, Morashez, Movamo, Nomishim, Sanano, Savano, Sharresh, Sisi, Vanazha, Zeminah, Zhashosa, Zoravam

DWARVEN:

Dwarves are clannish and reluctant to break a family tradition by brazenly claiming to start their own dynasty. Therefore, they have retained only a handful of family names for centuries. Similarly, they often reuse personal names, hoping that some admired quality of the original will appear in the namesake as well. Dwarves mingling among other races will choose names in Merchant’s Tongue or the local human language. Examples include Bromide Ironheart, Borli the Smith, Silverbeard the Axe, Cesium Stonecraft and Ferrous.

When creating a new name, note that Dwarven does not use the letters “C,” “Q,” or “V” but does contain a single letter that sounds like “TH,” and translates this way into Merchant’s Tongue.

Surnames: Angklin, Damwalk, Fermost, Gramdal, Gunterm, Kerak, Talek, Tukurz, Zarduk

Male: Adurmak, Borli, Burlom, Dargrum, Fargad, Forbarek, Fulkaft, Guruth, Klim, Kordur, Lomburd, Rorak, Tregel, Ulgrum, Urgaz

Female: Agmar, Darloka, Elta, Farada, Gunor, Inafa, Kantotha, Ketda, Kombar, Kuoto, Maska, Nadel, Zedda

ELVEN:

When dealing with non-elves, family names are usually translated to Low Elven, since High Elven is the sacred language of their elven ancestors. Also, High Elven is so detailed that it takes even a skilled elven scribe 3-4 hours to draw one character! Some elves translate directly their names into Merchant's Tongue, so high elves have names such as Whitehelm, Highspear and Lightfoot, while wood elves use arboreal or rural-sounding names, like Woodhall, Oaklimb and Greentree. Wild elf names might refer to animals or locations such as Foxtail or Riverrunner. Dark and gray elves prefer to use their native names, since they are less concerned with making pronunciation easier for the "lesser races." Gray elves feel that if the humans cannot pronounce Veirseleak, it simply further demonstrates their barbarism and lack of culture.

Standard Low Elven does not use the letters "K," "Q," or "X," although the dark elf language (Drow) contains "K" and "X" but not "Q." Dark elves also separate all identical consonant pairs with an apostrophe, as well as never using identical vowel pairs (such things are bad luck).

Surnames: Adralabirria, Aladan'na*, Bereralaen, Calaeclya, Cebaenaryn, Daramariel, Halamaela, Isachariel, Jenneriaeclya, Kexithemios*, Laberiaddlaen, Naedredar, Nalabouranna, Onaeriel, Sharasiki*, Tendrilimar

Male: Amascai, Amelak*, Batidell, Cateine, Hullitee, Huridin, Kiteine*, Melidor, Sellitad, Shifyrn, Sinatai, Teleseine, Toratin, Welityrn, Xeb'beth*

Female: Ammereia, Asaibakil*, Celamis, Coleiana, Culexi*, Hanivia, Jelanica, Jeshela, Larelana, Mehamia, Seviavena, Tesseia, Tulmeree, Wylameia, Wylixelin*

*Dark elf only.

GNOMISH:

Gnomes use both personal names and family names, and are unlikely to translate their surnames into human words or to adopt human surnames. Still, the practice is not too rare, and gnomish communities among larger human settlements generally use both methods, so a Faerbast Galborn might live next door to a Hreslin Whitewright. Merchant's Tongue names tend to reflect crafts, metals or tools.

Surnames: Bagazi, Chivalpa, Dalfort, Galborn, Gozer, Herit, Nitanni, Piulman, Tesafel, Zarayt

Male: Banarak, Faerbast, Fulmor, Gruthal, Gultemp, Herjrast, Hreslin, Restam, Romari, Sil

Female: Cainfreda, Habamel, Jandy, Lulla, Meileen, Merabal, Raxeen, Salipa, Semaneo, Vulansa

HALFLING:

Halflings use both personal names and surnames. However, nicknames are extremely popular with halflings, and any given halfling might be known by a dozen different nicknames among his friends and other associates.

Surnames: Altean, Bojardi, Kapran, Maleki, Murmalal, Padrahan, Ramin, Sadek, Sapran, Takhti

Male: Babaktar, Borin, Furum, Gonflen, Guvrokam, Kavleta, Nolan, Nurdan, Theartan, Zandi

Female: Arenou, Bousrah, Catrakkan, Mari, Noolau, Sahar, Sarshar, Sejeyla, Tajela, Virda

HOBGOBLIN:

Both Kargi and Krangi hobgoblins use personal names and surnames. Smaller hobgoblin tribes, such as the Dazlak, Kors and Rankki, usually follow this practice as well.

When creating a new name, note that Hobgoblin does not use the letters "C," "Q," "X," or "Y" but does contain single letters that sound like "GG," "KK," "RR," and "TT," and translate this way into Merchant's Tongue.

Surnames: Akdrenned, Diaddun, Gabrazel, Grazlak, Grond, Haadrik, Kolredde, Krolovik, Kubannik, Kurgar, Malzurek, Stirnog, Terenkol, Thulhak, Vakhtan

Male: Azzak, Dolmak, Ganakh, Gornatt, Graz-Naz, Grezat, Gulak, Herkuul, Kargran, Kelghaz, Kelrand, Kinshag, Koron, Kurgaz, Patukhar, Raitagh, Shagraz, Thaltak, Thanagazh, Tuvagh

Female: Akagh, Brogarz, Brogatu, Dazulka, Guldaz, Gulkumek, Gulmabek, Kaghaz, Kanaraz, Kathal, Krokamel, Makkal, Makranmek, Mukli, Nagraz, Randarz, Silkathal, Thakarz, Tubrak, Tukrome

AGE

"Growing old is not a thing to be feared, it is a thing to be achieved." – Nakkary, general of Tharggy

You can choose your character's starting age or determine it randomly using Table 1-3: Random Starting Ages. Few campaigns ever run long enough to worry about characters dying of nonviolent causes, so do not hesitate to start out at an older age if it fits your character background. Not every character starts out at the minimum age!

As your character grows older, his mental ability scores (Intelligence, Wisdom and Charisma) increase. Unfortunately, his physical ability scores (Strength, Dexterity and Constitution) decrease. See Table 1-4: Aging Effects. The effects of each stage are cumulative, though none of a character's ability scores can be reduced below 1 in this way. Be sure to keep the advantages and disadvantages of this in mind when determining your character's age.

When your character reaches a venerable age, the DM will secretly roll the character's personal maximum age (the number from the Venerable column on Table 1-4: Aging Effects, plus the modifier from the Maximum Age column). When your character reaches that age, he will die of old age at some point

TABLE 1-3: RANDOM STARTING AGES

RACE*	ADULTHOOD	BRIGAND			BARD
		INFILTRATOR	SPELLSINGER	WATCHMAN	SHAMAN
Human, Tellenian	14 years	+1d4	+1d6	+1d6	+2d6
Half-hobgoblin	15 years	+2d4	+3d4	+3d4	+5d6
Hobgoblin, Krangi	22 years	+2d6	+3d6	+3d6	+10d6
Hobgoblin, Kargi	25 years	+2d6	+3d6	+3d6	+8d6
Hobgoblin, Dazlak	30 years	+2d6	+3d6	+3d6	+6d6
Hobgoblin, Kors	15 years	+2d6	+3d6	+3d6	+10d6
Hobgoblin, Rankki	27 years	+2d4	+3d4	+3d4	+7d6

*Dwarves, elves, gnomes, halflings and half-orcs are as defined in the *D&D Player's Handbook*.

TABLE 1-4: AGING EFFECTS

RACE ¹	MIDDLE AGE ²	OLD ³	VENERABLE ⁴	MAXIMUM AGE
Human, Tellenian	30 years	50 years	70 years	+2d20 years
Half-hobgoblin	55 years	80 years	110 years	+4d10 years
Hobgoblin, Krangi	80 years	120 years	160 years	+3d20 years
Hobgoblin, Kargi	90 years	130 years	180 years	+3d20 years
Hobgoblin, Dazlak	80 years	130 years	170 years	+3d10 years
Hobgoblin, Kors	80 years	120 years	160 years	+2d20 years
Hobgoblin, Rankki	70 years	100 years	140 years	+3d20 years

¹ Dwarves, elves, gnomes, halflings and half-orcs are as defined in the *D&D Player's Handbook*.

² -1 to Str, Con and Dex; +1 to Int, Wis and Cha.

³ -2 to Str, Con and Dex; +1 to Int, Wis and Cha.

⁴ -3 to Str, Con and Dex; +2 to Int, Wis and Cha.

during that year. Note that the maximum ages listed on Table 1-4: Aging Effects are for player characters only. Most non-player characters (even nobles and other prominent figures) on Tellene die from accidents, disease or violence before facing the slightest chance of death by natural old age.

HEIGHT AND WEIGHT

Choose your character's height and weight from the ranges indicated on Table 1-5: Random Height and Weight, or roll randomly. As with other factors, you might choose to deviate from these ranges with the DM's prior permission. Have a good answer ready when he asks why.

Roll the type of dice given in the Height modifier column to determine your character's extra height beyond the base height. That same number multiplied by the dice roll shown in the Weight Modifier column determines your character's additional weight beyond the base weight.

For example, Kelghaz (a half-hobgoblin male) stands 4' 10" tall plus 2d10 inches. Mark rolls 2d10 and gets 12, so Kelghaz stands 5' 10" tall. Then Mark uses that same roll, 12, and multiplies it by 2d4 pounds. His 2d4 roll is 5, so Kelghaz weighs an extra 60 pounds on top of the base 140 pounds, for a total of 190 pounds.

PLACE OF ORIGIN TABLES

When beginning a role-playing campaign in the world of Tellene, the DM should establish the location where the adventure will begin. Then, for each character, roll a d10,000. To roll a d10,000; simply roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then 10s, then ones.

After determining the d10,000 result, consult the Character Place of Origin tables (in the Appendix at the back of this book) for your adventurer's birthplace, using the column corresponding to your character's race. This will tell you from where each character hails. For example, a human character begins his adventuring career in Brandobia. He will roll a d10,000 and find his result on the first column of the chart for Brandobia. A variety of results is possible. You may come from a specific city (such as Dralven), a more general region (such as the Welpremond Downs) or a smaller town, as yet unnamed on most maps of the region. You may also turn out to be

an outlander, and have to roll again on the table for another region. If you roll and get a geographic feature as your result, you should assume that you live in a very small settlement, probably no larger than 100 residents.

Certain locations (almost always geographical or topographical features) may appear on the tables more than once. This reflects the possibility that people from one location may come in contact with more than one country or region. For example, the Tanezh Mountains appear under both Meznamish and Ul-Karg on the Svmozshish Table, reflecting that both countries front this extensive mountain range.

With both of the aforementioned results, as well as the results reflecting the large rural populations of Tellene, take the opportunity to round out your character's background. If he or she does come from a small town on the border of two countries, maybe the town your character grew up in was as much outpost as village. Any small town should still reflect the character of the larger region or country within which it is located.

TABLE 1-5: RANDOM HEIGHT AND WEIGHT

RACE	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Brandobian, male	4' 8"	+2d8	90 lbs.	x (2d4) lbs.
Brandobian, female	4' 3"	+2d8	70 lbs.	x (1d4+1) lbs.
Dejy, male	4' 9"	+2d10	120 lbs.	x (1d4+1) lbs.
Dejy, female	4' 3"	+2d10	75 lbs.	x (1d4+1) lbs.
Fhokki, male	5'	+2d12	140 lbs.	x (2d4) lbs.
Fhokki, female	4' 10"	+2d10	105 lbs.	x (2d4) lbs.
Kalamaran, male	4' 10"	+2d10	120 lbs.	x (2d4) lbs.
Kalamaran, female	4' 5"	+2d10	85 lbs.	x (2d4) lbs.
Reanaarian, male	4' 7"	+2d4	85 lbs.	x (1d4+1) lbs.
Reanaarian, female	4' 2"	+2d4	65 lbs.	x (1d4) lbs.
Svimohzish, male	4' 11"	+2d10	130 lbs.	x (2d4) lbs.
Svimohzish, female	4' 6"	+2d10	90 lbs.	x (2d4) lbs.
Dwarf, Hill, male	3' 7"	+2d4	120 lbs.	x (2d6) lbs.
Dwarf, Hill, female	3' 5"	+2d4	90 lbs.	x (2d6) lbs.
Dwarf, Mountain, male	3' 9"	+2d4	130 lbs.	x (2d6) lbs.
Dwarf, Mountain, female	3' 7"	+2d4	100 lbs.	x (2d6) lbs.
Dwarf, Stone, male	3' 7"	+2d4	120 lbs.	x (2d6) lbs.
Dwarf, Stone, female	3' 7"	+2d4	100 lbs.	x (2d6) lbs.
Elf, Dark, male	3' 10"	+2d4	70 lbs.	x (1d4+1) lbs.
Elf, Dark, female	3' 8"	+2d4	60 lbs.	x (1d4+1) lbs.
Elf, Gray, male	4' 8"	+2d8	95 lbs.	x (2d4) lbs.
Elf, Gray, female	4' 6"	+2d8	90 lbs.	x (1d4+1) lbs.
Elf, High, male	4' 5"	+2d6	85 lbs.	x (1d6) lbs.
Elf, High, female	4' 5"	+2d6	80 lbs.	x (1d6) lbs.
Elf, Wild, male	4'	+2d4	80 lbs.	x (1d6) lbs.
Elf, Wild, female	3' 8"	+2d4	75 lbs.	x (1d6) lbs.
Elf, Wood, male	4' 2"	+2d4	90 lbs.	x (1d6) lbs.
Elf, Wood, female	4'	+2d4	85 lbs.	x (1d6) lbs.
Gnome, Deep, male	3'	+2d4	45 lbs.	x 1 lb.
Gnome, Deep, female	2' 10"	+2d4	40 lbs.	x 1 lb.
Gnome, Forest, male	3' 4"	+2d4	55 lbs.	x 1 lb.
Gnome, Forest, female	3' 1"	+2d4	45 lbs.	x 1 lb.
Gnome, Rock, male	3'	+2d4	40 lbs.	x 1 lb.
Gnome, Rock, female	2' 10"	+2d4	35 lbs.	x 1 lb.
Halfling, Amberhair, male	2' 10"	+2d4	35 lbs.	x 1 lb.
Halfling, Amberhair, female	2' 8"	+2d4	30 lbs.	x 1 lb.
Halfling, Lightfoot, male	2' 8"	+2d4	30 lbs.	x 1 lb.
Halfling, Lightfoot, female	2' 6"	+2d4	25 lbs.	x 1 lb.
Half-elf, male	4' 7"	+2d8	100 lbs.	x (2d4) lbs.
Half-elf, female	4' 5"	+2d8	80 lbs.	x (2d4) lbs.
Half-hobgoblin, male	4' 10"	+2d10	140 lbs.	x (2d4) lbs.
Half-hobgoblin, female	4' 6"	+2d10	100 lbs.	x (2d4) lbs.
Half-orc, male	4' 8"	+2d10	130 lbs.	x (2d4) lbs.
Half-orc, female	4' 4"	+2d10	90 lbs.	x (2d4) lbs.
Hobgoblin, Krangi, male	5' 3"	+2d12	140 lbs.	x (2d4) lbs.
Hobgoblin, Krangi, female	5' 0"	+2d12	125 lbs.	x (2d4) lbs.
Hobgoblin, Kargi, male	5' 1"	+2d12	150 lbs.	x (2d4) lbs.
Hobgoblin, Kargi, female	4' 8"	+2d12	135 lbs.	x (2d4) lbs.
Hobgoblin, Dazlak, male	4' 9"	+2d8	125 lbs.	x (2d4) lbs.
Hobgoblin, Dazlak, female	4' 7"	+2d8	115 lbs.	x (2d4) lbs.
Hobgoblin, Kors, male	5' 1"	+2d12	150 lbs.	x (2d4) lbs.
Hobgoblin, Kors, female	4' 8"	+2d12	135 lbs.	x (2d4) lbs.
Hobgoblin, Rankki, male	5' 2"	+2d12	165 lbs.	x (2d4) lbs.
Hobgoblin, Rankki, female	5' 0"	+2d12	155 lbs.	x (2d4) lbs.

Chapter 2

Classes

“Death is the inheritance of all men and of all classes, and the undead are but a myth used to frighten the foolish... What do you mean - look behind me?” - Arturr the Brave

This chapter provides information on how the standard classes from the *D&D Player's Handbook* appear in the Sovereign Lands, and introduces seven new variant classes, each designed to fill a specific niche in your campaign. You can use these new classes in any way you desire – use them all, or just pick the ones you like best. You should even feel free to customize them for your own campaign.

STANDARD D&D CLASSES

The standard classes from the *D&D Player's Handbook* and *D&D Dungeon Master's Guide* describe most characters on Tellene. You will recognize the groom in the stable as a commoner, the noble as an aristocrat, the average militia captain as a fighter, and if somebody shoots a fireball at you, he is probably a wizard or sorcerer. You will find no absolute restrictions on these classes.

You might find some trouble fitting certain combinations of class and background together, however. For example, a character born and raised in the (outwardly) peaceful, stoneworked city of Geanavue would not likely become a barbarian or a druid. This section clarifies what background works best for characters of a certain class.

Barbarian: Barbarians hail from the harshest climates and locales of Tellene. Barbarian elves live in the Voldorwoods, while other races provide examples from the Obakasek Jungle, the Vohven Jungle, Torakk, Drhokker, Skarrna, the Khydoban Desert, the Lopoliri Mountains, the Brindonwood and Ul-Karg. Deji barbarians, for example, hail from all across Tellene, even in civilized lands such as Ek'Gakel and Pekal.

Bard: Bards are a universal class and appear in almost every culture in some form or another. From Kalamaran poetry, with tight rhyme and repetitive alliteration, to the Fhokki songs of metaphor and allegory, to the thumping drums of the mountain dwarves, every culture enjoys a performing art of some kind, and all welcome bards and their performances.

Cleric: Clerics on Tellene adhere to their faith's strictures very closely, and for good reason. While the gods allow worshipers and followers some latitude with respect to their beliefs and practices, clerics must follow the faith's doctrine strictly. Clerics that follow a god must be the same alignment as their god. Besides the living gods, clerics might follow a dead god, the Creator or follow an alignment (either Law, Good, Chaos or Evil). Clerics that do not follow a god may choose two domains for their cleric, subject to the DM's approval (See Table 10-2: Deity Domains). Such clerics actually receive their divine power from one or more gods (or their agents) who deem it appropriate to provide aid because the cleric somehow furthers the cause of the god. For example, a cleric that follows an alignment such as Good might receive spells from the agents of any of the fifteen good deities or even the five neutral deities (when it suits their purpose). Clerics that do not follow a specific god are rare, and are typically less powerful – or at least less influential - than their devoted counterparts.

Druid: Druids exist not only in wooded places, but in deserts, atop mountains and on islands as well. Druidic circles exist across Tellene, conducting secret rituals and following ancient traditions, some of which have roots in prehistory. Rural settings anywhere might be home to a druid.

Fighter: Fighters are ubiquitous. They appear among village militia, powerful monarchs and everywhere in between. Members of any race anywhere might be fighters. Fighter bonus feats can be found in Chapter 5: Feats in this book, as well as the *D&D Player's Handbook*.

Monk: The continent of Tellene is dotted with monasteries, each one home to an order of monks. These secluded organizations are often devoted to intrinsic truth and physical perfection, and their lives are simple by design, usually emphasizing the spiritual benefits of arduous work and introspection. The monks of these monasteries are revered both for their strength in combat and their insightful wisdom, and often keep themselves in remote or isolated places, venturing forth only occasionally.

Paladin: The virtuous paladin can be found among people of like mind or in the midst of evil, where she does her best to reduce their harm from within. Being a product of certain cultures and mindsets, most paladins hail from civilized nations. Few paladins originate in the Wild Lands, the Voldorwoods or the Brindonwood.

Psionic: Psionic characters are unusual in Tellene, but not unheard of. The psionic trait is often found among the golden halflings in the Lopoliri Mountains. In humans, psionic characters appear to be concentrated within certain desert tribes of the Elos and Khydoban deserts, though they may be found in all areas and human races of Tellene. Because of the history of psionic persecution, psionic characters are unlikely to display their powers openly. The Disciples of Avrynnner, a hidden psionic organization, reveal themselves only to other psionists or to those who have the power and do not yet know it.

Ranger: Rangers are guides and woodsmen that live in any wilderness. While primarily forest-dwellers, they might also live on the rocky islands off the coast of Mendarn, the vast Drhokkeran Plains, or the steep Ka'Asa Mountains. Rangers live wherever nature remains untamed.

Rogue: Tellene's rogues, whether scoundrel or saint, live virtually everywhere. If they have a concentration anywhere, it is among the wealthy experts and craftsmen of the Reanaaria Bay.

Sorcerer: Among all races, certain individuals have the talent of innate arcane spellcasting, and sorcerers appear even among some brutish humanoids. Adventures might meet benign or dangerous sorcerers anywhere.

Wizard: The demanding scholarly life of a wizard makes them uncommon, if not downright rare, on Tellene. Given the need of most typical wizards for paper and proper writing instruments, wizards almost never come from the fringes of civilization. That said, a wizard might hail from almost any conceivable civilized location, though they are particularly scarce in the northeast. Wizards benefit from a great number of new spells, including a new type of spell: scalable

spells. These spells can be prepared at any level, and their effectiveness increases as they are prepared at higher levels.

CLASS AND LEVEL BONUSES

Each character receives a bonus to saves and attacks depending on his class and level. Table 2-1: Base Save and Base Attack Bonuses summarizes these bonuses. Further information about how to apply these bonuses can be found on page 22 of the *D&D Player's Handbook*.

LEVEL-DEPENDENT BENEFITS

As well as receiving bonuses to attacks and saving throws, there are other rewards for advancing in level. Table 2-2: Experience and Level-Dependent Benefits summarizes these rewards. Further information about this table and its meaning can be found on page 22 of the *D&D Player's Handbook*.

VARIANT CLASSES

The *D&D Dungeon Master's Guide* mentions variant classes as an option for creating classes that share qualities with one or two existing classes but are distinctly different. These variant classes might combine elements of fighter and rogue, ranger and druid, or wizard and cleric. The ability to create variant classes allows the DM unlimited potential for customizing classes for different cultures, roles and even timelines.

From a game point of view, variant classes allow a player to choose a character class that better matches his or her character concept, without the worry of multiclassing and possibly

TABLE 2-1: BASE SAVE AND BASE ATTACK BONUSES

		GLADIATOR, WATCHMAN	BASIRAN DANCER, BRIGAND, INFILTRATOR, SHAMAN	SPELLSINGER
CLASS	BASE SAVE	BASE ATTACK	BASE ATTACK	BASE ATTACK
LEVEL	BONUS	BONUS	BONUS	BONUS
1	+0/+2	+1	+0	+0
2	+0/+3	+2	+1	+1
3	+1/+3	+3	+2	+1
4	+1/+4	+4	+3	+2
5	+1/+4	+5	+3	+2
6	+2/+5	+6/+1	+4	+3
7	+2/+5	+7/+2	+5	+3
8	+2/+6	+8/+3	+6/+1	+4
9	+3/+6	+9/+4	+6/+1	+4
10	+3/+7	+10/+5	+7/+2	+5
11	+3/+7	+11/+6/+1	+8/+3	+5
12	+4/+8	+12/+7/+2	+9/+4	+6/+1
13	+4/+8	+13/+8/+3	+9/+4	+6/+1
14	+4/+9	+14/+9/+4	+10/+5	+7/+2
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3
17	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3
18	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4
19	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4
20	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5

TABLE 2-2: EXPERIENCE AND LEVEL-DEPENDENT BENEFITS

CHARACTER		CLASS	CROSS-CLASS	ABILITY	
LEVEL	XP	SKILL MAX RANKS	SKILL MAX RANKS	FEATS	INCREASES
1	0	4	2	1st	—
2	1,000	5	2 1/2	—	—
3	3,000	6	3	2nd	—
4	6,000	7	3 1/2	—	1st
5	10,000	8	4	—	—
6	15,000	9	4 1/2	3rd	—
7	21,000	10	5	—	—
8	28,000	11	5 1/2	—	2nd
9	36,000	12	6	4th	—
10	45,000	13	6 1/2	—	—
11	55,000	14	7	—	—
12	66,000	15	7 1/2	5th	3rd
13	78,000	16	8	—	—
14	91,000	17	8 1/2	—	—
15	105,000	18	9	6th	—
16	120,000	19	9 1/2	—	4th
17	136,000	20	10	—	—
18	153,000	21	10 1/2	7th	—
19	171,000	22	11	—	—
20	190,000	23	11 1/2	—	5th

suffering an experience point penalty. The Basiran dancer, brigand, gladiator, infiltrator, shaman, spellsinger and watchman are variant classes specific to the Sovereign Lands. Their descriptions follow.

BASIRAN DANCER

“What can I do that a regular dancer can’t? What, you mean aside from kicking your knee so hard that the kneecap erupts from your skin and skitters across the floor?”

– Jandy Gozer, gnome Basiran dancer

People across Tellene know Basiran dancers for their exotic skills, grace and outrageous costumes. According to legend, the ancient masters of the dance were famous fighters who hid secret fighting techniques among the innocuous popular dances of the time. These dancers appear in courts as far apart as P’Bapar and Tarisato, and from metropolitan Bet Kalamar to rustic Segeleta. While the overwhelming majority of Basiran dancers are female, male characters do have roles within the intricate dance, and some of the most famous dancers have been male.

The first Basiran style of dance, known as *samarata* (or “dance fighting”), traces its roots back to the meeting of the Kalamarans and Fhokki in the area now known as Dodera. Each culture argues that it invented the style and introduced it to the other, but the evidence supporting either claim is suspect. In any case, since the founding of the famous Ladies’ School of Dance and Culture in Bet Urala in 220 IR, Basir and Tokis have been the centers of the old tradition. More recent dance styles can be

found in the supplement *Stealth and Style: A Variant Class Guidebook to the Infiltrator and Basiran Dancer*.

Now, before we get started, let’s clear up a common misconception. Basiran dancers don’t necessarily come from the Kingdom of Basir, in the Kalamaran Empire. The term “Basiran dancer” mostly describes the kind of dancer, not the place of birth. Another way of saying “Basiran dancer” is “a dancer trained in the style of dance that Basir is best known for.” Basiran dancer is a shorter and easier term to use.

MAKING A DANCER

As a Basiran dancer, you are devoted to a unique and exciting form of expression. You hold to a tradition of culture that you believe should not be forgotten. You are the subtle, versatile, intelligent, nimble, persuasive sort – the kind who support their comrades and

smooth over the bumps and scrapes in dealing with stubborn folk.

If your adventuring party lacks a character with diplomatic ties (often the cleric, who has ties to an established church), you make a great substitute when it comes to serving as mediator between the party and those of noble blood or rank in the community. If your group is missing an arcane caster, you can serve that role by casting spells, but your spells tend to have dual purposes: utility is one, and enhancing a performance is another. You use these spells to distract an attacker should you find yourself in combat.

Abilities: The dancer’s combat abilities are slightly better than the bard’s, but the dancer enhances these skills with exceptional physical characteristics similar in degree of perfection to those of a monk. In fact, a dancer is most often a trained fighter, concealing martial maneuvers within his or her graceful spins and gestures. Because the dancer might perform in a noble or royal court, the dancer also has some knowledge of diplomacy and etiquette. Nobles often retain dancers and sometimes command them to perform for a guest; a social mistake could cost both the host and the dancer a great deal of problems, so the dancer must be discreet as well as attractive. In this capacity of serving others, the dancer might also acquire information from or about the guest, sometimes without his knowledge or approval.

The dancer must have a high Dexterity to be able to execute her intricate moves, but high Charisma is also imperative. Dancers need to be in prime physical shape, often spending two hours a day in exercise regimens, and watching their food intake carefully. Dancers do not require high Strength, but

neither are they weak. Similarly, their constant exercise tends to demand a certain measure of Constitution.

Races: Most Basiran dancers are human, but elves, half-elves and halflings follow samarata as well. Outside of the noble courts, members of all races (except dwarves) perform the cultural dances that form the basis of the class, and can be members of the class. Very few dwarves, with their ungainly builds and dislike for the style, adopt the class.

Alignment: A Basiran dancer may be of any alignment. The Basiran dances require a great deal of dedication and intense concentration, so dancers often have a lawful element to their alignment. On the other hand, dancers tend to be free spirits (a chaotic trait) and add individual elements of style to their dances. The propagation of beauty and happiness that they represent is a good trait, though a few dancers use their skills to distract victims from pickpockets, or as a disguise to sneak an assassin into a noble household.

Starting Gold: 4d4x10 gp (100 gp).

Starting Age: Varies by race. See Vital Statistics, in Chapter One: Races.

CLASS FEATURES

All of the following are class features of the Basiran dancer.

Weapon and Armor Proficiency: Dancers are proficient with light armor, but not shields. They are proficient with all simple weapons, plus the rapier.

Spells: A Basiran dancer casts arcane spells from the Basiran dancer spell list according to Table 2-3: The Basiran Dancer and Table 2-4: Basiran Dancer Spells Known. She casts these spells without the need to memorize them beforehand or keep a spellbook. All dancer spells have a substantial somatic component, requiring dance-like movement (thus Basiran dancers cannot take the Still Spell feat). Dancers receive bonus spells for high Charisma, and to cast a spell, a dancer must have a Charisma score at least equal to 10 + the level of the spell. The Difficulty Class for a saving throw against a dancer's spell is 10 + the spell's level + the dancer's Charisma modifier.

Bear in mind that dancing is a move action unless otherwise stated. A Basiran dancer can conceivably fight while dancing. However, any Basiran dancer who attacks with a melee weapon in combat while dancing to maintain a spell must make a Concentration check (DC 10 + spell level) in order to keep the dance going properly. A failed check means the spell ends, although if it lingers for any time after dancing stops then it will do so.

Weapon Finesse: The dancer gains the Weapon Finesse feat.

Acupressure (Ex): Basiran dancers know the art of finger massage at certain key points in the body to relieve muscle aches and promote healing. They learn this out of necessity for use when warming up, stretching out and keeping their bodies fit for dancing. A Basiran dancer who uses his Heal skill to apply long-term care for up to six persons may add his Wisdom modifier to the hit points recovered for 8 hours of rest or twice his Wisdom modifier per day of rest.

TABLE 2-3: THE BASIRAN DANCER (Hit Die: d6)

SPELLS PER DAY

CLASS	BASE ATTACK	FORT	REF	WILL								
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL	0	1	2	3	4	5	6
1	+0	+2	+2	+0	Dancer's Fitness +1 acupressure, <i>fascinate</i>	2	-	-	-	-	-	-
2	+1	+3	+3	+0	Weapon Finesse feat	3	0	-	-	-	-	-
3	+2	+3	+3	+1	Dancer's Fitness +2	3	1	-	-	-	-	-
4	+3	+4	+4	+1	Bonus feat	3	2	0	-	-	-	-
5	+3	+4	+4	+1	Swirling robes	3	3	1	-	-	-	-
6	+4	+5	+5	+2	Dancer's Fitness +3, <i>Suggestion</i>	3	3	2	-	-	-	-
7	+5	+5	+5	+2	Deft hands	3	3	2	0	-	-	-
8	+6/+1	+6	+6	+2	Bonus feat	3	3	3	1	-	-	-
9	+6/+1	+6	+6	+3	Dancer's Fitness +4	3	3	3	2	-	-	-
10	+7/+2	+7	+7	+3		3	3	3	2	0	-	-
11	+8/+3	+7	+7	+3		3	3	3	3	1	-	-
12	+9/+4	+8	+8	+4	Bonus feat, Dancer's Fitness +5	3	3	3	3	2	-	-
13	+9/+4	+8	+8	+4		3	3	3	3	2	0	-
14	+10/+5	+9	+9	+4		4	3	3	3	1	1	-
15	+11/+6/+1	+9	+9	+5	Dancer's Fitness +6	4	4	3	3	3	2	-
16	+12/+7/+2	+10	+10	+5	Bonus feat	4	4	4	3	3	2	0
17	+12/+7/+2	+10	+10	+5		4	4	4	4	3	3	1
18	+13/+8/+3	+11	+11	+5	Dancer's Fitness +7, <i>Mass Suggestion</i>	4	4	4	4	4	3	2
19	+14/+9/+4	+11	+11	+6		4	4	4	4	4	4	3
20	+15/+10/+5	+12	+12	+6	Bonus feat	4	4	4	4	4	4	4

Class Skills (6 + Int modifier per level, x4 at 1st level): Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (dance styles) (Int), Knowledge (local) (usually Basir, Doderia or Kalamar) (Int), Knowledge (nobility and royalty) (Int), Knowledge (races) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Speak Language (None), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex). See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

TABLE 2-4: BASIRAN DANCER SPELLS KNOWN

LEVEL	0	1	2	3	4	5	6
1	4	—	—	—	—	—	—
2	5	2*	—	—	—	—	—
3	6	3	—	—	—	—	—
4	6	3	2*	—	—	—	—
5	6	4	3	—	—	—	—
6	6	4	3	—	—	—	—
7	6	4	4	2*	—	—	—
8	6	4	4	3	—	—	—
9	6	4	4	3	—	—	—
10	6	4	4	4	2*	—	—
11	6	4	4	4	3	—	—
12	6	4	4	4	3	—	—
13	6	4	4	4	4	2*	—
14	6	4	4	4	4	3	—
15	6	4	4	4	4	3	—
16	6	5	4	4	4	4	2*
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

*Provided the dancer has sufficient Charisma to have a bonus spell of this level.

Fascinate (Sp): This ability acts as the standard bard ability of the same name from the *D&D Player's Handbook*, with the Basiran dancer using the Perform (dance) skill instead.

Bonus Feat: You gain a bonus feat. The feat must come from this list: Alertness, Combat Expertise, Combat Reflexes, Dodge, Endurance, Great Fortitude, Greater Two-Weapon Fighting, Greater Weapon Focus, Improved Initiative, Improved Unarmed Strike, Instant Stand, Iron Will, Light-Footed, Lightning Reflexes, Quick Draw, Run, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus.

Dancer's Fitness (Ex): The dancer gains the indicated bonus to all Climb, Escape Artist, Jump and Tumble checks.

Swirling Robes (Ex): While wearing her special outfit (see Chapter Seven: Equipment), the dancer's swirling robes and scarves distract attackers and conceal her true location, penalizing the attackers with a 20% miss chance. If the dancer uses the full defense combat option, enemies suffer a 30% miss chance instead. She loses the benefit whenever she loses her Dexterity bonus to AC.

Suggestion (Sp): This ability acts as the standard bard ability of the same name from the *D&D Player's Handbook*, with the Basiran dancer required to have 9 or more ranks in the Perform (dance) skill instead.

Deft Hands (Ex): When trying to conceal the somatic components of a spell as elements of a dance, the dancer adds her Charisma bonus to the Sleight of Hand check (see the new uses for this skill in Chapter 4) to represent her ability to distract and deceive the viewer.

Mass Suggestion (Sp): This ability acts as the standard bard ability of the same name from the *D&D Player's Handbook*, with the Basiran dancer required to have 21 or more ranks in the Perform (dance) skill instead.

PLAYING A DANCER

Some characters throw spells, others swing swords. You are the sharp-dressed man or the stylish woman, bringing a little class, a little fun, and a little culture to the party. Public relations are your forte, and you may end up as the spokesperson for the group. The role of party leader will probably go to someone more formidable-looking, but that's fine. A good spokesperson that thinks on her feet can end up being the power behind the power. Basiran dancers need to be tactful and diplomatic in their line of work, and that tact and diplomacy can open many doors for your party. Your role is to help make life easier for everyone, including yourself. A few distractions here, a few supporting spells there, and your value suddenly becomes obvious to all.

Basiran dancers see adventures as an opportunity both for excitement and to learn and refine their art. You practice on the road for the pleasure of others and to develop your techniques. Being active, you handle the hardship of living the adventuring life with gusto, meeting and exceeding the demands on mind and body.

Since beauty is a large part of the Basiran dancer's trade, they tend to be judged purely on looks, and sometimes looked down upon. If you play a Basiran dancer, never let other less informed folk push you into the role of the exotic dancer who shakes her (or his) stuff in order to mesmerize some troublesome NPCs. While sensuality and beauty are indeed part of the Basiran dancer's arsenal, they don't define the dancer. Instead, they should look upon you almost as a recognized ambassador or diplomat.

Remember that many Basiran dancers are preservers of their old culture (social rules, etiquette, old customs, and the like). This is especially true of Kalamaran dancers that hail from Basir itself. There is a certain pride in carrying on a centuries-old cultural tradition, and Basiran dancers who take up this burden should hold their heads high as protectors of the Old Ways. It may be easy for other players to forget that these dancers are also cultural champions, but NPCs and other properly role-played characters (particularly Kalamarans) know this, and give the dancer the proper respect.

RELIGION

You probably worship the Raconteur as the creator of your art and patron of the arts in general. You might also worship the Peacemaker, the Lord of Silver Linings and the Laugher. Evil dancers favor the Vicelord, the Confuser of Ways or the Jealous Eye.

OTHER CLASSES

You get along best with your less-specialized cousins the bards, you admire the magical prowess of sorcerers, and you eagerly seek out spellsingers to work with. You respect the physical capabilities of monks, with whom you sometimes engage in friendly rivalry. You consider fighters, gladiators, rangers and especially barbarians uncouth, but individuals may prove themselves worthy. You usually see watchmen and wizards as too serious for a close personal relationship, but exceptions exist. Excitement tends to follow rogues and infiltrators, and you see that as a good thing. Paladins and clerics often present a bit of a game for you, as you try to elicit a smile (instead of an admonition) over the time spent on a long journey.

COMBAT

You may help your allies best by casting your enchantment and charm spells upon the enemy, reinforcing your allies with spells like *bull's strength* and *cat's grace*. If you enter melee, use your whirling blades and expert movements to engage the enemy. However, it is unlikely that you will be a front-line fighting force. So how does one play a Basiran dancer in a hazardous situation? Most creatures need to hit someone before inflicting damage, and the more someone moves, the harder it is to hit them. Keep moving, and let your movements distract your opponents. They can't hurt what they can't hit.

ADVANCEMENT

In order to increase your versatility, consider adding a level or two of bard or spellsinger. That way, not only can you sing as well as dance, but you have access to some useful abilities, such as Bardic Knowledge, and another whole set of spells. If you want to pack a stronger punch in melee combat, you might want to consider the fighter class, since the 1st level provides you with multiple armor proficiency types, as well as a bonus feat.

Perform (dance) is your most important skill, but be sure to assign other skill points that best serve your role in the party. Charisma-based skills are often your best bet, particu-

larly Diplomacy and Gather Information. Concentration is needed when you want to maintain a spell while fighting, Knowledge (dance styles) helps improve your tactics when it comes to both enemy and ally dancers, and Balance and Tumble can be handy for the occasions when you must dance in perilous locations.

As with skills, choose the feats that suit you best. However, be sure to consider Acrobatic, Agile, Negotiator and Persuasive for their skill bonuses, Combat Expertise and its subsequent feats for its variety of attack and bonuses, and think about Dodge and its subsequent feats, along with Awareness, Lightning Reflexes and Toughness, for protecting your often lightly-armored body against attacks. Two-Weapon Fighting and subsequent feats can also be great boons to a whirling, bladed dancer. *Stealth and Style* also offers new feats such as Iron Legs, which doubles your damage bonus to unarmed kick attacks, improves your running, marching and even your Perform (dance) checks.

SAMPLE STARTING PACKAGE

Human Dancer

Ability Scores: Str 9, Dex 16, Con 13, Int 11, Wis 10, Cha 15

Skills: Balance, Bluff, Concentration, Diplomacy, Gather Information, Knowledge (dance styles), Perform, Sense Motive, Tumble.

Languages: Kalamaran.

Feat: Combat Expertise, Dodge.

Weapons: Rapier (1d6/18-20), light crossbow with 20 bolts (1d8/19-20, 80 ft.).

Armor: Leather (+2 AC, speed 30 ft., 15 lb.).

Other Gear: Dancer's outfit, backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel, three torches, spell component pouch, 8 gp.

DANCERS IN THE WORLD

"To a Basiran dancer, no day is ordinary, no two days are the same." – Dorata Dilomas

The Basiran dancer class gives players the chance to be both the charismatic beauty and the brains behind the party's brawn. While the standard bard is often thought of as a man of the people,



A Basiran dancer performing.

Chapter 2: Classes

singing lusty or adventurous songs to brighten the mood in the local tavern, the Basiran dancer is the ambassador of culture and the fine arts, greatly respected and admired by the nobility and royalty of the lands. Of course, not all Basiran dancers use their dancing for acts of good. An evil Basiran dancer may use his or her dance and persuasive abilities to cause mischief, spy or even assassinate someone. Remember that evil need not be ugly, but is selfish, conniving, deceitful, manipulating and unscrupulous.

DAILY LIFE

Many Basiran dancers, when they aren't out risking life and limb on adventures, are well established in the organized society of the land in which they live. Basiran dancers are usually privy to the local gossip among the nobles and merchant classes, and most are good at keeping that information secret. Basiran dancers often perform at parties thrown by merchants or nobles, the cream of high society. There is nothing tawdry about hiring Basiran dancers for a party. In fact, the more civilized and socially conscious the kingdom is, the more of a status symbol it is to have Basiran dancers as entertainment.

The going rate for hiring a Basiran dancer is anywhere from 1 gp to 10 gp per level of Basiran dancer for a hour-hour block of entertainment. Some dancers of great renown command a steeper price. During the four-hour block, the dancer is pleasant, smiles, acts graciously, and converses when approached. The hosts expect these conversations to be well-mannered affairs, with party guests setting the tone. In return, the hosts make sure the honor of the dancer is not impugned. The host also sees to the dancer's need for food and drink, especially if the dance is particularly vigorous. They may also provide lodging for the night.

It would be naïve to say that Basiran dancers never have flings with party guests. However, such liaisons are always handled with tact and discretion. Ideally, the Basiran dancer keeps his or her personal life away from her professional calling. Things are less complicated that way.

NOTABLES

For all their beauty, many Basiran dancers have a serious side as well. In fact, it is this very trait that placed a small shadow on Jandy Gozer's reputation. During a street performance in Pel Brolenon, Jandy happened to witness a slaver beating a pair of small children. While many would question the wisdom of attempting street entertainment in a slaving stronghold, Jandy allegedly took things to the next level. That night, the slaver was found dead, killed in a manner that the investigating Inquisitor privately described as "gruesome yet oddly amusing." The children were

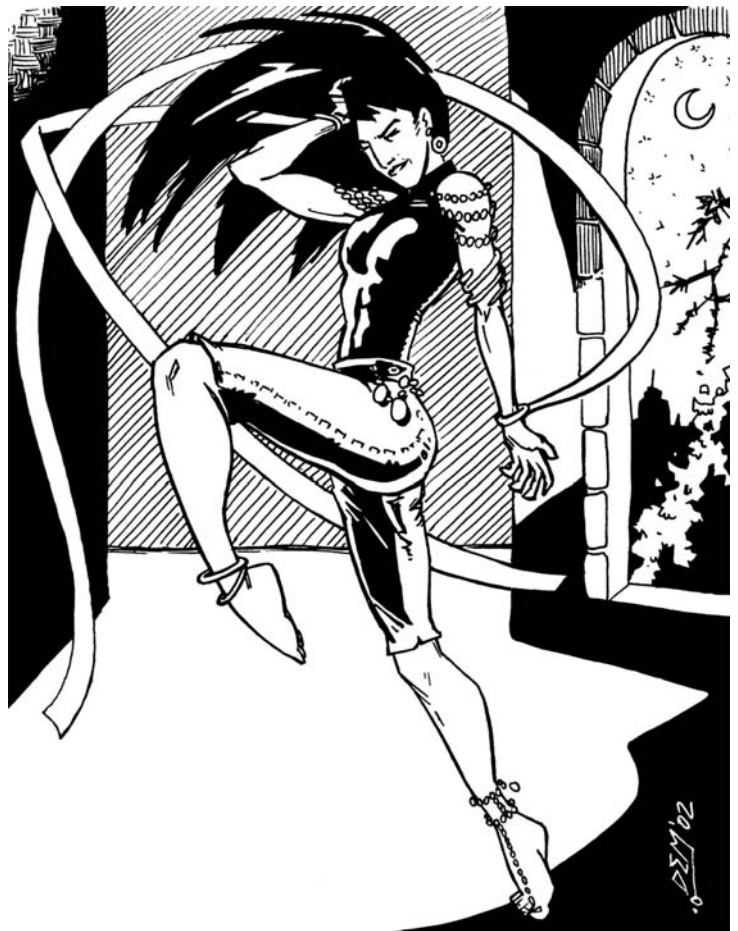
nowhere to be found. In fact, the slaver's entire stock was gone. The Theocracy of the Pel has since placed a price on Jandy's head, but the numerous mercenaries, bounty hunters and other opportunists remain two steps behind his trail.

ORGANIZATIONS

Basiran dancers often perform together in troupes composed of 3-12 dancers. Many cities of 5,000 people or more often have a Basiran troupe present, with a facilitator (or overseer; often a retired dancer) running things. There are also other dancer organizations, including the College of Graceful Movement and Refined Culture (a school of dance in the city of Bet Seder, in the Kingdom of Tokis), the Harmonious Order (devoted to studying the mixture of dance, music and fighting) and the mysterious Bonedancers (hired killers and worshippers of the Harvester of Souls).

NPC REACTIONS

Most NPCs, particularly those of middle class or higher status, recognize the Basiran dancer as a person of refinement and culture. Regardless of the Basiran dancer's beauty, only the most foolish person believes the dancer to be a courtesan in any way, shape or form. To proposition one is an enormous insult. If this occurs at a party, it often results in the expulsion



of the offender from the party and, if it happens often enough, from the social scene as well. “Admire from a distance” is an adage often used by Basiran dancers, and many of them have the means to enforce it.

BASIRAN DANCER LORE

Characters with ranks in Knowledge (dance styles) can research Basiran dancers in order to learn more about them. (See Chapter Four: Skills.) Characters that have ranks in Knowledge (arcana) may learn the following information. If a character succeeds at this skill check, he also receives any information from DCs lower than his successful check.

DC 15: Basiran dancers are arcane spellcasters who use the somatic components of dancing to cast their spells. They favor magic that distracts, charms and confuses those around them.

DC 20: Basiran dancers can dance and cast their spells while wearing light armor, and they have many similar skills to rogue characters.

BASIRAN DANCERS IN THE GAME

Basiran dancers fit well into any campaign where the fine arts and diplomacy are not ignored - or even if they are. For example, if your campaign takes place in a war-torn wasteland where every day is a struggle for survival, you may treat the character as one of those rare artisans from bygone days. The Basiran dancer is determined to rebuild the world so his or her art will have its respected place once again.

You can have a Basiran dancer first appear as an ally assigned by royalty to help the party interact as diplomats between two warring kingdoms, as a wandering dancer taking a sabbatical from his or her profession to journey the Sovereign Lands, or just as any other NPC approaching the party in the local tavern.

ADAPTATION

The Basiran dancer can fill a niche like the bard, the more diplomatic rogue or spy, and you can tie it to any organization that such characters would be likely to join. Any culturally rich country would be likely to include a Basiran dancer, regardless of alignment. After all, people dance for many reasons. Some dance in order to celebrate living, while others dance to note death, if not celebrate it. Others dance to evoke happiness, while still others dance in order to seduce and entice. There are some who dance to entertain, and others who dance to express feelings other than happiness.

SAMPLE ENCOUNTER

For the party's first encounter with a Basiran dancer, the DM may wish to highlight his or her attractiveness, charm and alluring clothing, all the while letting the dancer emphasize intelligence, social grace and charm. Let the PCs expect a lewd dancing wench, and instead surprise them with this character of royal refinement.

EL 8: Some say that Laiva embodies all that is good and kind about dancers, and they are not far off the mark. Laiva is honest, kind, friendly, generous and benevolent. She wanders Tellene, sometimes adventuring with small groups, but most of the time simply teaching a love of dance to all who are interested. Fortunately, Laiva also has the characteristics of a determined adventurer. She is tough, headstrong, stubborn, and can channel her formidable temper into doing some serious damage to those who anger her, particularly bullies and leering, grabbing types.

LAIVA SUMOOR

Female Reanaarian human Basiran dancer 8
CG Medium humanoid

Attack and Movement

Init +8

Melee +1 rapier +11 (1d6+3/18-20)

Base Atk +6; **Grp** +8

SA dance (fascinate or suggestion 8/day), deft hands

Speed 30 ft. (6 squares)

Defense

hp 53

AC 20, touch 17, flat-footed 16

Fort +8, **Ref** +10, **Will** +5

SQ swirling robes (20% concealment)

Basiran dancer spells

0 (6/day) – Chosen from Basiran dancer spell list

1st (4/day) – *charm person*, plus others chosen from Basiran dancer spell list

2nd (4/day) – Chosen from Basiran dancer spell list

3rd (3/day) – *blink*, *dispel magic*, plus other chosen from Basiran dancer spell list

Traits

Abilities Str 14, Dex 19, Con 14, Int 12, Wis 16, Cha 18

Skills Balance +10, Climb +5, Concentration +9, Diplomacy +11, Escape Artist +7, Gather Information +11, Heal +5, Jump +11, Knowledge (dance styles) +10, Knowledge (nobility and royalty) +7, Listen +8, Move Silently +10, Perform (dance) +15, Sleight of Hand +10, Spellcraft +7, Tumble +12, Use Magic Device +8

Feats Combat Expertise, Dodge, Gorgeous, Improved Initiative, Improved Unarmed Strike, Toughness, Weapon Finesse

Languages Kalamaran, Merchant's Tongue, Reanaarese

Deity Worshipped Raconteur

Equipment

Basiran dancer's robes, +1 rapier, +3 ring of protection, bracers of armor +3, miscellaneous gear

BASIRAN DANCER SPELL LIST

Dancers choose their spells from the following list:

0th level - dancing lights, daze, flare, ghost sound, light, prestidigitiation, resistance

1st level - charm person, daydream*, expeditious retreat, feather fall, hypnotism, mage armor, message, silent image, ventriloquism

2nd level - animal trance, blur, bull's strength, cat's grace, daylight, detect thoughts, eagle's splendor, end*, enthrall, hypnotic pattern, minor image

3rd level - blazing star*, blink, charm monster, chromatic crown*, dispel magic, displacement, fear, good hope*, major image, remove curse, sculpt sound, suggestion

4th level - blinding beauty, break enchantment, dimension door, dominate person, legend lore, modify memory, moon blade, rainbow pattern

5th level - dream, false vision, mind fog, mislead, persistent image, wave in motion*

6th level - eyebite, mass suggestion, project image, veil, wave of destruction*

*Indicates a new spell in this book.

BRIGAND

"Any time you see four brigands walking together without arguing, a robbery has just taken place." – Ulgrum Talek, dwarven watchman

If you find yourself looking for a charismatic fighter that spits in society's eye, but you want to be sure you can sneak around and avoid capture while doing so, the brigand is the class for you. But how did you become a brigand? After all, brigands are not born, nor trained - brigands are made by circumstances.

A formerly simple peasant who is oppressed by his lords, then raises a band of men and lives in the forests, robbing from the rich and giving to the poor, qualifies as a brigand. An orphaned youth who grows up on the streets and turns to simple, brutal crime to survive also qualifies as a brigand. Brigands often turn to a life of crime because of hardship suffered in the past, though this is not always the case. A rich young nobleman who wears a mask and assaults passing travelers for fun and profit is also a type of brigand.

When making a brigand, be sure to keep notes on your background, as well as your motivation.

MAKING A BRIGAND

On the surface, your motivation seems simple. You're in it for the money. Robbing defenseless merchants is an easy way to improve your social standing—at least among other brigands. In truth, however, this is not always the case. Often, wealth is a means to an end. You might have a long-term plan to buy a ship and become a legitimate trader, seek to pay off a large debt, or wish to gain enough gold for an expensive spell to undo some curse, disease, or other condition (including the death of a loved one).

Independence is another large benefit. No noble, no church, no guild master tells you what to do. Even the leader of a band of brigands only rules by the will of his followers. You are free to travel as you desire - as long you avoid being caught. You can love who you want, say what you want, take what you want, and do what you want.

Some brigands disguise their activities as a protest against high taxes, immoral actions taken by the nobility, or personal injustices levied against them. However, these brigands are rare. More often, the "wronged noble" image is either a fanciful justification or an outright lie designed to add an element of the exotic to the brigand's reputation. Falsely honorable brigands use their claimed morals to recruit dissidents and patrons. Enemies of the state in which the brigands ply their trade might supply them with weapons, horses or magical potions and scrolls. The brigand's legitimate claim also gives him or her a reputation as a rebel or "freedom fighter". Merchants and travelers find it easier to surrender their goods to well-intentioned radicals than to murderous thieves.

Your brigand, like all other people, will probably grow and develop over time. A particular brigand might start out with a sense of honor and then realize just how much money he can accumulate over time. If his honorable goals fail to achieve any success, he might be content to amass enough wealth to move elsewhere and retire to a life of ease. The good brigand who fails to change his world might move to a colony with old-fashioned morals, or at least a neighboring nation where they speak the same language.

Abilities: Charisma determines the effectiveness of many of the brigand's class features, and should always be the prime consideration. Strength and Dexterity are next in importance, usually followed by Constitution, Wisdom and Intelligence.

Races: Brigands are typically human, but a member of any race may become a brigand. Half-hobgoblins, half-orcs and hobgoblins frequently become brigands. Of the elves, wild elves and drow are the most likely to become brigands. Dwarves who have been cast out of their clan, or halflings and gnomes who have turned their backs on the finer things in life, are possible brigands.

Alignment: Brigands are much more likely to be chaotic, or even neutral, than lawful. True neutrality is possible, though unlikely. Both good and evil brigands are found throughout Tellene.

Starting Gold: 6d4x10 gp (150 gp).

Starting Age: Varies by race. See Vital Statistics, in Chapter One: Races.

CLASS FEATURES

You are a self-serving warrior, whom the threat of law enforcement has forced to rely on stealth as well as brute force. Thus, you share some elements in common with both the fighter and the rogue, though you are perhaps less versatile than a bard. Your key feature is the ability to overawe an opponent -

being able to win a confrontation without ever raising a weapon. Your attitude, charisma, poise and reputation all contribute to this ability. While not equal to a fighter in combat, or to a rogue in guile, you can still get yourself out of a tight spot (or into an otherwise secure location) simply by intimidating your opponent.

Weapon and Armor Proficiency: Brigands are proficient with simple weapons, and all small and medium martial weapons. They are proficient with light armor and medium hide armor (but not with other medium armors), and with light shields.

Improved Bluff: The brigand receives a +4 bonus on all Bluff checks.

Bonus Equipment: A brigand receives an additional 4d4 x 10 gp worth of starting equipment.

Sneak Attack: The brigand can sneak attack (see the rogue class) as noted on Table 2-5: The Brigand.

Evasion (Ex): The brigand gains evasion (see the rogue class) as noted on Table 2-5: The Brigand.

Eyes of Fury: The brigand gains Eyes of Fury (see Chapter Five: Feats) as a bonus feat.

Trap Sense (Ex): The brigand gains trap sense (see the rogue class) as noted on Table 2-5: The Brigand.

Uncanny Dodge (Ex): The brigand gains uncanny dodge (see the rogue class) as noted on Table 2-5: The Brigand. If a brigand already has uncanny dodge from a different class (a brigand with two levels of barbarian, for example), he automatically gains improved uncanny dodge (see below) instead.

Fearsome Appearance: The brigand gains Fearsome Appearance (see Chapter Five: Feats) as a bonus feat.

Improved Uncanny Dodge (Ex): The brigand gains improved uncanny dodge (see the rogue class) as noted on Table 2-5: The Brigand.

Commanding Presence: A 10th-level brigand can frighten enemies who fail a Will save at DC 10 + brigand's Charisma bonus. An opponent that is frightened immediately flees (using any means in their possession, even magic), if able. If unable to flee, the opponent may stay and fight, though it suffers a –2 morale penalty on all attack rolls, saving throws, skill checks and ability checks. This ability is a gaze attack that the brigand can use once per round as a free action. It has a range of the brigand's natural reach plus 5 feet, and a duration of 1 round + brigand's Charisma bonus. This ability duplicates the effects of the feat of the same name.

Bonus Feat: The brigand gains a bonus feat. The feat must come from this list: Alertness, Circle of Friends, Combat

TABLE 2-5: THE BRIGAND (Hit Die: d8)

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+0	Improved Bluff, bonus equipment
2nd	+1	+3	+0	+0	Sneak attack +1d6
3rd	+2	+3	+1	+1	Evasion; Eyes of Fury
4th	+3	+4	+1	+1	Trap sense +1
5th	+3	+4	+1	+1	Sneak attack +2d6, uncanny dodge
6th	+4	+5	+2	+2	Fearsome Appearance
7th	+5	+5	+2	+2	
8th	+6/+1	+6	+2	+2	Sneak attack +3d6, trap sense +2
9th	+6/+1	+6	+3	+3	Improved uncanny dodge
10th	+7/+2	+7	+3	+3	Commanding Presence
11th	+8/+3	+7	+3	+3	Sneak attack +4d6, bonus feat
12th	+9/+4	+8	+4	+4	Trap sense +3
13th	+9/+4	+8	+4	+4	Great allure, bonus feat
14th	+10/+5	+9	+4	+4	Sneak attack +5d6
15th	+11/+6/+1	+9	+5	+5	Bonus feat
16th	+12/+7/+2	+10	+5	+5	Trap sense +4
17th	+12/+7/+2	+10	+5	+5	Sneak attack +6d6
18th	+13/+8/+3	+11	+6	+6	Superior allure
19th	+14/+9/+4	+11	+6	+6	
20th	+15/+10/+5	+12	+6	+6	Sneak attack +7d6, trap sense +5

Class Skills (4 + Int modifier per level, x4 at 1st level): Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis). See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

Reflexes, Deceitful, Dodge, Endurance, Fearless, Great Fortitude, Greater Two-Weapon Fighting, Greater Weapon Focus, Improved Feint, Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Instant Stand, Iron Will, Lightning Reflexes, Persuasive, Quick Draw, Run, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus.

Great Allure: A 13th-level brigand receives a +2 bonus on all Charisma-related checks, including skill checks, opposed checks, and DCs for the Eyes of Fury feat. The bonus from this ability stacks with the Gorgeous feat.

Superior Allure: An 18th-level brigand receives a +4 bonus on all Charisma-related checks, including skill checks, opposed checks, and DCs for the Eyes of Fury feat. The bonus from this ability stacks with the Gorgeous feat.

PLAYING A BRIGAND

For a brigand, an adventure is often simply another way to get paid. Most brigands prefer to band together in small groups and make their living by assaulting passing travelers and innocent villagers. You, on the other hand, are the rare brigand who joined an adventuring party. You probably found a strong group of heroes in hopes of 'tagging along' and getting an equal share of treasure and glory - in exchange for little physical work.

RELIGION

Brigands commonly worship Risk, though the Great Huntress and the Profitmaker are also revered, if less often. Evil brigands worship the Confuser of Ways above all other evil deities.

OTHER CLASSES

Brigands warm to bards, fighters and rogues, overall. In a party missing one or more of those classes, the brigand often steps in to fill the role. Of course, they prefer to let the other party members try (and fail) before stepping in to 'save the day.' Brigands are often wary of wizards and sorcerers, and disdainful of paladins and clerics (unless they worship the same deity). A brigand passes judgment on barbarians, druids and monks on an individual basis.

COMBAT

A brigand's talent in combat lies with his brain even more so than his brawn, and you should plan your tactics based on the situations in which you find yourself. You may scout out your target in the woods, immobilizing or delaying them with a deadfall across their path, a pit, or by a dangerous monster led to their vicinity. Less common methods include a snare that injures or kills a draft animal, a swinging log trap that smashes a wagon wheel, or a huge net thrown over multiple targets.

Missile weapons and good mounts also make a credible threat. The ability to fire and retreat until the defenders are worn down is something any foe must take into consideration when he refuses to give in to a brigand's demands. In the mountains, a triggered avalanche might crash ahead of your enemies so as to stop them without injury to man or beast. The avalanche might also be set to strike the enemy itself, although this tactic runs the risk of burying the precious loot under tons of debris. Aggressive brigands use this method, though, since it is more likely to damage or kill defenders.

Cities have a wide variety of features that make for excellent encounters. You might be perched on a rooftop, hidden in a shadowy alleyway, or firing from a window. Of course, urban settings can be the most dangerous wilderness of them all. Help from danger might be only a few feet away, safely inside a building, where it sits concerned with its own welfare and cares little about extending aid to another in need. However, a threat could be just as close - the merchant who just sold you a fat goose, the corrupt constable with his trusty club, or the gang of youths with a callous indifference for the lives of their marks.

ADVANCEMENT

Brigands that fall outside of any nation's sovereignty are a problem. In order to encourage civil aid and to solicit bounty hunters, officials sometimes offer a bounty for the capture or death of notorious brigands. Sometimes the announcement of a bounty is enough to deter a brigand. Fearing treason even among his own band, the brigand may hide or flee the country.

More often, the bounty appeals to the brigand's ego. He begins behaving more outrageously, in an effort to raise the bounty as high as possible. The brigand might become cocky, leaving a copy of the bounty notice behind when he strikes a target. He may even show contempt by riding within sight of the keep or palace of the noble that offered the bounty. Of

course, to stay alive when you're being hunted like a wild animal, you have to be careful in your selection of abilities.

Do you need to improve your defenses, buying better armor, adding skill points to Hide, Listen, Move Silently and Spot skills, and considering feats like Combat Expertise, Dodge, Eyes of Fury, Shield Specialization and Toughness? Or do you want to take them out before they take you? In that case, you need to think about adding different or more powerful to your arsenal, improving your Bluff and Intimidate skills, and taking feats such as Point Blank Shot, Power Attack, Weapon Finesse and Weapon Focus.

If you're considering multiclassing, you might want to add a level or two of fighter to give yourself some increased combat ability and additional feats. Alternatively, you could take a level of ranger to provide some useful wilderness skills and the favored enemy bonus, with the combat style at 2nd level. If you're interested in adding some spellcasting ability, think about the spellsinger class. While it is somewhat limited in spell selection when compared to the sorcerer or wizard, you don't have to give up your armor.

SAMPLE STARTING PACKAGE

Hobgoblin Brigand

Ability Scores: Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 15

Skills: Bluff, Gather Information, Hide, Intimidate, Knowledge (local), Move Silently, Spot, Survival.

Languages: Hobgoblin, Merchant's Tongue.

Feat: Exotic Weapon Proficiency (bastard sword).

Weapons: Bastard sword (1d10/19-20), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 54 gp.

Charisma determines the effectiveness of many of the brigand's class features, and should always be the prime consideration. Strength and Dexterity are next in importance, usually followed by Constitution, Wisdom and Intelligence.

BRIGANDS IN THE WORLD

"Heroes? They are but novice brigands on the path to fame."
— halfling brigand Mari Padrahan, when asked about a passing adventuring party

While brigands across the Sovereign Lands share many things, they are also different. Bands differ according to their motivation, weapons, number and makeup, and the skills of the individuals within the bands. The most marked difference among them is perhaps the region in which they operate.

DAILY LIFE

The brigand lives on the land, supplementing his needs by preying on those too weak or too timid to protect their own property. He typically lives in rugged, wild country that is considered dangerous by some (the brigand's victims) and beautiful by others (the brigand himself). The brigand has a freedom unmatched by land-bound serfs, nobles locked into their position by birth, and clerics chained to the will of their masters within the church. When not with an adventuring party, the brigand practices his craft alone or with his comrades.

NOTABLES

Brigands gain notoriety for their deeds. Reputation, in fact, is the brigand's main weapon. By adapting a life of crime and exile instead of choosing to be bound by society's laws, the brigand is expressing his distaste for those laws—or, more likely, the lawmaker. The brigand may want to maintain a good reputation so that he does not lose his allies among the common folk, who provide him with warnings about royal bounty hunters, information on rich nobles passing through the land, and refuse to give out information on the brigand's hideout. However, he also needs to maintain a reputation of strength and might do so that those he attacks are willing to cooperate with his demands.

Jelal Nashesh is a Deji member of the Swift Arrows, a band that raids along the northern border with Paru'Bor and the eastern border with O'Par, or along the plains north and east of the Pipitul Woodlands. The band recruited him because of his



A brigand waits for his prey.

hatred and rage, and his dislike of nearly all people - and because of his supernatural skill with a bow. Jelal is an asset to the band if a raid turns to battle, but in between hostile actions directed toward the band's victims, Jelal turns his rage toward others within the band. For this reason, they take his bow away except when he is hunting or raiding. Without his deadly bow, Jelal is far more tractable.

The chief scout of the Two-Fisted Monkeys, a small band in eastern Tarisato, is a half-hobgoblin ranger known as "Drez" (short for Drezhulkur). Drez knows the lands south of the E'Korug River better than anyone, and he guides the band confidently through populated areas to hit distant targets. Drez rarely speaks, and the brigand leader is desperate for another member of the band to learn his talents, since no one knows Drez's true motivations or loyalty.

ORGANIZATIONS

While some brigands work alone, most choose to band together in groups. After all, there is safety in numbers, and a band of brigands is even more terrifying than just one. A band of brigands is typically founded when a disgruntled person chooses to leave his ordered and predictable life for a life of his own in the wild. He might take a few friends with him, forming the core of what is to become a brigand band. Whatever his motivation, the new brigand carves a life for himself as a disruptor of trade and commerce. While he might start by stealing from neighboring farms, he quickly escalates to robbing lone travelers and merchants.

Once the brigand establishes a reputation, others come to join him. When the band's numbers grow large enough, they begin to assail the iconic traveling caravan composed of multiple wagons drawn by horses or oxen and guarded by mercenaries or warriors loyal to the merchant house.

While such characters are probably members of the brigand class, brigands appreciate any outside skills others can bring to their band. Some of these characters take a level of brigand to augment their other skills, but most of them share more in the way of mindset and attitude than actual class skills and abilities.

NPC REACTIONS

The brigand's threat to a wide cultural spectrum makes him a likely foil for characters of any motivation. Noble lords feel obligated to hire someone to deal with the brigands if their own soldiers are ineffective (or are of such low morale that the lord fears mass desertion will increase the brigands' numbers). Churches find the threat to trade dangerous or even sinful. Merchant houses or guilds might provide funds from their own coffers, beyond what they spend on guards, to adventurers that are willing and able to hunt down cagey brigands.

Nevertheless, adventurers had best be on the look on for NPCs that react to the brigand band in unexpected ways. The informant that lets them know when a caravan is leaving town, the fence who buys their goods without question, or the quiet

cleric who tends to their wounds are all an important part of the band, without being actual members. The brigands might have lovers or spouses that attach their prosperity to the band's as well. Unwilling slaves, taken during a raid on a caravan or a village, might also swell a band's numbers. Hero-worshipping youths might attach themselves to a band, hoping to ingratiate the members with obsequious service to one brigand or another. These might double or triple a band's numbers.

BRIGAND LORE

Characters with ranks in Gather Information or Knowledge (local) can research local brigands in order to learn more about them. If a character succeeds at this skill check, he also receives any information from DCs lower than his successful check.

DC 10: Most brigands waylay travelers and attempt to coerce them into handing over their valuables. If intimidation fails, he relies on force. Most brigands band together with others of similar character.

DC 15: Brigands are skilled at sneaking and detecting traps, though less so than a rogue of similar experience.

DC 20: Brigands are adept at frightening their opponents with the force of their personality alone.

BRIGANDS IN THE GAME

Brigands that join adventuring parties often fall into the same role that brigands take when they band with each other. They have one mindset: hunt something elusive and take its treasure. Whether the "something" to be hunted is a wizard, dragon, band of orcs, or lich, that's just fine with the brigand.

ADAPTATION

Brigands enjoy being with an adventuring group. The additional magical capability offers more options, while dedicated fighters promise sound backup. While not everyone in the party shares the brigand's view of stopping to enjoy his treasure once in a while, or of being independent of church and noble, the brigand is able to apply his tactical skills among a group that appreciates what he has to offer. You could use the brigand as a replacement for an existing class, such as the fighter or rogue, but perhaps the most interesting way to introduce the brigand class is as the planner of that targets – or aids – the PCs.

After all, the brigand's chance to shine comes into play particularly when planning an ambush. The brigand can use his class abilities to enhance his allies' ability to surprise a creature, and its ability to damage it or frighten it with words once the creature is trapped. His attacks and ability to apply sneak attacks means that he can deal impressive amounts of damage in the initial round of combat.

SAMPLE ENCOUNTER

Most brigands will be encountered on lonely wilderness roads, but they can also appear in urban settings with equal ease.

Exactly how many brigands you set against the PCs should depend on their level. Certainly lone brigands operate in back alleys of cities and in the wide open places between cities, preying on lone unguarded travelers. Huge bands of hundreds exist in the wild, too, forming their own virtually self-sufficient communities. Such large bands are always under the threat of division; the independent nature of their members makes government through delegates break down quickly. A band is best ruled by a single charismatic leader who is able to force his will (when necessary) on the whole group.

EL 8: Zwal-tog, a half-hobgoblin raider, is leader of a small band in eastern Tarisato known as the Two-Fisted Monkeys. Zwal-tog dislikes magic, and is paranoid about magical infiltrators. He is very careful about protecting his band's hideout. He has a detailed schedule of patrols and sentries around the low hill on which the band's lodge hides. Above all, Zwal-tog scrutinizes any individual band member that is separated from the group for more than a few minutes.

ZWAL-TOG

Male half-hobgoblin brigand 8
NE Medium humanoid

Attack and Movement

Init +8

Melee +1 heavy mace +9 (1d6+2/x2)

Ranged mwk light crossbow +9 (1d8/19-20)

Base Atk +6; **Grp** +7

SA sneak attack +3d6

Speed 30 ft. (6 squares)

Defense

hp 47

AC 20, touch 13, flat-footed 17

Fort +8, **Ref** +5, **Will** +4

SQ evasion, trap sense +2, uncanny dodge

Traits

Racial darkvision (60 ft.)

Abilities Str 13, Dex 16, Con 12, Int 10, Wis 11, Cha 18

Skills Bluff +14, Diplomacy +6, Disguise +4 (+6 when being observed and acting in character), Gather Information +6, Hide +8, Intimidate +11, Knowledge (local) +5, Knowledge (nature) +2, Listen +6, Move Silently +9, Sleight of Hand +5, Spot +5, Survival +5

Feats Eyes of Fury, Fearsome Appearance, Improved Initiative, Iron Will, Weapon Focus (mace)

Languages Hobgoblin (Kors dialect), Merchant's Tongue

Deity Worshipped Risk

Equipment

+1 chain shirt, +1 light steel shield, +1 heavy mace, master work light crossbow with 20 bolts, smokestick, miscellaneous gear

GLADIATOR

“Sometimes I kill who I want to kill. The rest of the time, I kill who I have to.” — Svimohz gladiator Movamo Yahul

While the term ‘gladiator’ immediately conjures up images of a scarred slave with his arms raised in the air and thousands of screaming fans filling a vast auditorium around him, this iconic image (although certainly correct in its own right) is just one archetype among many.

After all, public fighting is common across Tellene, ranging from friendly wrestling matches and staff fights in the smaller towns and cities, to lethal conflicts in the arenas of the Kalamaran Empire and the Theocracy of Pel Brolenon, to name the two most prominent. Whether free or slave, fighting solo or with a team, the gladiator is any veteran of these arenas - a professional warrior who has survived numerous challenges against a multitude of foes in contests of skill and strength.

The gladiator class is an excellent choice if you want to play a dangerous, hard-hitting fighter variant with a personality so vibrant that he can instill fear in his foes and gain strength from his audience.

MAKING A GLADIATOR

Like standard fighters, gladiators have a high Armor Class and many hit points. Gladiators do not receive fighter bonus feats, but do gain a variety of combat features. Also like fighters, gladiators come to their profession in many ways, their motivations varying as much as their styles and appearances. Even among the slaves forced to fight at the threat of death for refusal, the motivation to excel is stronger in some than in others. Those slaves that accept their fate must find some other reason for fighting if they hope to survive more than one or two fights.

Regardless of his origin, the gladiator is a fighter that excels in combat in front of others. Whether the match is an athletic competition or a duel to the death, the gladiator needs his audience as much as they need to see him. The cheering crowds, the tension of the match, the bravura that masks the fear and doubt—these are food and drink to a gladiator.

Once a gladiator hears a crowd cheer him, an almost arcane transformation takes place. The effect intoxicates him. Many gladiators find themselves unable to resist the desire to be in that position again. Knowing that he has the attention and interest of a crowd, even if for only a few moments, makes the gladiator powerful.

Abilities: Strength most directly determines the gladiator’s effectiveness in combat, so it is of prime importance. Dexterity is important because the gladiator often wears light armor and many may choose to forgo the use of a shield in preference for two-weapon fighting. A high Charisma is important for

feinting skills and frightening opponents, while Constitution improves the sturdiness and survivability of the gladiator.

Races: Human gladiators draw attention due to their strength and size. For the same reason, half-orcs, half-hobgoblins and hobgoblins also make excellent gladiators. Dwarves, while smaller, are equally powerful. Particularly agile and graceful elven and halfling slaves might become gladiators. Gnomes skilled in hand-to-hand combat more often tend to man the front ranks of a militia force fighting their enemies; they consider fighting for sport a waste of a good soldier. Halfling gladiators are rare; those that do exist usually display exceptional skill and form with one of their racial weapons.

Alignment: Gladiators can be of any alignment. They might be honorable warriors who wish to test themselves against others in nonlethal combat, or bloodthirsty killers who disguise their lust behind a facade of showmanship.

Starting Gold: 4d4x10 gp (100 gp).

Starting Age: Varies by race. See Vital Statistics, in Chapter One: Races.

CLASS FEATURES

Gladiators are strong in personal combat, excelling above most other characters when facing a single opponent in melee, especially in front of a crowd. Their strength lies in outmatching an opponent’s skill, adapting quickly and mastering a variety of weapons.

Weapon and Armor Proficiency: The gladiator is proficient in the use of all simple and martial melee weapons, with light and medium armor, and with shields.

Center of Attention (Ex): The gladiator thrives on attention. In a battle with an audience and when the gladiator is fighting alone, or beside another gladiator, she gains a morale bonus to all attack rolls. This bonus is equal to +1 for each factor of 10 in the audience. Thus, 10 or more cheering companions give her a +1 bonus, 100 or more gives +2, 1,000 give +3, etc. These spectators may not be involved in a battle themselves. With this bonus, gladiators are able to achieve heroic results in battle.

Exotic Weapon Proficiency: A gladiator gains Exotic Weapon Proficiency as a bonus feat on a melee weapon of her choice.

Arena Veteran (Ex): The gladiator trains to exploit every weakness and opportunity her foe presents. The gladiator gains the indicated bonus on all attacks of opportunity, and can make a number of additional attacks of opportunity in a round equal to the indicated bonus.

Gladiator’s Ruse (Ex): The attacks of a master gladiator are very deceptive, and opponents find it increasingly difficult to separate the feint from a real attack. When using the Bluff skill to feint in combat, the gladiator gains a bonus equal to her class level as a modifier. She also adds this bonus as a modifier to Sense Motive checks when trying to detect a feint.

Weapon Diversification (Ex): At 4th level, when a fighter might specialize in a single weapon, the gladiator has learned

TABLE 2-6: THE GLADIATOR (Hit Die: d10)

CLASS	BASE ATTACK	FORT	REF	WILL	
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL
1	+1	+2	+2	+0	Center of attention, Exotic Weapon Proficiency
2	+2	+3	+3	+0	Arena veteran +1, gladiator's ruse
3	+3	+3	+3	+1	
4	+4	+4	+4	+1	Weapon diversification
5	+5	+4	+4	+1	Arena veteran +2
6	+6/+1	+5	+5	+2	Improved Feint
7	+7/+2	+5	+5	+2	
8	+8/+3	+6	+6	+2	Improved weapon diversification
9	+9/+4	+6	+6	+3	Arena veteran +3
10	+10/+5	+7	+7	+3	Critical focus
11	+11/+6/+1	+7	+7	+3	
12	+12/+7/+2	+8	+8	+4	Arena veteran +4
13	+13/+8/+3	+8	+8	+4	Notorious style
14	+14/+9/+4	+9	+9	+4	Arena veteran +5
15	+15/+10/+5	+9	+9	+5	Expert feint
16	+16/+11/+6/+1	+10	+10	+5	
17	+17/+12/+7/+2	+10	+10	+5	Arena veteran +6
18	+18/+13/+8/+3	+11	+11	+6	
19	+19/+14/+9/+4	+11	+11	+6	Legendary style
20	+20/+15/+10/+5	+12	+12	+6	Arena veteran +7

Class Skills (2+ Int modifier per level, x4 at 1st level): Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (fighting styles) (Int), Knowledge (monsters) (Int), Knowledge (races) (Int), Listen (Wis), Spot (Int), and Tumble (Dex). See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

most weapons. She suffers only a -2 penalty for using a weapon with which she is not proficient.

Improved Weapon Diversification (Ex): At 8th level, the gladiator never suffers a penalty for lack of proficiency, no matter how foreign or exotic the weapon. The gladiator does not become proficient in these weapons, he merely suffers no penalty when using them. This does not qualify the gladiator to take feats such as Weapon Focus for these weapons, unless he acquires proficiency in that weapon.

Improved Feint (Ex): At 6th level, the gladiator gains the Improved Feint feat, even if he does not possess the prerequisites.

Critical Focus (Ex): At 10th level, the gladiator doubles the critical threat range and/or increases the critical damage modifier by one when facing a single opponent. For example, an orc double axe in the hands of a 10th-level gladiator would threaten on 19-20 and have a critical modifier of x4.

Notorious Style (Su): At 13th level, the gladiator gains the ability to instill fear in his enemies. By taking a standard action to display her prowess with a weapon, the gladiator forces all opponents within 40 feet to make Will saving throws at a DC of 15 + the gladiator's level (in her gladiator class). Opponents who fail their saving throw are shaken, those that fail by more than five are frightened, and those that fail by ten or more are panicked (see pages 84-85 of the *D&D Dungeon Master's Guide* for the rules on shaken, frightened and panicked conditions.) Displaying the weapons includes making feints, swinging the weapon and generally showing off. During this time, the character may take no other actions.

Expert Feint (Ex): At 15th level, the gladiator can use the Bluff skill to feint in combat as a free action that does not provoke an attack of opportunity. This ability can only be used once per attack.

Legendary Style (Ex): At 19th level, the gladiator gains a bonus to damage equal to half his level when fighting a single opponent.

PLAYING A GLADIATOR

You love attention, and the glory of adventuring attracts you like a moth to a flame. You prefer your payment in fame rather than fortune, and you might be disappointed if an adventure does not promise to include a measure of danger. You always want to be the first to accomplish something. If you learn no one has survived the "death trap mountain," you will probably announce your claim to be the first.

To be recognized in the streets, to be cheered by strangers, to be hailed as a hero—these desires fill your heart. You know the need for the folk to have a hero, and eagerly fill that role. Seeing the light in the eyes of the spectators as you walk into the arena, you feel that you can defeat any foe, endure any punishment, struggle past any adversity.

Going past the local competition, to fight where your fame has preceded you and to represent your home town, is a great goal as well. Some gladiators fight to represent a foreign race. An elf that excels in Eldor, for example, knows that he has done so despite unfair judges, midnight beatings in the barracks, and dirty tricks of every sort. Such a character transcends mere heroism and fights to improve the status of his home or blood.

Having a reputation as a champion or former champion aids you in a great number of ways. Instead of having to seek out hirelings, people come to you. People gravitate toward power, and a successful gladiator represents a certain kind of power that goes beyond the ability to drive a sword through a body.

RELIGION

While gladiators often worship the Way of the Berserk, the majority of them worship the Powermaster above all. Other gods, less often revered, include the Knight of the Gods, the Storm Lord and the Laughter. Few other gods find consistent representation among gladiators.

OTHER CLASSES

You appreciate the art of showmanship and artistry demonstrated by bards and rogues. You value the companionship of any character that acquits himself bravely in battle, but you prize style as much as you admire courage.

COMBAT

The gladiator's main role in combat is similar to that of the typical melee combatant. Decide on your best tactic, and then move into melee combat with your enemy – or enemies, depending on your talents (or courage). Single combat is always the safest bet. You should resist the temptation to battle multiple opponents unless you are of high enough level to use the gladiator's Notorious Style, or a feat like Commanding Presence, Eyes of Fury or Fearsome Appearance to shake or unnerve your foes before entering into combat. Should you be defeated, you remain at the mercy of your foes, unless your allies can rally to retrieve you.

If you fall in arena combat, your fate depends on your favor at the time. Unless you have offended the judge (such as Emperor Kabori in Bet Kalamar; otherwise the local ruling lord), your life will probably be spared. On the other hand, certain matches might be pre-ordained as fights to the death. In advance of such a match, the judges usually order red banners run up poles in the arena. Colorfully dressed servants, who caper and dance around with a morbid humor, remove the bodies of gladiators killed on the field. While one of these servants attracts the crowd's attention, another one delivers a fatal strike to the body with a punch dagger (a coup de grace attempt) to make sure the gladiator is not faking his death.

If you fight cowardly, and lose, the lord might order the winner to finish you off. If you manage to win, the crowd will pummel you with peach pits or other leftovers from treats eaten during the day. The judge may even decree you must continue to fight until dead, as punishment for your cowardice.

ADVANCEMENT

When determining what feats to improve as you advance in level, consider what type of gladiator you are playing, or what type you want to become, as well as the type of weapons you use. For example, do you favor one-on-one combat, chariot races, wrestling, beast-fighting or team events? Do you use a sword, a spear, or trident and net? Do you fight armored or unarmored? Do you focus only on mounted events where great skill as a rider is required? Are you more interested in dealing great amounts of damage or in avoiding damage while exhausting your foe with a multitude of smaller attacks?

Regardless of your style, some feats are almost essential. Improved Initiative allows you to act first, while Toughness provides a few needed extra hit points. Weapon Finesse and/or Weapon Focus improve your proficiency with your weapon, and Combat Expertise and its subsequent feats provide a variety of combat options, as do feats in this book like Patience and Know Your Enemy.

Having a wide assortment of skills may be arguably less useful for gladiators than for any other class. However, any gladiator should consider adding Bluff checks to feint, and Intimidate checks to weaken an opponent's resolve. Some points in Listen and Spot checks will help you avoid attacks

from unexpected locations, while Knowledge (fighting styles, monsters and races) can improve your odds of knowing your opponent's weak spot. Add points to Balance, Jump and Tumble checks if you are one of those nimble, light-footed gladiators. If you are a beast-fighter, you should definitely add points to Handle Animal. If you only enter mounted events, be sure to add points to the Ride skill. Putting any extra points into Climb and Hide can be useful for those rarer occasions when a variety of terrain is introduced into the arena.

SAMPLE STARTING PACKAGE*Half-orc Gladiator*

Ability Scores: Str 16, Dex 13, Con 12, Int 9, Wis 10, Cha 12.

Skills: Bluff, Intimidate, Knowledge (fighting styles), Knowledge (races), Listen, Spot.

Languages: Orcish, Merchant's Tongue.

Feat: Improved Initiative.

Weapons: Longsword (1d8/19-20), dagger (1d4/19-20), heavy spiked shield (1d6/x2).

Armor: Studded leather (AC 3), heavy wooden spiked shield (AC 2).

Other Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel, 23 gp.

GLADIATORS IN THE WORLD

"A dwarfs? No. A man's?" – hobgoblin gladiator Makkell Grond, when asked if he could crush a dwarf's skull with one hand

The gladiator fights in a public coliseum for the enjoyment of others. While given some small choice of weapons, the ancient gladiatorial combat of many lands, particularly Kalamar, is ritualized and formalized such that the choices are few and academic. This ritual and tradition may be the product of hundreds of years of gladiatorial games.

Of course, this is not always the case. The Brolenese slave pits are far less formalized than their Kalamaran counterparts. For one thing, the gladiators do not match up against traditional enemies. Weapons are chosen by the owner or by the slave's trainer based on what he thinks the opponent will use. More often than not, the weapons are large, chosen for their ability to inflict damage and for visibility at a distance.

Greatswords, halberds, spiked chains, and greataxes are common. The slave's proficiency, Strength score, and other attributes are not always a factor. The social aspect of gladiatorial fighting in Pel Brolenon is also completely different from the atmosphere in Kalamar. All of the glory goes to the owner, not the slave. The slave merely performs tricks, much like a trained animal. The owner receives the accolades, although he might share some of the credit with the slave's trainer if he feels generous.

Chapter 2: Classes

DAILY LIFE

When not fighting in an arena or amphitheater, a gladiator might spend hours in training. After all, the gladiator's life can be even more dangerous than the fighter's. A walled city or town is not a break from the dangers of the wild, it is merely the next battlefield. When not traveling, training or fighting, a gladiator might spend some time playing games, relaxing at the local baths (if any), or even strolling along the streets in hopes of attracting a pleasant "diversion." The latter is not often difficult, since gladiators are quite idolized by both sexes.

NOTABLES

Gladiators gain fame for their number of victories in the arenas, or by the spectacular ways they achieve those victories (such as with a particular combination of weapons or by a certain technique of killing or wounding an opponent). "Scarlet" Onvlen of Vrendolen, who wields the deadliest scimitar and punch dagger combination in the slave pits of Pel Brolenon, is one such gladiator.

Other notable gladiators of Tellene include the infamous Dataris the Chain Master of Tokis, whose prowess was discovered when he killed one of his handlers with the chains that bound him, and "Ogre" Gelanar, a Paruvian wrestler said to have arms thick as young oaks.

ORGANIZATIONS

While gladiator slaves receive most of their training by surviving fights to the death, freemen (also called volunteer) gladiators may have been trained in special gladiator schools (called *ludi* in Kalamaran). There are at least four schools in Kalamar itself, the largest of which is called the *Ludus Maganimus*, roughly translated as "School of Beast Courage".

Besides schools, gladiators may belong to a troupe. The troupe's manager "rents" gladiators to the sponsors of the games. These gladiators often fight no more than a few times a year, and their often rich managers provide them with the best medical or magical healing available.

NPC REACTIONS

When determining NPC reactions to the gladiator, consider his or her reputation. For example, how well known is the gladiator known in this area? Does he fight bravely or cowardly? Most gladiators quickly become known as models of great courage, morale, discipline and devotion to their masters (or to their art, in the case of freemen gladiators) until death. Thanks to these characteristics, a gladiator enjoys

public adulation and affection from both sexes that is much like what modern athletes enjoy today. This adulation might make the gladiator more humble, or it might lead to an overweening sense of pride and egotism. People's opinions of the gladiator vary depending on his attitude, and whether the people know it.

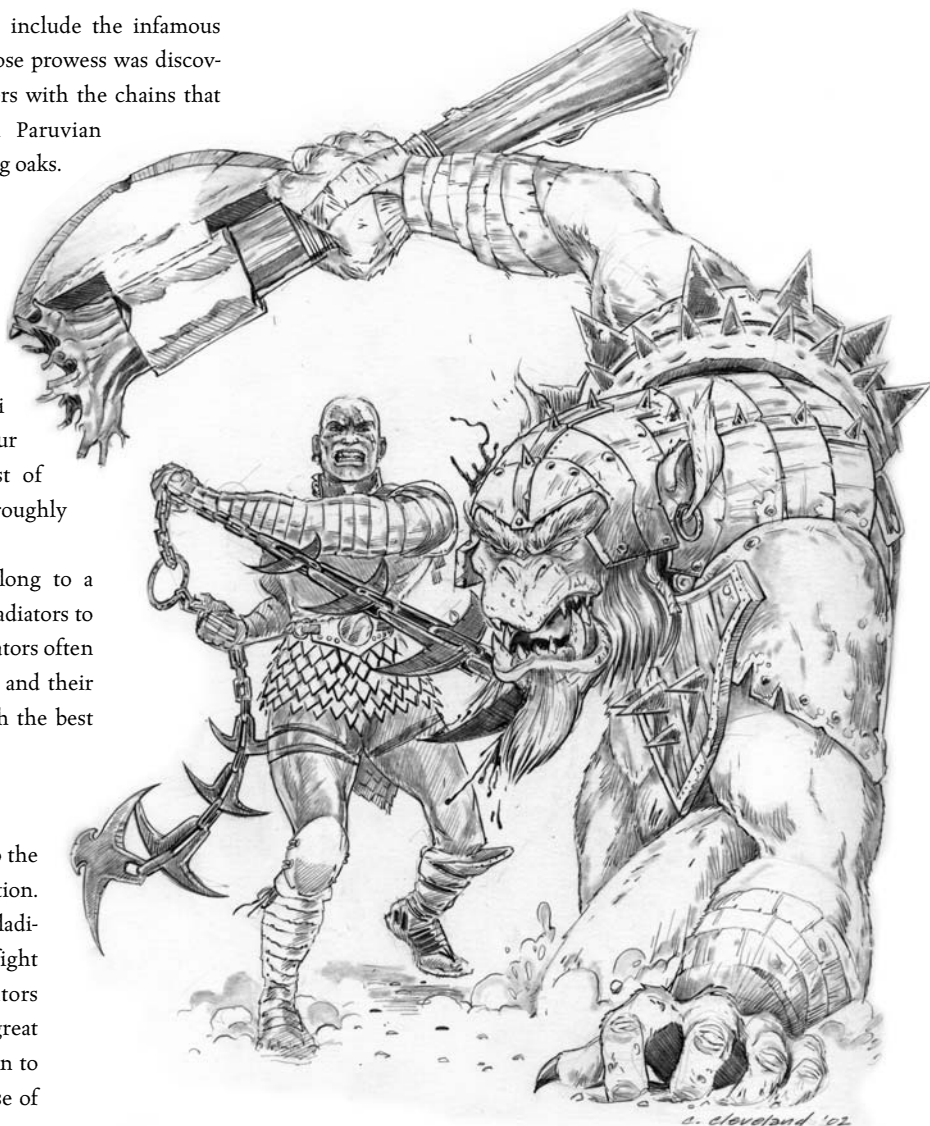
GLADIATOR LORE

Characters with ranks in Gather Information or Knowledge (local) can research local gladiators in order to learn more about them. If a character succeeds at this skill check, he also receives any information from DCs lower than his successful check.

DC 10: Gladiators are dangerous fighters that specialize in a particular form of melee combat.

DC 15: Gladiators have impressive weapon skills, and masters at exploiting an opponent's weakness.

DC 20: Experienced gladiators are adept at causing their opponents fear through force of personality alone. They can even gain power from their audience.



A gladiator defeats a hobgoblin in an arena battle to the death.

GLADIATORS IN THE GAME

The gladiator is a fighter that seeks the greatest audience for his heroism. Silent, unappreciated valor is wasted. As such, the gladiator often travels, hoping to increase his fame by meeting more people, face new challenges, and learn from the rare few that are better than he. This wandering life is very similar to the pursuits of most adventurers. The gladiator is a natural to join an adventuring party, and adventurers welcome the gladiator. A powerful combatant is useful in almost any group.

The only concern the other adventurers might have arises when a gladiator is too eager for glory. Taking on impossible odds, challenging superior creatures to one-on-one combat, and otherwise biting off more than he can handle—and more than his companions can handle—can strain friendships.

ADAPTATION

Any Dungeon Master familiar with ancient Rome should already have a decent understanding of the gladiators of the Kalamaran Empire and, of an even darker and crueller nature, Pel Brolenon. Of course, other races and cultures might also produce gladiators of a different sort. When placing gladiators in your campaign, you might also consider tying their history to a certain city, organization, race or alignment. You might even limit the type of available gladiatorial combat to one type of combat (such as one-on-one battles to the death, or beast-fighting), later expanding it to include many more options. For example, perhaps your gladiators are all goblinoids enslaved to a human empire (or vice versa), and must fight for the amusement of the ruling race.

SAMPLE ENCOUNTER

All types of gladiators may be encountered in the arenas and amphitheaters of the larger cities, or in a small town with a cleared patch of land for wrestling and other forms of combat. Slave gladiators of the Pel are rarely encountered far from the immediate vicinity of the arena, except when in the company of their master. Freeman gladiators, however, may be encountered in the forums, on the streets, or on the roads between cities, traveling from event to event. Retired gladiators typically operate their own training halls, teaching future gladiators.

EL 9: Rijani is a retired Deji gladiator who lives in the city of Eb'Kakido. During the day, Rijani teaches children their history and heritage and how to survive in their hobgoblin-assaulted land. He is a gentle, patient teacher of great devotion. The Koraki parents encourage his meek words.

At night, when the small children go home, the teacher's smile fades, and his passion ignites. He teaches a different group. Warriors all, these students come to learn from the grim master of one of the hobgoblins' own weapons: the malakbar. Rijani teaches his students tirelessly, guiding them through exercises late into the night, driving them on with his own magnetic energy when all of their physical strength fails. He

tolerates no shirking, and he holds high standards for technique and dedication. For the hobgoblins are coming...

RIJANI

Male Deji gladiator 9

NG Medium humanoid

Attack and Movement

Init +6

Melee +1 malakbar +12 (1d8+3/x2, 1d10+3/x3)

Base Atk +9; **Grp** +11

SA arena veteran +3, center of attention

Speed 30 ft. (6 squares)

Defense

hp 63

AC 21, touch 15, flat-footed 19

Fort +7, **Ref** +8, **Will** +5

Traits

Abilities Str 15, Dex 14, Con 13, Int 12, Wis 11, Cha 14

Skills Balance +6, Bluff +7 (+16 to feint in combat), Diplomacy +4, Disguise +2 (+4 when being observed and trying to act in character), Intimidate +9, Jump +6 (no armor check penalty applied), Knowledge (fighting styles) +6, Knowledge (monsters) +6, Knowledge (races) +6, Listen +3, Sense Motive +9 (when trying to detect a feint), Sleight of Hand +4, Spot +3, Tumble +7

Feats Exotic Weapon Proficiency (malakbar), Eyes of Fury, Improved Feint, Improved Initiative, Iron Will, Toughness, Weapon Focus (malakbar)

Languages Deji, Merchant's Tongue

Deity Worshipped The Powermaster

Equipment

Scholar's outfit, +1 studded leather, ring of protection +3, +1 malakbar, amulet of natural armor +2, continual flame torch, miscellaneous gear

INFILTRATOR

"You call it borrowing from the enemy. My people call it 'catching the enemy's arrow and shooting it back at him.'"

—Selemar, high elf infiltrator

The original infiltrator class arose from the need to quickly sneak into another humanoid settlement and steal supplies, or stir up trouble with arson or other mayhem. This practice was so common that the more cultured woodland races (particularly elves and gnomes) eventually adopted it for striking back.

MAKING AN INFILTRATOR

At a very basic level, consider the infiltrator to be a cross between a ranger and a rogue, incorporating many of the best elements of both. Whereas the rogue stands right out there in the public eye, a bold trickster and scoundrel full of acts of daring, the infiltrator sits in the shadows, shunning attention, shrouded in secrecy, keeping an agenda known only to himself.

Chapter 2: Classes

Moreover, while the ranger is concerned for the lives of other creatures, the infiltrator cares for no one but himself. Remember this axiom: "Hide from that which you cannot fight, and fight that from which you cannot hide."

Although you lack the ranger's magical talents, and your sneak attack and trap sense abilities do not advance as quickly as those of the rogue, you gain impressive movement and dodge bonuses, along with an improved knowledge of woodcraft skills that can be quite handy when infiltrating your foe's woodland lair. You know how to fight fairly well, you know the local geography, have good contacts and are familiar with hazards of travel – all aspects of an excellent companion.

Abilities: Infiltrators can use a high Dexterity for avoiding attacks, since they do not wear heavy armor. Many of your skills also rely on Dexterity. A high Constitution score is useful because you are often alone and might need that extra bit of durability in order to survive. Whereas rogues rely on Intelligence, you need Wisdom, representing your woodcraft, native lore and knack for following intuition. Of course, for infiltrators who routinely deal in stolen documents and other such items, Intelligence can also come in handy. On occasion, you may find you cannot avoid brute force, thus you also need Strength.

Races: The most likely infiltrators are wood elves, high elves or gnomes of any sort. Dwarven infiltrators, enhancing their class skills with the dwarven racial traits, make highly effective underground adventurers. Some braver halflings adopt it also, and these are more likely to use their skills against human or other "friendly" races. Among humans, the most likely infiltrators are the Dejj, who make war on their enemies as infiltrators, or Fhokki. Reanaarian pirates, press gangs and buccaneers might include infiltrators as well. The intellectual gray elves are possibly the only subrace that virtually never embraces this class.

Alignment: Infiltrators, like others who prefer to work alone, lean toward chaotic alignments. They might be either good, neutral or evil.

Starting Gold: 5d4x10 gp (125 gp).

Starting Age: Varies by race. See Vital Statistics, in Chapter One: Races.

CLASS FEATURES

The infiltrator class features are easy to define: constant advancement in sneak attacks and trap sense, interspersed with increased movement

for getting in and out of harm's way, and a variety of woodcraft skills to aid you in your missions.

Weapon and Armor Proficiency: The infiltrator is proficient with all simple and martial weapons. They are proficient with light armor and shields, but they generally disdain the use of a shield, since it ties up a hand that can be useful for climbing, holding a rope or disarming a trap.

Sneak Attack: The infiltrator can sneak attack, like a rogue.

Enhanced Movement (Ex): The infiltrator has a bonus of +10 feet to her base speed when wearing no armor or light armor, or when wearing medium armor and not carrying a heavy load (though the infiltrator must have the Armor Proficiency (medium) feat). This movement increases to +20 feet at 8th level and +30 feet at 14th level. Bonuses from this ability stack with other bonuses to movement.

Uncanny Dodge (Ex): The 2nd-level infiltrator gains uncanny dodge (see the rogue class) as noted on Table 2-7: The Infiltrator. If an infiltrator already has uncanny dodge from a different class (an infiltrator with two levels of barbarian, for example), he automatically gains improved uncanny dodge (see below) instead.

Woodland Stride (Ex): At 2nd level, the infiltrator gains the woodland stride ability (see the druid or ranger class).

Trackless Step (Ex): At 3rd level, the infiltrator gains the trackless step ability (see the druid class).

TABLE 2-8: THE INFILTRATOR (Hit Die: d6)

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+0	Sneak attack +1d6, enhanced movement (10 ft.)
2	+1	+0	+3	+0	Woodland stride, uncanny dodge
3	+2	+1	+3	+1	Trackless step
4	+3	+1	+4	+1	Woodcraft, sneak attack +2d6
5	+3	+1	+4	+1	Trap sense +1
6	+4	+2	+5	+2	Internal compass
7	+5	+2	+5	+2	Sneak attack +3d6
8	+6/+1	+2	+6	+2	Enhanced movement (20')
9	+6/+1	+3	+6	+3	Improved uncanny dodge
10	+7/+2	+3	+7	+3	Moving target, sneak attack +4d6, trap sense +2
11	+8/+3	+3	+7	+3	
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Sneak attack +5d6
14	+10/+5	+4	+9	+4	Enhanced movement (30 ft.)
15	+11/+6/+1	+5	+9	+5	Trap sense +3
16	+12/+7/+2	+5	+10	+5	Sneak attack +6d6
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak attack +7d6
20	+15/+10/+5	+6	+12	+6	Trap sense +4

Class Skills (6 + Int modifier per level, x4 at 1st level): Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (architecture/engineering) (Int), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (races) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Sleight of Hand (Dex), Spot (Int), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Note that an infiltrator cannot use the Search skill to find traps with DCs greater than 20, nor can she use the Disable Device skill to disable magical traps. See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

Woodcraft (Ex): At 4th level, the infiltrator gains a +2 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot checks when outdoors in a wilderness-type setting.

Trap Sense (Ex): The infiltrator gains trap sense (see the rogue class) as noted on Table 2-7: The Infiltrator.

Internal Compass (Ex): At 6th level, the infiltrator always knows which way is north. Determining direction for the infiltrator is a standard action.

Improved Uncanny Dodge (Ex): A 9th-level infiltrator gains improved uncanny dodge (see the rogue class) as noted on Table 2-7: The Infiltrator.

Moving Target (Ex): At 10th level, the infiltrator is hard to hit when she is moving. If an infiltrator moves more than a 5-foot step during her combat action, she gains a +4 dodge bonus to Armor Class until her next action.

PLAYING AN INFILTRATOR

The motivations for becoming an infiltrator are as numerous and varied as the roles that infiltrators fill across Tellene. Infiltrators commit sabotage, rob travelers, scout new lands, guide parties through hostile terrain, and even conduct assassinations (often resulting in gang-style warfare breaking out between assassin guilds and infiltrator cells). Some are motivated purely by the danger inherent in being surrounded by people that would gladly rip you apart if they knew you weren't one of them, while other infiltrators are malicious trouble-makers who can get downright evil in their pursuit of havoc. Still others are motivated out of a sense of doing good, a sense of wanderlust or adventure, or simple greed.

So how to play the infiltrator? The best way to answer that is to list the three things that all infiltrators need. The first is a lot of nerve. Perhaps this boldness is worn under a cocky veneer, or a cover of quiet confidence. It takes guts to do what an infiltrator does; the weak-hearted need not apply. Infiltrators also need to be observant. Sometimes, the infiltrator is the only eyes and ears a kingdom has, and it is up to you to go into unknown territory, get the lay of the land, an idea of the strength of any opposition, and report back – without getting discovered or killed. Finally, an infiltrator needs self-sufficiency. There is only one person you can depend on – yourself. Provide yourself with all the tools needed to survive and succeed. Trust no one to help you.

Of course, adventuring parties are team efforts, and quiet loners tend to unsettle most groups. Even rogues are not necessarily thieves, but infiltrators are definitely sneaky collectors of information. Subterfuge, concealment and spying are your tools, and this can cause some folks to distrust you. Just do not use your skills against your group, and events should work out well. A chaotic character (as most infiltrators are) having standards or a code of honor is not contradictory towards alignment. Enlightened self-interest is a very chaotic characteristic, and if it is in your interest to keep your word to retain access to the safety and resources of a group, then so be it.

RELIGION

Infiltrators prefer gods of luck, chance and skill. They worship Risk, Raconteur, the Traveler, the Landlord and the Laughter most often. They generally avoid the Fate Scribe's insistence that their actions might be predetermined, and dislike constraining faiths such as the True or the Overlord.

OTHER CLASSES

As an infiltrator in an adventuring party, you prefer to be part of a small, elite unit of professionals that you can relate to as peers and respect as teammates. You dislike large groups, for the more people in the group, the more chances of making a mistake. You know that a wizard or sorcerer can be useful for bestowing invisibility or other enhancing spells. Heavily armored warriors such as fighters and paladins are useful in certain situations, but limited in their versatility. The right cleric or druid can be a fun-loving, valuable companion, but the wrong cleric can be a stick-in-the-mud. Barbarians might have the right frame of mind, if they lack a little subtlety. Rangers are close kin, but you consider their emphasis on protecting wildlife pointless; most animals can take care of themselves.

COMBAT

You are the eyes and the ears of the party. While the Basiran dancer is at the front of the party, wearing a big smile and extending a hand of friendship to cautious NPCs, you are at the front too. However, you are hidden in the shadows, dagger at the ready in your extended hand if the NPC decides to cause some trouble.

Use your movement bonuses, Hide skill and sneak attacks to confound your enemies. They can't hit what they can't see.

ADVANCEMENT

Assign many points to Disguise, Hide and Move Silently, but don't forget about Climb, Escape Artist, Knowledge (geography), Knowledge (local), Listen, Spot and Survival. Disable Device and Open Lock will also be useful when adventuring in city/town or dungeon settings. Your other class skills may also be useful, depending on how you play your character. When it comes to feats, you should have Track. Also strongly consider Sprint for its burst of speed, and feats such as Alertness, Attentive, Cat Burglar, Investigator, Nimble Fingers or Stealthy for their skill bonuses. If you favor ranged weapons, then look into Point Plank Shot and its succeeding feats. Melee-based infiltrators may favor Two-Weapon Fighting and Weapon Finesse instead.

It may be wise to take a few levels in rogue, to amplify and expand your skill base. Infiltrators don't get the evasion ability, but rogues do! And isn't it worth a few levels in a different class for the peace of mind of knowing that, though you are in the front, you have a way of completely avoiding injury from that nasty spell the enemy wizard just threw?

SAMPLE STARTING PACKAGE

Elf Infiltrator

Ability Scores: Str 10, Dex 15, Con 13, Int 11, Wis 14, Cha 14

Skills: Climb, Disguise, Gather Information, Hide, Knowledge (geography), Knowledge (local), Listen, Move Silently, Search, Spot and Survival.

Languages: Elven (High and Low), Merchant's Tongue.

Feat: Sprint.

Weapons: Rapier (1d6/18-20), shortbow with 20 arrows (1d6/x3, 60 ft.).

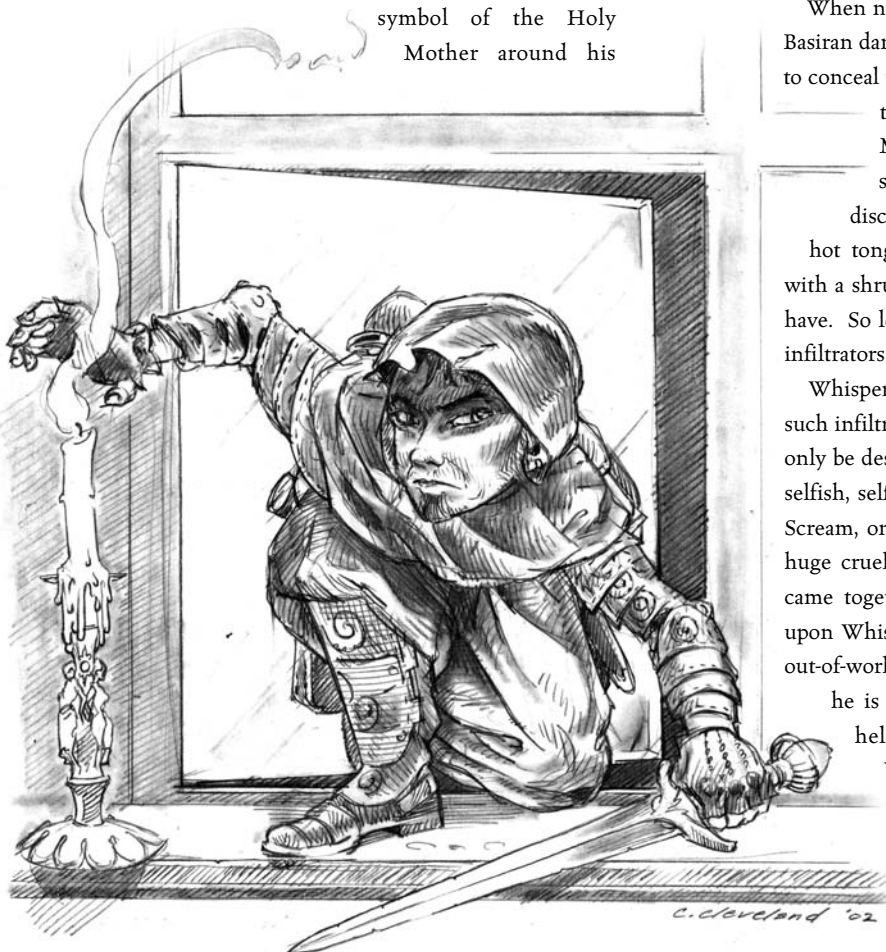
Armor: Studded leather (+3 AC, speed 30 ft., 20 lb.).

Other Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches, three tindertwigs, 2 lbs. of caltrops, 40 gp.

INFILTRATORS IN THE WORLD

"People can spend all their lives living next door to a kindly old grandmother-type, blissfully unaware that she's actually an infiltrator. And a man." – Overheard at a tavern.

The fellow dressed in robes, carrying a staff while a black cat on his shoulder bats at a small gem orbiting his head is most likely a wizard. The fellow in gleaming white armor with the symbol of the Holy Mother around his



Gnomes make excellent infiltrators.

neck is probably a paladin. But how does an infiltrator appear to those around him? Well, most folk don't even know that infiltrators exist, since infiltrators usually pose as someone else. After all, the whole concept of the infiltrator is one that exists on the distant boundaries of the law, if anywhere near it.

DAILY LIFE

When not adventuring, infiltrators keep to themselves, or possibly with a circle of friends so small that you can count them on one hand and still have fingers left over. Many infiltrators use a trusted go-between (or several) to line up jobs. This trusted individual could be an old friend, an influential thieves' guild member, or simply a pragmatic individual who enjoys gold and can keep a secret.

Some infiltrators ally themselves with groups of rangers, thief or assassin guilds. (Of course, the latter is rare, for assassins only work with this competitor if the stakes and/or pay is high enough.) Skills need to be kept sharp, and the best way to do that is to practice them. But no matter how many such jobs an infiltrator undertakes with a guild, he never forgets that he is a breed apart – a dangerous professional who does the work that no one else wants to.

NOTABLES

When noble families happily brag about employing Basiran dancers, those same parties go to great lengths to conceal the embarrassing and possibly criminal fact that they hired infiltrators to spy, or worse. Many so-called pillars of the community seek out the services of the infiltrator, only to discard him faster than a blacksmith dropping a hot tong. Most infiltrators accept such behavior with a shrug; they know what sort of reputation they have. So long as the gold is real, the vast majority of infiltrators could not care less.

Whisper and Scream (real names unknown) are two such infiltrators. Whisper is a female half-elf who can only be described as haughty, sneaky, arrogant, cocky, selfish, self-centered, and an expert at what she does. Scream, on the other hand, is a male half-orc with a huge cruel streak and ruthless tactics. Yet, the two came together when four brigands and a rogue set upon Whisper in a P'Baparan alley. Scream, then an out-of-work mercenary, saw this and (for reasons that he is still not able to pinpoint) jumped in and helped her out. Five dead enemies later, Whisper recognized the value of a brawny partner, and the two teamed up. Though they have been recently reported in Bet Rogala, the information so far is sketchy and vague and has not been verified by any reliable source.

ORGANIZATIONS

Organized groups of infiltrators sounds almost like a contradiction in terms, considering how infiltrators prefer working either alone or in very small groups. However, on rare occasions, infiltrators work together in groups known as cells (usually 3-5 persons). Most cells have what they call a “handy shadow,” which is a term for a safe location with extra equipment, perhaps a few healing potions, some spare coin, food, drink and a soft bed or two. These locations tend to move around a lot, rarely remaining in one place more than a week.

Cells exist because some jobs require backup. Cells are impossible to penetrate, and each infiltrator has a solo contingency plan. People who need the services of a cell leave a message at a favored location (such as a particular group of inns or taverns) and a messenger (usually someone unaware of what they are doing) delivers the message to a second intermediary, who then delivers it to a third intermediary or a cell member. Cells work together only as long as it is advantageous to do so.

NPC REACTIONS

How non-player characters react to an infiltrator depends heavily on the circumstances in which they encounter one. After all, most infiltrators do not appear to be infiltrators, and unless the infiltrator is encountered in the act of thievery or spying, he may very well appear to be nothing more than an average (if somewhat plain and unobtrusive) member of society. Adventurers tend to react with wariness once they know of the infiltrator's class, until they trust him – or not...

INFILTRATOR LORE

Characters with ranks in Gather Information can research infiltrators to learn more about them. If a character succeeds at this skill check, he also receives any information from DCs lower than his successful check.

DC 10: Goblins, hobgoblins, kobolds and orcs all claim that the infiltrator originated from their race.

DC 30: A local infiltrator cell may be contacted by leaving a message at a certain location. (If the hopeful searcher is being too obvious, this causes complications. Infiltrators are wary of people who seem too eager to meet them.)

INFILTRATORS IN THE GAME

Infiltrators can be quickly added into most campaigns because of their rogue-like nature and the rarity of encountering one. The class can be available to characters of almost any race or class combination, or you can fit the infiltrator to a lone or small number of cells present only in a specific kingdom or empire. In any case, let the player try the sneakiest ideas he or she can dream up. While not every scheme will go according to plan, the excitement is in the doing.

ADAPTATION

There are many ways you can use the infiltrator to fit within your own campaign. First, note how you treat rangers and rogues. The infiltrator fills a similar slot, and you can introduce an infiltrator as you would a character of those classes. Alternatively, you can keep the class features more or less the same while limiting them specifically to certain locales. For example, an infiltrator that trained to use his abilities only in urban areas, one that focuses on underground tactics, or one that has focused his talents for the woodlands and the roads that pass through them. The saboteur, the subterranean delver and the highwayman are three possibilities that make use of this idea in one way or another, and are explored in *Stealth and Style*.

SAMPLE ENCOUNTER

Infiltrators appear anywhere their search for specific items or information takes them: far beneath the ground in dungeons or caverns, deep within the forest on the fringe of a villain's lair, or high in a supposedly unbreachable castle tower, just to name a few. As noted above, an infiltrator typically works alone, but may be partnered with an infiltrator cell or adventuring group.

EL 12: Lightfoot halfling Sejeyla Kapran seems at first glance to be the very picture of harmlessness. Big green eyes, long blonde hair and an expression of pure sweetness all combine to disarm the viewers – precisely what Sejeyla desires. Her innocuous image brings people's guards down, and better enables her to do her job, which is to infiltrate for profit and, sometimes, for fun. Sejeyla never backs away from a challenge, and takes particular delight in making bigger folk look like fools. She keeps most of her feelings and thoughts to herself.

SEJEYLA KAPRAN

Female lightfoot halfling infiltrator 12

CN Small humanoid

Attack and Movement

Init +5

Melee +2 *short sword* +13/+8 (1d4+3/19-20)

Ranged +1 *sling* +17/+12 (1d3+2/x2)

Base Atk +9; **Grp** +6

SA Sneak attack +4d6

Speed 40 ft. (8 squares)

Defense

hp 92

AC 20, touch 15, flat-footed 15

Fort +8, **Ref** +13, **Will** +7

SQ Improved uncanny dodge, moving target, trap sense +2

Traits

Abilities Str 13, Dex 20, Con 18, Int 14, Wis 16, Cha 13

Skills Appraise +4, Balance +7, Bluff +6, Climb +9 (+11 wilderness), Diplomacy +3, Disable Device +10,

Disguise +11 (+13 when being observed and trying to act in character), Escape Artist +11, Gather Information

+10, Hide +19 (+21 wilderness), Intimidate +3, Jump +4,

Knowledge (dungeoneering) +4, Knowledge (geography) +8, Knowledge (local) +9, Knowledge (nature) +4, Knowledge (nobility and royalty) +4, Listen +12 (+14 wilderness), Move Silently +19 (+21 wilderness), Open Lock +11, Search +6, Sleight of Hand +9, Spot +10 (+12 wilderness), Survival +10 (+12 to keep from getting lost and to avoid natural hazards), Tumble +7, Use Rope +8 (+10 to bind)

Feats Dodge, Mobility, Point Blank Shot, Sprint, Track

Languages Elven (Low), Halfling, Merchant's Tongue

Deity Worshipped Risk

Equipment

+2 short sword, +3 leather armor, +1 sling with 24 sling bullets, masterwork thieves tools, four potions of cure moderate wounds, disguise kit, miscellaneous gear

SHAMAN

"The spirits cannot be tricked or cheated. They will give you the object of your struggles only after you have paid their price."

– Nurzek, hobgoblin shaman, speaking to a cleric of Risk

A shaman is a divine spellcaster who guides and protects his tribe with magical power attained from the spirits of nature. A shaman uses his perception and intellect more than a weapon, for he seeks to help the world, not to hurt it. This way of thinking gives the shaman a distinct advantage over those who leap into the fray without considering the consequences of their actions, or those who see only the short-term goal.

The shaman class is a great choice for players interested in a wise Deity or nonhuman spellcaster with a deep connection to the world of nature. By taking a totem animal, you share its aspects, overcoming your foes with the characteristics of an animal, and the great spirits improve your powers rapidly as you advance. Of course, you must be careful. The enemies of the unspoiled lands are many, and human settlements encroach ever further from day to day. Worse, strange aberrations – surely unintended by nature – walk, fly and crawl through your lands, and you must be prepared to meet them. Your people are counting on you.

MAKING A SHAMAN

When creating a shaman, it is even more important to have a firm concept of your background than it is for other character classes. Aside from the basic questions of race, place of origin, name of tribe and so on, there are some other important questions you need to answer.

When the shaman tells the community of his new vocation, he gives up his previous position, now filling certain shamanic duties. Deciding what functions you performed for your tribe will help define your personality. For example, did you perform much healing, or was healing forbidden among your tribe since you believe death is also nature's gift? Did you lead sacrifices,

freeing the spirit of each animal killed before the meat is shared amongst the tribe? Were you a fortune teller? Did you guide the spirits of your people by assisting in birthings and deaths? Were you a keeper of the tribe's oral history, memorizing long songs and tales?

You may have focused on one of these, or multiples, but they are important stepping stones to define your character. For example, a healer may want to focus on preparing Conjuraton (Healing) spells and always improving ranks in the Heal skill, and tending to wounded PCs and NPCs even at the risk of serious injury or death. A fortune teller may invent signs and omens in the events that occur around him or her. A sacrificer may have strict dietary restrictions, sacrificing all meat before he consumes it and looking with pity or rage on those who slaughter for spot. The possibilities are limited only by your imagination.

As a shaman, you normally guide and protect your tribe. So why did you leave it to go adventuring? Did you leave the tribe in the care of an aide or apprentice in order to fight some evil? Do you need to learn about a civilized land that borders your own? Are your people in need of magical items or artifacts to help protect them against what you fear is a future threat?

Deciding on the best totem spirit for your character is also an incredibly important part of your background, as well as a significant piece of game mechanics that will define your character forever. One possibility is to make the totem spirit match your shaman's personality, appearance and/or region. A large, hairy, muscular shaman from the plains might have the bison totem, while a similar shaman from the mountains would have the bear, and one from the woodlands would have the boar. A thin shaman with penetrating eyes might have the snake totem, and the fox totem might work best for a cunning shaman with a devilish grin. Whichever you choose, make it work for you. Never choose a totem based simply on what bonuses it gives you. Embrace your totem – use it as a strong trait to shape your shaman's personality as he advances and make him or her even more memorable.

Abilities: Wisdom determines how powerful a spell a shaman can cast, how many spells she can cast per day, and how hard those spells are to resist. To cast a spell, a shaman must have a Wisdom score of 10 + the spell's level. A shaman gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a shaman's spell is 10 + the spell's level + the shaman's Wisdom modifier. Since the shaman wears light armor, good Dexterity and Constitution are useful for keeping her safe in combat. A strong Charisma is also important for

Races: Among nonhumans, the shaman class is far more natural than the druid. Wild elves, whose chaotic nature sometimes makes adherence to the druidic hierarchy difficult, are fairly common shamans and usually guide barbarian tribes. Few elves from other subraces become shamans, except for wood elves. Gnomes, especially forest gnomes, make wise and powerful shamans, and they are most often found in the Wild

Lands. Kors hobgoblin shamans are respected, but other hobgoblin shamans are rare except in remote areas. Dwarf shamans are rare, but those that exist revere stones and mountains in prominent positions, with animal forms common to mountainous regions preferred (such as the ram or mountain goat, black bear, puma or mountain lion, and so on). Halfling culture rarely produces shamans.

Among the humans, the Deji are most likely to become shamans. Fhokki have their share of shamans, but typically only in the most remote and barbaric clans. Shamans from other races are rare, although certain rural Ahznoms and Reanaarians have adopted their belief system.

Alignment: While they often control the politics of a tribe, the shaman believes that avoiding extreme views helps the tribe most in the long run. Like the druid, she must retain at least one neutral aspect (neutral good, neutral evil, chaotic neutral, lawful neutral) or remain true neutral. Evil shamans, those who use as much power as their totem will allow them for harm, do exist, but even they realize that they must meet the demands of the totem. These demands include actions that allow for the continued survival of the shaman's tribe.

Starting Gold: 2d4x10 gp (50 gp).

Starting Age: Varies by race. See Vital Statistics, in Chapter One: Races.

CLASS FEATURES

As a shaman, your belief in the spirits of nature grants you divine spellcasting ability like that of a druid, as well as certain magical abilities, which supports your claim and reinforces your position in tribal society. Your role is often that of an advisor as well as protector, and your weapons and armor are a combination of simple tribal living and lack of martial training. In addition, tribal superstition forbids the use of worked metal, and its use outside of certain tribal ceremonies (define these with your DM as part of your background) violates your ethics and even angers your totem spirit. Fortunately, the spirits also provide you with domain spells, as well as the form and attributes of your animal totem.

Weapon and Armor Proficiency: You are proficient with the following weapons: bear claw, club, dagger, dart, longspear, pig stick, quarterstaff, scimitar, shortspear and sling. Your totem prohibits you from using other weapons. You are proficient with light and medium armors, but cannot use metal armors, so you are restricted to padded, leather and hide armors. You may use shields as long as they are not metal. However, you can use wooden items altered by the *ironwood* spell so that they function as though they were iron. If you wear prohibited armor or wield a prohibited weapon, you cannot cast your shamanic spells or use any supernatural or spell-like class abilities while doing so and for 24 hours thereafter (-1 hr./shaman level; min. 2 hours).

TABLE 2-8: THE SHAMAN (Hit Die: d8)

CLASS	BASE ATTACK	FORT	REF	WILL		SPELLS PER DAY*									
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Animal companion, totemic nature +1	3	1+1	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3	Wild empathy	4	2+1	-	-	-	-	-	-	-	-
3	+2	+1	+1	+3	Create fetish, traceless	4	2+1	1+1	-	-	-	-	-	-	-
4	+3	+1	+1	+4	Totem form (1/day)	5	3+1	2+1	-	-	-	-	-	-	-
5	+3	+1	+1	+4	Totemic nature +2	5	3+1	2+1	1+1	-	-	-	-	-	-
6	+4	+2	+2	+5	Totem form (2/day)	5	3+1	3+1	2+1	-	-	-	-	-	-
7	+5	+2	+2	+5	Favor of the spirits	6	4+1	3+1	2+1	1+1	-	-	-	-	-
8	+6/+1	+2	+2	+6	Totem form (3/day)	6	4+1	3+1	3+1	2+1	-	-	-	-	-
9	+6/+1	+3	+3	+6	Organic poison immunity	6	4+1	4+1	3+1	2+1	1+1	-	-	-	-
10	+7/+2	+3	+3	+7	Totem form (4/day)	6	4+1	4+1	3+1	3+1	2+1	-	-	-	-
					Totemic nature +3										
11	+8/+3	+3	+3	+7	Commune with totem	6	4+2	4+1	4+1	3+1	2+1	1+1	-	-	-
12	+9/+4	+4	+4	+8	Totem form (5/day)	6	4+2	4+1	4+1	3+1	3+1	2+1	-	-	-
13	+9/+4	+4	+4	+8	Life of the land	6	4+2	4+2	4+1	4+1	3+1	2+1	1+1	-	-
14	+10/+5	+4	+4	+9	Totem form (6/day)	6	4+2	4+2	4+1	4+1	3+1	3+1	2+1	-	-
15	+11/+6/+1	+5	+5	+9	Totemic nature +4	6	4+2	4+2	4+2	4+1	4+1	3+1	2+1	1+1	-
16	+12/+7/+2	+5	+5	+10	Totem form (7/day)	6	4+2	4+2	4+2	4+1	4+1	3+1	3+1	2+1	-
17	+12/+7/+2	+5	+5	+10		6	4+2	4+2	4+2	4+2	4+1	4+1	3+1	2+1	1+1
18	+13/+8/+3	+6	+6	+11	Totem form (8/day)	6	4+2	4+2	4+2	4+2	4+1	4+1	3+1	3+1	2+1
19	+14/+9/+4	+6	+6	+11		6	4+2	4+2	4+2	4+2	4+2	4+1	4+1	3+1	3+1
20	+15/+10/+5	+6	+6	+12	Totem form (at will), totemic nature +5	6	4+2	4+2	4+2	4+2	4+2	4+1	4+1	4+1	4+1

*In addition to the stated number of spells per day for 1st through 9th-level spells, a shaman receives a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom. The domain spell must come from one of the Bear's domains (Animal, Nature, Plant, Renewal or Summoner).

Class Skills (4 + Int modifier per level, x4 at 1st level): Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (monsters) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

Spells: You cast divine spells according to Table 2-8: The Shaman. You may prepare and cast any spell on the druid and shaman spell list, provided you can cast spells of that level. You cannot lose a prepared spell to cast a *cure* spell in its place, and cannot use spells with the chaos, evil, good or law descriptors if such a spell opposes your alignment.

You do not acquire your spells from books or scrolls. Instead, you meditate or pray for your spells, receiving them as gifts from your totem spirit. Once per day, you must spend an hour in quiet meditation or prayer with your totem spirit. This may be at any time during the day (morning, noon, midnight or all points in between). Time spent resting has no effect on whether you can prepare your spells.

Domains and Domain Spells: In addition to the stated number of spells per day for 1st through 9th-level spells, you receive a domain spell for each spell level, starting at 1st, as noted on Table 2-8: The Shaman. These spells are in addition to any bonus spells for having a high Wisdom. Because the spirits you worship are different aspects of the deity known as The Bear, the domain spell must come from one of The Bear's domains (Animal, Nature, Plant, Renewal or Summoner). Note that you do not receive the granted power for any of these domains.

Spontaneous Casting: A shaman can channel any stored spell energy into *summon nature's ally* spells that the shaman did not prepare in advance. The shaman can forfeit any prepared non-domain spell and gain the ability to cast a *summon nature's ally* spell instead (*summon nature's ally* spell must be of the same spell level or lower). For example, a shaman that prepared the 3rd-level spell *speak with plants* can forfeit that spell so that he can cast the 3rd-level *summon nature's ally III* spell instead.

Animal Companion (Ex): A shaman can begin play with an animal companion matching her totem animal. This animal is a loyal companion that accompanies the shaman on her adventures as appropriate for its kind. A 1st-level shaman's companion is completely typical for its kind except as noted in the druid sidebar on page 36 of the *D&D Player's Handbook*. As a shaman advances in level, the animal's power increases as shown on that table.

If a shaman releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer (-1 hour per shaman level; ceremony takes 4 hours minimum). This ceremony can also replace an animal companion that perished.

Totemic Nature (Su): When the player creates a shaman character or gains the first level of shaman, he or she must choose a single totem (or create one, with DM approval). Several sample totems are provided below. The shaman's totem, as well as bestowing spells, grants a bonus that arises from the favor of the totem and stays in play for as long as the shaman does not offend the spirit of the totem. If the shaman kills one of the totem's species, violates the trust of the tribe or fails to make offerings on holy days, the shaman offends the totem and cannot

NEW ANIMAL COMPANIONS

The list below contains all eligible animal companions from *Dangerous Denizens: the Monsters of Tellene*, organized by minimum shaman level required. Apply the parenthetical adjustment to the shaman's level when determining the special abilities and other characteristics of the animal companion. For existing animal companions from the *D&D Monster Manual*, see the druid entry in the *D&D Player's Handbook*.

1st level: alpaca, bat (Svimohzish yellow-winged), camel (draft), camel (racing), civet, clouded leopard, cow, coyote, deer, dog (guard), dog (hunting), fishing cat, fox, goat, goat (trained pack), golden cat, hare, horse (draft), horse (Gaketan mare), horse (Highland Dancer), horse (Middling), horse (miniature), llama, lynx, margay, ocelot, otter, ox, pampas cat, ram, serval, sheep

4th level (-3): avledor, bull, dog (Saaniemian war), horse (Drhokkeran war), horse (Middling war), jaguar, puma, zamulbah

10th level (-9): smiladon

16th level (-15): elephant (war), mammoth (wooly)

cast shamanic spells or use any supernatural or spell-like class abilities while doing so and for 24 hours thereafter (-1 hour per shaman level; minimum 12 hours). A shaman may never have more than one totem. Once a totem is chosen, it is permanent.

For more information on these animals, see the *D&D Monster Manual* and *Dangerous Denizens: the Monsters of Tellene*.

Bat: You gain blindsense 5 ft., with an additional +5 ft at 5th, 10th, 15th and 20th level. You also gain a bonus on Hide and Move Silently checks, equal to your totemic nature bonus.

Bear: You gain a bonus on melee damage rolls equal to your totemic nature bonus.

Bison or Buffalo: You gain a bonus to your Constitution ability score equal to your totemic nature bonus.

Boar: You gain a bonus on melee attack rolls equal to your totemic nature bonus.

Cat, Big Hunting: You gain a bonus on initiative checks, and Listen and Spot checks, equal to your totemic nature bonus. Big hunting cats include the cheetah, jaguar, leopard, lion, puma, smiladon, and tiger.

Cat, Small Hunting: You gain a bonus to your Dexterity ability score equal to your totemic nature bonus. Small hunting cats include the civet, clouded leopard, fishing cat, golden cat, hyena, lynx/bobcat, margay, ocelot, pampas cat, serval, and common domestic cat.

Centipede: You gain a hit point bonus equal to the result from one Hit Die roll plus your totemic nature bonus. You also gain a bonus on Fortitude saves to resist poison, equal to your totemic nature bonus. This form is more often found among subterranean shamans.

Crocodile: You gain a natural AC bonus equal to your totemic nature bonus.

Deer: You gain a bonus on initiative checks equal to your totemic nature bonus. You also gain a bonus of +5 ft. to your

base movement speed each time you receive a totemic nature bonus.

Dog: You gain a hit point bonus equal to the result from one Hit Die roll plus your totemic nature bonus. You also gain a bonus on Sense Motive and Survival checks, equal to your totemic nature bonus.

Eagle: You gain a bonus on Will saving throws equal to your totemic nature bonus.

Fox: You gain a bonus to your Charisma ability score equal to your totemic nature bonus.

Hare: You gain a bonus on Reflex saving throws equal to your totemic nature bonus.

Horse or wind: You gain a hit point bonus equal to the result from one Hit Die roll plus your totemic nature bonus. You also gain a bonus of +5 ft. to your base movement speed each time you receive a totemic nature bonus.

Owl or tree: You gain a bonus to your Wisdom ability score equal to your totemic nature bonus.

Ram or stone: You gain a bonus on Fortitude saving throws equal to your totemic nature bonus.

Rat: You gain a bonus on Fortitude saving throws to resist disease, equal to 2 + your totemic nature bonus. You also gain a bonus on Listen and Spot checks, equal to your totemic nature bonus.

Snake or water: You gain a bonus to your Intelligence ability score equal to your totemic nature bonus.

Spider: You gain a bonus on Climb and Escape Artist checks, on Fortitude saves to resist poison, and on Reflex saves to avoid being prevented from moving through another creature's web, equal to your totemic nature bonus. This form is more often found among subterranean shamans.

Wolf: You gain a bonus on melee attack rolls equal to your totemic nature bonus.

Wild Empathy (Ex): Like the druid, shamans have the wild empathy ability. For game mechanics, see the druid class.

Create Fetish (Su): At 3rd level, the shaman gains the ability to create a fetish. The fetish is a minor magical item that functions for a specific individual. The shaman must spend 24 hours making the item (-1 hour per shaman level; minimum construction time is 4 hours), choosing for whom it will function beforehand. The shaman must give the fetish to the person it is intended for and usually make some prohibition when making the gift. The prohibition might be to not flee from a battle when companions are still on the field, to not steal from the shaman's tribe, or to never return to a forbidden place.

If the individual ever violates the prohibition or if the shaman ever demands the return of the fetish, the magic is lost. A fetish grants its owner a +1 divine bonus on saves and a +1 resistance bonus to saves against one of the following (creator's choice): acid, air, cold, earth, electricity, fire, sonic or water.

Traceless (Ex): When standing on grass, earth, unworked stone or other natural terrain, a 4th-level shaman leaves no footprints, and neither his body nor clothing emit an odor that

a pursuer might track. Objects carried by the shaman, such as food or an often-used walking stick, leave odors or tracks as normal. The shaman may leave tracks and/or emit odor voluntarily, if she wishes.

Totem Form (Su): At 4th level, the shaman gains the ability to turn herself into the creature of her totem (and back again) once per day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per shaman level, or until she changes back. Changing form (to creature or back) is a standard action and does not provoke an attack of opportunity.

A shaman loses her ability to speak while in totem form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other creatures of the same general grouping as her new form.

A shaman can use this ability more times per day at 6th, 8th, 10th, 12th, 14th, 16th and 18th level, as noted on Table 2-8: The Shaman. A 20th-level shaman may shift forms at will. If she has them, the shaman may use the Natural Spell feat (and/or other feats or abilities that refer to the druid's wild shape ability) with her totem form.

If the shaman's totem has a variety of subtypes or species, the shaman always receives the version native to her region. For example, a shaman with the bear totem may receive a black or brown bear (polar bears are rumored to exist only far north of Shadesh Bay), while a shaman with the fox totem may have a gray or red fox (polar foxes only exist in the northern Wild Lands and above). Dire animals are never appropriate choices.



A deji (Kakado tribe) performing a ritual dance.

Chapter 2: Classes

See *Dangerous Denizens: the Monsters of Tellene* for more information on regional animal variants.

If the shaman's totem animal has a range of sizes available, the form's Hit Dice cannot exceed the character's shaman level; he can still make the transformation, but with only as many Hit Dice as his shaman level. For example, a 4th-level shaman cannot take the form of a 6 HD viper (a Huge creature) until 6th level, but he can take the form of a Huge viper reduced to 4 HD. A shaman of 8th level or higher gains the ability to choose any size within the available range.

Favor of the Spirits (Su): At 7th level, should anyone attack the shaman when she is helpless or completely unaware, that person must make a Will save (DC 14) or be cursed. This curse results in 6 points of temporary ability damage to one of his six ability scores, chosen at random. This curse can only reduce an ability score to a minimum of 1. This is a supernatural ability that is otherwise similar to the spell *bestow curse*.

Organic Poison Immunity (Ex): At 9th level, the shaman gains immunity to all organic poisons, including the venom of animals, vermin and monsters. A shaman is still susceptible to mineral poisons and poisonous gases.

Commune with Totem (Sp): Once per week, as an 11th-level shaman, you can contact your totem spirit to seek an answer to a question, just as if you are casting a *commune* spell (with no material component, focus or XP cost). You may ask your totem spirit one question per three class levels.

Life of the Land (Ex): At 13th level, the shaman ages only one year for every three years that pass. This triples the numbers for the shaman's middle, old, venerable and maximum ages (see *Vital Statistics*, in Chapter One: Races). Furthermore, she cannot be aged through the use of magic. She continues to apply bonuses and/or penalties previously accrued from aging effects, if any.

PLAYING A SHAMAN

As a shaman, you consider yourself a protector and worshipper of nature, as well as spiritual advisor to your tribe or party. You have little patience for those who abuse other living creatures, or who expect the world to serve them. Violence is your last resort, and you prefer to resolve differences by talk or mediation before releasing your enemy's spirit from his body.

Your power comes from your worship of nature spirits. In truth, your power comes from aspects of The Bear, god of nature, but you do not realize it. Even if you could be

convinced of such a fact (and how would it be proved?), it would make no difference to your mindset. It is the pieces you rely on, not the whole. After all, even each organized religion has its holy animal it reveres as a symbol of their god, and how is your belief system much different? Unlike your totem animal, their holy animals provide no power – a sad detail that simply shows how far clerics have drifted from the truth by revering an absent deity instead of its aspects on Tellene.

When among your tribe, you guide your people in their worship and provide wise counsel in their everyday lives - since you see no difference between the two. Should you have to leave your tribe on an adventure, you act no differently. The typical adventuring shaman gives advice to his comrades as if they were members of his own family. You feel no shyness in teaching your allies about the spirits, counseling your comrades against rash decisions, or lecturing them for their haste to do battle without forethought for the consequences.



A Deji shaman watches the skies for approaching dangers.

RELIGION

You decided to forego the rigid structure of Tellene's religious pantheon and worship the spirits of elements, creatures and forces of the world directly. Instead of paying homage to one or more gods, you revere the unseen spirits that represent the river that gives your village life, or the mountains that protect and provide for you. You take guidance from your animal totem, which represents itself but may also represent other aspects of nature. For example, the snake also represents water to many shamans, for it moves and glides with the same fluid motion. The ram, with its hard and unyielding horns, also represents rock or stone to dwarven shamans.

OTHER CLASSES

Shamans work best with barbarians, and are often found with them in societies other than their own. In fact, multiclass shaman/barbarians are common. They associate well with rangers, as long as the ranger does not flagrantly violate the shaman's ethics. Shamans deal with most other classes on a case-by-case basis. They often do not understand the cultural differences that go into making a paladin, and they disagree religiously - and sometimes violently - with druids and clerics, although clerics of The Bear are much more easily tolerated. They see sorcerers as gifted by the spirits and tend to treat them as akin to themselves, but with a mysterious purpose.

COMBAT

As a shaman, you can be an important member of any adventuring party. While fighters and barbarians charge the enemy, you protect your allies with spells, summoning divine power from the spirits to aid in the fight.

ADVANCEMENT

You gain the most benefit from your totem form and totemic nature by remaining a shaman throughout your advancement. If you do decide to multiclass, however, you should consider the barbarian class. Aside from its strong combat bonuses and rage ability, the barbarian class is commonly found in the same tribes and regions as the shaman, and complements your character background well.

When improving your skills, you should always have decent ranks in Handle Animal, Knowledge (nature) and Survival checks. If you often enter scout ahead when in totem form, Hide and Move Silently checks can help you avoid early detection. Adding points to Listen and Spot should also let you notice your enemies before they notice you. Knowledge (geography), Knowledge (local) and Knowledge (monsters) can also be useful, particularly in your native land.

Choose feats that help improve your spellcasting abilities, or combat when in animal form. Be sure to select feats that fortify areas where your normal or animal form may be weak, as well as improving your strengths. Animal Empathy, Explorer and Lone Wolf are often good shaman feats.

SAMPLE STARTING PACKAGE

Deji Shaman

Ability Scores: Str 9, Dex 12, Con 13, Int 11, Wis 13, Cha 12

Skills: Concentration, Handle Animal, Heal, Knowledge (nature), Knowledge (religion), Spellcraft, Survival.

Languages: Deji, Merchant's Tongue.

Feat: Critical Spell Strike, Track.

Weapons: Longspear (1d8/x3), sling (1d4/x2, 50 ft.) with 10 sling bullets.

Armor: Studded leather (+3 AC), heavy wooden shield (+2 AC).

Other Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel, 19 gp. 2d4x10 gp (50 gp).

SHAMANS IN THE WORLD

"You people turn to the spirits when your foundations shake, but you do not realize that it is the spirits who are shaking them." – Zashun, Deji shaman, to a distraught city watchman

While the standard druid is often a ceremonially inducted member of the druidic society, holding a social position inherited from a relative or through training, the shaman is not trained, nor is he a member of any special society. Instead, the shaman originates from tribal nonhumans who suffered (and survived) intense sickness, near-death or other unearthly experiences. During this experience, the character's soul travels to the spirit world where he or she interacts with the spirits, learns that each natural thing (pine tree, storm cloud, lion, and so on) is a spirit, and experiences a psychological transformation.

Upon reawakening, the shaman feels himself reborn in the service of the spirits and his people. The shaman chooses a single one of these spirits as a totem and reveres that animal or object over the others, but must placate or appease all of them for the good of his or her people. Upon choosing his totem, the spirits grant the shaman the magical spells and abilities he or she needs to excel in caring for the community.

DAILY LIFE

The shaman spends time each day in prayers, rituals and sacrifices to the spirits. You may rise early in the morning to give thanks, spend a few minutes in prayer before facing an obstacle or pondering a question, sacrifice fresh game animals or plants with a ritual or blessing before eating them, spend time telling stories or parables to your companions, or take time to walk quietly throughout a secured campsite or safe woodland, admiring the creatures and plants that grow there. Regardless of the time of day, you always spend at least one hour in quiet meditation or prayer with your totem spirit.

NOTABLES

Races and cultures that live most closely with nature are more likely to have a shaman for their spiritual leader than a druid or cleric. Most shamans live and die peacefully, their fame spreading little further than their tribal boundaries, but a few shamans do garner notoriety throughout a larger region. Such notoriety is usually due to some great act that aided multiple tribes, to a personality so strong and forceful that it causes all who encounter the shaman to remember and talk of him or her, or to a wisdom so great that people come from distant lands to seek the shaman's advice. Three such notable shamans include: Harmaan the Protector, an ancient gnomish shaman of the Elos Desert; Nurzek, a wizened hobgoblin from the Brindonwood; and Zashun, a barbarian-shaman Deji who leads a small tribe east of Trarr, in the Wild Lands.

ORGANIZATIONS

Unlike druids, shamans have no organizations amongst themselves. They merely serve their tribe, and the spirits, with devotion. Shamans from neighboring tribes may come together to resolve tribal arguments, but they only meet in groups or adventure together on those rare occasions when danger threatens all the tribes in a particular region.

NPC REACTIONS

Among the nonhumans, shamans are treated with great respect – except among those few races (such as halflings and most hobgoblins) for whom the shaman is merely an oddity. People who are familiar with druids often lump the shaman into the same category, and treat them equally well or poorly. Characters from large towns or cities often treat the shaman as an uncultured savage who is ignorant of the prominent faiths and churches of Tellene.

On the other hand, primitive and chaotic humanoids (such as orcs and hill giants) prefer the shaman class, and stone giants advance in it as well. While these races might prepare for battle at the sight of a fighter or paladin, turn to anger at the appearance of a cleric or druid, or hurl boulders at a ranger, rogue or wizard, they will be more apt to deal respectfully (or at least, not lethally) with the shaman.

SHAMAN LORE

Characters with ranks in Knowledge (religion) can research shamans in order to learn the following information. If a character succeeds at this skill check, he also receives any information from DCs lower than his successful check.

DC 10: Shamans believe that their power comes not from the gods, but from a variety of nature spirits.

DC 15: Shamans choose a single animal spirit that they call a “totem” spirit. The shaman gains powers based on the totem chosen.

DC 20: A shaman that offends his animal spirit loses this bonus until he or she makes amends with a deed or appropriate sacrifice.

SHAMANS IN THE GAME

Shamans fit easily into any campaign because of their infrequency of appearance and their druid-like nature. Characters that can accept the existence of a druid should have no difficulty accepting the shaman as a simple “savage druid,” regardless of how shallow their perception really is. Barbarian characters will likely welcome the addition of the shaman class, for it gives them an excellent ability to multiclass as a divine spellcaster, without trying to reconcile the differences between the barbarian's savage ways and the training required by most standard classes.

ADAPTATION

While shamans are easy to add to your campaign, you may find it difficult to adapt the class to your needs. However, there are many interesting and unusual ways to make the shaman a forceful presence in your world. The shaman could serve a specific plot need, such as a mediator between the players and a savage humanoid race that would normally attack them on sight. You could also tie the shaman's history specifically to that race or region. Perhaps in your campaign shamans only come from races with the giant subtype, or only live in regions where such giants are prevalent. You could also change the shaman's alignment to always evil-oriented, treating them as the leaders of primitive savages bent on destroying civilization in an effort to increase their own power, or simply to bring the land back to an “unspoiled” state.

SAMPLE ENCOUNTER

Shamans are most often encountered in remote parts of the world, away from towns and cities. Mountains, woodlands, deserts and swamps that more civilized races consider uninhabitable are the homes and temples of the shaman.

EL 10: For many decades, Kuoro Gramdal has made her home in the peaks of the Ka'Asa Mountains, watching over her Karastan brethren (dwarves of Karasta). While she alone cannot stand against the might of the Kalamaran overlords, she serves as both scout, advisor and defender of a small camp of dwarves and gnomes who openly wage guerilla attacks upon the occupying humans.

KUORO GRAMDAL

Female mountain dwarf shaman 10

NG Medium humanoid

Attack and Movement

Init +7

Melee +2 *quarterstaff* +10 (1d6+3/x2)

Ranged +1 *sling* +11 (1d4+1/x2)

Base Atk +7; **Grp** +8

SA Totem form (ram)

Speed 20 ft. (4 squares)

Defense

hp 68

AC 18, touch 12, flat-footed 16

Fort +9 (+10 against cold), **Ref** +7, **Will** +12

SQ Favor of the spirits, wild empathy

Shaman spells

0 (6/day) – As chosen from shaman spell list

1st (5/day) – *shillelagh*, plus others chosen from shaman spell list

2nd (5/day) – *heat metal*, *flaming sphere*, plus others chosen from shaman spell list

3rd (4/day) – *call lightning*, *cure moderate wounds*, plus other chosen from shaman spell list

4th (4/day) – *dispel magic*, *flame strike*, plus others chosen from shaman spell list

5th (3/day) – *stoneskin*, *wall of fire*, plus other chosen from shaman spell list

Traits

Racial darkvision (60 ft.), stability, stonecunning

Abilities Str 12, Dex 16, Con 15, Int 12, Wis 18, Cha 14

Skills Appraise +1 (+3 stone or metal), Concentration +8, Craft +1 (+3 stone or metal), Handle Animal +11, Heal +8, Hide +8, Knowledge (geography) +6, Knowledge (nature) +10, Listen +9, Move Silently +8, Ride +5, Search +1 (+3 stonework), Spellcraft +8, Spot +9, Survival +10 (+12 to keep from getting lost, to avoid natural hazards, and in aboveground natural environments), Use Magic Device +2 (+4 with scrolls)

Feats Improved Initiative, Run, Track, Two-Weapon Fighting

Languages Dwarven, Giant, Kalamaran

Deity Worshipped nature spirits (aspects of The Bear)

Equipment

+2 quarterstaff, +1 sling with 19 sling bullets, +3 hide armor, fetish (+1 to saving throws, +2 to saves vs. cold) carved to resemble a frost giant, miscellaneous gear

SPELLSINGER

“He, the sweetest of those who would die, poured out his liquid voice to quench the raging hole in the sky.” – from the song of Yealan

The first spellsingers on Tellene were direct descendants of the gray elf Yealan Batania who, according to legend, created the precious metal known as mithral to fight the diabolic followers of Blacksoul. Yealan armed his Nine Saints with spears tipped with mithral heads and slew the devils faster than Blacksoul could summon them. The spellsinger sealed the gate Blacksoul had created to bring in the outsiders, and then sang a

song of hope for his saints. Blacksoul devoured seven of the saints before Caregiver, Raconteur or the Eternal Lantern (the tale varies by teller) intervened and protected Yealan. Some accounts even claim Yealan reversed the summoning gate and himself sent Blacksoul away, though most non-spellsingers find this version simply preposterous.

As a spellsinger, you serve primarily as the party's arcane spellcaster, in place of (or reinforcing) the standard sorcerer or wizard. You receive the wizard's spells per day but the sorcerer's spells known, and you have no need of somatic or most material components. Without the need for these components, you can also protect yourself better though the use of armor, although your martial skills are not as strong as those of a fighter's. You can also employ your countersong ability to help block certain magical effects, but a bard's countersong ability cannot be used to block your spells.

MAKING A SPELLSINGER

The spellsinger is a good choice for players who want to try an armored arcane spellcaster with a bardic flavor, rather than the standard wizard or spellcaster. If you already have an arcane spellcaster who wishes to explore the world of song, multiclass sorcerer/bard or wizard/bard combinations might suit you better.

Abilities: Charisma is by far your most important attribute. Charisma determines how powerful a spell you can cast, how many spells you can cast per day and how hard those spells are to resist (see Spells, below). Besides affecting your spellcasting ability, it is key to your singing. Aside from Charisma, spellsingers often have high Wisdom scores to reflect their natural intuition and inventiveness. A high Constitution score is helpful in maintaining concentration, which spellsingers claim is very important.

Races: Rumor has it that the first spellsingers were all elves, but other races soon began to hunger for this strange type of magic, after the elves spread its knowledge across Tellene. Dwarves who have the capability for sorcery have a surprising talent for spellsinging, but they prefer to do their singing in groups. Halflings, despite their comparatively shrill voices, make good spellsingers. Gnome spellsingers are less common, and hobgoblin, half-orc, and half-hobgoblin spellsingers extremely rare.

Alignment: Spellsingers are independent, and therefore tend toward chaotic forms of good or neutrality, but they are rarely evil.

Starting Gold: 3d4x10 gp (75 gp).

Starting Age: Varies by race. See Vital Statistics, in Chapter One: Races.

CLASS FEATURES

Spellsingers cast spells through their songs. These songs are popular verses in elven culture, although only those with the talent for sorcery are able to use them to cause magical effects.

TABLE 2-9: THE SPELLSINGER (Hit Die: d4)

CLASS	BASE ATTACK	FORT	REF	WILL		SPELLS PER DAY									
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Spellsing, countersong	3	1	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		4	2	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3		4	2	1	-	-	-	-	-	-	-
4	+2	+1	+1	+4	Spontaneous casting	4	3	2	-	-	-	-	-	-	-
5	+2	+1	+1	+4		4	3	2	1	-	-	-	-	-	-
6	+3	+2	+2	+5		4	3	3	2	-	-	-	-	-	-
7	+3	+2	+2	+5	Harmonic familiar	4	4	3	2	1	-	-	-	-	-
8	+4	+2	+2	+6		4	4	3	2	-	-	-	-	-	-
9	+4	+3	+3	+6		4	4	4	3	2	1	-	-	-	-
10	+5	+3	+3	+7		4	4	4	3	3	2	-	-	-	-
11	+5	+3	+3	+7		4	4	4	4	3	2	1	-	-	-
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	-	-	-
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	-	-
14	+7/+2	+4	+4	+9		4	4	4	4	4	4	3	2	-	-
15	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	-
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	-
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

Class Skills (2 + Int modifier per level, x4 at 1st level): Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (art/music), Knowledge (history), Knowledge (religion), Perform (Cha), Profession (Wis), Read/Write Language (Int), Speak Language (None) and Spellcraft (Int). See Chapter 4: Skills in this book and in the D&D Player's Handbook for skill descriptions.

TABLE 2-10: SPELLSINGER SPELLS KNOWN

LEVEL	0	1	2	3	4	5	6	7	8	9
1	4	2	-	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-
3	5	3	-	-	-	-	-	-	-	-
4	6	3	1	-	-	-	-	-	-	-
5	6	4	2	-	-	-	-	-	-	-
6	7	4	2	1	-	-	-	-	-	-
7	7	5	3	2	-	-	-	-	-	-
8	8	5	3	2	1	-	-	-	-	-
9	8	5	4	3	2	-	-	-	-	-
10	9	5	4	3	2	1	-	-	-	-
11	9	5	5	4	3	2	-	-	-	-
12	9	5	5	4	3	2	1	-	-	-
13	9	5	5	4	4	3	2	-	-	-
14	9	5	5	4	4	3	2	1	-	-
15	9	5	5	4	4	4	3	2	-	-
16	9	5	5	4	4	4	3	2	1	-
17	9	5	5	4	4	4	3	3	2	-
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

According to ancient elven tradition, the spellsingers were the first arcane spellcasters on Tellene. Accordingly, they take great pride in their skills. Ample evidence exists for sorcery being hereditary, at least among elves, for many spellsingers point out that their ancestors also had the talent.

Weapon and Armor Proficiency: Spellsingers are proficient with all simple weapons. They are not proficient with any type of armor or shield.

Spells: A spellsinger casts a mixture of arcane and divine spells (see Spellsinger Spell List, below). Much like a sorcerer, he need not prepare his spells in advance, but he can cast any

spell he knows at any time, assuming he has not yet used up his spells per day for that level.

To learn or cast a spell, a spellsinger must have a Charisma score equal to at least 10 + the spell level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so on). The Difficulty Class of a saving throw against a spellsinger's spell is 10 + the spell's level + the spellsinger's Charisma modifier.

A spellsinger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 2-9: The Spellsinger. In addition, he receives bonus spells per day if he has a high Charisma score (see Ability Modifiers and Bonus Spells on page 8 of the *D&D Player's Handbook*).

A spellsinger begins with four 0-level spells and two 1st-level spells, but as he advances in level, he gains one or more new spells, as indicated on Table 2-

10: Spellsinger Spells Known. These new spells must be chosen from the Spellsinger Spell List, below. Unlike spells per day, the number of spells a spellsinger knows is not affected by his Charisma score; the numbers on Table 2-10 are fixed. In the event that a spellsinger could cast a spell of a level in which she knows no spells, she can use that spot to cast a spell of a lower level.

The spellsinger cannot choose to "erase" a spell from his currently known spells in order to learn a new one, as the sorcerer does. Once a spellsinger gets a song in his head, he does not forget it. The spellsinger may not take the Silent Spell feat (PHB).

Spellsinger: Starting at 1st level, the spellsinger does not need somatic components or common material components to cast a spell. As such, a spellsinger can cast a spell even when holding a weapon and wearing armor. All spellsinger spells, however, require a verbal component with a minimum casting time of 1 full-round action, in addition to any exceptional material components (those that have a listed gold piece or experience point value). Spellsingers may sing spells whose casting does not normally require a verbal component.

Countersong (Su): A spellsinger with 3 or more ranks in Perform (song) can use his singing to counter magical effects that depend on sound, as the bard ability of the same name. A spellsinger's verbal spellcasting ability cannot be blocked by the bard's countersong ability.

Spontaneous Casting: A 4th-level spellsinger can "trade" a spell in order to cast any spell of one or more levels lower (provided it is on his spell list). For example, a spellsinger who has already used all of his 2nd-level spells for the day may trade one of the day's 3rd-level (or higher) spells for the 2nd-level spell he needs.

Harmonic Familiar: As knowledge of spellsinging improves, the spellsinger gains the ability to shape a special song into a construct of semisolid sound, light and magical energy. When created, the harmonic familiar takes the shape of any standard Diminutive or Tiny animal of the spellsinger's choice and remains in that form until destroyed. Except for its energy nature, it is visually similar to the animal it takes the form of, and uses the same base attack bonus, base save bonuses, skills and feats. However, it is treated as a construct for the purposes of all effects that depend on its type, and draws upon the spellsinger to determine some of its abilities.

Creating a harmonic familiar takes six hours of nearly uninterrupted spellsinging (pausing only for quick drinks of water) and costs 100 XP. A harmonic familiar is a creature of semisolid magical energy that resembles an animal (treat as a construct for the purposes of all effects that depend on its type) and serves as a companion and servant.

The spellsinger chooses the kind of harmonic familiar he wishes to shape. As the spellsinger advances in level, his harmonic familiar also increases in power. If the familiar is destroyed, the spellsinger must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per spellsinger level; success reduces the loss to one-half that amount. However, a spellsinger's experience point total can never go below 0 as the result of a harmonic familiar's destruction. A destroyed harmonic familiar cannot be raised or reincarnated, but it can be replaced after one month.

Dismissing a harmonic familiar is the same as destroying it, for it cannot exist without the spellsinger. Also, the mental strain of dismissing a harmonic familiar is even greater than the anguish of an instantly severed connection

(such as occurs with a harmonic familiar's death). If the harmonic familiar is dismissed, the spellsinger must attempt a DC 18 Fortitude saving throw. Failure means he loses 300 experience points per spellsinger level; success reduces the loss to one-half that amount. A spellsinger's experience point total can never go below 0 as the result of a harmonic familiar's dismissal. A dismissed harmonic familiar cannot be raised or reincarnated, and cannot be replaced until at least three months have passed.

A multiclass character with a class that grants a familiar cannot have a standard familiar and a harmonic familiar at the same time.

Harmonic Familiar Basics: Use the basic statistics for the animal that the harmonic familiar appears as, but make the following changes.

Construct Traits: A harmonic familiar has immunity to poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but the spellsinger can repair it by spending 1 XP per hit point it lost, and singing a special song to



A spellsinger teleports away from danger.

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it for a number of minutes per hit point lost. If it reaches 0 Hit Points, it is immediately destroyed.

Hit Die: d10. For the purpose of effects related to the number of Hit Dice, use the spellsinger's character level.

Hit Points: The harmonic familiar has hit points equal to the average value of each Hit Die (5.5) multiplied by the number of Hit Dice, plus its Constitution modifier multiplied by the number of Hit Dice. Round any fractions down.

Armor Class: A harmonic familiar has a base Armor Class of 10, which is modified by the creature's size and the spellsinger's base Dexterity modifier (ignoring any other bonuses the spellsinger might have to Dexterity, such as from magic items).

Attacks: Use the spellsinger's base attack bonus, as calculated from all his classes. Use the spellsinger's Dexterity or Strength modifier, whichever is greater, to get the harmonic familiar's melee attack bonus with natural weapons. The weapons used and their damage are identical to that of the animal it took the shape of.

Saving Throws: For each saving throw, use the spellsinger's base save bonuses. The harmonic familiar also applies the spellsinger's ability modifiers to saves, but it does not share any of the other bonuses that the spellsinger might have on saves (such as from feats or magic items).

Skills: The harmonic familiar does not have the normal skills or skill ranks for the animal that it took the form of. Instead, it uses the spellsinger's skills and skill ranks. Regardless, some skills (such as Craft) may remain beyond the harmonic familiar's ability to use.

Feats: The harmonic familiar has the feats of the animal it took the form of. A harmonic familiar cannot take Enhance Familiar feats (see Chapter 5: Feats in this book).

Abilities: The harmonic familiar's starting Intelligence score is equal to half that of the spellsinger (round down). A harmonic familiar has no Constitution score.

Harmonic Familiar Ability Descriptions: The harmonic familiar has special abilities as noted below. The special abilities given on the table are cumulative, and are based on the master's levels in the spellsinger class. Levels from other classes do not count towards the master's level for purposes of harmonic familiar abilities.

A harmonic familiar can speak one language of its master's choice (as long as it is a language the master knows). A harmonic familiar can understand all other languages known by its master, but cannot speak them. This is a supernatural ability.

Natural Armor Adj. (Ex): The number noted here is an improvement to the harmonic familiar's natural armor bonus (normally +0).

Intelligence Adj. (Ex): Add this value to the harmonic familiar's Intelligence score.

Share Spells: At the spellsinger's option, he may have any spell (but not spell-like ability) he casts on himself also affect the harmonic familiar. The harmonic familiar must be able to hear the spellsinger at the time of casting to receive the benefit. If

the spell or effect has a duration other than instantaneous, it stops affecting the harmonic familiar if it moves out of auditory range and will not affect the harmonic familiar again even if it returns within listening range before the duration expires. Additionally, the spellsinger may cast a spell with a target of "You" on the harmonic familiar (as a ranged touch spell) instead of himself. A spellsinger and his harmonic familiar can share spells even if the spells normally do not affect constructs.

Sighted (Ex): Although it is a construct of sound and light, and not the actual flesh-and-blood creature it shapes itself as, a harmonic familiar can sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a harmonic familiar cannot discern invisible or ethereal beings. A harmonic familiar's sighted range is 40 feet.

Sing with Spellsinger (Ex): If the spellsinger is of at least 5th level, he and the harmonic familiar may communicate verbally through song, as if they were speaking the same language. Other characters (even other spellsingers) do not understand the song without magical assistance.

Spell Resistance (Ex): If the spellsinger is 11th level or higher, the harmonic familiar gains spell resistance equal to the spellsinger's class level + 5. To affect the harmonic familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level; see Spell Resistance in the *D&D Player's Handbook*) that equals or exceeds the harmonic familiar's spell resistance.

Harmonic Ray (Sp): If the spellsinger is 15th level or higher, the harmonic familiar can cast *harmonic ray* (caster level 8th) as a standard action once per round.

Spellsinger Class Level	Natural Armor Adj.	Int. Adj.	Special
1st-2nd	+1	+1	Share spells, sighted
3rd-4th	+2	+2	
5th-6th	+3	+3	Sing with spellsinger
7th-8th	+4	+4	
9th-10th	+5	+5	Spell resistance
11th-12th	+6	+6	
13th-14th	+7	+7	Harmonic ray
15th-16th	+8	+8	
17th-18th	+9	+9	
19th-20th	+10	+10	

PLAYING A SPELLSINGER

Like sorcerers, you use adventures to learn your craft and explore your unique talent. You journey in the hopes of finding others like yourself, so that you can share songs, learn from each other and then (usually) part and continue the process. You pride yourself on your spellcasting creativity and imagination, and adventuring provides you with the opportunity to put your abilities to the test.

Because you are devoted to the art of music, and sing your songs rather than mumble guttural phrases beneath your breath, you may be looked upon as either flaky or snobbish by other arcane spellcasters. If you play a spellsinger, do not let

ignorant folk stereotype you as a diva. You do not sing your spells because you feel that it is “better” than speaking them. It is simply the way you access magical energies, and the way that is best for you. You are a master of sonic energy, and should be respected as such.

Much like the Basiran dancer is a preserver of the ancient Kalamaran social etiquette, so are you a keeper of the ancient elven art of spellsinging. Regardless of what most arcane spellcasters from the younger races believe, you practice a centuries-old technique, and you take pride in it. While other players may forget that spellsingers are not the new kid in town, you never should. Play your character with dignity and, when possible, even with a hint of majesty. Your art is your life.

RELIGION

As is to be expected, spellsingers worship Raconteur, the god of the arts, far more often than they worship any other deity. Lesser patron deities include the Shimmering One (god of beauty), the Coddler (god of dreams and aspirations), the Riftmaster (god of magic) and the Laughter (god of passion and wine).

OTHER CLASSES

You often find that you have more in common with other self-taught classes, such as bards, druids and rogues, than you do with sorcerers and wizards. The more disciplined clerics, along with monks and paladins, sometimes consider you flighty but still love to hear you sing. Clerics of Raconteur admire you greatly, and to a lesser extent so do clerics of the Shimmering One, the Coddler, the Riftmaster and the Laughter.

COMBAT

Like most spellcasters, spellsingers often direct battles from a protected location, rather than remaining in front of the conflict. Although you may be tempted to don armor and rush into the fray, you should remember that it will be difficult for you to cast a spell when in melee, and nearly impossible to long maintain a spell that requires concentration.

If no other spellcaster is present, pick a secure location where you can cast spells that will damage enemies or protect and guard yourself and your allies. If you have another spellcaster in your group, you may consider wearing armor merely to improve your defense, and when possible to take damage that would have otherwise harmed the unarmored caster.

ADVANCEMENT

Remaining a spellsinger though at least 4th level is the best way to take full advantage of your powers. Afterwards, you can continue to advance as a spellsinger to take full advantage of your spell list and exclusive spell. If you do decide to multiclass, a level or two of fighter is perhaps your best choice, since you will receive combat benefits and a fighter bonus feat to reinforce your defenses. On the other hand, you might

consider a level of bard for the bardic music and knowledge it provides, since you should already have several ranks in the Perform (song) skill.

As you advance, you should assign skill points to Perform (song) as a priority, then boost your ranks in Concentration, Spellcraft, and Knowledge skills. When it comes to feats, you may want to consider Combat Casting and Spell Penetration, as well as the various metamagic feats. (Remember that spellsingers are restricted from taking the Silent Spell feat.) If you're one of those spellsingers who wants to improve your defense or combat abilities, think about taking Armor Proficiency, Combat Expertise, Point Blank Shot (if you favor ranged weapons) or one of the Weapon Proficiency feats.

SAMPLE STARTING PACKAGE

Gray Elf Spellsinger

Ability Scores: Str 8, Dex 11, Con 9, Int 13, Wis 14, Cha 16.

Skills: Concentration, Knowledge (arcana), Knowledge (art/music), Perform (song), Speak Language and Spellcraft.

Languages: Elven (High and Low), Kalamaran, Merchant's Tongue.

Feat: Improved Initiative.

Weapons: Leafblade (1d6/19-20), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: Leather (AC 2).

Other Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches, 9 gp.

SPELLSINGERS IN THE WORLD

“Spells too important to be spoken must be sung.” – Cyrasila, elven spellsinger

The spellsinger combines the spellcasting of the sorcerer and wizard with the features of the bard and a few cleric spells. Spellsingers make excellent friends and enemies because they can serve both as magical attacker and protector, and when armed and armored can provide melee backup should all the fighters fall.

DAILY LIFE

As long as magic and music exist, there will be spellsingers. While it is true that no two spellsingers are exactly alike, many spellsingers fall into distinct categories. First is the adventuring spellsinger that most player characters will be familiar with. Then there is the urban spellsinger, who rarely leaves the city and spends most of his or her time entertaining merchant and noble patrons who can pay for such services - and thus fund the arts or magical research of the spellsinger.

There is also the traveling spellsinger, who journeys from town to town spreading music much like a traveling bard, and the hermit-like spellsinger who lives far from ‘civilization’, enjoying the harmony of nature. Although it is not true in

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every case, these hermits are often more deadly than their city-dwelling or traveling brethren. Though nature can be harmonious, and the songs of birds may fill the trees, the predator/prey relationship still exists, and lone spellsingers must be prepared to take care of the rabid animals, vicious orcs or martial hobgoblins that encroach on their solitude.

NOTABLES

Most spellsingers are consummate professionals, promoting the beauty of their art and conducting themselves in the manner most appropriate to the situation, whether it be a town festival, royal wedding or dungeon delve. If anyone can be said to epitomize this mindset, it may well be Zharven Eshom, a Svimohz spellsinger from the Mezh-Vowmi Isle. Zharven never lets his personal feelings affect his singing, and he always delivers exactly what is asked of him. If, by some amazing and rare turn of events, Zharven is unable to fulfill the assignment, he returns any money paid to him.

Of course, there are exceptions, such as Urik Gramdal, a dwarven spellsinger and a swaggering peacock of a dwarf. His songs are tinged with a robust wildness the likes of which tends to shock prim and proper audiences. Urik cares nothing about the reputation of his art, particularly its elven heritage, and is more concerned about singing with gusto.

ORGANIZATIONS

Because of the elven origin of the class, many non-elven spellsingers tend to associate with elves and make frequent visits (when possible, or allowed) to Lathlanian (of the Lendelwood), or Doulathanorian (of the Edosi Forest). Spellsingers often work together in groups, and it is said that their combined harmonies are enough to make the blackest heart beat with emotion. However, long-term commitments to a group are uncommon, except in dwarven or elven communities where such choruses have long been established and a singer may strive for membership for many years. A spellsinger's natural penchants for travel, adventure or intense study often keep him from remaining with a group for long.

NPC REACTIONS

Characters react to spellsingers depending on their knowledge of the class. For example, people familiar with spellsingers (such as elves) recognize the spellsinger as a person of great ability, blending artistic and magical achievement. Where spellsingers are unknown to the locals, the character is treated like any bard or sorcerer, though with an added curiosity as to this strange method of magic.

A retired spellsinger may serve as music teacher or magical advisor (usually both) in such prominent locations as the College of Magic in the Principality of Pekal, the Theater of the Arts in Cosdol, or smaller theaters and churches of the Raconteur. They may also settle down to a quiet life in a large

city or isolated house in the woods, teaching music to those she chooses – or to those who can afford it.

SPELLSINGER LORE

Characters with ranks in Knowledge (arcana) can research spellsingers in order to learn more about them. If a character succeeds at this skill check, he also receives any information from DCs lower than his successful check.

DC 15: Spellsingers are spellcasters with a mixture of arcane and divine spells. They sing their songs and do not require common material or somatic components.

DC 20: Spellsingers can cast spells while wearing armor, and they have some similarities to bards.

SPELLSINGERS IN THE GAME

Spellsingers can be a good fit for any campaign where arcane casters exist. The class provides a bardic feel and a good selection of spells without the worry of multiclassing. Spellsingers can make great villains as well, since spellsingers general alignment tendencies are chaotic, and thus evil spellsingers tend towards chaotic evil. Chaotic evil is arguably one of the worst alignments to deal with. Chaotic evil characters are selfish, unpredictable, and sometimes even irrational. Put this into a spellsinger, and the potential for serious damage is enormous.

ADAPTATION

On one hand, the overall chaotic nature of the spellsinger encourages each person to go out and find their own path, and keep out of the affairs of others. In other words, mind your own business, don't judge, and don't try to tell other casters how to live their lives. On the other hand, spellsingers have an ancient art to uphold, and it does them no good to have intoxicated, homicidal, lust-filled persons or creatures running around loose, destroying the arts of the world.

In a land where the common people are unused to magic (as in Tellene), they greet the spellsinger no differently than a cleric, perhaps assuming that magics can only come from the divine. The fact that the spellsinger has access to some divine spells can only strengthen that illusion. Where magic is common, spellsingers might replace the typical bard or sorcerer entirely, or be slowly encroaching on the other classes' magical territory so that what once were standard classes are now a threatened minority.

SAMPLE ENCOUNTER

With their talent for singing, you might introduce the spellsinger as a type of bard, confusing the players when the spellsinger shows up without an instrument, wearing armor and singing spells they are used to seeing come from another type of caster altogether. Remember that, while spellsingers are rarely the vain, egocentric divas all too common in modern music, they do exist. Use the artistic, confident spellsinger as an ally and trusted confidant of the party, and the brash, vain

and/or evil spellsinger as a villain that the party will never forget.

EL 9: Celeria Tesselavi, a 7th-level high elf spellsinger, has two loves in her life: herself, and her art. She has been known to engage in what is known as “adventuring,” though she is quite particular about where she goes and with whom she associates. Any venue that promises a foul, filthy trek is immediately refused. Celeria’s idea of adventuring is perhaps a little bit of city intrigue, or investigating some ruins near a town with comfortable lodging. Celeria also has a hideous, violent temper that delights in sowing discord, and she dismisses her critics as jealous people who lack her talent, beauty and grace.

CELERIA TESSALAVI

Female high elf spellsinger 9
CN Medium humanoid

Attack and Movement

Init +5

Melee +1 leafblade +5 (1d6+1/19-20)

Ranged +2 shortbow +7 (1d6+2/x3)

Base Atk +4; **Grp** +4

Speed 30 ft. (6 squares)

Defense

hp 36

AC 16, touch 11, flat-footed 15

Fort +4 (+6 enchantment), **Ref** +4 (+6 enchantment),

Will +9 (+11 enchantment)

SQ Countersong, immune to sleep

Spellsinger spells

0 (4/day) – Chosen from spellsinger spell list

1st (4/day) – *charm person*, plus others chosen from spellsinger spell list

2nd (4/day) – Chosen from spellsinger spell list

3rd (3/day) – *confusion*, plus others chosen from spellsinger spell list

4th (2/day) – *sonic shards*, plus other chosen from spellsinger spell list

5th (1/day) – Chosen from spellsinger spell list

Traits

Racial low-light vision

Abilities Str 11, Dex 13, Con 12, Int 13, Wis 16, Cha 18

Skills Appraise +1 (+3 quality of music, +5 musical items), Concentration +6, Knowledge (arcana) +3, Knowledge (art/music) +6, Knowledge (history) +3, Knowledge (religion) +5, Listen +5, Perform (song) +16, Search +3, Spellcraft +7, Spot +5

Feats Heighten Spell, Improved Initiative, Martial Weapon Proficiency (leafblade), Toughness

Languages Elven (High and Low), Merchant’s Tongue

Deity Worshipped Raconteur

Equipment

+1 leafblade, +2 studded leather, +2 shortbow with 20 arrows, miscellaneous gear

SPELLSINGER SPELL LIST

Spellsingers choose their spells from the following list. If using spells from other sources, consider all spells with the [Sonic] descriptor to be available for spellsingers of the lowest required level for that spell. (For example, a [Sonic] spell available to 3rd-level bards and 4th-level clerics would be a 3rd-level spellsinger spell.)

0-Level (cantrips): *daydream*, *daze*, *detect magic*, *disrupt undead*, *flare*, *light*, *lullaby*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *unnerv**

1st-Level: *alarm*, *animate rope*, *calm animals*, *charm animal*, *charm person*, *cause fear*, *command*, *comprehend languages*, *confusion* (lesser), *disguise self*, *doom*, *enchantment disruption**, *enlarge person*, *harmonic cry**, *harmonic missile**, *hold portal*, *hypnotism*, *mount*, *reduce person*, *remove fear*, *shield*, *sleep*, *stupor**, *summon monster I*, *ventriloquism*, *Yealan’s sonic band**

2nd-Level: *aid*, *animal trance*, *blindness/deafness* (deafness only), *blur*, *calm emotions*, *command undead*, *crushing despair*, *darkness*, *daze monster*, *enthrall*, *gust of wind*, *heroism*, *hold animal*, *hold person*, *knock*, *inaudibility**, *make whole*, *mirror image*, *pyrotechnics*, *rage*, *resist energy*, *restoration* (lesser), *scare*, *see invisibility*, *shatter*, *soften earth and stone*, *song of sickness**, *sound burst*, *suggestion*, *summon monster II*, *summon swarm*

3rd-Level: *arcane sight*, *blink*, *charm monster*, *clairaudience/clairvoyance* (clairaudience only), *confusion*, *daylight*, *deep slumber*, *dispel magic*, *dominate animal*, *fear*, *fly*, *geas* (lesser), *good hope*, *halt undead*, *haste*, *invisibility purge*, *phantom steed*, *protection from energy*, *remove blindness/deafness* (deafness only), *scrying*, *sculpt sound*, *shrink item*, *slow*, *sonic geyser**, *speak with animals*, *speak with dead*, *summon monster III*, *thunderclap**, *wind wall*, *zone of truth*

4th-Level: *animate dead*, *bestow curse*, *blight*, *break enchantment*, *control water*, *dimension door*, *dominate person*, *enervation*, *enlarge person* (mass), *giant vermin*, *globe of invulnerability* (lesser), *hallucinatory terrain*, *hold monster*, *minor creation*, *modify memory*, *reduce person* (mass), *remove curse*, *repel vermin*, *restoration*, *shout*, *sonic shards**, *sonic shield**, *stoneskin*, *summon monster IV*, *wall of harmonics**, *zone of silence*

5th-Level: *animal growth*, *awaken*, *command* (greater), *control winds*, *dismissal*, *Dorama’s private sanctum***, *fabricate*, *feeblemind*, *heroism* (greater), *insect plague*, *magic jar*, *mind fog*, *overland flight*, *passwall*, *planar binding* (lesser), *scream of pain**, *seeming*, *song of discord*, *suggestion* (mass), *summon monster V*, *telekinesis*, *teleport*, *wall of force*, *waves of fatigue*

6th-Level: *animate objects*, *Azsul’s irresistible dance***, *charm monster* (mass), *circle of dread**, *disintegrate*, *dispel magic* (greater), *eyebite*, *flesh to stone*, *geas/quest*, *globe of invulnerability*, *guards and wards*, *move earth*, *planar binding*, *repel wood*, *repulsion*, *shout* (greater), *sonic storm**, *stone to flesh*, *summon monster VI*, *sympathetic vibration*, *true seeing*, *veil*, *undeath to death*, *wave of destruction**, *word of recall*, *world of deafness**

7th-Level: *animate plants*, *arcane sight* (greater), *banishment*, *blasphemy*, *control undead*, *control weather*, *creeping doom*, *dictum*, *hold person* (mass), *insanity*, *limited wish*, *plane shift*, *power word*

blind, restoration (greater), spell turning, summon monster VII, teleport (greater), teleport object, waves of exhaustion

8th-Level: antipathy, binding, control plants, demand, discern location, earthquake, Emmuk's telekinetic sphere**, harmonic ray*, horrid wilting, mind blank, planar binding (greater), power word stun, protection from spells, repel metal or stone, screen, sonic boom*, summon monster VIII, sympathy, trap the soul

9th-Level: dominate monster, elemental swarm, energy drain, freedom, gate, hold monster (mass), implosion, power word kill, summon monster IX, time stop, wail of the banshee, wish

*Indicates a new spell in this book.

**See Table 10-1: Famous Spellcasters.

WATCHMAN

"Geanavue will respect and obey its Watch, because no watchman will ever disappoint Geanavue. Or else." - Corat Nae, chief of the Geanavese Watch

The densely populated cities of the known world can be dark, dangerous places where bloodthirsty rogues prowl the night, and power-mad crime lords prey on the innocent. If not for the moral strength, training, and courage of the watchmen, these sinister adversaries would quickly overrun the streets. The watchman is a member of the city Watch, sworn protector of the people who fights the wicked criminals of the city on their own turf.

Many watchmen come from the same city streets that they now patrol. These watchmen bring a certain "street-credibility" with them on their quest to eliminate the dark influences they somehow avoided as children. Most watchmen train with the local police force or military, though retired watchmen may pass on their techniques to a few worthy students. Even fewer are the watchmen who train themselves while patrolling cities and towns in a never-ending, self-inflicted mission to rid the darkness of all things malevolent.

MAKING A WATCHMAN

Much like a ranger, a watchman has good hit points, many options for weapons and armor, and strong Fortitude and Reflex saves, but he also has some abilities common to the rogue class as well as his own special talents. You can improve the attitude of citizens, gather information from local sources, and move and track easily through urban settings.

As with several other classes in this book, making a watchman requires you establish your background. For example, what city do you work in, and how did you become a watchman in the first place? What type of watchmen are you - the strong and silent avenger, or the mild-mannered officer with a mind like a steel trap? Why are you adventuring with a group and not at home protecting your city? Were you assigned to work with this group by your superiors, or have you taken a leave of absence to pursue your own agenda? You also need to

work with your DM to determine your watchman career path - a game mechanic that differs depending on the watchman's city.

While new watchmen 'shadow' (work at the elbow of) regular watchmen on patrols, and in lockups and record keeping, they are considered 'extra strength' for these duties and never left to work on their own or substituted for watchmen who should be present. If this is your only class, your DM will probably declare that you are a regular watchman just past the training stage, rather than an experienced veteran (who should be of higher level). A multiclass character new to the watchman class is best treated as a new recruit, but this may vary depending on the nature of the campaign.

Abilities: A high Charisma helps a watchman deal with citizens and investigate crimes. Wisdom is important because watchmen must be aware of their surroundings and always be alert to the dangers that lurk the city streets. Strength and Dexterity are important for the inevitable combats that occur when apprehending criminals. A high Constitution also helps a watchman in combat, as well as keeping focused on the task at hand while investigating and patrolling. Intelligence and Wisdom are important in that a watchman must have the necessary skills to do the job well and to search for clues that untrained eyes would easily miss.

Races: Humans, with their sprawling cities and strict laws, are the most common watchmen. Dwarves become watchmen to uphold the laws and traditions of their strongholds. Elves often follow their own traditional martial training and seldom become watchmen. Small groups of gnome watchmen may be found patrolling their warrens and surrounding territories. Though few in numbers, half-elves make excellent watchmen, and are often found as high-ranking members of watchmen patrols. Half-hobgoblins and half-orcs often find it difficult to gain acceptance within a community, but can make superb watchmen if they can gain the trust of those they protect. Halflings who dedicate themselves to protecting their lands make fine watchmen, as do the Kors hobgoblins in service of Kalamar.

Alignment: Watchmen are sworn to uphold the law of the land, which may include protecting and serving its citizens as well as catching criminals. Watchmen are always lawful, with the only exception being neutral good. Though many characters of other alignments work as constables, sheriffs, and city police, they do not have the dedication, empathy, and will to uphold the law that a watchman exemplifies.

Starting Gold: 6d4x10 gp (150 gp).

Starting Age: Varies by race. See Vital Statistics, in Chapter One: Races.

CLASS FEATURES

A watchman is a master at law enforcement, pursuing criminals, and battling them in their own territory. Crowded streets, dark alleys, or rat-infested sewers are no obstacles for a determined watchman. A watchman champions the hard-working

citizens of any town or city and those citizens, in turn, become the eyes and ears of a watchman. A watchman is also an investigator, able to study crime scenes and the faces of bystanders around her to uncover subtle clues that normal people would pass over.

Weapon and Armor Proficiency: A watchman is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Enforcement (Ex): At 1st level, a watchman gains a +2 bonus on Bluff, Listen, Sense Motive, and Spot checks when using these skills against criminals or those currently engaged in nefarious activities. Likewise, she gets a +2 bonus on weapon damage rolls against anyone actively breaking the laws of a city or location the watchman has sworn to protect. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the enforcement bonus increases by +2.

As part of the enforcement ability, a watchman can deal nonlethal damage with any weapon in which she is proficient without suffering the –4 penalty to attack rolls.

Urban Pursuit (Ex): At 1st level, a watchman gains the ability to pursue lawbreakers through urban environments, such as crowded city streets, dark alleys, and indoors. Urban pursuit uses many of the same modifiers as the Track feat found in the *D&D Player's Handbook*, but "tracking" for a watchman is more an act of quickly questioning bystanders, noticing subtle signs of passage, and knowing the environment. Therefore, a watchman may employ her Search skill to trail someone through areas devoid of bystanders and her Gather Information, Intimidate, or Sense Motive skills interchangeably to trail criminals through crowded areas as the situation dictates. A watchman cannot use her urban pursuit ability in a wilderness setting.

Watchman Career Path (Ex):

Most cities and large towns have well-trained watchmen who specialize in a specific style of combat. At 2nd level, a watchman begins following the career path specific to the locale she has sworn to protect. For example, the watchmen of Geanavue are famous for their club-and-grappling combat style that emphasizes quick submission holds and nonlethal tactics, while the dreaded watchmen of the metropolis of Bet Kalamar use a far-more brutal sword-and-shield style that relies on deadly force and overwhelming numbers.

As a watchman advances, she gains bonus feats appropriate to

her locale's combat style. Examples of both Bet Kalamaran and Geanavese watchmen career paths can be found in Chapter Eight: Combat. You and your DM should feel free to create appropriate feat progressions for different cities and locations that best fit your campaign. The watchman gains these feats even if she does not have the normal prerequisites for that feat.

Citizen Empathy (Ex): A 2nd-level watchman can add his class level to his Diplomacy check result to help improve the attitude of a law-abiding citizen. The typical citizen has a starting attitude of indifferent, while lower class citizen (slaves, miscreants, vagrants, etc.) are usually unfriendly.

To use citizen empathy, the watchman and the citizen must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing a citizen in this way takes 1 minute, but it might take more or less time depending on the circumstances.

The watchman can also use this ability to influence a criminal who is not currently hostile or knowingly wanted for a crime, but suffers a –4 penalty on this check. When dealing with criminals, the watchman can add his watchman level to his Intimidate skill check instead of Diplomacy if the encounter dictates.

Endurance: At 3rd level, a watchman gains Endurance as a bonus feat.

Contacts (Ex): At 4th level, a watchman gains a +2 bonus to Gather Information checks in the watchman's patrol area (rarely larger than one-fourth of the city area, even in small cities). At 8th level and every four levels thereafter (12th, 16th, and 20th level), the watchman gains another +2 bonus, which

TABLE 2–11: THE WATCHMAN (Hit Die: d8)

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+2	+0	Enforcement +2, urban pursuit
2nd	+2	+3	+3	+0	Citizen empathy, bonus watchman career path feat
3rd	+3	+3	+3	+1	Endurance
4th	+4	+4	+4	+1	Contacts +2, uncanny dodge
5th	+5	+4	+4	+1	Enforcement +4
6th	+6/+1	+5	+5	+2	Bonus watchman career path feat
7th	+7/+2	+5	+5	+2	Urban stride
8th	+8/+3	+6	+6	+2	Swift pursuit, contacts +4
9th	+9/+4	+6	+6	+3	Evasion
10th	+10/+5	+7	+7	+3	Enforcement +6
11th	+11/+6/+1	+7	+7	+3	Bonus watchman career path feat
12th	+12/+7/+2	+8	+8	+4	Contacts +6
13th	+13/+8/+3	+8	+8	+4	Improved uncanny dodge
14th	+14/+9/+4	+9	+9	+4	Bonus watchman career path feat
15th	+15/+10/+5	+9	+9	+5	Enforcement +8
16th	+16/+11/+6/+1	+10	+10	+5	Contacts +8
17th	+17/+12/+7/+2	+10	+10	+5	-
18th	+18/+13/+8/+3	+11	+11	+6	Bonus watchman career path feat
19th	+19/+14/+9/+4	+11	+11	+6	-
20th	+20/+15/+10/+5	+12	+12	+6	Contacts +10, enforcement +10

Class Skills (6+ Int modifier per level, x4 at 1st level): Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Read/Write Language (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

she can apply cumulatively to a previous area or as a +2 to a new location.

Uncanny Dodge (Ex): The watchman gains uncanny dodge (see the rogue class) as noted on Table 2-11: The Watchman. If a watchman already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

Urban Stride (Ex): Starting at 7th level, a watchman may move through any sort of urban obstacle (such as crowds, muddy streets, trash-filled alleyways, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, areas that are enchanted or magically manipulated to impede motion still affect her.

Swift Pursuit (Ex): Beginning at 8th level, a watchman can move at her normal speed while using the urban pursuit ability without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while in pursuit.

Evasion (Ex): At 9th level, the watchman gains evasion (see the rogue class).

Improved Uncanny Dodge (Ex): The watchman gains improved uncanny dodge (see the rogue class) as noted on Table 2-11: The Watchman.



Being a watchman is a dangerous profession.

PLAYING A WATCHMAN

You are champion of the laws of the land, and (unless you are corrupt) a guardian of the common folk. You may choose to stay in a chosen city and work with its rulers to make your home a safer place, or you may travel from town to town, working against corrupt rulers and challenging the bullying thugs those despots hire to enforce their oppressive rules or laws.

You and your DM should decide on some common techniques common to watchmen in your city when on duty. For example, when you shout, “Down you go!” or some variant of “You, man in green cloak! Down! Green cloak down!” you are commanding the subject to stop moving, set down anything in his hands, and submit. If you touch someone and say, “Custody” or other appropriate term in your city, that person is under arrest (this is customarily done even to unconscious, trussed or held down persons). You may place restraints on an arrested person, and they may be slapped, hurled to the ground or pummeled for nonlethal damage if you deem it necessary. Armed persons who do not disarm themselves completely when ‘called down’ can expect such rough handling, but it is not a technique to be used unless absolutely necessary.

Be sure to transport prisoners to a watchmen ‘lockup’ as swiftly as is safely and prudently possible. If this means leaving fallen loot unguarded or a brawl or fire unattended, this may mean chaining the prisoner to a post, horse trough, shop sign, or the undercarriage of a handy (parked, not moving or likely to move soon) wagon for some time before actual travel begins.

RELIGION

Most watchmen revere gods who exhibit the virtues of law, order, and protection. The Knight of the Gods is greatly favored, as is the Speaker of the Word, the True, and even the Peacemaker (though only among the Preachers of Peace sect). The Eternal Lantern undoubtedly has the largest following of watchmen. The Order of Light’s doctrine of protecting the common folk from the sinister things of the night leads many watchmen to walk the Dark Watch alongside the followers of the Shimmering One.

OTHER CLASSES

You are the archenemy of evil rogues, brigands, and anyone who preys upon the weak and innocent. You work well with paladins and law-abiding members of just about any other class. Barbarians have an innate disdain for laws and community, and you find it extremely hard to tolerate them.

COMBAT

Watchmen often have excellent reflexes that improve as they advance, and their bonus feats combine with other abilities to help them engage foes in combat while their allies attack with spells or other ranged weapons. To avoid killing suspects as they subdue them, on-duty watchmen are usually armed only with stout clubs and poles. They wear metal helmets, stout boots,

broad belts that can serve as effective flails and padded 'jacks' (stout armor tunics). Watchmen traveling between cities often equip themselves with additional weapons and armor as well.

Watchmen also carry special pieces of equipment that serve them well after combat ends: a blindfold, two short lengths of stout wire (used for wiring big toes or little fingers and thumbs of prisoners to each other, all-in-all highly-effective bindings), a lead-collar and a capture hood (see Chapter Seven: Equipment).

ADVANCEMENT

When considering what skills to improve as you advance, consider if you want to improve your skills with the innocent or the guilty. Add points to Diplomacy, Gather Information, Heal and Knowledge (local) to improve your relationship with citizens and spies, or improve ranks in Bluff, Intimidate, Listen and Spot to aid in your battles with criminals. Disguise, Move Silently and Open Lock can help if you go undercover or simply need to be quiet in pursuit of a suspect, while Search and Sense Motive help you discover both physical and psychological clues.

When deciding on feats, the same rules apply. Choose feats that improve your ability to deal damage (Power Attack and Weapon Focus), impede your enemies (Combat Expertise with Improved Disarm and Improved Trip), improve your skills (Alertness, Attentive, Investigator, Negotiator and Stealthy), or improve your general efficiency on the job (Eidetic Memory, Improved Initiative, Pacify, Rapid Ready, Run and Toughness). You may also consider feats such as Improved Unarmed Strike (to aid you if disarmed) and Quick Draw (when a suspect makes an unexpected move).

If you're interested in the ability to cast spells, you might consider multiclassing as a spellsinger. For religious watchmen who desire the ability to heal, a cleric of The Eternal Lantern is a good option, while the fighter class can provide extra bonus feats.

SAMPLE STARTING PACKAGE

Reanaarian Watchman

Ability Scores: Str 12, Dex 11, Con 10, Int 12, Wis 13, Cha 14.

Skills: Diplomacy, Gather Information, Intimidate, Knowledge (local), Listen, Search, Sense Motive, Spot.

Languages: Dwarven, Merchant's Tongue, Reanaarese.

Feat: Improved Initiative.

Weapons: Belt (as small flail, 1d6/x2), club (1d6/x2), quarter-staff (1d6/1d6/x2).

Armor: Padded jack (AC 4).

Other Gear: Blindfold (worth 1 cp), capture hood, lead-collar, two short lengths of stout wire (worth 1 sp, for bindings), two flasks of lamp oil, hooded lantern, 15 gp.

WATCHMEN IN THE WORLD

"There is nothing more stimulating than a case where everything goes against you." – said with a smile by watchman Kelana Morel

The watchman class gives the players a chance to play the medieval detective or lawman, providing an urban warrior with investigative skills, combat prowess, and impressive speed and reflexes. Corrupt watchmen also make wonderful villains, often backed up by dozens or more dishonest watchmen, a vast network of spies, and the funding of an amoral government.

DAILY LIFE

When on duty, watchmen patrol the streets, seeking out trouble before it can happen. The Watch patrols the city at all hours, and officers going off duty always confer with those taking over (there are paid overlap times, deliberately staggered so thieves will not be able to identify and exploit a 'no Watch in sight' time). They promptly investigate suspicious gatherings of persons or work going on in unaccustomed places or at unusual times. A watchman does not hesitate to shadow any stranger, or approach a visitor to the city and quietly introduce himself and then offer quiet warnings about which taverns to avoid, or which merchants may be less than honest in their dealings.

It is usually a crime to disobey any direct order from a watchman (punishable by a night's detention, during which watchmen deliver some firm and blunt 'law and order' lectures to the incarcerated. It is a crime to strike any watchmen, and the punishment is usually a fine of 3 gp per blow struck.

However, watchmen are themselves immune from legal punishment when they physically strike or restrain others — so long as they do not touch a noble or other royal personage, do not kill, and do not demonstrably break bones. This allows them to aggressively pursue and apprehend by any necessary means suspected miscreants and troublemakers without hesitation. Since they command the respect of most citizens, they are doubly swift and effective in maintaining public order. Drunkards tend to give watchmen their most frequent trouble, but horse troughs in which to douse and sober up the belligerents are always handy.

"Watched over by the Watch" (or simply "watched over") is a popular expression for someone thought to be dishonest, or for anyone committing suspicious behavior. It is widely known that watchmen assist elderly and infirm residents by running errands for them, shifting furniture or cooking-wood they cannot easily lift, and even providing food and drink. In return, the aided citizens serve as "eyes and ears" for the watchmen. Watchmen take care to aid many people, so their true spies cannot easily be identified. Experience has taught them to remain wary of exaggerated gossip and the tendencies of certain of their agents to cast false suspicions on rivals and old foes.

NOTABLES

Watchmen often become popular (or despised) within their city, depending on how they interact with the local citizenry. Currently, Chief Corat Nae heads the watchmen of Geanavue, in the Reanaaria Bay area. A wise, impressive-looking old man who knows the feuds and unsolved crimes of Geanavue for

Chapter 2: Classes

three decades back (and was a successful adventurer and pirate-hunter for some years before that), he is widely respected. Locals aptly describe him as “quietly fearless,” as he has never been known to lose his temper, regardless of provocation. The Watch love him because he is kindly, but stern and fair.

ORGANIZATIONS

Where a city maintains a force of watchmen, there are groups of watchmen known as patrols (usually six to ten men). Actions are always conducted with one watchman observing the others from afar, to raise the alarm (and summon aid, if needed) the moment trouble unfolds. There is rarely a stigma attached to making a false call, so watchmen do not hesitate.

Outside of their jobs, watchmen do not form groups except in one instance – corruption. Corrupt watchmen may form into gangs, stealing from suspects, extorting shopkeepers for money, and other nefarious actions. On rare occasions, the entire force may become corrupt, but this typically only occurs in cities where the government is also full of corrupted and evil persons.

The city Watch hierarchy is typically as follows, from top to bottom: Chief Watchman, Deputy Chief Watchman, Commanding Patrol Officer (each city has as many patrols and commanding patrol officers as needed), Deputy Commanding Officer, Watchman, and Watchman Trainee.

NPC REACTIONS

Except when watchmen become corrupted, citizens are not servile when dealing with them, nor are they fearful enough to refrain from speaking their mind to officers as equals, although they do tend to obey and even actively aid watchmen. A shopkeeper who will defend his own staff and wares like a lion might not rush down the street to battle an armed thief fighting with another shopkeeper three blocks away. However, if a watchman chases that thief, or he sees a watchman wounded by the thief, he may be quite likely to run, stool or dagger or handy tool at the ready, and ‘pitch in.’

After all, the average citizen ‘knows’ their city is rife with dark trade dealings, minor swindles, and underhanded or preferential treatment. Yet, commoners shrug off such deceits as merely part of doing business. They would be more concerned if armed gangs were practicing extortion, arson and wholesale theft in the streets, or if general ‘order’ broke down so that citizens would all have to go armed and expect to have to protect themselves every few moments, or never to enter certain streets or neighborhoods. Yet, this is not the case, and all law-abiding citizens want to keep matters that way. They are quite prepared to forgive occasional watchmen slip-ups or over zealousness in return for the watchmen being enthusiastic and efficient at pouncing on and eradicating threats to city peace and safety.

WATCHMAN LORE

Characters with ranks in Gather Information or Knowledge (local) can research local watchmen in order to learn more

about them. If a character succeeds at this check, he receives any information from DCs lower than his successful check.

DC 10: Watchmen are skilled melee fighters who specialize in urban combat.

DC 15: Watchmen are combat-oriented characters who uphold the laws of their region through personal interaction with citizenry, a network of informants, and routine patrols.

DC 20: The combat styles of each Watch often vary from city to city. Their agility and speed improve, as they become more experienced.

WATCHMEN IN THE GAME

The watchman's main role in an adventuring group is that of an investigator, law enforcer, and secondary combatant. Watchmen do not have the martial or magical capabilities of other classes, but they do extremely well in urban environments and when confronted with brigands, rogues and other criminals.

ADAPTATION

When adapting the watchman to your campaign, take a look at how your rangers fit into the game and how they are viewed, and then imagine a watchman as being much like an urban ranger. With their lawful nature, however, a watchman might have a reputation much like a paladin – at least, among city folk. You may decide that every city over a certain population size (no less than 5,001+) has some city organization referred to as a Watch, or limit the organization only to the largest metropolises (such as Bet Kalamar, with its population of 300,000+).

SAMPLE ENCOUNTER

Perhaps the easiest way to introduce the watchman to your game is to have one make an appearance when the party is in a city, and a PC breaks the law. With a banging of metal item on pot, a citizen alerts the nearest watchman, and the offender is brought into custody.

Any watchman can order any person except a noble, courtier or official envoy of another city or country held for a night's detention without trial. However, no person can be detained without trial for more than seven consecutive nights. Additionally, a prisoner cannot be “released” by one officer and then “detained” by another officer standing beside the first, to continue incarceration for another week. When taken to one of several Watch lockups (some twelve to fourteen blocks apart), the PCs should find it to be a simple place - essentially a street-level stone room with a means of chaining and anchoring prisoners inside. Ceiling crossbeams provide anchors for rows of ceiling-manacles (long chains with lockable metal ‘adjustable-clamp’ cuffs at their ends), while a few high, narrow slot windows with stout, lockable metal shutters let in some light. Every lockup has two massive metal entry doors, set in a metal frame and opening outward onto different streets and on opposing sides of the building.

Not far inside the most frequently used entry door should be a desk and chair for the duty guard. A row of metal cages (rectangular boxes made of a latticework of stout metal bars), far enough apart that prisoners cannot reach each other, usually dominate the room beyond the desk. These cells typically loom 4 feet wide and 7 feet tall; each is built separately and locked in place with the ceiling manacles to prevent toppling (or unauthorized removal of a cage). All lockup cells are equipped with lockable doors, at least four manacles, a locked-in-place toilet bucket, and side 'pockets' that allow (if wood or metal bars are slid through them horizontally as carry-handles) each cage to be used as a sort of litter for carrying prisoners through the streets or for placement on a wagon.

Outside the cages prisoners may see a long wooden bench that allows wooden bars to be locked in place along it, so as to confine single seated individuals. There may also be a row of wall manacles out of reach of both the cages and the bench, affixed at typical throat and ankle levels. In a corner may be a pile of large, battered metal lockboxes, each with its own key (on a loop of cord) hanging from its padlock, and (if prisoners are in residence) a smaller, neater pile of locked boxes. Out of reach of all prisoners will also be either a pump and basin, or an elevated water-cask with spigot and several buckets, for washing down the lockup and occasionally for giving water to prisoners (or dashing it over their heads). There is also a lockable (and almost always locked) metal-sheathed and reinforced cabinet containing spare keys, lanterns and candles for them, a flint and steel, and spare manacles.

Upon arrival at a lockup, the watchman may restrain the prisoner by cuffing his wrists together behind the head and through a wall manacle, and then thoroughly search him. All weapons, coinage and other small items will be removed, including any belts and *always* including all footwear, because barefoot persons are far less likely to try to flee. These possessions are placed into a lockbox, to which the prisoner receives the sole key (usually looped with a cord around an ankle, or otherwise affixed out of reach of the hands and mouth), and the box must travel with them if they are removed from the lockup. There is a master key for all lockboxes, but it is usually held under lock and guard in the Watch headquarters or other city location, and is not handy to jailers.

After a prisoner serves a sentenced incarceration or if released without trial, prisoners are freed from lockup and all belongings returned to them. At least three Watch officers and a city or castle scribe will be present at such 'returns,' and the scribe will ask the if any items are missing. The scribe will record any complaints they make, although these are very rarely acted upon save as a cumulative means of slowly changing Watch practices.

If a prisoner is found not guilty at trial (or sentenced only to pay a fine, and has done so), she is free to go immediately. This means she is freed on the spot of all restraints, and the Watch must "immediately" return anything taken from her. However,

if confiscated property is a weapon, beast or other dangerous item, the court sometimes decrees that its return occur at a specific time or place, or under certain conditions.

EL 9: Kelana Morel is quick-witted and incredibly perceptive, even more so than most watchmen, founding her methods upon the observation of trifling evidence. However, she often maintains a detached interest in the emotions of her fellow Bet Kalamarans, treating both victim and criminal like pieces in the puzzle of crime, instead of actual people with real problems. While this has brought her a decent amount of respect and notoriety, she is not well liked, and few people can tolerate her company for very long. She spends much of her off duty time improving her detecting skills by taking on freelance cases as a private consultant.

KELANA MOREL

Female Kalamaran human watchman 9

LN Medium humanoid

Attack and Movement

Init +6

Melee +1 *short sword* +8 (1d6+3/19-20) or

Melee +2 *bashing heavy steel shield* +5 (1d4+3/x2)

Base Atk +9; **Grp** +11

Speed 30 ft. (6 squares)

SA *swift pursuit, urban pursuit*

Defense

hp 53

AC 19, touch 12, flat-footed 17

Fort +7, **Ref** +8, **Will** +4

SQ *Citizen empathy, evasion, uncanny dodge*

Traits

Abilities Str 14, Dex 15, Con 13, Int 14, Wis 13, Cha 16

Skills Bluff +17, Climb +4, Diplomacy +13 (+22 with citizens), Disguise +8 (+10 when being observed and trying to act in character), Gather Information +17 (+27 in patrol area), Handle Animal +5, Heal +3, Intimidate +15 (+20 with suspects, +24 with known criminals), Knowledge (local) +12, Knowledge (nobility and royalty) +5, Listen +11, Move Silently +5, Search +14, Sense Motive +15, Sleight of Hand +4, Spot +11, Use Rope +3

Feats Cleave, Endurance, Improved Initiative, Improved Shield Bash, Investigator, Power Attack, Shield Proficiency, Two-Weapon Fighting

Languages Elven, Hobgoblin, Kalamaran, Merchant's Tongue

Deity Worshipped Eye Opener

Equipment

+1 *short sword*, +2 *bashing heavy steel shield*, +1 *leather armor*, miscellaneous gear

Chapter 3

Prestige Classes

*"Even the best warriors are not equal to their own prestige."
– Jasselan, elven thief and smuggler exiled from
Doulathanorian*

Tellene is rife with secret societies, ambitious organizations and religious cults that seek power, fame and riches. Each of these societies has its own goals and methods of pursuing those goals. The individuals who form the core of these groups share a specific set of skills and techniques. They teach certain spells, practice fighting styles or skills, and keep their secrets to themselves. Any of these groups is a potential prestige class waiting for development.

ALLIANCE MERCHANT

"Greed is a word spoken by those who want to discredit us - we who have merely acquired superior skills and the capability to make wise decisions." – Tranton Vrenlal, Alliance Merchant

Many years hence, an assortment of merchants and others banded together in the Golden Alliance to help themselves individually achieve greater wealth. Certain political factors favor trade, and they work to promote those laws and factors in nations where they do business. While anyone who helps existing members gain wealth is welcome to join the network, they prefer associates who do not bring with them exceptionally powerful enemies.

Alliance merchants live throughout Tellene. They tend to be powerful political influences, using their wealth as a bargaining tool with the local ruler, always keeping in reserve the threat to move their operations elsewhere. They are particularly strong in Dowond-Brandel, Ospolen, P'Bapar, Bet Regor, Bet Kalamar, Zoa and Zha-nehzmish. Alliance merchants include Zeba Mastera, a Meznam ivory dealer, Ashaboran Renoraz, a member of the Ashoshani parliament and Tranton Vrenlal, a native of Dalen now operating a huge shipping fleet in Bet Kalamar.

BECOMING AN ALLIANCE MERCHANT

To qualify to become an Alliance Merchant, a character must fulfill all the following:

Entry Requirements

Alignment: Any non-good.

Skills: Appraise 10 ranks, Bluff 6 ranks, Diplomacy 4 ranks, Gather Information 4 ranks.

Feats: Iron Will.

Special: The character must own or operate a business with an annual income of 20,000 gold pieces or more, and receive an offer of membership from the Golden Alliance.

CLASS FEATURES

All of the following are class features of the Alliance merchant prestige class.

Weapon and Armor Proficiency: The Alliance merchant is proficient with all simple weapons and with light armor.

TABLE 3—I: THE ALLIANCE MERCHANT (Hit Die: d6)

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+0	+2	Fool's gold
2	+1	+0	+0	+3	Notorious
3	+2	+1	+1	+3	Perfect appraisal
4	+3	+1	+1	+4	Soft strike
5	+3	+1	+1	+4	Strongarm
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	Foolproof pilfering
8	+6	+2	+2	+6	Outsneak*
9	+6	+3	+3	+6	
10	+7	+3	+3	+7	Outsneak**

* Immune to sneak attacks

** Attack of opportunity against sneak attackers

Class Skills (8 + Int modifier per level): Appraise, Bluff, Craft, Diplomacy, Disguise, Forgery, Gather Information, Intimidate, Listen, Perform, Profession, Search, Sense Motive, Speak Language. See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

Fool's Gold (Ex): A 1st-level Alliance merchant can make inferior items seem good, and good items appear exceptional. If he succeeds at a Bluff check versus his opponent's Appraise check, he can sell his products for twice their normal value.

Notorious (Ex): At 2nd level, the merchant's reputation enhances his threats and innuendo. The merchant gains a +2 bonus to all Intimidate checks.

Perfect Appraisal (Ex): At 3rd level, the Alliance merchant gains a +6 bonus to his Appraise skill checks for all trade goods, gems, jewelry, coins, weapons, armor and similar items. He can estimate the worth of a large collection of valuables in moments (a standard action).

Soft Strike (Ex): At 4th level, the Alliance merchant is an expert at capturing his foes. Once per day, he can attempt a soft strike. If he scores a critical hit, the creature struck must make a Fortitude save at DC 10 + the damage rolled or be knocked

unconscious for ten minutes instead of taking damage. If the creature succeeds, it takes normal nonlethal damage from the strike. The merchant must declare the intention to use a soft strike before rolling damage for the critical hit.

Strongarm (Ex): At 5th level, the merchant gains the loyalty of a 1st level assassin (since the assassin is a prestige class, the assassin must have levels of some other class as well; the character's total level is not higher than 7th). The assassin is mostly loyal to the merchant and serves as threat, collector, bodyguard, spy and enforcer. The assassin gains a level for each two character levels the merchant gains. If his assassin is killed, the merchant can attract another assassin within 30 days.

Foolproof Pilfering (Ex): At 7th level, the merchant's combined scams, embezzlement and skimming totals 1,000 gp per month. She might also draw a salary, of course. Under normal circumstances, this level of theft does not draw the attention of employees, other merchants or the authorities.

Outsneak (Ex): At 8th level, the merchant takes no additional damage from a successful sneak attack. At 10th level, not only does the merchant take no additional damage from sneak attacks, he also gains an attack of opportunity against anyone who tries to make a melee sneak attack against him.

BOUNTY HUNTER

"There is nothing like hunting man. Once you try it, you never care to hunt anything else again." – Harrgran Korenkol, hobgoblin bounty hunter

In civilized lands, local lords call upon bounty hunters to capture criminals that live beyond their reach, or who outclass the knights and soldiers in the lord's employ. Closer to the frontier, the lone bounty hunter might be the only law capable of bringing dangerous criminals to justice. Authorities across Tellene simultaneously scorn and hire bounty hunters.

Evil bounty hunters might seek to recapture the innocent or bring selected captives to cult leaders as sacrifices. They might belong to these cults or work for pay. Evil bounty hunters might also hunt down good adventurers in the name of evil forces.

BECOMING A BOUNTY HUNTER

To qualify to become a bounty hunter, a character must fulfill all the following criteria:

Entry Requirements

Base Attack Bonus: +6.

Skills: Gather Information 4 ranks, Move Silently 4 ranks, Survival 6 ranks.

Special: The bounty hunter must capture a wanted person and return him in exchange for a posted reward.



An Alliance merchant studies a new purchase.

TABLE 3—2: THE BOUNTY HUNTER (hit Die: d8)

CLASS	BASE ATTACK	FORT	REF	WILL	
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL
1	+1	+2	+0	+0	Tracking
2	+2	+3	+0	+0	Penetrate disguise
3	+3	+3	+1	+1	Gather Information, Skill Focus
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Soft strike
6	+6	+5	+2	+2	Diving falcon
7	+7	+5	+2	+2	
8	+8	+6	+2	+2	
9	+9	+6	+3	+3	Relentless pursuit
10	+10	+7	+3	+3	

Class Skills (6 + Int modifier per level): Bluff, Craft, Disguise, Gather Information, Hide, Intimidate, Listen, Move Silently, Profession, Ride, Search, Speak Language, Spot, Survival, Use Rope. See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the bounty hunter prestige class.

Weapon and Armor Proficiency: The bounty hunter is proficient with all simple and martial weapons. Bounty hunters are proficient with light and medium armor and all types of shields.

Tracking (Ex): The bounty hunter gains the Track feat. If the bounty hunter already has the Track feat, he gains a +2 bonus to his Survival checks when tracking.

Penetrate Disguise (Ex): Beginning at 2nd level the bounty hunter gains a +4 competence bonus to Spot checks when opposing a Disguise check.

Soft Strike (Ex): The bounty hunter is an expert at capturing his foes. At 5th level, he can attempt a soft strike once per day. If he scores a critical hit, the creature struck must make a Fortitude save at 10 + the damage rolled or be knocked unconscious for ten minutes instead of taking damage. If the creature succeeds, it takes normal nonlethal damage from the strike. He must declare his intention to use a soft strike before rolling damage for the critical hit.

Diving Falcon (Ex): At 6th level when the bounty hunter's prey is within sight, the bounty hunter gains increased movement in pursuit. As long as he is moving toward his prey (or around obstacles between him and his prey), the bounty hunter gains a 30 feet increase in his base movement rate. If the prey disappears from sight for more than one round, the bounty hunter returns to his normal movement rate.

Relentless Pursuit (Ex): At 9th level when the bounty hunter is pursuing one person, he gains a +4 competence bonus on melee attacks, skill checks, and Will saves when directly confronting that person. The person must be a known or suspected criminal for whom a governing body has offered a public reward. If the reward is for a group, the bounty hunter must select one member of the group against whom he gains the bonuses.

DREAD SLAVER

"It is the nature of the strong to rule, and the nature of the weak to serve." – Yulan Velsin, Grand Mistress of the Whip

The dread slaver represents an even more fearful combination of fighting ability, stealth and special abilities than the regular slave master, for whom "slaver" and "Brolenese slaver" are almost synonymous. After all, the nobles and wealthy merchants of Pel Brolenon account for seven slavers out of ten on the high seas.

Dread slavers on the seas include Covral Thorn, a Brolenese great galley captain and minor wizard, Methael Spatas, a Prompeldian halfling, Kraxol "Irontooth" Mug, a hobgoblin from Ul-Karg and the rogue Deji Hasan, who plagues wanderers in the Elos Desert.



A successful bounty hunter hauls in a difficult catch.

BECOMING A DREAD SLAVER

To qualify to take the dread slaver prestige class, a character must fulfill all the following criteria:

Entry Requirements

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Intimidate 6 ranks, Use Rope 4 ranks.

Feats: Iron Will.

Special: The character must own at least one slave.

CLASS FEATURES

All of the following are class features of the dread slaver prestige class.

Weapon and Armor Proficiency: The dread slaver is proficient with light and medium armor. The dread slaver can use the club, crossbow (any), dagger (any), dart, mace (any), morningstar, quarterstaff, rapier, sap, scourge, shortbow, shortsword, spiked chain and whip.

Pacify: The dread slaver gains the Pacify feat.

Appraise Slave (Ex): The dread slaver gains a +4 competence bonus on Appraise checks to estimate the market value of a slave.

Capture (Ex): At 2nd level, the dread slaver may use a special grapple action to bind an opponent if she has a rope or manacles handy. If she succeeds in an opposed grapple check, she immediately binds or



TABLE 3-3: THE DREAD SLAVER (Hit Die: d8)

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+0	Appraise slave, Pacify
2	+1	+0	+3	+0	Capture
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	Crush morale
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	Biting lash
8	+6	+2	+6	+2	
9	+6	+3	+6	+3	
10	+7	+3	+7	+3	Ensnare spirit

Class Skills (4 + Int modifier per level): Appraise, Bluff, Craft, Disguise, Gather Information, Intimidate, Profession, Speak Language, Spot, Use Rope. See Chapter 4: Skills in this book and in the D&D Player's Handbook for skill descriptions.

manacles her opponent. The dread slaver can even use an opponent's cloak or other loose clothing, although she makes the grapple check with a -4 circumstance penalty for inferior tools.

Crush Morale (Ex): Beginning at 4th level, the dread slaver saps her opponent's will as she saps his strength when attacking to subdue. For each successful strike she makes that inflicts nonlethal damage, the opponent must make a Will save (DC 10 + 1/2 the dread slaver level + the dread slaver's Charisma modifier) or suffer a -1 morale penalty to attacks and damage (damage is reduced to a minimum of 1).

Biting Lash (Su): At 7th level the dread slaver gains proficiency in the whip if she does not have it already. In addition to the whip's normal damage of 1d2 points of nonlethal damage, its strike also inflicts 1d2 points of temporary Wisdom loss. Dread slavers use the lash to weaken an opponent's will before attempting to Ensnare Spirit.

Ensnare Spirit (Sp): At 10th level, the dread slaver may attempt to completely suppress the will of a lesser person and dominate that person once per day. Ensnare spirit is a standard action that affects a humanoid of Medium size or smaller that has fewer Hit Dice than the dread slaver. If the victim fails a Will save (DC 10 + 1/2 the dread slaver level + the dread slaver's Charisma modifier), she is dominated, as per the sorcerer/wizard spell dominate person. The dread slaver may only keep one individual ensnared at a time. If she successfully uses this ability on a second person, it dispels the first use. Ensnare spirit is a mind-affecting gaze attack with a range of 30 feet.

GOLEM MASTER

"A golem master knows only three types of art: what you can look at, what you can walk around, and what you have to run away from before it catches up to you and stomps you into the ground." – Nolan Kazi, halfling adventurer

The golem master is a creator, a craftsman who has mastered the highest art of craft: she gives life to her creations. Golem masters might be proud creators who make defenders of palaces, temples and fortresses, or they might be secret researchers of foul creations whose purpose is to assassinate unsuspecting enemies. While famous members of this class are rare, known golem masters include Numara of Salireta, known for her rotund clay golems and Dharkar the Golden, mastermind behind the lifelike stone guardians that defend Draska's inner halls.

BECOMING A GOLEM MASTER

To qualify to become a golem master, a character must fulfill all the following criteria:

Entry Requirements

Skills: Craft (alchemy) 8 ranks, Knowledge (arcana) 10 ranks.

Feat: Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item.

Special: A golem master must have made at least one golem or other construct.

CLASS FEATURES

All of the following are class features of the golem master prestige class.

Weapon and Armor Proficiency: The golem master is proficient in all light weapons but not with any type of armor.

Homunculus (Su): The golem master pays no XP cost when creating a homunculus (see the homunculus entry in the Monster Manual).

Mastery of All Forms (Ex): At 3rd level, if the golem master acquires the correct spells, she can create any golem, regardless of the class requirements described in the Monster Manual.

Animating Touch (Sp): At 4th level the golem master can animate objects, as the spell, by touch, once per day. Her effective level is her spellcaster level.

Gargoyle (Su): At 5th level the golem master can animate (and control) a mundane gargoyle. The creature has 37 hp and stays animated for 24 hours unless destroyed first. Animating the gargoyle is a standard

TABLE 3–4: THE GOLEM MASTER (Hit Die: d6)

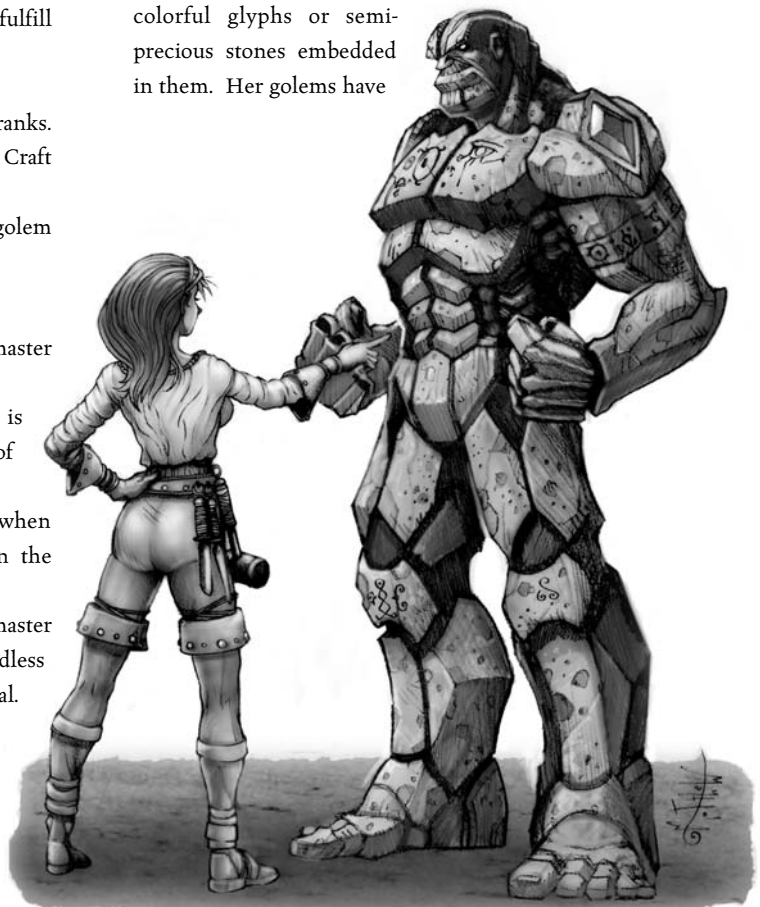
CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY/SPELLS KNOWN
1	+0	+0	+0	+2	Homunculus	+1 level of existing arcane spellcasting class
2	+1	+0	+0	+3		+1 level of existing arcane spellcasting class
3	+1	+1	+1	+3	Mastery of all forms	+1 level of existing arcane spellcasting class
4	+2	+1	+1	+4	Animating touch	+1 level of existing arcane spellcasting class
5	+2	+1	+1	+4	Gargoyle, secrets of building	+1 level of existing arcane spellcasting class
6	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
7	+3	+2	+2	+5	Craftsmanship	+1 level of existing arcane spellcasting class
8	+4	+2	+2	+6		+1 level of existing arcane spellcasting class
9	+4	+3	+3	+6	Faithful creation	+1 level of existing arcane spellcasting class
10	+5	+3	+3	+7		+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Decipher Script, Gather Information, Knowledge (arcana), Profession, Speak Language, Spellcraft. See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

action. The golem master may have only one animated gargoyle at a time using this ability.

Secrets of Building (Ex): At 5th level, the golem master reduces the cost to create a golem by 50% and the time required to build a golem by 25%.

Craftsmanship (Ex): At 7th level the golem master's creations are sturdy and durable. Furthermore, they are uniformly seamless and attractive. Flesh golems look like living creations, clay golems are often colored like ornate pottery, and stone golems have bas-reliefs, colorful glyphs or semiprecious stones embedded in them. Her golems have



A golem master commands her latest creation.

an additional +2 AC (natural armor), +2 Hit Dice and 10 extra hit points.

Faithful Creation (Su): At 9th level the golem master's constructs have no chance of breaking free of the golem master's control.

Spells Per Day: When a golem master gains a new level, the character gains new spells per day as if he 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. The essentially means that he adds the level of golem master to the level of whatever arcane spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one spellcasting class before he became a golem master, he must decide to which class he adds each level of golem master for the purpose of determining spells per day.

LIVING BLADE OF KOTESH

"Though death itself assaults us, we shall never yield." - favorite saying of the living blades of Kotesch

The living blades of Kotesch are also known in Merchant's Tongue as "Slayers of the Undead" or members of the "Order of the Slayer". Furthermore, they have differing names in different lands; such as the Darnon Blona (Brandobian), Dofryr (Dejy), Kalenal Gali (Kalamaran), Mash Vishohz (Svimohzish), Nyktharr (Fhokki) and Wiunoom (Reanaarese).

No one who is not a living blade of Kotesch knows the true story of the Order's founding, and even they are not certain of the veracity of their history; their founder was in the final stages of a terrible pestilence that ravaged both body and mind when he penned it. Most believe that the Order began almost 400 years ago, somewhere deep in the Khydoban Desert, as the idea of a small but valiant group of men and women. After losing their families to the dreaded lich kingdom, they banded together in revenge, hoping to destroy the undead menace. They failed miserably. Fortunately, one of the Order, a fighter

named Kotesch, managed to survive and escape the desert kingdom. Kotesch died less than a year later of a strange wasting disease, but not before establishing the Dofryr Order as a true organization of its own.

Members typically worship Regorike the Raiser, Dirasip the Shining One and Deb'fo the Valiant, but the Order has no restrictions on worship. The Congregation of the Dead and its clerics, the Harvesters, are their sworn enemy. The Order holds horses in high regard; they are often featured on their armor and shields.

BECOMING A LIVING BLADE OF KOTESCH

The Order's membership is open to humans and non-humans of any race or class, save that of necromancers or other obviously evil beings. Membership in the Order is composed primarily of individuals who have lost their families to the undead, and are now devoted to one goal and one goal alone: elimination of the undead and necromancy in all forms. Living blades usually prefer to fight their battles with their own hands, rather than using long-range magic. They are not averse, however, to using magic to bolster the capabilities of themselves, their weapons and their armor.

To qualify to become a living blade of Kotesch, a character must fulfill all the following criteria:

Entry Requirements

Alignment: Any non-evil.

Base Attack Bonus: +8

Feats: Blind-Fight, Improved Initiative, Martial Weapon Proficiency, Weapon Focus (any) or Weapon Finesse.

CLASS FEATURES

All of the following are class features of the living blade of Kotesch prestige class.

Weapon and Armor Proficiency: Living blades of Kotesch are proficient with all simple and martial weapons, as well as all types of armor and shields.

Spells: A living blade of Kotesch gains the ability to cast a small number of divine spells (the same type of spells available to the cleric, druid, paladin and ranger), which are drawn from the

TABLE 3-5: THE LIVING BLADE OF KOTESCH (Hit Die: d8)

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY			
						1ST	2ND	3RD	4TH
1	+1	+2	+0	+0	Detect undead, light, living blade's oath	0	-	-	-
2	+2	+3	+0	+0	Hide from undead	1	0	-	-
3	+3	+3	+1	+1	Death's embrace, turn undead	1	1	0	-
4	+4	+4	+1	+1	Remove disease, smite undead	2	1	1	0
5	+5	+4	+1	+1	Mass cure light wounds	2	2	1	1
6	+6	+5	+2	+2	Restoration	2	2	2	1
7	+7	+5	+2	+2	Smite undead +1d6	3	2	2	2
8	+8	+6	+2	+2	Stout heart	3	3	2	2
9	+9	+6	+3	+3		3	3	3	2
10	+10	+7	+3	+3	Smite undead +2d6	4	3	3	3

Class Skills (2 + Int modifier per level): Craft, Concentration, Heal, Intimidate, Knowledge (monsters), Knowledge (religion), Listen, Move Silently, Ride, Sense Motive, Speak Language, Spot, Survival, Use Magic Device. See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

Chapter 3: Prestige Classes

living blade of Kotesch spell list. A living blade must choose and prepare his spells in advance.

To prepare or cast a spell, a living blade must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so on). The Difficulty Class for saving throws against a living blade's spell is 10 + the spell level + the living blade's Wisdom modifier.

Detect Undead (Sp): At will, a member of the Order can detect undead. This ability duplicates the effects of the spell *detect undead*.

Light (Sp): At will, a member of the Order may cause an object to glow like a torch. This ability duplicates the effects of the spell *light*.

The Living Blade's Oath: A potential member must swear an oath in the presence of three current members, as well as promising to abide by the rules of the Order. A knight who breaks any of the rules makes himself subject to possible expulsion from the Order. Rules vary slightly depending upon region, but all sects follow these rules:

A member may have no personal possessions other than armor, weapons and mounts (this does not include currency).

Members are forbidden to swear oaths to anyone other than a member of the Order.

A member must immediately attack any undead sighted and fight to the death, as long as the member is not disobeying a superior or putting innocents in harm's way by doing so.



A Living Blade slays his foes without mercy.

A member may only retreat from opponents his same size or smaller if he is outnumbered by more than 3 to 1.

A member may not discuss the Order's business with those outside the Order.

The oath is as follows: "I beseech thee, O Kotesch, bless my hand with thy strength. I swear my sword to your service, as a scourge against they who return from the hallowed grave. I pledge to be just in attack and defense, the terror and dread of all evildoers. I will do my duty to my liege, while never faltering in my service to your Order. I will be brave, loyal, generous of spirit and courteous. I will go to the true death honoring these words."

Hide From Undead (Sp): At will, a member of the Order who reaches 2nd level or higher can become invisible to undead. This ability duplicates the effects of the spell *hide from undead*.

Death's Embrace (Su): A member of the Order of 3rd level and above may bestow true death upon a corpse, meaning that it cannot be animated or created as an undead creature. This ability also prevents the corpse's soul from being trapped or removed with spells such as *soul bind*. The living blade must place a hand directly on the corpse's head and one on the corpse's chest for 1d6 minutes, concentrating on the image of that person as they were in life. During this time, the living blade cannot engage in any other activities. When the allotted time ends, the living blade may rest assured that the body will not return as an undead creature.

For a number of times per day equal to the living blade's Charisma modifier, this ability may also be used as a touch attack (without the 1d6 minute restriction). If the Living blade makes a successful touch attack against undead, he may instantly slay the undead creature touched. The undead may make a Fort save (DC 12 + character's living blade of Kotesch class level) to negate this effect.

Turn Undead (Su): When a living blade reaches 3rd level, he gains the ability to turn undead once per day (as detailed in the *D&D Player's Handbook*).

Remove Disease (Sp): With this ability, a 4th level or higher member of the Order may remove disease as the spell of the same name, twice per day.

Smite Undead (Sp): Once per day, a living blade of 4th level or higher may attempt to smite undead creatures with a normal melee attack and deal 1 extra point of damage per class level. For example, Lisanara, a 4th level living blade armed with a longsword, faces a vampire. If she succeeds at her attack roll, she would deal 1d8+4 points of damage, plus any bonuses from high Strength or magical effects that normally apply. The living blade gains an additional 1d6 damage every three levels, thus at 7th level she would deal 1d8+7+1d6 points of damage, or if 10th level she would deal 1d8+10+2d6. If the living blade should score a critical hit with smite undead, the damage is not multiplied. If the living blade accidentally smites a creature or object that is not undead, the smite has no effect but is still spent for that day.

Mass Cure Light (Sp): Once per day, a 5th level or higher member of the Order may use this ability to heal friends and/or damage undead. This ability duplicates the effects of the spell *cure light wounds (mass)*.

Restoration (Sp): Once per day, a living blade of 6th level or higher may cure temporary ability damage and restore points permanently drained from an ability score. This ability duplicates the effects of the restoration spell.

Stout Heart (Su): A living blade of 8th level and above gains a +4 bonus to all Will saving throws.

LIVING BLADE OF KOTESH SPELL LIST

- 1st – *alarm, cure light wounds, mage armor, magic weapon, protection from evil*
- 2nd – *aid, align weapon, darkvision, daylight, whispering wind*
- 3rd – *cure serious wounds, dispel magic, magic vestment, remove curse, searing light*
- 4th – *dispel evil, illusionary wall, reincarnate, stoneskin*

MUSE

“Art is the first muse, and inspiration the condition that produces it.” – Jelania Isachariel, high elf muse

The muse is a protector, healer and motivator. Though less martially oriented than other classes, a muse is still quite capable of handling weapons. While bards inspire allies' morale in combat, the muse inspires her allies with creativity on the battlefield. Outside of combat, the muse inspires works of art, beauty and lasting tribute, whether the character is patching holes in his leather armor, engraving his name on plate mail, or sculpting a holy relic that will stand for ages.

BECOMING A MUSE

To qualify to become a muse, a character must fulfill all the following criteria.

Entry Requirements

Alignment: Any but lawful evil, lawful neutral or neutral evil

Base Attack Bonus: +4.

Skills: Craft 4 ranks, Knowledge (fighting styles or military tactics) 4 ranks, Perform 3 ranks.

Feats: Skill Focus (perform).

CLASS FEATURES

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

Weapon and Armor

Proficiency: The muse's primary role is to support her comrades.

She is proficient with simple weapons, and light and medium armor, but not with shields.

Spells: Beginning at 1st level, the muse gains the ability to cast a small number of arcane spells, according to Table 3-6: The Muse. She casts these spells without the need to memorize them beforehand or keep a spellbook. To cast a spell, the muse must have a Charisma score of at least 10 + the spell's level. Muse bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + the spell level + the muse's Charisma modifier (if any). When the muse gets 0 spells of a level, she gets only the bonus spells for her Charisma score. A muse without a bonus spell for that level cannot yet cast a spell of that level.

Keen Ear and Eye (Ex): The trained and sensitive ears and eyes of the muse are accustomed to detecting subtle nuances of tone and color that others would miss. The muse gains +2 bonus to all Listen, Spot and Search checks.

Inspiration (Ex): At 2nd level, a muse with at least 5 ranks in Craft or Perform chooses a listening ally to receive a +4 competence bonus on a single Craft or Perform skill check, or a +1 competence bonus on a single attack roll, while the muse sings or recites inspirational words. For every three class levels attained beyond 1st, she can target one additional



A muse inspires a struggling artist.

TABLE 3-5: THE MUSE

CLASS	BASE ATTACK	FORT	REF	WILL		SPELLS PER DAY			
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL	1ST	2ND	3RD	4TH
1	+0	+0	+2	+2	Keen ear and eye	0	-	-	-
2	+1	+0	+2	+2	Inspiration	1	-	-	-
3	+1	+1	+3	+3	Improved aid	1	0	-	-
4	+2	+1	+4	+4	Inspiration +1, Mind over battle	1	1	-	-
5	+2	+1	+4	+4	Not amused	1	1	0	-
6	+3	+2	+5	+5	Great performance	1	1	1	-
7	+3	+2	+5	+5	Inspiration +2, Not amused +1	2	1	1	0
8	+4	+2	+6	+6	Master muse	2	1	1	1
9	+4	+3	+6	+6	Not amused +2	2	2	1	1
10	+5	+3	+7	+7	Death poem, Inspiration +3	2	2	2	1

Class Skills (6 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Heal, Knowledge (arcana), Knowledge (art/music), Knowledge (fighting styles), Knowledge (military tactics), Listen, Perform, Profession, Search, Sense Motive, Speak Language, Spot. See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

listening ally with a single use of this ability (two at 4th level, three at 7th level, and four at 10th level).

Improved Aid (Ex): At 3rd level, when using the aid another combat option (see the *D&D Player's Handbook*), the muse can choose to give a single ally both bonuses (a +2 bonus to his next attack roll and a +2 bonus on AC against his opponent's next attack). If the muse is in a position to make a melee attack on an opponent engaged with two or more allies, the muse may split the bonus between the two allies as she sees fit. This could mean giving each ally a +1 bonus to AC and a +1 bonus to attack, or giving one ally a +2 bonus to AC and a +1 bonus to attack, while the second ally only receives a +1 bonus to attack.

Mind Over Battle (Su): At 4th level the muse gives all listening allies within 30 feet a +2 insight bonus to all saving throws, while the muse sings or recites words of courage.

Not Amused (Su): A 5th-level muse with at least 10 ranks in Perform chooses a listening ally to enrage, while the muse recites provoking words. This ability functions exactly like barbarian rage, and lasts for as many rounds as the muse succeeds at a Perform check (DC 15) at the beginning of each round. For every two class levels attained beyond 5th level, she can target one additional listening ally with a single use of this ability (two at 7th level and three at 9th level).

Great Performance (Ex): At 6th level, the muse may enhance the ability of another artist to achieve spectacular success. Once per day, the muse may add her muse level to an ally's Craft or Perform check after spending a full round motivating the character with encouraging speech.

Master Muse (Ex): At 8th level, the muse receives a +4 bonus to all her Craft and Perform checks.

Death Poem (Su): When a muse reaches 10th level, she may spend at least 1 hour to create and recite a 'death poem.' The subject is usually a great deed she accomplished, or a trait for which she would like to be remembered. Once she accomplishes this task, she gains a special opposition to the next killing blow struck against her. When it occurs, she can make a Will saving throw at DC 15 + the damage inflicted (if any) to reduce the damage by enough to leave her with 1 hp. If the

killing attack does not reduce her hit points, the muse may make a Will save (DC 25) to survive. She must create and recite a new poem to regain this ability after it is used.

MUSE SPELL LIST

Muses choose their spells from the following list:

1st level - *charm person*, *hypnotism*, *message*, *silent image*, *sleep*.

2nd level - *animal trance*, *blur*, *detect thoughts*, *hold person*, *minor image*, *silence*.

3rd level - *charm monster*, *dispel magic*, *good hope*, *illusory script*, *major image*, *remove curse*.

4th level - *break enchantment*, *dimension door*, *dominate person*, *legend lore*, *rainbow pattern*.

RESTORER

"But all's to no end, for the line will not mend 'til Norga-Krangrel is whole again." – Vuthal Dazarnog, exiled hobgoblin poet

The restorers are learned and dedicated ancients from Norga-Krangrel who strive to return a member of an ancient lineage to the kingship and restore the nation of Kruk-Ma-Kali to greatness. They recruit from those among their number with great combat prowess, the innate ability to cast sorcerer spells and unbridled ambition. Hated even in their own nation, they wander across Tellene, searching for powerful artifacts that they believe will help in their quest.

BECOMING A RESTORER

To qualify to become a restorer, a character must fulfill all the following criteria.

Entry Requirements

Race: Hobgoblin.

Alignment: Any evil.

Base Attack Bonus: +6.

Skills: Spellcraft 8 ranks.

Feats: Maximize Spell.

Special: Ability to cast spells as a sorcerer.

CLASS FEATURES

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

Weapon and Armor Proficiency: The restorer is proficient with all simple and martial weapons, but not armor.

Eternal Searching (Su): At 1st level, the restorer can use *locate object* at will as a standard action.

Enhanced Metamagic (Su): At 2nd level and higher, the restorer may reduce the cost of applying a single metamagic feat to a spell by one level. Thus, she may prepare or spontaneously cast a maximized fireball as if it were a 5th-level spell.

Increased Spellcaster Level: At 3rd, 6th and 9th levels, the restorer gains an effective level of spellcasting ability in his sorcerer class (or the class that allows him to cast sorcerer spells).

TABLE 3-7: THE RESTORER (Hit Die: d8)

CLASS	BASE ATTACK	FORT	REF	WILL	
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL
1	+1	+2	+0	+2	Eternal Searching
2	+2	+3	+0	+3	Enhanced Metamagic
3	+3	+3	+1	+3	Rise a Second Time, +1 spellcaster level
4	+4	+4	+1	+4	Cohort
5	+5	+4	+1	+4	Monstrous Steed
6	+6	+5	+2	+5	+1 spellcaster level
7	+7	+5	+2	+5	
8	+8	+6	+2	+6	
9	+9	+6	+3	+6	+1 spellcaster level
10	+10	+7	+3	+7	Incite Racial Pride

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Gather Information, Knowledge (arcana), Search, Speak Language, Spellcraft. See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

Rise a Second Time (Su): At 3rd level, any time an event brings the restorer below 0 hp (but not to –10 hit points) or causes him to suffer 50 points of damage or more in a single attack, he falls to the ground and must succeed at a Fort save (DC 10 minus half the restorer's class level; round down). If he succeeds, he is treated as if at 0 hit points in all respects. Yet, to all observers, he appears dead (unless he moves, speaks, attempts to get to his feet, and so on). Other creatures Treat the deception as a Bluff check made with a +4 circumstance bonus. Other creatures can make an opposed Heal or Spot check to detect the ruse and realize that the restorer is still alive. The restorer may only rise a second time once per day.

Cohort (Ex): At 4th level, the restorer gains the services of a hobgoblin faithful to the cause as if he had the Leadership feat. The hobgoblin has a character class and is fanatically loyal, even giving up his life if necessary to further the restorer's goals.

Monstrous Steed (Ex): At 5th level, the character can choose one of the following as his mount: a griffon, a nightmare, a dire boar or a displacer beast.

Incite Racial Pride (Su): At 10th level, the restorer knows how to motivate hobgoblins, allowing them a peek at the drive that propels the restorer to strive night and day for the restoration of their former kingdom. The hobgoblin delivers a brief but powerful speech, after which up to one hobgoblin per point of the restorer's Charisma modifier gain a +2 morale bonus to attacks, weapon damage, skill checks and saves. The speech takes but a single combat round (a full-round action) and the benefit lasts for one hour.

Spells Per Day: When a restorer reaches 3rd, 6th, and 9th level, the character gains new spells per day as if he had also gained a level in whatever



A restorer motivates his followers, whipping them into a frenzy for the cause.

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. The essentially means that he adds the level of restorer to the level of whatever arcane spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one spellcasting class before he became a restorer, he must decide to which class he adds each level of restorer for the purpose of determining spells per day.

SENTINELS OF PROVIDENCE

The Order of Providence is a secret order founded to combat the intrusions of evil into Tellene from other planes. The founder, an unusual half-orc named Tabor Grimm, discovered a disconcerted pattern of intentional attacks on civilized society by fiends of all types. The Order's goal is to fight against the machinations of these fiends and eventually destroy them.

This fiendish attack on humanity is multi-pronged. They destroy the works of art that serve as cultural bonds to a society. They destroy knowledge of architecture, science and magic. The outsiders hinder trade and communication between centers of knowledge. Lastly, they seek to manipulate selfish creatures into furthering their cause.



Tabor Grimm, a Sentinel of Providence, defeats another outsider.

TABLE 3-8: THE SENTINELS OF PROVIDENCE (Hit Die: d8)

CLASS	BASE ATTACK	FORT	REF	WILL	
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL
1	+0	+2	+0	+2	Bane to outsiders, Bonus language, +1 spellcaster level
2	+1	+3	+0	+3	Sense outsider, Turn undead
3	+2	+3	+1	+3	Detect scrying +1, +1 spellcaster level
4	+3	+4	+1	+4	Turn outsider
5	+3	+4	+1	+4	Bonus language
6	+4	+5	+2	+5	Detect scrying +2, +1 spellcaster level
7	+5	+5	+2	+5	
8	+6	+6	+2	+6	
9	+6	+6	+3	+6	Detect scrying +3, +1 spellcaster level
10	+7	+7	+3	+7	Bonus language

Class Skills (4 + Int modifier per level): Appraise, Bluff, Climb, Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Sense Motive, Speak Language, Spellcraft. See Chapter 4: Skills in this book and in the D&D Player's Handbook for skill descriptions.

To be effective, the sentinel understands that knowledge and dedication are not enough. Fiends are powerful physically, mentally and magically. The champion who would fight them wields both blade and spell. When an enemy is not directly present, the sentinel also propagates the things the outsiders would destroy: art, culture and the free exchange of thought.

BECOMING A SENTINEL OF PROVIDENCE

To qualify to become a sentinel of providence, a character must fulfill all the following criteria:

Entry Requirements

Alignment: Any non-evil.

Base Attack Bonus: +6.

Skills: Concentration 3 ranks, Diplomacy 3 ranks, Knowledge (the planes) 3 ranks, Speak Language (Abyssal or Infernal).

Feats: Iron Will, Weapon Focus (any)

Special: The sentinel must have exposed or fought a fiend, and have the ability to cast 1st-level arcane or divine spells.

CLASS FEATURES

All of the following are class features of the sentinels of providence prestige class.

Weapon and Armor Proficiency: The sentinel is proficient with simple and martial weapons, all types of armor (light, medium and heavy) and all shields.

Bonus Language: At 1st, 5th and 10th level, the sentinel learns an additional language.

Bane to Outsiders (Ex): The sentinel must choose a type of evil outsider (demons or devils, for example) as her nemesis. She gains a +2 bonus when making Bluff, Listen, Sense Motive, Spot and Survival checks against that type of evil outsider.

Sentinel Domain: The sentinel of providence receives the Sentinel domain. If the character is a cleric with two domains, the Sentinel domain functions just like the current domains (you can use the granted power, and

your domain spell for each level may come from any one of your three domains).

Other divine spellcasters (non-clerics) gain the additional Sentinel domain spells per day for each spell level they can cast, and can also use the granted power. Arcane spellcasters that gain this domain add all the Sentinel domain spells to their spellbooks or spells known, though they can still only cast spells that they are of high enough level to cast. They also receive the granted power.

Turn Undead (Su): At 2nd level, the sentinel gains the ability to turn undead as a cleric of one level lower. If the character already possesses the ability to turn undead, his effective turning levels stack. (Thus, a 6th-level cleric who becomes a 2nd-level sentinel turns undead as a 7th-level character).

Sense Outsider (Su): At 2nd level, the sentinel gains the ability to sense outsiders. The sentinel may attempt to feel, through empathy, the influence of any evil outsider. This influence includes the presence of an evil outsider, the lingering aura of spells cast by an evil outsider, or the recent presence of an outsider (within 1 hour per sentinel level). The sense extends to 30 feet.

Detect Scrying (Sp): At 3rd, 6th and 9th level, the sentinel gains the indicated bonus to detect scrying.

Turn Outsider (Su): At 4th level, the sentinel gains the ability to turn her nemesis outsiders as if they were undead. If successful in turning, the outsider is banished back to its home plane. If the sentinel could destroy the outsider, then her divine power kills the creature.

Spells Per Day: When a sentinel of providence reaches 1st, 3rd, 6th, and 9th level, the character gains new spells per day as if he had also gained a level in whatever arcane or 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. The essentially means that he adds the level of sentinel of providence to the level of whatever arcane or divine spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one spellcasting class before he became a sentinel of providence, he must decide to which class he adds each level of sentinel of providence for the purpose of determining spells per day.

VESSELS OF MAN

"For good people to do evil things, it takes religion." – Lemeteria Salandre, Vessel of Man

Primarily disaffected clerics, the Vessels of Man also include skeptical rogues, angry fighters and cynical barbarians. Sorcerers who wish to prove their power over that of clerics might seek membership, joining psions and wizards with the same goal.

The Vessels of Man seek to prove that clerics and gods are not needed on Tellene. The Vessels pursue their goal in three

ways. First, they use rhetoric and demagoguery to convince people that clerics are not beneficial, and that they are in fact dangerous. Secondly, the Vessels desecrate temples, burn canons and disrupt religious services. Their last and most violent method is to attack and kill clerics of all faiths.

Korak, O'Par, Ek'Kasel, Pekal, Dodera, Tokis, Paru'Bor, Tharggy, Thybaj and Prompeldia have the greatest number of Vessels of Man. They sometimes appear among the savage shamans of Tellene's harshest regions as well. The Vessels of Man are one of the most secret of Tellene's secret societies. Known members are few. Aside from their founder, only one is known by name: Lemeteria Salandre. Lemeteria began her career by gutting a cleric of the True who told her he could not raise her two adult children from the dead because they "were not pious enough," even though they had been slain defending the cleric from ettin bandits. She was last seen in Ek'Gakel driving a groaning wagon full of wheat to a town under the grip of the Locust Lord, sporting three crossbow bolt wounds and a grievous head wound. Four draft horses managed to bring the aid in without their driver a day after her last reported sighting.

BECOMING A VESSEL OF MAN

To qualify to become a Vessel of Man, a character must fulfill all the following criteria.

Entry Requirements

Alignment: Non-lawful.

Base Attack Bonus: +6.

Skills: Knowledge (religion) 8 ranks.

Feats: Iron Will.

Special: The character must have renounced her faith in the gods and an existing member must introduce her to the Vessels. If she recovers her faith and prays to or propitiates a god, she cannot advance as a Vessel again and loses her special abilities.

CLASS FEATURES

All of the following are class features of the Vessels of Man prestige class.

Weapon and Armor Proficiency: The Vessels are proficient with all simple weapons. They are proficient with all types of armor (light, medium and heavy) and with all shields.

Spells: Beginning at 1st level, a Vessel of Man gains the ability to cast a small number of divine spells. Unknown to the Vessels, these spells are granted by various gods of chaos - who see the activities of the group as a means of furthering their own ends. To cast a spell, the Vessel must have a Charisma score of at least 10 + the spell's level, so a Vessel with a Charisma of 10 or lower cannot cast these spells. Vessel bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + the spell's level + the Vessel's Charisma modifier. When the Vessel receives 0 spells of a given level, such as 0 1st-level spells at 1st level, she receives only bonus spells (a Vessel without a bonus spell for that level

TABLE 3-9: THE VESSELS OF MAN (Hit Die: d8)

CLASS	BASE ATTACK	FORT	REF	WILL		SPELLS PER DAY			
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL	1	2	3	4
1	+1	+2	+0	+2	Disbelief	0	-	-	-
2	+2	+3	+0	+3	Hidden to magic	1	-	-	-
3	+3	+3	+1	+3	Denial of the gods 1/day	1	0	-	-
4	+4	+4	+1	+4	Spirit of chaos	1	1	-	-
5	+5	+4	+1	+4		1	1	0	-
6	+6	+5	+2	+5	Denial of the gods 2/day	1	1	1	-
7	+7	+5	+2	+5		2	1	1	0
8	+8	+6	+2	+6		2	1	1	1
9	+9	+6	+3	+6	Denial of the gods 3/day	2	2	1	1
10	+10	+7	+3	+7	Independent of the gods	2	2	2	1

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Disguise, Gather Information, Hide, Intimidate, Knowledge (religion), Profession, Sense Motive, Speak Language, Spellcraft. See Chapter 4: Skills in this book and in the D&D Player's Handbook for skill descriptions.

cannot yet cast a spell of that level). The Vessel spell list appears below. A Vessel has access to any spell he can cast on

the list and can freely choose which to prepare, just like a cleric.

Disbelief (Ex): The Vessel gains a +1 saving throw bonus against divine spells.

Hidden to Magic (Su): At 2nd level, once per day, the Vessel becomes hidden to magic. This effect is identical to the spell nondetection cast at the level of the Vessel.

Denial of the Gods (Su): At 3rd level the Vessel may simply avoid the effects of a divine spell if she has a chance to do so. Essentially, the Vessel automatically makes her saving throw. She must announce the use of this ability before she makes a saving throw against divine magic. She may use this ability the indicated number of times per day.

Spirit of Chaos (Su): At 4th level the Vessel's dedication to tumultuous behavior and outright destruction attracts heightened attention of chaotic gods (even those they are trying to destroy) and fiends. A protection from law spell continually protects the Vessel.

Independent of the Gods (Su): The Vessel gains SR 20 against divine spells.

VESSEL OF MAN SPELL LIST

1st level - bane, cause fear, doom, inflict light wounds, protection from law, shield of faith (the Vessels call it shield against faith).

2nd level - consecrate, desecrate, shatter, sound burst, spiritual weapon (a lit torch, which attacks as a club) undetectable alignment.

3rd level - bestow curse, dispel magic, magic circle against law, negative energy protection.

4th level - divine power (the Vessels name it mortal power), freedom of movement, inflict critical wounds, spell immunity.



A cleric falls at the hands of a Vessel.

WARLORD

"This war is such a terrible thing that no human had the right to start it, but I swear by the Liberator, I'm going to finish it." – quote attributed to Elevion Solivandrial, elven prince aiding Bet Rogala

The warlord is a martial leader of men who strives to conquer the lands of others. He might be nobly motivated, trying to restore the ancient empire of his ancestors. He might be a covetous wizard bent on taking over a peaceful countryside in order to gain access to a library or other storehouse of knowledge. He might be a humanoid leader who has forced several bands to join under his personal banner in a war against the humans.

Warlords on Tellene include Vorhzel Mashen, a belligerent duke of western Zazahni, Norok "the Festering," an orc chieftain in the Rytarr Woods, and Soomatan Rejus, a lizard man who has conquered large portions of the southern Obakasek Jungle.

BECOMING A WARLORD

To qualify to become a warlord, a character must fulfill all the following criteria.

Entry Requirements

Base Attack Bonus: +7.

Feats: Leadership.

Special: The warlord must have at least 100 loyal followers. Besides "followers" granted by the Leadership feat, these troops might be loyal subjects, long-standing mercenaries (6 months or more), or even intelligent undead such as ghouls.

CLASS FEATURES

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

Weapon and Armor Proficiency: The warlord is proficient with all simple and martial weapons, with all types of armor, and with shields.

Bonus Feat: Bonus feats must come from the following: Blind Shot, Combat Expertise, Commanding Presence, Exotic Weapon Proficiency, Eyes of Fury, Fearless, Fearsome Appearance, Greater Two-Weapon Fighting, Guardian, Immovability, Improved Critical, Improved Two-Weapon

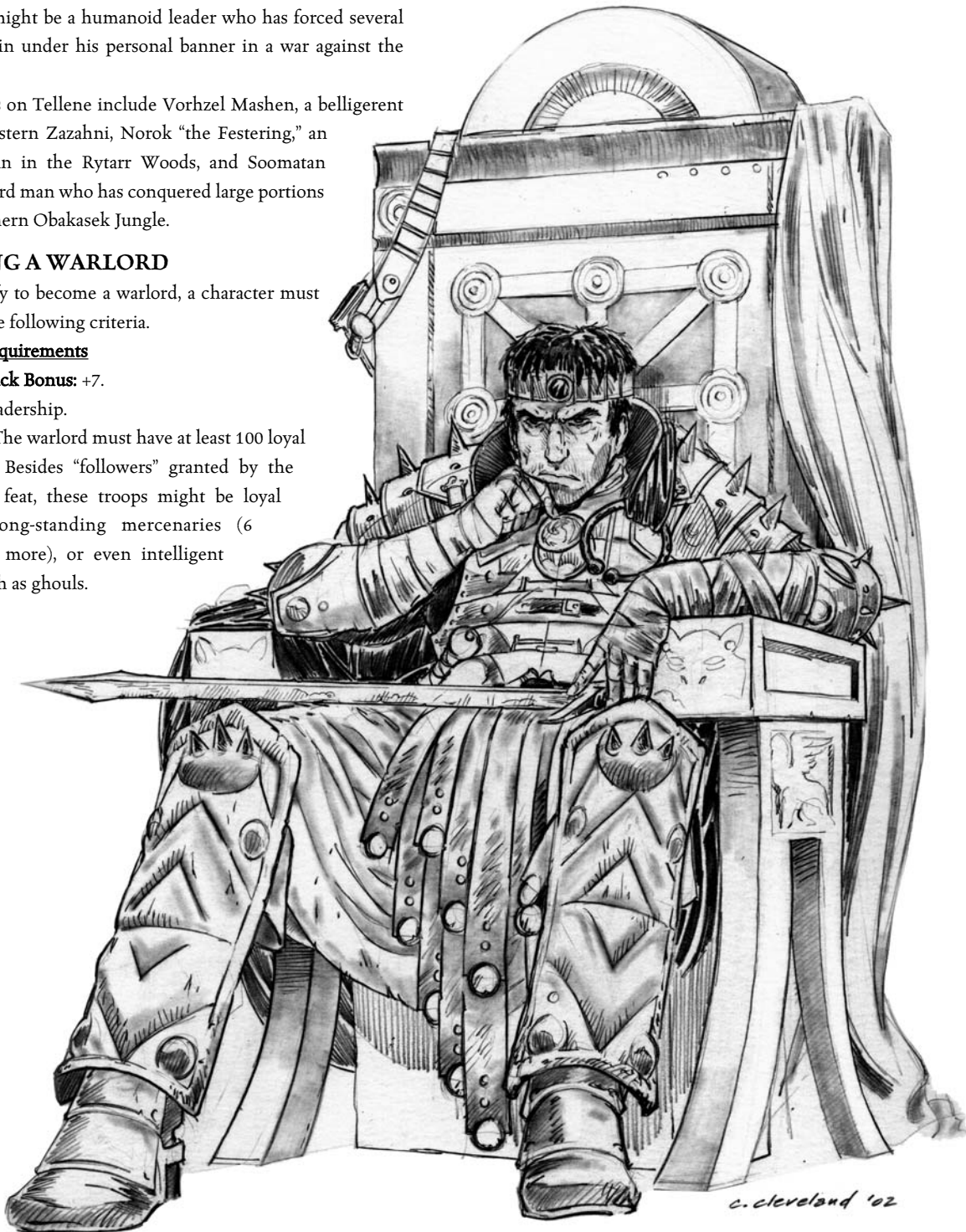


TABLE 3-10: THE WARLORD (Hit Die: d10)

CLASS	BASE ATTACK	FORT	REF	WILL	
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL
1	+1	+2	+0	+0	Bonus feat
2	+2	+3	+0	+0	Fear Immunity
3	+3	+3	+1	+1	Fervor
4	+4	+4	+1	+1	Bonus feat, Outsider Mount
5	+5	+4	+1	+1	Lieutenant
6	+6	+5	+2	+2	Heroic Leader
7	+7	+5	+2	+2	Bonus feat
8	+8	+6	+2	+2	
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	Bonus feat

Class Skills (2 + Int modifier per level): Bluff, Climb, Diplomacy, Gather Information, Heal, Intimidate, Knowledge (geography), Knowledge (local), Knowledge (military logistics), Knowledge (military tactics), Ride, Sense Motive, Speak Language, Spot, Survival. See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

Fighting, Instant Stand, Knock Prone, Know Your Enemy, Lightning Reflexes, Meditate, Movement Check, Push, Ram, Rapid Ready, Shock Resistant, Skill Focus, Steadfast, Toughness, Two-Weapon Defense, Undying or Weapon Focus. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Fear Immunity (Su): The warlord, not his enemy, chooses when to fight and when to run. The warlord is immune to magical fear. Any of the warlord's followers are also immune to fear as long as the warlord is within their line of sight.

Fervor (Su): The warlord's presence in battle inspires confidence and courage. The warlord's followers gain the warlord's Charisma modifier as a bonus to all mind-affecting spells as long as the warlord is within their line of sight.

Outsider Mount (Ex): The warlord calls upon a mount suitable for a champion of his stature. If good, he may choose a celestial heavy warhorse; if evil he may choose a fiendish heavy warhorse; neutral warlords may choose one or the other.

Lieutenant (Ex): At 5th level, the warlord gains a special cohort as if his Leadership score were 3 points higher than it actually is. He does not count against the limit to the warlord's number of followers or cohorts. This cohort is especially faithful and serves the warlord unless the warlord changes alignment.

Heroic Leader (Ex): For the first round of melee combat in a battle, all friendly troops gain a morale bonus to attack rolls equal to the warlord's Charisma modifier.

WAVEMASTER

"Calm waters never made a skillful sailor." - Dorn Shemmal, captain of the sailing ship Abyss

Wavemasters are the masters of the sea, those fearless mariners who pit themselves against the elements, hungry monsters and human foes who would dispute their right to travel freely. A wavemaster might be a proud Eldoran Royal Marine, a ruthless Reanaarian pirate, an elven explorer or a

Meznam trader. Famous wavemasters include "Ruthless" Jythel, the Deji expatriate and Meznam buccaneer, Dorn Shemmal, the captain of the sailing ship Abyss, and Gelemak Sotar, a Tokite naval hero in command of a veteran crew of mariners.

The common bond behind these exceptional characters and the average sea dog is that at some point during their lives, this mariner stood alone against the sea and came out alive thanks to his own skill or the intervention of the gods.

BECOMING A WAVEMASTER

To qualify to become a wavemaster, a character must fulfill all of the following criteria.

Entry Requirements

Base Attack Bonus: +6.

Skills: Profession (sailor) 8 ranks.

Feats: Alertness.

Special: The wavemaster must have nearly died at sea, been shipwrecked at sea, been stranded adrift, sailed a great distance alone or otherwise been at the mercy of the ocean and without aid.

CLASS FEATURES

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



A wavemaster guards his vessel against sea monsters.

TABLE 3-11: WAVEMASTER (Hit Die: d8)

CLASS	BASE ATTACK	FORT	REF	WILL	
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL
1	+0	+0	+2	+0	Sea legs
2	+1	+0	+3	+0	Affinity for water
3	+2	+1	+3	+1	Bonus feat
4	+3	+1	+4	+1	Improved sea legs
5	+3	+1	+4	+1	Ocean tongue
6	+4	+2	+5	+2	Bonus feat
7	+5	+2	+5	+2	Unsinkable
8	+6	+2	+6	+2	Uncanny dodge
9	+6	+3	+6	+3	Bonus feat, Elemental ally
10	+7	+3	+7	+3	Tidal wave attack

Class Skills (6 + Int modifier per level): Appraise, Balance, Climb, Craft, Disguise, Escape Artist, Jump, Listen, Profession, Search, Sleight of Hand, Speak Language, Survival, Swim, Tumble, Use Rope. See Chapter 4: Skills in this book and in the *D&D Player's Handbook* for skill descriptions.

Weapon and Armor Proficiency: The wavemaster is proficient with all simple and martial weapons, and with light armor.

Sea Legs (Ex): At 1st level, the wavemaster suffers no penalties for fighting or spellcasting on board a ship in normal conditions. They need not make Concentration checks to maintain a spell when undergoing vigorous motion.

Affinity for Water (Ex): A 2nd-level wavemaster gains a +4 bonus on Swim checks. He also suffers only the normal armor check penalty on Swim checks (not double).

Bonus Feat: Bonus feats must come from the following list: Blind Shot, Combat Expertise, Commanding Presence, Exotic Weapon Proficiency, Eyes of Fury, Fearless, Fearsome Appearance, Greater Two-Weapon Fighting, Greater Weapon Focus, Guardian, Immovability, Improved Critical, Improved Two-Weapon Fighting, Instant Stand, Knock Prone, Know Your Enemy, Lightning Reflexes, Meditate, Movement Check, Push, Ram, Rapid Ready, Shock Resistant, Skill Focus, Steadfast, Toughness, Undying or Weapon Focus. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Improved Sea Legs (Ex): At 4th level, the wavemaster suffers no penalties for fighting or spellcasting on board a ship regardless of the weather conditions. (He need not make Concentration checks when subject to Vigorous Motion, Violent Motion or Violent Weather.)

Ocean Tongue (Sp): At 5th level the wavemaster can speak with marine creatures. Once per day, a wavemaster can use speak with animals as a spell-like ability (1st-level caster, duration 1 minute) to speak with any fish or ocean-dwelling mammal. See the *speak with animals* spell (PHB).

Unsinkable (Su): At 7th level, the wavemaster, should she so choose, rises to the surface of the water if she is below the surface. She may choose to swim underneath the water, but if she wishes to stop, is knocked unconscious, or dies while underwater, she floats to the surface, staying afloat for up to 7 days.

Uncanny Dodge (Ex): At 8th level, the wavemaster gains an extraordinary ability to react to danger before her senses would

normally allow her to be aware of it. At 8th level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

Elemental Ally (Sp): At 9th level the wavemaster may attempt to gain control of a summoned water elemental. This ability is a spell-like ability that requires a full round of concentration and provokes an attack of opportunity. If the wavemaster makes an opposed Charisma check higher than the spellcaster who summoned the water elemental, she gains control of it as if she had cast the spell. She can use Elemental Ally once per day.

Tidal Wave Attack (Ex): Few can resist the wavemaster's overwhelming attack. The Tidal Wave attack requires the full attack action, although it is a single strike. If the attack hits, the target falls back 1d6 squares (or 1d6 x 5 feet) and falls prone unless he makes a Fortitude saving throw equal to 10 + the damage inflicted. Wavemasters find this attack useful for knocking opponents overboard.

DM'S NOTE: CREATING YOUR OWN PRESTIGE CLASSES

The prestige classes featured in this chapter represent a mere fraction of the potential offered by the *KINGDOMS OF KALAMAR* campaign setting sourcebook. You could easily design prestige classes around any of the following concepts:

- **Dwarven rebel:** The scattered remnants of the dwarven kingdom of Karasta are embroiled in conflict with the Kalamaran Empire. The rebel might gain stealth abilities, bonuses against Kalamaran soldiery (similar to a ranger's species enemy) and the ability to fight with improvised weapons and armor.

- **Elven warder:** Guarding both the elven lands and their way of life, the elven warder is a champion and defender of the race. Using only racial weapons and a small number of arcane spells, the warder adventures to hunt down threats to her life and liberty. She excels in the elven arts and knowledge that symbolize the way of life she defends.

- **Sentinels of the True Way:** These superstitious barbarians hate magic and a prestige class for them would include bonuses to saving throws, the Improved Sunder feat (for smashing magic items used in battle) and the ability to detect magic. They make great villains, since PCs are often obvious targets for their hatred.

- **Seer:** The clerics of the Fate Scribe seek out and even kidnap those who have the gift of prophecy. These folk, indoctrinated into the faith after adventuring as other classes, have a natural background for this prestige class. The Seer would be similar to a cleric, but would have the ability to see into the future, possibly mimicking some divination spells. The Seer's Wisdom improves beyond the natural improvement other characters might gain for advancing in level and age.

- **Unchainer:** Members of the Brotherhood of the Broken Chain are part fighter, part rogue and part cleric of the Guardian. They fervently believe that the evils of slavery cannot continue. Their skills and spells help them unbind captives, and their attacks are very selective in nature: no fireballs for the Unchainers!

Chapter 4

Skills

For the most part, characters on Tellene use skills just like their counterparts elsewhere. This list includes new skills, new uses of existing skills and Tellene-specific details to supplement the skills from the *D&D Player's Handbook*.

Bluff (Cha)

Normal Use: You can use Bluff to conceal a hidden message in everyday conversation.

New Use 1: You can use Bluff to disguise spellcasting in normal conversation. If a listener's Sense Motive check or Spot check exceeds your Bluff roll, that person realizes that you are casting a spell. If you fail to beat DC 10 + 1 per spell level, you spoke the components incorrectly and the spell fails. You lose the prepared spell (or spell slot).

Retry 1: If the listener's Sense Motive check or Spot check exceeds your Bluff check, the listener associated the words you spoke with spellcasting (if the spell failed) or the spell effect that just appeared (if the spell worked). You may try again on the next spell, but watchers become suspicious and gain a +2 circumstance bonus on their Sense Motive or Spot checks.

New Use 2: Use this skill to communicate by using hand gestures with intelligent creatures that do not share any languages with you. You must make a Bluff check for each message, and the recipient must make a Sense Motive check to receive the message. The DM rolls the check in secret because your only indication of success is the recipient's reaction. Failing by 5 or more means that you send or receive an incorrect message.

Sending or receiving a message is a standard action.

MESSAGE DIFFICULTY	DC TO SEND
Simple ("What's your name?")	5
Average ("The dragon is coming")	10
Hard ("Which way is the big city?")	15
Very Hard ("The elf is charmed")	20
Nearly Impossible (explaining professional or magical concepts to untrained individuals)	30

Retry 2: Generally, one is allowed a retry when trying to send a message, but not when receiving one. Each retry risks miscommunication.

Climb (Str)

Normal Use: The Climb skill allows a character to move up, down, or across a steep incline.

New Use: Sailors often swing on ropes to cross the large deck of a ship or to board another ship more easily. In order to swing on a rope, the rope must be fixed to an object (usually the rigging) some distance in front of the character. This is called the anchor point. On a successful Climb skill check at DC 15, the character can travel a distance equal to twice the distance between his starting position and the anchor point. Swinging on a rope is a full-round action.

Craft (Int)

In addition to the ability to create useful or decorative items, the Craft skill may be helpful in identifying items and providing important adventure clues. A craftsman can tell if a particular item is the product of her own culture (DC 10), determine the national origin of a foreign item (DC 15), or determine the approximate age* of an item (DC 15 for an item of her own culture, 20 for a foreign one). A character with 5 or more ranks in Knowledge (history) gains a +2 synergy bonus to this application.

Craftsmen of any sort may substitute their Craft skill for the Appraise skill to estimate the value of items they are capable of producing. A gemcutter, for example, may use her Craft (gemcutting) skill to appraise a handful of cut gems, but she must use the Appraise skill to evaluate the market value of a gem-studded silver crown.

Characters who derive income from their craft may earn half their Craft check result in gold pieces per week of dedicated work. Characters with more than 12 ranks in Craft are consid-

TABLE 4-1: SKILLS

SKILL	BASIRAN								KEY
	DANCER	BRIGAND	GLADIATOR	INFILTRATOR	SHAMAN	SPELLSINGER	WATCHMAN	UNTRAINED	ABILITY
Appraise	cc	cc	cc	C	cc	cc	cc	Yes	Int
Balance	C	cc	C	C	cc	cc	cc	Yes	Dex*
Bluff	cc	C	C	C	cc	cc	cc	Yes	Cha
Climb	C	C	C	C	cc	cc	C	Yes	Str*
Concentration	C	cc	cc	cc	C	C	C	Yes	Con
Craft	C	C	C	C	C	C	C	Yes	Int
Decipher Script	cc	cc	cc	C	cc	C	cc	No	Int
Diplomacy	C	cc	cc	cc	C	cc	C	Yes	Cha
Disable Device	cc	cc	cc	C	cc	cc	cc	No	Int
Disguise	cc	C	cc	C	cc	cc	C	Yes	Cha
Escape Artist	C	cc	cc	C	cc	cc	cc	Yes	Dex*
Forgery	cc	cc	cc	C	cc	cc	cc	Yes	Int
Gather Information	C	C	cc	C	cc	cc	C	Yes	Cha
Handle Animal	cc	C	C	C	C	cc	C	No	Cha
Heal	C	cc	cc	cc	C	cc	C	Yes	Wis
Hide	cc	C	cc	C	cc	cc	cc	Yes	Dex*
Intimidate	cc	C	C	cc	cc	cc	C	Yes	Cha
Jump	C	C	C	C	cc	cc	C	Yes	Str*
Knowledge (ancient languages)	cc	cc	cc	cc	cc	cc	cc	No	Int
Knowledge (arcana)	C	cc	cc	cc	cc	C	cc	No	Int
Knowledge (architecture & engineering)	cc	cc	cc	C	cc	cc	cc	No	Int
Knowledge (art/music)	cc	cc	cc	cc	cc	C	cc	No	Int
Knowledge (dance styles)	C	cc	cc	cc	cc	cc	cc	No	Int
Knowledge (dungeoneering)	cc	cc	cc	C	cc	cc	cc	No	Int
Knowledge (fighting styles)	cc	cc	C	cc	cc	cc	cc	No	Int
Knowledge (geography)	cc	cc	cc	C	C	cc	cc	No	Int
Knowledge (history)	cc	cc	cc	cc	cc	C	cc	No	Int
Knowledge (local)	C	C	cc	C	C	cc	C	No	Int
Knowledge (military logistics)	cc	cc	cc	cc	cc	cc	cc	No	Int
Knowledge (military tactics)	cc	cc	cc	cc	cc	cc	cc	No	Int
Knowledge (monsters)	cc	cc	C	cc	C	cc	cc	No	Int
Knowledge (nature)	cc	cc	cc	cc	C	cc	cc	No	Int
Knowledge (nobility and royalty)	C	cc	cc	C	cc	cc	cc	No	Int
Knowledge (races)	C	cc	C	C	cc	cc	cc	No	Int
Knowledge (religion)	cc	cc	cc	cc	C	C	cc	No	Int
Knowledge (the planes)	cc	cc	cc	cc	cc	cc	cc	No	Int
Listen	C	cc	C	C	C	cc	C	Yes	Wis
Move Silently	C	C	cc	C	cc	cc	cc	Yes	Dex*
Open Lock	cc	cc	cc	C	cc	cc	cc	No	Dex
Perform	C	cc	cc	cc	cc	C	cc	Yes	Cha
Profession	C	cc	cc	C	C	C	C	No	Wis
Read/Write Language	cc	cc	cc	cc	cc	C	C	No	Int
Ride	cc	C	cc	C	C	cc	cc	Yes	Dex
Search	cc	C	cc	C	cc	cc	C	Yes	Int
Sense Motive	cc	cc	cc	cc	cc	cc	C	Yes	Wis
Sleight of Hand	C	cc	cc	C	cc	cc	cc	No	Dex*
Speak Language	C	cc	cc	cc	cc	C	cc	No	None
Spellcraft	C	cc	cc	cc	C	C	cc	No	Int
Spot	cc	C	C	C	C	cc	C	Yes	Wis
Survival	cc	C	cc	C	C	cc	cc	Yes	Wis
Swim	C	cc	cc	C	C	cc	C	Yes	Str**
Tumble	C	cc	C	C	cc	cc	cc	No	Dex*
Use Magic Device	C	cc	cc	cc	cc	cc	cc	No	Cha
Use Rope	C	cc	cc	C	cc	cc	C	Yes	Dex

C Class skill.

cc Cross-class skill.

* Armor check penalty, if any, also applies.

** Double normal armor check penalty, if any, applies.

Chapter 4: Skills

ered expert artisans and their fine craftsmanship is typically sought out by noblemen or other wealthy individuals who commission unique works.

* The estimated age is +/- 20% of the actual age. For example, Kialla uncovers some 500-year-old glassware that is the product of a foreign culture. After Kialla succeeds at her skill check, the DM flips a coin and determines that her estimate is on the high side. He then rolls a d20 (for a result of 14) and tells her that she believes the glassware to be 570 years old (an overestimation of 14%).

CRAFT (ARMORSMITHING)

An armorer can make armor and shields from whatever materials are locally available, given the proper tools and facilities. He works primarily with metals, though leather, wood, cloth, cotton and shells are possible, depending on his culture and training. It is important to define said culture and training, for it may limit the armorer's ability to manufacture certain types of armor (someone who has never tempered steel cannot be expected to create a proper suit of plate mail even if provided with the proper tools and raw materials). The individual for whom the suit of armor is being manufactured should remain in the area, since most types of armor require exact fitting.

CRAFT (BARRELMAKING)

The cooper makes barrels out of wood, often binding them with metal. This skill includes knowledge about to cure wood for proper shaping and how to apply sealants that can make a barrel leak-proof. This is an important skill for all commerce throughout the Sovereign Lands.

CRAFT (BASKETWEAVING)

Basketweaving includes the ability to make many items out of woven reeds or strips of thin wood, including (most commonly) baskets, floor mats, roofs for common dwellings (known as the Thatcher specialty) and wicker shields (generally used for combat practice).

CRAFT (BLACKSMITHING)

The blacksmith can make tools (such as farm implements), ordinary items (horseshoes, buckles and so on) out of iron. A blacksmith may even specialize as a bucklemaker or cutler, for example, as well as being able to make blunt weapons such as maces. Because attacks are frequent, smiths often use wrought iron for protective purposes. Doors have to be strengthened with massive ironwork inside and out. Window openings, especially those of the treasuries of mansions and cathedrals, are for similar reasons often filled with strong interlacing bars of solid iron. Because of their great usefulness, blacksmiths are common throughout the world.

CRAFT (BOOKBINDING)

A bookbinder is capable of binding sheets of paper into a portable, durable form. He also makes the paper and the leather cover, although he rarely copies the words himself. He may attach a lock to a tome, but he cannot construct one himself unless he also has the Craft (locksmithing) skill.

CRAFT (BOWMAKING)

The bowyer is skilled at making bows and crossbows. The character knows which woods and other materials work best for his purpose. He knows how to maintain his weapons carefully to extend their life span and effectiveness to the maximum possible.

CRAFT (CALLIGRAPHY)

In certain royal or noble courts, how you write something can be as important as what you have to say. Calligraphy is the skill of beautiful writing, and the skilled calligrapher is a valuable asset to a noble court. Higher ranks in the Craft (calligraphy) skill mean a character can write more quickly or successfully attempt increasingly complex styles.

CRAFT (CANDLEMAKING)

A chandler prepares wax and molds candles for use as illumination and for decorative purposes. He can construct candles with specific scents and of different shapes. Chandlers tend to dwell in larger towns and cities.

CRAFT (CARPENTRY)

The carpenter works with wood to make furniture, cabinets, doors and tools. He can make simple weapons such as staves and custom clubs. Carpenters typically work in groups when constructing buildings, bridges and other large structures.

CRAFT (COBBLING)

The cobbler makes and repairs shoes. While hardly a glamorous profession for a player character, a good cobbler garners respect from his customers. Leather and wood wear quickly on the trail, especially in harsh weather. The typical commoner works on his feet most of the time and even nobles need shoes. Thus, with extremely rare exceptions, every city, town and village has more cobblers per capita than practitioners of any other craft.

CRAFT (FURTREATING)

A furrier treats and prepares furry hides for use in clothing. Fur capes, covers, accessories and decorative items (such as stoles) can be made from commonly available pelts such as those of rabbits or otters. Skilled furriers with a wealthy clientele often work with rare, exotic and expensive furs such as mink, leopard or ermine.

CRAFT (GEMCUTTING)

Gemcutters polish and cut raw gemstones, turning them into beautiful gems ready for sale. They do not create jewelry but may prepare stones to be set in jewelry.

CRAFT (GLASSBLOWING)

The working of glass is a delicate and difficult chore to do well, and a master craftsman has a rare and valuable skill. His principal customers tend to be nobles, clerics, alchemists and the occasional wizard.

CRAFT (HORNCARVING)

Animal horns and antlers serve as versatile, inexpensive and durable materials from which to make game pieces, combs, belt buckles, buttons, thimbles and thousands of other household tools and accessories. Horners and antlerers harvest the materials as needed. Urban horners and antlerers might need to purchase their materials from merchants or hunters.

CRAFT (ILLUMINATING)

An illuminator creates miniature works of art on paper, making tiny, detailed pictures for manuscripts and scrolls. Usually these illuminations include the first letter of a paragraph, section or chapter of the book. While commonly also calligraphers, illuminators concentrate on color and pictures that blend with the text. Illuminators produce some of the most beautiful writing in the world and they intend for it to last. They most frequently make religious canons or copy well-known classic works.

CRAFT (INSTRUMENTMAKING)

The instrument maker knows how to build a wide variety of musical instruments. While capable of working with wood, brass and other materials, his knowledge is not broad enough to allow him to function as a woodcarver, whitesmith or other sort of craftsman.

CRAFT (JEWELRYMAKING)

Jewelers craft rings, pendants, pins, fancy clasps and bejeweled fastenings as well as other decorative items. They may also cut and polish stones as gemcutters do. Some jewelers, such as those in the city of Geanavue, are also skilled in making monocles, spectacles and magnifying glasses.

CRAFT (LEATHERWORKING/TANNING)

Leatherworkers work with soft, tanned leather for clothing, backpacks and tents. They also boil leather for use in armor and saddles. Some specialize in bleaching hides to achieve certain hues (the materials involved in such bleaching can often be dangerous, in addition to emitting a horrid stench). Despite its obvious utility, many consider leatherworking, especially tanning, a lowly task since it involves working with horrible-smelling materials and procedures.

CRAFT (LOCKSMITHING)

Locksmiths are capable of making locks for doors and chests as well as padlocks, which are portable. A character with 5 or more ranks in Craft (locksmithing) gains a +2 synergy bonus to his Open Locks skill. Additionally, if a character succeeds in an Open Locks attempt by 5 or more, she can make a key to the lock (which takes 10 minutes and assumes she has appropriate keymaking materials) and not have to make a skill check again to open it as long as she has that key.

CRAFT (PAINTING)

The painter works with pigments and dyes on a variety of media, usually canvas or plaster (frescoes on walls). Painting is

normally done for artistic reasons. Of course, the specific skills required for aesthetically pleasing canvas paintings differ greatly from those required in simple color choice and, in particular, painting complete walls, rooms or structures.

CRAFT (POISONMAKING)

Assassins and clerics of the Veiled Priesthood (often one and the same) are perhaps the most frequent crafters of poisons on Tellene. Turning raw materials (such as snake venom or poisonous plants) into effective poisons requires follows the rules in the D&D Player's Handbook for the Craft skill, except that the cost of materials may vary wildly (DM determines based on rarity in that region), and the week's Craft check result provides the gold piece (not silver piece) value of poison created that week.

A variety of poisons specific to Tellene are listed on Table 4-2: Poisonmaking. For more information on these poisons, see Chapter Seven: Equipment.

TABLE 4-2: POISONMAKING

POISON	TYPE	DC TO CREATE	MARKET PRICE*
Chokevine milk	Injury DC 13	15	100
Efelmane	Ingested DC 14	25	1,200
Green ape musk	Contact DC 13	15	110
Kaldabran death fog	Inhaled DC 11	25	900
K'Miwi sap	Injury DC 14	20	150
Kobold squeeze	Injury DC 11	15	100
Lamish berry juice	Contact DC 14	20	180
Ochre mist	Inhaled DC 17	30	1,750
Oil of taggit	Ingested DC 15	15	90
Saadolos extract	Injury DC 18	25	750
Salt basilisk ash	Injury DC 18	25	600
Sittik	Injury DC 12	20	200
Tart water	Ingested DC 16	25	1,650
Zeakue	Contact DC 12	30	2,200

* Market Price Per Dose



With great care, a poisoner adds a final lethal ingredient.

Chapter 4: Skills

CRAFT (POTTERYMAKING)

One of the oldest and most widespread of the decorative arts, the potter creates objects made of clay and hardens them with heat. The objects are commonly useful ones, such as vessels for holding liquids and plates or bowls from which food is served. Earthenware vessels are of great commercial importance as many trade goods are stowed therein.

CRAFT (SCABBARDMAKING)

Though weaponsmiths (and sometimes leatherworkers and blacksmiths) can and do make serviceable scabbards, those specialized in this art take pride in craftsmanship. A properly made scabbard is as much about personal expression as having a place to put your sword, or so any scabbardmaker will say. To them, a scabbard is a work of art.

Scabbards can be made of metal, wood, leather or any combination thereof, and can include decoration, even fine silver or gold work in complex designs or runes. While he works with many different materials, the scabbardmaker's knowledge of such materials is not broad enough to allow him to function as another sort of craftsman.

CRAFT (SCULPTING)

Sculpture is different from stonemasonry in that stonemasons make large objects such as homes or walls, and the sculptor makes decorative objects such as statues, bas-relief or friezes.

CRAFT (SHIPBUILDING)

The shipwright is a specialized worker of wood who builds various seagoing vessels. Different shipwrights have experience working with different types of ships depending on their cultural heritage.

CRAFT (STONEMASONRY)

The stonemason makes walls, homes, towers and other structures out of stone. The stonemason cuts and builds, but has little structural expertise. Thus, he can make simple homes and walls without help, but for larger projects he relies on plans drafted by an engineer.

CRAFT (TAILORING)

A tailor works cloth into clothes, cutting and sewing it into capes, robes and other items for people to wear. The tailor needs to know what he is making ahead of time and plan the process from the beginning. He may also incorporate leather, satin, silk and other special fabrics into his creations. Tailors in civilized and prosperous areas often specialize in making accessories such as hats or gloves.

CRAFT (TRAPMAKING)

Trapmaking allows a character to make snares, poison needle traps, scything blade traps and other simple devices. The character must work with a stonemason and/or an engineer to make sliding wall segments, pit traps or other large stonework traps. A character with 5 or more ranks in Craft (trapmaking)

gains a +2 synergy bonus when using the Disable Device skill to disarm a trap.

CRAFT (WEAPONSMITHING)

The weaponsmith makes the swords and spearheads that adventurers use day in and day out. A good weaponsmith's wares are worth their weight in gold, while a bad weaponsmith can cost the wielder his life.

CRAFT (WEAVING)

A weaver combines thread or yarn to form useful fabrics that can be used in clothes, tents, decorations, etc. Certain specialized weavers combine hemp or silk threads into strong ropes, or make useful and decorative rugs. Weavers work on looms, special devices that twist and manipulate the thread to create decorative or historical tapestries in a variety of sizes and designs.

CRAFT (WHITESMITHING)

A whitemsmith works precious metals — gold, silver, platinum and electrum. The character is skilled at crafting tableware, jewelry and other decorative items. The character molds plain metal into a more valuable, marketable form.

CRAFT (WOODCARVING)

A woodcarver makes lovely trinkets and useful tools from common or exotic types of wood. Her wares include knife handles, sheaths, shields, bowls, spoons, decorations, etc.

Heal (Wis)

Normal Use: You generally make use of Heal to prevent injuries or to help speed recovery from an illness.

New Use: Find weak spot. Knowing an enemy's anatomy and the extent or nature of current wounds can also help aggravate existing damage. As a standard action, you can make a Heal check (DC 25) to identify an injured area or an area the target fears to expose. Success means you inflict an additional 1d4 points of damage on your next attack against that target. Finding a weak spot only works on creatures that are susceptible to critical hits and have existing injuries (meaning they are not at maximum hit points, due to wounding of some type).

Knowledge (art/music) (Int; Trained Only)

Characters skilled in the lore of an art (including music) can appreciate and understand works of art, even analyze them for audiences at varying levels of interest. They do not study how to make such works themselves, but they do know a lot about them. Most characters with this skill use it to teach others to appreciate works of art on as many levels as they do. They tend to drone on incessantly about symbolism and metaphor. In cultures that consider themselves highly civilized, characters might specialize in one particular art form.

Check: A character can tell where a piece of art or music originated by its style.

Originating race (human, elven, etc.)	DC 15
Originating region (Kalamar, Svimohzia, Reanaaria, etc.)	DC 20
Originating school (realism, religious, etc.)	DC 25
Originating artist (Composer Naelain of Geanavue)	DC 30

Those with 5 or more ranks in Knowledge (art/music) gain a +2 synergy bonus on Appraise checks involving art forms (painting, sculpture, etc.) A character specialized in that particular form of art (say, a character skilled in Knowledge (painting) appraising a painted canvas) gains a +4 synergy bonus.

DM Option: In regards to the classes in the *D&D Player's Handbook*, the Knowledge (art/music) skill is a class skill for bards and cross-class for everyone else.

Knowledge (dance styles) (Int; Trained Only)

A character with this Knowledge skill recognizes various styles of dance, whether at a celebration or in a combat situation. This is particularly useful to a Basiran dancer who is watching a dancer execute a new routine, something that perhaps the Basiran dancer would want to incorporate into his routine. This is also helpful in determining if a dancer knows samarata or possibly another martial-oriented dance style.

Although all Basiran dancers are trained in samarata, there are regional variations depending on the race. On rare occasions, Basiran dancers may clash, and it is useful to know just how skilled one's opponent is in this dance form. By observing the samarata practitioner in action, the possessor of this skill can identify much about the other person.

Check: In order to use this skill, the possessor of the skill must observe the subject in question for at least two rounds.

Knowledge	DC
Identify culture/region of samarata variant	10
Identify non-samarata dance style	15
Identify culture of non-samarata dance style	20
Identify number of ranks in Perform (dance)	25

Successfully identifying a dancer's skill is a useful tool in combat. A character that successfully identifies the number of Perform (dance) ranks a dancer has gains a +2 circumstance bonus to one of the following: initiative, attack rolls, damage rolls, or skill checks against the dancer in question.

This skill replaces the Knowledge (samarata) skill from *Stealth and Style*.

DM Option: In regards to the classes in the *D&D Player's Handbook*, the Knowledge (dance styles) skill is a cross-class skill for all classes.

Knowledge (fighting styles) (Int; Trained Only)

A character with this Knowledge skill recognizes warriors and fighters by their style in combat. She can watch a character fight and identify which feat she is using, gauge how skilled the fighter is and where she learned to fight.

Knowledge	DC
Identify feat in use	15
Identify attack bonus	15+the attack bonus
Identify culture or school	25

Drawing on any of these bits of knowledge requires that the character be able to watch the target fight for one round or be in melee combat with the target for at least two rounds.

Identifying a combatant's culture or school of fighting is crucial to monks and other expert warriors who rely on their knowledge of that fighting style when fighting against it. A character that successfully identifies the culture or school gains a +2 circumstance bonus to one of the following: initiative, attack rolls, damage rolls, or skill checks against the combatant in question.

DM Option: In regards to the classes in the *D&D Player's Handbook*, the Knowledge (fighting styles) skill is a class skill for fighters and monks, and cross-class for everyone else.

Knowledge (geography) (Int; Trained Only)

Characters with this Knowledge skill know about the lands, terrain, climate and peoples of an area.

Special: On Tellene, the Knowledge (geography) skill should define an area no greater than the regions defined in the Kingdoms of Kalamar campaign setting sourcebook. For example: Knowledge (geography: Brandobia), Knowledge (geography: Kalamaran Empire), Knowledge (geography: Reanaaria Bay), Knowledge (geography: Svimohzia), Knowledge (geography: the Wild Lands), and Knowledge (geography: the Young Kingdoms).

The DM may instead choose to further limit the Knowledge (geography) skill to kingdoms, city-states or independent cities (see the Knowledge (local) skill below), or even geographical features (such as Knowledge (geography: Ka'Asa Mountains)).

Knowledge (local) (Int; Trained Only)

Characters with this Knowledge skill know about personalities, inhabitants, laws, customs, and other such aspects of a well-populated area.

Special: In the Sovereign Lands, the Knowledge (local) skill is explicitly defined by kingdom, city-state or independent city. Examples include Knowledge (local: Aasaer), Knowledge (local: Eldor), Knowledge (local: P'Bapar), Knowledge (local: Pel Brolenon), and so forth.

Knowledge (military logistics) (Int; Trained Only)

Maintaining a field army in an era of subsistence level farming, slow and unreliable transportation and predating modern preservation techniques presents a formidable challenge. Not only are poorly fed troops far more subject to mutinies, they are also prone to looting, thus incurring the wrath of indigenous noncombatants who will hide or destroy any food they may have (at the least). A vicious circle soon develops in which the invading army's sole purpose is maintaining itself (to the detriment of any strategic objectives it was originally sent to achieve). The special skills of the military logistician are therefore invaluable to the commander wishing to conduct a lengthy campaign far afield from his own garrison.

Check: The combatants supported by the military logistician will be efficiently provisioned to the fullest extent possible given the financial constraints of the commander fielding said troops. In addition, the exact costs to maintain the army in the field for any time will be known in advance, thereby allowing the commander to plan for any contingencies. His forces will also be able to gauge the availability of local provisioning and draw on such without encountering undue hostility (given adequate funding) or, failing that, mitigate the ability of the local populace to sequester their goods.

Effect	DC
Reduce cost of fielding army by 5%	15
Add +1 morale bonus to saving throws	20
Field 5% more troops (less support personnel)	25
Reduce cost of fielding army by 10%	30

DM Option: In regards to the classes in the *D&D Player's Handbook*, the Knowledge (military logistics) skill is a class skill for clerics, fighters and paladins, and cross-class for everyone else.

Knowledge (military tactics) (Int; Trained Only)

Generals, warlords and military field commanders rely on their knowledge of strategy before they take the field or deploy their troops. Lack of adequate planning and insufficient understanding of the enemy more often than not heralds defeat, or at least denies conquest even when greatly outnumbering the enemy (which is a rare situation, in any event).

Check: A successful check lets you improve the morale or defenses of your troops, giving you a better chance of creating victory from the brink of defeat, or perhaps of simply salvaging a draw or minor loss from rout or even complete annihilation. The following tasks each require checks.

Task	Time	DC
Assess battlefield (movement bonus)	1 hour	20
Assess battlefield (+2 attack or +2 AC)	1 hour	25
Maneuver troops (+1 attack or +1 AC)	4 rounds	20
Train troops (+1 attack)	3 weeks	20
Train troops (+1 attack, +2 vs. fear)	6 weeks	25

Assess Battlefield: By assessing the battlefield for at least one full hour before the conflict begins, you can make a check to give your troops a +2 morale bonus to attack rolls, or a +2 morale bonus to AC, or to give them the ability to move 3 squares through hindering terrain that would normally cost 4 squares. This latter effect applies when moving into a terrain square that normally costs 4 squares to move into (such as heavy undergrowth or a deep bog), or when moving through two or more terrain squares that normally cost 2 squares each to move into (such as light undergrowth or a shallow bog).

If you fail your check, you must wait one full hour (-5 minutes/2 levels; minimum 10 minutes) between attempts to re-assess the situation and issue new orders to your officers. If successful, you must decide in advance which bonus applies, and relay your orders to your officers before the battle ensues for this bonus to apply. This bonus stacks with any successful

maneuver troops or train troops check, and lasts for the duration of the battle in that particular terrain.

Maneuver Troops: You can use your troops to their best advantage. After spending four full rounds observing a battle in progress, you can make a check against DC 20 to give your troops either a +1 morale bonus to attack rolls, or a +1 morale bonus to AC (not both). If failed, you must wait four rounds between attempts to restudy the conflict. If successful, you must decide in advance which bonus applies, and have a means to relay your orders to your officers (who then relay them to the troops, which may take several additional rounds depending on how far the orders have to travel) for them to gain this bonus. This bonus stacks with any successful battlefield assessment or train troops check, and lasts for the duration of the battle in that particular terrain.

Train Troops: You can train your troops in the methods and techniques of proper soldiers, giving them the discipline to better handle a challenge. After spending three weeks drilling and training a particular unit, you can make a check against DC 20 to give your troops a +1 morale bonus to attack rolls. If the unit spends six weeks training and drilling, you can make a DC 25 check to give them the +1 morale bonus to attack rolls (this bonus does not stack with the three week bonus) and a +2 bonus to saving throws against fear effects. If you fail either, you can after retry another three weeks of training. If you succeed, the bonuses last for up to 12 weeks, but you must be actively supervising the training with an appropriate level of staffing to assist. This bonus stacks with a successful check to assess the battlefield and/or maneuver troops.

Action: Varies; see text. A single check represents a certain amount of time as noted in each task description.

Retry: If the situation changes dramatically and unexpectedly, such as sudden harsh weather, surprise enemy reserves, sickness among the troops or other unusual events, you may immediately make a new check as you consider these developments. If you succeed, the existing bonus remains in place. If you fail, the bonus disappears. In all other circumstances, you must spend the required time for each task when making a check.

Special: You need not be the overall leader of an army to use this skill, but only the troops directly under your command gain a bonus.

If commanders on both sides of the conflict use the same task to apply the same bonus, they make opposed skill checks. The commander that both beats the DC and has the higher roll gives his troops the bonus. In the case of a tie, both sides receive the bonus.

DM Option: In regards to the classes in the *D&D Player's Handbook*, the Knowledge (military tactics) skill is a class skill for fighters, and cross-class for everyone else.

Knowledge (monsters) (Int; Trained Only)

You have spent time studying the creatures of a particular nonhumanoid subtype.

Check: Use this skill to identify any monster from a chosen subtype (excluding humanoids), remember its special qualities or know its special weakness. If a monster has more than one weakness, the DM should choose which weakness to reveal. The player can make multiple checks for each weakness.

Of course, before remembering any facts about a monster, the character must be able to identify it. A character cannot, for example, see a Large humanoid that he does not recognize, yet make a skill check to know its weakness and realize that it cannot regenerate fire and acid damage.

As it takes time to observe the creature and reflect on your learning, this skill check requires a standard action. Any bonuses from multiple checks (such as a +1 dodge bonus to AC against monsters of that particular subtype) do not stack, although you may make multiple checks for different bonuses (such three separate checks to receive a bonus to Bluff, a bonus to Sense Motive and to gain +1 on attack rolls). These bonuses are not permanent and last only for as long as the battle continues, or as long as at least one member of the subtype is within sight.

Knowledge	DC
Identify name of monster	15
Know trade value of monster's pelt, teeth, claws, etc.	18
Know a special attack (ability drain, breath weapon, etc.) of monster	20
Know a special quality (ability to teleport, curse of lycanthropy, etc.) of monster	20
Gain +2 bonus on one skill	
(Bluff, Listen, Sense Motive, Spot, or Survival) against subtype	25
Gain +1 dodge bonus to AC against subtype	25
Gain +1 bonus on attack rolls against subtype	30
Gain +1 bonus on weapon damage rolls against subtype	30
Know special weakness	
(damage reduction 10/silver, vulnerability to sonic, etc.) of monster	30

Special: Like Craft, Perform and Profession, this skill is actually a number of separate skills. You can have multiple Knowledge (monsters) skills for different creature subtypes, each with its own ranks and each purchased as a separate skill.

DM Option: In regards to the classes in the D&D Player's Handbook, the Knowledge (monsters) skill is a class skill for bards, druids, rangers, and wizards, and cross-class for everyone else.

Knowledge (races) (Int; Trained Only)

A character with this skill knows about the habits, customs and tendencies of the various human or humanoid races that inhabit Tellene. He can make a check to figure out if a given action or address is likely to be offensive, know how to approach members of a given race and understand aspects of different subraces, particularly differing customs among the various human subraces. Typical DCs are listed below:

Question	Example	DC
Basic	Do dwarves know about stonework?	5
Easy	Do gnomes have inherent spells?	10
Moderate	Do all gnomes have inherent spells?	15
Difficult	Why do wood elves generally disdain jewelry?	20
Very Difficult	Which gods do stone dwarves favor?	25
Ridiculous	Why do wealthy Kalamarans set six forks at dinner?	30

The penalties for ignorance of racial customs range for committing a social faux pas to mortally offending a nobleman.

Synergy: If you have 5 or more ranks in Knowledge (races), you gain a +2 bonus on Diplomacy checks with humanoid creatures.

DM Option: In regards to the classes in the D&D Player's Handbook, the Knowledge (races) skill is a class skill for bards, druids and rangers, and cross-class for everyone else.

Profession (Wis; Trained Only)

The Profession skill is a grab bag of historical or semi-historical jobs that might prove useful for giving your character applicable skills or background details that make her more exciting and fun to play. The Profession skill also describes quite adequately the talents of a very large number of the mundane NPCs with whom she will interact. Whereas characters are recognized by their class, generic NPCs are often identified by their profession.

PROFESSION (APOTHECARY)

Also known as an herbalist, the apothecary makes balms and medicines for relieving everyday ailments. She might also create specific remedies for diseases or injuries. The apothecary often allocates skill points to Craft (alchemy) and Heal as well. An apothecary with at least 5 ranks gains a +2 synergy bonus on Heal checks.

PROFESSION (BOATER)

The boater pilots a small craft, usually in sheltered waters. The boater might be a ferryman, a junior ship's mate, or a militiaman who patrols riverbanks or sea shores. Natural



Knowledge of monsters aids this young adventurer in slaying a rakshasa.

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accompanying skills are Spot and Swim. It is said that some boaters and mariners consider it BAD LUCK to know how to swim!

PROFESSION (BEEKEEPER)

A beekeeper maintains several nests of bees for collecting honey, a natural sweetener. Honey is also used to make mead. The beekeeper might also be skilled in Concentration.

PROFESSION (BREWER)

The brewer is capable of producing a variety of alcoholic beverages through the fermentation of starchy material derived from grains or other plant sources. Most beer is made from malted barley and flavored with hops. Beers made from raw materials other than barley such as millet, sorghum, rye or rice are possible depending on local traditions.

PROFESSION (BUTCHER)

A butcher prepares large animals (most often cows, sheep and goats) for consumption. He is adept at swiftly killing the animal and dressing its carcass. He then divides the animal into useful sections for sale and consumption.

PROFESSION (BUTCHER, FOWL)

A fowl butcher also prepares animals for sale and consumption, but he works almost exclusively with chickens, ducks, geese, pigeons, turkeys and other farm or game birds.

PROFESSION (COOK)

A cook might work in an inn, tavern, army, merchant's household or noble's court. Cooks can prepare a variety of foods or specialize in breads, soups or meats.

PROFESSION (DRIVER)

A driver guides a cart or a wagon. She might be a regular driver for a merchant house or noble, or she might work on contract from job to job.

PROFESSION (ENGINEER)

The engineer works with stonemasons and carpenters to plan, design, construct and manage the building of machinery, roads, bridges and buildings.

PROFESSION (FARMER)

The farmer knows how to raise crops from a plot of ground. He most likely grows a variety of plants that provide food and clothing for himself and his family. In wealthier areas, farmers may specialize in certain crops such as tobacco that will bring in hard currency.

PROFESSION (FISHER, FRESH WATER)

The fresh water fisherman works with lines, baits, nets and/or traps to bring freshwater fish and shellfish to market. This profession might represent anyone from a standard hook and liner that works ponds and rivers to a river-netter. Associated skills include Swim, Rope Use and Survival.

PROFESSION (FISHER, SALT WATER)

The salt water fisherman works with lines, baits, nets and/or traps to bring seafood and its byproducts to market. This profession might represent anyone from a crabber to a whaler. Associated skills include Swim, Rope Use, Sailing and Survival.

PROFESSION (GROOM)

Grooms take care of horses and other pack animals. They recognize the difference between a healthy animal and a sick one, know how much an animal can work before exhaustion sets in, and know how to feed them and clean them. Grooms might also have ranks in Handle Animal, Heal and Ride. A groom with 5 or more ranks in Handle Animal gains a +2 synergy bonus on Profession (groom) checks.

PROFESSION (GUIDE)

The guide relies on a large number of strangers in the area who require his specialized knowledge of the local geography. A guide might be a wilderness explorer or his urban counterpart, the dragoman. Guides might have ranks in Knowledge (nature) and Survival.

PROFESSION (HERBALIST)

The herbalist prepares minor concoctions that alleviate pain, headaches and other common ailments. She often also has ranks in Craft (alchemy) and Heal. Herbalists that hold jobs as merchants or shop owners are called apothecaries. See Profession (apothecary) for game mechanics.

PROFESSION (HERDSMAN)

The herdsman keeps herds of animals for meat, fur or other resources. These rugged individuals often have to defend their charges from thieves both human and otherwise, so they might have a level or two of warrior as well as commoner or expert. They likely have ranks in Handle Animal, Ride, Spot and Use Rope as well.

PROFESSION (INNKEEPER)

Innkeepers need a variety of talents to deal with unruly patrons, a plethora of suppliers and perform a multitude of tasks on a timely basis. They might have skills in Gather Information, Bluff and Sense Motive. A few might have Listen and Sleight of Hand ranks as well, usually picked up along with a level of expert or even rogue.

PROFESSION (LUMBERJACK)

The lumberjack cuts wood for use in making items such as furniture, wagons, carts and even homes. He can identify types of trees, chop them down and cut them into lumber. He is familiar with techniques for moving large, heavy objects.

PROFESSION (MERCHANT)

Merchants buy and sell goods for a profit. The vast majority of them concentrate in one or a small number of items: textiles, glassware, rugs, clothes, silver, etc. Some of these have special names; for example, a mercer is a merchant who deals in

textiles. Merchants must know the value of their goods in different areas, where to acquire their goods, who will pay for them (and how much) and have at least a general overview of the qualities of the products they sell. They must also be able to negotiate prices so that they can sell the items for more than they pay to acquire them.

PROFESSION (MILLER)

The miller converts cereal grains into flour. Since they relieve the farmer of a difficult and tedious task, millers are found wherever large fields of wheat or rye are cultivated. Mills are usually water powered but might be small hand mills, animal-powered, or even graceful windmills.

PROFESSION (MINER)

The miner oversees the digging of ores from the ground and the smelting process of removing the precious metals or gems from the unwanted earth. The miner can set up a smelter, oversee the smelting process and operate the entire mine.

PROFESSION (PORTER)

The porter carries things. While not much of a skill on which to base a profession, the porter does learn how to pack things so that they are easily carried. For a journey lasting more than 1 hour, the porter may carry a certain percentage more than his normal encumbrance limit (at any category) with a successful skill check.

DC	Load
15	+10%
20	+20%
25	+30%

PROFESSION (SAILOR)

The Profession (sailor) skill is actually a number of separate tasks. The greater a character's rank in the base skill, the more he or she knows about shipboard life.

A character with this skill knows the proper terms for places, items, and actions on the high seas. She knows that port means the left side of the ship and starboard means the right side. She knows that the floor is called the "deck" and that stairs are called "ladders," and exactly what the captain means when he says "helms a-lee" or "jibe, ho!" This character also knows basic maritime safety; to keep her head down when the boom swings across the deck, to keep one hand free for support in case she should slip, and how to avoid illnesses such as scurvy.

Check: A successful check lets the character perform one of many skills needed by those who routinely travel the seas. Profession (sailor) checks are made to steer a ship, stay on course during a storm, avoid capsizing, and perform a naval combat maneuver are sometimes referred to as Helmsmanship checks.

Task	Profession (sailor) DC
Clean the decks	3
Man the rigging	10
Perform basic repairs	12
Steer the ship (helmsman)	15
Stay on course in a storm	20/30
Perform naval combat maneuvers	see text

Clean the Decks: The sailor knows the proper way to swab a ship's deck and how to treat the planks properly to keep them from becoming slippery.

Man the Rigging: This includes setting the sails, tying knots (though the Use Rope skill is necessary for complex knots), securing the rigging in case of a storm, and so on. Having 5 ranks in Profession (sailor) grants a +2 synergy bonus on Use Rope checks made to tie knots. Unless the circumstances are truly extraordinary, manning a ship's rigging does not normally require a skill check.

Perform Basic Repairs: While a ship's carpenter is required for more complicated repair jobs, the sailor knows how to plug minor leaks with tar, braid ropes, and repair holes in the sails. See Chapter 7: Naval Combat of *Salt and Sea Dogs: the Pirates of Tellene* for more information on ship repairs.

Steer the Ship: The character is able to keep his or her ship pointed in the desired direction. Characters whose primary job is to steer the ship are known as helmsmen. A helmsman cannot make accurate course changes unless assisted by a navigator.

Stay on Course in a Storm: When the seas are rough and the wind is strong, it can be very difficult to keep a ship on a steady course. Doing so requires a Profession (sailor) check, with a DC based on the intensity of the wind. Windstorms require a DC of 20, while Hurricane-force winds have a DC of 30.

Naval Combat Maneuvers: From boarding actions to broadsides, the Profession (sailor) skill covers a whole host of naval combat maneuvers. See Chapter 7: Naval Combat of *Salt and Sea Dogs: the Pirates of Tellene* for detailed information on naval combat maneuvers and their DCs.

Untrained: Untrained helpers and assistants (that is, characters without any ranks in the Profession (sailor) skill) earn an average of 1 silver piece per day.

PROFESSION (SCRIBE)

While most PCs are literate, the majority of NPCs are not unless their profession demands it. The scribe fulfills the important functions of reading and writing for those who cannot. Multilingual scribes are the most sought-after.

PROFESSION (SIEGE ENGINEER)

The siege engineer focuses his area of expertise in the creation and use of large war machines capable of bringing down walls. The siege engineer oversees the construction of catapults, ballistae, rams and other siege engines. She also plans tunneling efforts to dig underneath castles (for undermining the walls or just gaining entry below them), creates earth and stone fortifications for defense of her own side, and counters the siege engineers of the enemy.

PROFESSION (SPY)

Although the actual process of espionage requires skills such as Disguise and Gather Information, Profession (spy) is the process of organizing and directing an information network of

spies. Establishing contacts, formulating plans, picking out targets, setting up meeting places, secretly transferring funds are all a part of espionage. The heads and lieutenants of secret organizations and the spymasters of noble courts often possess this skill.

Check: Spying is more lucrative than most professions. You can practice your trade and make a decent living, earning about twice your Profession check in gold pieces per week of dedicated work.

Action, Try Again: As the Profession skill in the *D&D Player's Handbook*.

PROFESSION (WOODCUTTER)

The woodcutter brings pieces of wood for fireplaces and stoves to the settlement where he lives. His primary tools are an axe and a cart or wagon. Due to the solitary nature and danger of his job, the woodcutter might be a warrior as well as a commoner. Complementary skills include Knowledge (nature) and Survival.

Sense Motive (Wis)

Normal Use: Determining the difference between what a person says and what she means is vital in effective communication. Sense Motive is all about understanding culture, body language and intonation to gather the full meaning of any message, even unspoken ones.

New Use: Read an opponent's intentions in battle. Planted feet, a quick drop of the eyes or other obvious preparatory moves show you where your opponent plans to launch his next attack. A successful Sense Motive roll against his Bluff check + his base attack bonus reveals his target an instant before the attack. Your opponent gains a +10 bonus to his Bluff check because you have only a fraction of a second to recognize and act on these subtle clues. If successful, you gain a +2 dodge bonus to AC against that creature until your next action. You can only read the intentions of a humanoid creature and only one creature per round.

This new use for Sense Motive is a free action, but it can only be used if you have ranks in Sense Motive and in situations when you would not be denied your Dexterity bonus to AC. This applies to characters that do not have a Dexterity bonus as well.

Sleight of Hand (Dex; Trained Only; Armor Check Penalty)

Normal Use: Use the Sleight of Hand skill to lift a carried item without its owner noticing or to perform sleight-of-hand tricks.

New Use: You can attempt to conceal somatic gestures when casting a spell. An observer may make an opposed Spot or Spellcraft check to notice you casting. In addition, if you fail to beat DC 10 + 1 per spell level, you restricted your movements so

severely in your attempt that the spell fails and you lose the prepared spell (or spell slot).

Retry: If the observer's opposed check exceeded your Sleight of Hand check, the observer associated the odd motions you made with spellcasting (if the spell failed) or the spell effect that just appeared (if the spell worked). You may try again on the next spell, but watchers are suspicious and gain a +2 circumstance bonus on their checks.

Speak Language (Int; Trained Only)

While the unique languages of Tellene appear in the Kingdoms of Kalamar sourcebook, Table 4-3: Languages details how they all fit into the panorama of languages available to a player character.

All player characters know how to speak their native language plus one other, while characters with an Intelligence bonus speak multiple languages (one extra language per bonus point). All characters are literate in any language they speak, save for barbarians, who may become literate by spending skill points.

Among normal individuals and non-player characters, illiteracy is commonplace. However, player characters are exceptional individuals who might be expected to recover rare tomes, research spells, debate theology, or find written clues in adventures. If a character hails from a background in which illiteracy was the norm, ask your DM if you could gain a bonus of +2 skill points (at first level only!) for willingly starting play with an illiterate character.

SPEAK LANGUAGE (ABYSSAL)

Abyssal is the official language of some chaotic evil priest-hoods as well as certain chaotic neutral and neutral evil ones. It also appears in a few ancient texts, usually those dealing with demons and select other outsiders.

SPEAK LANGUAGE (AQUAN)

Submarine creatures such as merfolk speak Aquan. Few surface races speak it, except for some mariners (mostly pirates). Since writing underwater is difficult at best, there are no known books or scrolls in Aquan.

DM NOTE: ILLITERACY

It is hard to run adventures for illiterate parties. You often write adventures or encounters that rely on the party intercepting a message, finding information amidst a huge library, nosily reading the villain's private journal or otherwise drawing information from the written word. It is very easy to forget that a certain character cannot read and start spouting off the information you spent so much time preparing.

That said, you can allow one or more illiterate characters such as barbarians in your game as long as you are able to keep track of them. If you think the player is counting on you to forget that his ranger is illiterate, tell him he cannot take the option. If the player seems earnest about role-playing a character with a disadvantage and you feel that the decision will make for a better game, go ahead.

SPEAK LANGUAGE (AURAN)

Auran, the language of air elemental creatures, is spoken by sylphs and has some similarity to Sylvan. Besides being the expected speech of aerial servants and djinni — cloud giants, storm giants and giant owls have occasionally been known to speak it.

SPEAK LANGUAGE (BRANDOBIAN)

Brandobian is the official language of Eldor, Cosdol, Pel Brolenon and Mendarn. People in the island colonies of Eldor, the free city of Bronish, Alnarma, the colonists of Vrandol, and Miclennon also speak it. Most human folk in Prompeldia use it, although Merchant's Tongue is almost as common for daily use.

SPEAK LANGUAGE (CELESTIAL)

Celestial is the official language of certain good priesthoods. Readers can find it in ancient texts dealing with religion, the outer planes, the Ethereal Plane, in summoning spells and spoken by celestial creatures. Certain canons are found in this language, and most of them have been translated into (or from) Celestial at one time.

SPEAK LANGUAGE (CYMBALIC)

Sometimes, Basiran dancers want to communicate without other people listening in. This can be particularly difficult if the dancers are in the midst of a performance. Therefore, the dancers created a code consisting of the rhythms made with their finger cymbals. The more complex the information, the more difficult it is to communicate. Typical DCs are listed below:

Message	Example	DC
Basic	It's hot in here.	10
Easy	The musicians are off-key.	12
Moderate	The man sitting in front of me is attractive.	15
Involved	I need a drink after this performance. Come with me?	18
Difficult	If that fat pig leers at me again, I'll strangle him.	20
Complex	Please cast <i>ghost sound</i> so that we match.	25
Extremely Complex	When the dance ends, I'll flirt with the mark. You take the Pearl of Basira from his left pouch.	30

SPEAK LANGUAGE (DEJY)

Dejy dialects among the tribes are extremely diverse; therefore, no one Dejy tongue truly exists. Dejy is an ancient and complicated language used across the continent in different forms and by different people. Though scholars debate the existence of a written form, in some ways, it is more universal than Merchant's Tongue. Distant dialects are too different for one language skill to encompass them both. Certainly few speakers of vowel-heavy Malavlan (from the Brandobian-claimed islands in the west) can understand the thick guttural of Dynaj. As such, each character that learns Dejy should

TABLE 4-3: LANGUAGES

LANGUAGE	TYPICAL SPEAKERS	ALPHABET
Abyssal	Demons, chaotic evil outsiders and priesthoods	Infernal
Aquan	Merfolk, other water-based creatures	High Elven
Auran	Air elementals and other air-based creatures	Draconic
Brandobian	Brandobian humans and colonists	Brandobian
Celestial	Good outsiders and priesthoods	Celestial
Dejy	Dejy humans (dialects vary by tribe)	None*
Draconic	Dragons, lizardfolk, kobolds and sorcerers	Draconic
Drow	Elves (drow)	High Elven
Druidic	Druids (only)	Low Elven
Dwarven	Dwarves	Dwarven
Elven, High	Elves (only)	High Elven
Elven, Low	Elves (only)	Low Elven
Fhokki	Fhokki humans	Fhokki
Giant	Ettins, giants, ogres	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Bugbears, goblins	Hobgoblin
Halfling	Halflings	Common
Hobgoblin	Kargi, Kors, Krangi, sil-karg, gnoll, goblins, orcs	Hobgoblin
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders and priesthoods	Infernal
Kalamaran, High	Kalamaran nobility	Kalamaran
Kalamaran, Low	Kalamaran humans	Kalamaran
Merchant's Tongue	Humans, humanoids, demihumans	Common
Orcish	Orcs	Hobgoblin
Reanaarese	Reanaarian humans	Reanaarese
Svimohzish	Svimohzish humans	Svimohzish
Sylvan	Brownies, dryads, leprechauns	Low Elven
Terran	Xorn and other earth-based creatures	Dwarven
Undercommon	Drow, mind flayers	Low Elven

*Historians often debate the existence of Dejy writing.

specify which dialect(s) he knows. Of course, the DM may allow partial understanding between vaguely similar dialects.

SPEAK LANGUAGE (DRACONIC)

While dragons are the principal speakers of Draconic, sorcerers and other persons often use it as well. The verbal components to many arcane spells are said to include Draconic words, and speakers of this language might gain a synergy bonus to Spellcraft checks when used to identify arcane spells (the DM has the option to allow a Draconic speaker a +2 synergy bonus).

SPEAK LANGUAGE (DROW)

This corruption of the beautiful High Elven language is primarily spoken only by dark elves, though races in frequent contact with the dark elves (such as deep gnomes), have been known to use it as well.

SPEAK LANGUAGE (DRUIDIC)

Druidic shares many words with Elven, and owes its sentence structure to even more ancient sylvan languages. The Druidic language becomes very specific when speaking about farming, plants, animals, the weather and astronomical topics, but has few words for martial or political subjects.

SPEAK LANGUAGE (DWARVEN)

The Dwarven language is probably one of the oldest alphabet-based language in the Sovereign Lands (High Elven clearly pre-dates it), although the hobgoblins claim that the dwarves stole

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their alphabet from them. Dwarves and a wide variety of craftsmen use it.

SPEAK LANGUAGE (ELVEN)

High Elven has not changed in sound, form or written word for longer than anyone on Tellene can remember. The Elves consider it a fundamental component of their culture and are consequently very strict with its usage. Non-elves are NEVER taught to speak, let alone read or write, High Elven. By contrast, Low Elven changes quickly as elves adopt words and idioms from other languages. Despite the surface change, written Low Elven has been constant for millennia, though many words have been added. Low Elven is especially adaptable and serves as the elven version of Merchant's Tongue. All elven PCs (excluding Drow) are assumed to speak both High and Low Elven. Half-elven PCs may only speak High Elven if raised by their elven parent and can never learn to write it without spending double the appropriate skill points. Non-elves may only learn Low Elven and will NEVER know High Elven.

SPEAK LANGUAGE (FHOKKI)

The Fhokki language generally appears only in the Wild Lands. Probably the most recent written language, few scholarly works in the Fhokki tongue exist, and it is probably the least common human language.

SPEAK LANGUAGE (GIANT)

Large-sized humanoid creatures use the language of giants more often than giants themselves do. The giants use Giant among themselves and speak Dwarven, Elven, a regional human language or Merchant's Tongue (depending on the language of their closest trade partners and/or enemies) with others. The more intelligent giants might learn a variety of humanoid and regional human languages.

SPEAK LANGUAGE (GNOME)

The Gnome language is spoken in places where gnomes live with other races because it is easy to learn and uses the common Dwarven alphabet. Books written in Gnome include many trade manuals and books on crafts, especially gemcutting, whitesmithing and mining.

SPEAK LANGUAGE (GOBLIN)

On Tellene, a stronger race nearly always dominates goblins, most commonly the hobgoblin race. Thus, the goblin's language is little more than a dialect of Hobgoblin. Goblins speak this dialect of Hobgoblin no matter where they are. Speakers of Hobgoblin can understand and communicate with speakers using the Goblin dialect.

SPEAK LANGUAGE (HALFLING)

Not even halflings use their own language much, preferring instead to use Elven or the dominant human or other language of the region. Few other races use it at all. The only scholarly works written in Halfling are a few essays on psionics and religious doctrines concerning the Traveler, the Raiser, the

Great Huntress and Risk dating from the 1st century IR (Imperial Reckoning).

SPEAK LANGUAGE (HOBGOBLIN)

Hobgoblin is an ancient language with its own alphabet and unique flavor, though most non-hobgoblin scholars agree that hobgoblins adopted the Dwarven alphabet at some point in the distant past. Hobgoblins are the primary users, although goblins, orcs and even some gnoll tribes use distinct dialects of Hobgoblin. The Hobgoblin language serves best for military texts, and several of the most prominent are found only in that language.

The languages of Kargi (hobgoblins from Ul-Karg) and Krangi (those from Norga-Krangrel) use the traditional Hobgoblin alphabet, but have diverged greatly in regards to the spoken word. Consequently, Kargi and Krangi are distinct languages and speakers of each cannot communicate with the other without translation. The dialect of hobgoblins from other lands, such as the Kors of the P'Tikor Hills, varies from tribe to tribe.

SPEAK LANGUAGE (IGNAN)

The language of fire elementals and other creatures is not often spoken on Tellene, although it does appear in rare arcane texts. Based on Draconic and using that alphabet, Ignan works include religious tracts for the Battle Rager, unaligned prophecies of the end of the world and some lone magical glyphs and symbols.

SPEAK LANGUAGE (INFERNAL)

Speaking or writing the language of devils is illegal in most nations, although few officers of the law would recognize it. It is the official language of all the lawful evil religions and a few neutral evil ones as well. Infernal is a popular secret language for codes and sensitive documents, and (more rarely now than formerly) the language of high-level necromantic spells. Few creatures from this plane speak it.

SPEAK LANGUAGE (KALAMARAN)

Kalamaran, besides being the official language of the immense Kalamaran Empire, is spoken throughout the Young Kingdoms and understood in parts of the Wild Lands, Zha-nezhmish and Zoa. Besides the swords of Kalamaran soldiers enforcing its use, trade has spread it far and wide. Modern Kalamaran is really two distinct, but similar languages: High and Low Kalamaran. Only the Kalamaran nobility use High Kalamaran; the rest of the populace speaks Low Kalamaran.

SPEAK LANGUAGE (MERCHANT'S TONGUE)

The jabber of Merchant's Tongue can be heard across Tellene, especially where cultures come together for trade or war. While Merchant's Tongue boasts few artistic works, scholars often translate histories, sciences and geographical works into it so that they can be readily distributed. Nearly all religions have

translated their canons into Merchant's Tongue, and some even freely give or sell them to any interested party.

SPEAK LANGUAGE (ORCISH)

Orcish is a dialect of Hobgoblin so changed as to be nearly distinct. Speakers of Hobgoblin can understand it if both speakers are trying to communicate. Orcish uses the Hobgoblin alphabet. Few books are written in Orcish, except for copies of certain evil canons popular among the orcs.

SPEAK LANGUAGE (REANAARESE)

Reanaarese is a beautiful language, although difficult for foreigners to pronounce and full of inconsistencies. Its depth lies in artistic and technical explanation, provocative slang and romance (a Kalamaran poet once called Reanaarese "the language of pillow talk"). People do not speak Reanaarese much further than 100 miles from the Bay, but hundreds of trade books and banal works of fiction are written in Reanaarese.

SPEAK LANGUAGE (SVIMOHZISH)

Svimohzish includes dozens of regional dialects, each with its own identifying features. The most common Svimohzish works are religious treatises and histories, although a great variety of academic works come from the University of Zha-nehmish. Due in part to the University's impact, many consider Svimohzish the language of the intelligentsia.

SPEAK LANGUAGE (SYLVAN)

Sylvan, when written, uses the Low Elven alphabet, but few of the creatures that speak it bother to write anything down. Humans are more likely to write it than its native speakers; they often use it for writing texts that deal with nature, the faerie creatures that speak it, or certain magic spells and scrolls.

SPEAK LANGUAGE (TERRAN)

The language of exotic creatures of the earth, Terran has little use for most of Tellene. Spoken Terran is restricted to a few rare creatures, while written Terran is limited to works on summoning magic dealing with creatures from the Plane of Earth, a handful of architectural discussions and at least one fanciful account of the Grottos. Why the writer, obviously an elf, recorded the work in Terran is a fiercely debated academic mystery among those with nothing more exciting to do.

SPEAK LANGUAGE (UNDERCOMMON)

Undercommon is a widespread language that appears in texts on the Underdark, histories of underground races and magic attributed to them. Many bestiaries are written in Undercommon, especially those dealing with nasty critters like carrion crawlers and aboleths.

Survival (Wis)

Normal Use: Knowing which monsters live in the area is useful in preparing to fight or avoid them. It also helps one survive the elements, which can be more dangerous (and far less heroic) than fighting monsters.

New Use: Spook a creature. Whether the creature fears light, loud noise, or the smell of an oiled longsword, you know how to confuse a hungry animal into thinking you might be its next meal. Make a Survival check (DC 15 + the creature's HD) to spook an animal, dire animal or beast that might attack you. If you succeed, the creature must make a Will save at DC 10 + your Wis modifier or becomes frightened for 1d4 rounds.

VARIANT LANGUAGE SKILL SYSTEM

The following is an optional language system for your D&D campaign.

A Modern Language is one that is currently spoken by a sizable population. Examples include Merchant's Tongue, Brandobian and Kalamaran. Generally, speakers of Modern Languages are divided geographically. Even different languages may allow some degree of communication if the native speakers tend to live near each other, as the differences between two languages tend to increase proportionally with distance. This is a situational matter, not something for which we set down generic rules.

A Trade Tongue is a pidgin developed to a high enough degree that speakers can express fairly complex concepts, but not truly a full language. On Tellene, this common language is called "Merchant's Tongue," as it was largely developed by merchants. Often, certain advanced topics (magic, mathematics) cannot be adequately discussed in a Trade Tongue. However, Merchant's Tongue is advanced enough that the vocabulary fails only for the most obscure of concepts.

An Ancient Language is a language that has either died out or is rarely used because a limited number of speakers remain. This is either because the language evolved into one or more Modern Languages or because the culture that used it has disappeared or restricts its use. Ancient Languages are the provinces of scholars, pretentious artists and the highly educated.

Depending upon individual background, a character typically speaks one to three languages fluently. Any character capable of speech is fluent in one language — those who hail from urban areas or frequently-traveled trade routes often speak two. A character who speaks three languages in his formative days is rare, generally a noble or the child of a wealthy merchant house. These are Fluencies. If skill ranks are ever needed, consider each to be at +10 (though the fluent speaker is not necessarily a master artist with his own language, it is a native tongue for him).

The Read/Write skill is not free, nor is it binary — there are degrees of ability. (It is possible to get a Read/Write Skill or two as bonus skills for a character's background at the DM's option.)

Language skills are a special category of Knowledge skills. Characters can spend skill points on languages as desired, but the DM may allow special language points. These can be spent as skill points, but only on language skills. If not used before advancing an experience level, previous language points are lost.

At creation, a character has a number of language points equal to 1+ his Intelligence bonus times 4. At each advancement, the character receives 1 + his Intelligence bonus in

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language points (and he can also spend skill points on languages if he desires) with a minimum of one language point per level.

Any character can learn a language as a foreign language. Speak Language and Read/Write Language are both Intelligence-based Knowledge skills. They must be purchased separately (though a character can learn both at once). Obviously there must be some way for a character to learn the language – he cannot simply decide, when stranded on a deserted island, to learn any language he wants (should he happen to gain some language or skill points).

Speak Language is a prerequisite for learning to Read/Write that language. A Read/Write Language skill cannot exceed Speak (the same) Language by more than 4 ranks. Note that as these are Intelligence-based skills, a character's Intelligence bonus or penalty modifies Speak Language and Read/Write Language skill checks.

Speak Language is considered a class skill for all classes. Read/Write Language is a class skill for Basiran dancers, bards, most clerics, rogues, spellsingers and wizards. It is a cross-class skill for barbarians, brigands, druids (who have a cultural bias against writing), fighters, gladiators, infiltrators, monks, paladins, rangers, shamans and sorcerers. However, this is susceptible to situational exceptions. One common exception involves characters of high social status – they can generally take Read/Write as a class skill regardless of their actual class (unless they have forsaken their heritage, as a barbarian or druid from such a background must have done).

ANCIENT LANGUAGE (Int; Trained Only)

The Ancient Language skill includes reading, writing and speaking that language. The skill mostly involves reading texts, and often the exact pronunciations are lost, along with certain subtleties and subtext. This is unlikely to come up unless the

character somehow manages to converse with a native speaker (who is probably undead).

The following are some examples of modern and ancient languages.

Modern Languages	Ancient Languages
Merchant's Tongue	–
Kalamaran	Ancient Kalamaran
Brandobian	Ancient Brandobian
Svimozhish	Ancient Svmozhish
Dejy (various dialects)	Ancient Dejy (various dialects)
Low Elven	High Elven*

*High Elven is only available to elves, who generally have it as one of two or three fluencies.

DM's Option: In regards to the classes in the D&D Player's Handbook, the Ancient Language skill is unavailable to barbarians, a class skill for bards, clerics and wizards, and cross-class for everyone else. (Note that a bard or rogue may prefer Decipher Script.)

READ/WRITE LANGUAGE (Int; Trained Only)

On Tellene, PCs are automatically literate in any language they speak. However, you may decide this is best determined by the character's background, rather than an arbitrary set of rules. For example, a gladiator who has been a slave for his entire life is unlikely to know how to read or write, but a wealthy noble may have had tutors to teach him. If your DM uses this variant language rule, you should ask him to assign you any appropriate Read/Write skills as bonus skills for your background. When learning new languages, you must buy ranks for both reading/writing and speaking the language.

DM's Option: In regards to the classes in the D&D Player's Handbook, the Read/Write Language skill is unavailable to barbarians, a class skill for bards, clerics and wizards, and cross-class for everyone else.

TABLE 4-4: VARIANT LANGUAGE SYSTEM

RANK	KNOWLEDGE LEVEL	SPEAK	READ/WRITE
0	None	Non-speaker	None
+1	Basic	the level of a young child, mostly one or two word phrases	Knows most of alphabet, can read/write very short phrases
+2	Basic	2-3 word phrases, may get gist of longer phrases	Knows several words, may get overview of simple passages
+3	Student	Can distinguish major dialects, can get the tone but misses much detail. Prefers others speak very slowly.	Can get an overview of simple passages, write complete but very simple sentences.
+4	Student	Can converse on simple subjects with broken sentences	Can read moderately simple text and with time get details (approx. modern newspaper level)
+5	Competent	Can converse in many everyday situations	Can read moderately complex normal writings, letters, etc.
+6	Competent	Can converse at the same level as most of the native population	Average level among the literate
+7	Good	Thorough understanding, but speaks with a strong or at least very noticeable accent	Average level for the well-educated literate
+8	Good	Speaks very well, noticeable accent	Average level for nobility
+9	Excellent	Speaks very well, slight or light accent	High enough to read relatively complex material and recognize (if not understand) archaic or unusual passages. Average level for well-educated nobility.
+10	Fluent	Speaks better than most speakers. Can recognize and understand much of close dialects. Can pass for a native speaker.	Can read/write complex material and recognize (even get the gist of) closely related dialects.
+11	Fluent	Can pass for a native speaker of a certain region if desired. Only the most archaic/complex conversations cause difficulty.	Can read/write the most complex passages and is strong in related dialects
+12 & up	Mastery	These levels are for grand poets, writers, and very unusual or ancient, dead languages	

Chapter 5

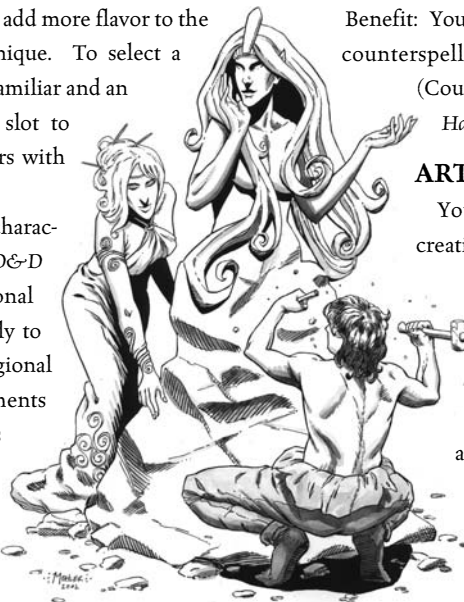
Feats

Characters on Tellene learn and use feats like characters in any other campaign setting. Furthermore, the overwhelming diversity among human and non-human cultures gives rise to unique and specialized regional feats that require characters to be of a certain race or call a certain region home. Characters of all classes and races will find feats that allow them to specialize in a certain aspect or field. Other feats encourage the opposite—the line between wizard and warrior blurs with such feats as Magical Affinity or Hammer and Anvil.

The feats in this chapter are separated into seven categories (General, Item Creation and Metamagic, plus Familiar, Psionic, Regional and Special). These first three are standard categories as defined in the *D&D Player's Handbook*. The others are defined below.

Familiar feats may be applied only to a character's familiar (see the sorcerer class in the *D&D Player's Handbook* for more information on familiars). These feats are not meant to simply make a familiar more powerful, but to add more flavor to the character by making his familiar unique. To select a Familiar feat, a spellcaster who has a familiar and an available feat slot simply uses that slot to select a feat for his familiar. Familiars with feat slots may also select these feats.

Psionic feats may only be taken by characters with psionic abilities (see the *D&D Expanded Psionics Handbook*). Regional feats are, naturally, feats available only to characters of a certain racial or regional background, although other requirements occasionally apply as well. Feats labeled "Special" are usually one-of-a-kind feats with unique availability requirements and limitations, with further information defined in the text.



An artistic crafter at work.

The following feats supplement those found in the *D&D Player's Handbook*.

ANIMAL EMPATHY [GENERAL]

You seem to instinctively know what animals are thinking and have always found it easy to make friends with animals.

Prerequisite: Sense Motive 2 ranks.

Benefit: This feat allows you to apply the Sense Motive skill to animals. The character rolls 1d20, adding his Charisma bonus and half his character level to determine the Sense Motive check result.

Special: This is not a magical ability and does not allow you to alter how the animal behaves, only give you a general idea of how the animal is feeling.

ANTIMAGE [GENERAL]

You are especially skilled at disrupting the spells of others.

Prerequisite: Caster level 1st.

Benefit: Your character gains a +4 competence bonus to counterspelling or dispelling spells cast by others. (Counterspelling is detailed in the *D&D Player's Handbook*).

ARTIFICER [ITEM CREATION]

You are exceptionally knowledgeable in the creation of magic items. This lets you create the items faster than most, and aids you in identifying similar items.

Prerequisite: Any item creation feat.

Benefit: When you select this feat you must decide upon which Item Creation Feat it applies. You can prepare the item in question in two-thirds the time that it normally requires.

You also receive a +2 circumstance bonus to Knowledge (arcana) skill checks related to this type of item.

TABLE 5-1: FEATS

Name	Prerequisites	Benefit
General Feats		
Animal Empathy	Sense Motive 2 ranks	Apply Sense Motive skill to animals
Antimage	Caster level 1st	Gain +4 bonus to counterspelling and dispelling
Attentive	-	Gain +2 bonus on Bluff checks and Sense Motive checks
Awareness ¹	Dex 13, Dodge, Lightning Reflexes	Flanking characters cannot sneak attack
Blessed	-	Reroll automatic miss and gain +4 bonus on Will saves against curses
Blind Shot ¹	Dex 13, Wis 13, Point-Blank Shot, Precise Shot	Target an unseen foe
Cat Burglar	Dex 13, Climb 5 ranks	Gain +2 bonus on Balance checks and Climb checks
Champion of the Faith	Divine caster 1st	Gain +4 bonus on Concentration checks against enemies of your faith
Circle of Friends	-	Gain +4 bonus on Gather Information checks and Intimidate checks in certain areas
Commanding Presence	Cha 13, Eyes of Fury, Fearsome Appearance	Frighten enemies with a gaze attack
Critical Spell Strike	Caster level 1st	Add +4 to your roll to confirm a critical hit with a touch attack
Dragon Blood	Cha 13	Detect presence of magic with Search checks
Eidetic Memory	Int 15	Gain bonuses to recall specific information
Elemental Adept	Caster level 1st	Save DC from earth, air, fire or water spells increases by 2
Energy Adept	Caster level 1st	Save DC from acid, cold, electricity, light or sonic spells increases by 2
Expert Timing	-	Delay action without losing normal initiative
Eyes of Fury	Cha 13	Make enemies shaken with a gaze attack
Fable Weaver	Perform 2 ranks	Gain +4 bonus on Perform checks when telling stories
Fame and Fortune	Inheritance	Gain additional wealth per level
Fast Healer	Con 13	Regain faster with rest
Fearsome Appearance	Cha 13, Eyes of Fury	Opponent needs Will save to make attack of opportunity
Final Breath	-	Make attack of opportunity at 0 hp or less
Finding the Secrets ¹	Improved Critical, Knowledge (monsters) 6 ranks, base attack bonus +9	Inflict critical hits on creatures normally immune
Gorgeous	Cha 13	Add Cha bonus (instead of Wis) to Profession and Sense Motive checks
Guardian ¹	Shield Proficiency	Give shield bonus to adjacent character
Hammer and Anvil ¹	Two characters must have feat	Flanking target with ally provides +4 to attack rolls and +2 to damage rolls
Hardiness	Toughness	Immunity to number of poisons equal to Con modifier
Immobility	-	Gain +4 bonus on saves and opposed checks against trips, overruns and bull rushes
Improved Cover	-	Cover provides additional bonuses to AC and Reflex saves
Inheritance	-	Gain additional wealth at character creation
Instant Stand	-	Stand from prone as a free action
Interruption	Wis 13, Expert Timing	Delay action and interrupt interrupt target's action without losing initiative
Knock Prone ¹	Str 13, Power Attack	Knock down target with a critical hit
Know Your Enemy ¹	Wis 13, Patience	Gain +2 bonus to attack target after three combat rounds with that target
Legacy	Iron Will	Resist level-dependent spells as if three levels higher
Light-footed	-	Gain +2 bonus on Move Silently checks and +4 bonus on DCs to track you
Like Mind	Two characters must have feat	Gain +2 bonuses on Bluff checks and Sense Motive, and +4 bonus on Spot checks, in regard to the other character
Linguist	Int 13	Gain bonus languages equal to Int modifier
Lone Wolf	-	When alone, gain choice of +1 bonus on melee attacks, +1 on save DCs against your spells, or +1 dodge bonus to AC
Masterful Parry ¹	Dex 13+, Int 13+, Weapon Focus	Make an opposed attack roll to parry an attack of opportunity
Meditate	Wis 13	Use meditate action to gain +4 bonus on next melee attack
Movement Check	-	Use attack of opportunity to stop running or charging foe
Musical Ear	Perform skill	Gain +4 bonus on Perform checks with your chosen instrument
Natural Engineer	Knowledge (architecture and engineering) 4 ranks, Profession (engineer) 4 ranks	Gain +2 bonus on Knowledge (architecture and engineering) checks and Profession (engineer) checks
Natural Mathematician	Literate	Gain +4 bonus on all skill checks that require mathematical calculations
Natural Swimmer	-	Gain +2 bonus on Swim checks plus hold breath for Con x4 rounds
Never Say Die	Con 13	Gain 3/- damage reduction against nonlethal damage
Noble Bearing	Cha 13, noble blood; or Cha 13, Wis 13 with access to frequent observation of nobility.	Gain +2 bonus on Diplomacy checks and Intimidate checks
Pacify	Weapon Proficiency	Ignore -4 penalty when attacking to subdue
Patience ¹	Wis 13	Hold initiative until last to gain +2 bonus on attack roll and damage roll
Pilgrim	Knowledge (religion) 5 ranks	Gain +2 bonus on saves against enemies of your faith
Push ¹	Str 13, Power Attack	Push opponent 5 ft. on a successful attack
Quick Dismount ¹	Mounted Combat	Dismount as a free action
Ram	-	Use overrun actions as one size category larger
Rapid Ready ¹	-	Reduce time to don, don hastily or remove armor by at least half
Regal Bearing	Cha 13, Noble Bearing feat	Gain additional +2 bonus on Diplomacy checks and Intimidate checks
Scholar	Literacy	Gain +1 bonus on any three Knowledge skills and treat all Knowledge skills as class skills
Shapechanger	Wis 13, caster level 5th	Gain +2 bonus on Str, Dex or Con on a number of forms equal to Wis modifier

TABLE 5-1: FEATS (CONTINUED)

Shield Specialization ¹	Shield Proficiency	Gain +1 bonus to AC or +2 bonus to fight defensively, when using a shield
Shock Resistant	Con 13, Undying	Gain automatic Fortitude save to avoid instant death
Skeptic	-	Gain +4 bonus on saving throws against illusions
Skill Prodigy	-	Treat a number of cross-class skills equal to Int modifier as class skills
Smashing Blow ¹	Str 13, Power Attack, Sunder	Gain +4 damage bonus on melee attacks against target weapon or shield
Spell Dodge	-	Gain +2 AC bonus against ranged touch attacks and +1 bonus on Reflex saves against spells
Sprint	-	When in combat add 10 ft. to base speed for a number of rounds equal to Con
Stately Demeanor	Cha 14, Knowledge (history, or nobility and royalty) 6 ranks.	Gain +4 bonus on Intimidate checks to impress others
Targeted Attack ¹	Int 13, Expertise	Replace critical damage with normal damage to a specific body location
Tough as Nails	Con 13, Shock Resistant, Undying	Weapons suffer half the damage they deal to you
Undying	Con 13	Act normally when disabled or staggered, and have 15% chance per round of stabilizing, plus others gain +4 bonus to stabilize you
Unerring Strike ¹	Dex 13	Trade damage bonus for attack (up to base attack bonus)
Familiar Feats		
Endowed Cleverness	Familiar or character with familiar	Familiar gains +2 bonus to Int
Endowed Flight	Familiar or character with familiar	Familiar gains ability to fly
Endowed Greater Spell Resistance	Familiar or character with familiar; spell resistance	Familiar's spell resistance increases to master's level +10
Endowed Jump	Familiar or character with familiar	Familiar gains +10 bonus to Jump skill and can make extra-long jumps
Endowed Speech	Familiar or character with familiar; ability to speak	Familiar gains additional languages
Endowed Speed	Familiar or character with familiar	Familiar gains 10 feet to primary movement
Endowed Toughskin	Familiar or character with familiar	Familiar gains +2 bonus to natural AC
Item Creation Feats		
Artificer	Any item creation feat	Prepare item in 2/3 time, gain +2 bonus to Knowledge (arcana) checks
Metamagic Feats		
Envelop the Wall	Caster level 1st	Increase spell level to penetrate spell resistance
Irresistible Spell	Caster level 7th, Envelop the Wall, Maximize Spell	Cast spell at higher level to forbid saving throws
Miser With Magic	Caster level 7th	Use Spellcraft skill to retain a cast spell
Psionic Feats		
Sense Danger	Psionic character of Elos, Khydoban, or Torakk; or Golden Halfling.	Detect an enemy in the process of attacking
Regional Feats		
Artistic Crafter	Geanavue, Pekal, Xaarum; or Elf	Value of items you make increases
Bazaar Veteran	Ahznomahn, Ashoshani, Bet Kalamar, Bet Seder, Bet Urala, Dalen, Dowond-Brandel, Monahm-Ahnoz, Ospolen, P'Bapar, Svomahni, Thygasha, Zha-nezhmish or Zoa	Gain +4 bonus to Appraise and Bluff checks for common items, or +2 bonus for rarer items
Born of the Cradle	Meznamish, Ohzvinnish or Zazahni.	Gain +2 bonus on Knowledge (history) checks and Knowledge (nobility and royalty) checks
Born to the Saddle	Drhokker or Dodera.	Gain +2 bonus on Ride checks and +1 dodge bonus to AC while mounted
Child of the Desert	Con 13, Khydoban Desert	Survive for days or weeks without thirst or starvation checks
Child of the Earth	Defohy (Dejy) of O'Par, Paru'Bor or Ek'Gakel.	Gain +1 luck bonus to all saving throws
Exotic Steed	Ehzhimahn, Slen, Tarisato, Thygasha; any desert, jungle or marsh	Gain +4 bonus on Handle Animal checks and Ride checks to an exotic mount
Explorer	Cosdol, Eldor, Mendarn, the Wild Lands; any jungle, desert, marsh or unclaimed land.	Gain +2 bonus on Knowledge (nature) and Survival checks
Fey Blood	Human of Young Kingdoms (except P'Bapar), Pel Brolenon, Thybaj, Zoa or Xaarum	Gain low-light vision and +2 bonus on Diplomacy checks against fey
Indomitable	Krangi or Kargi	Gain +4 bonus on Will saves against charm or mental domination
Iron Touch of Kruk-Ma-Kali	Hobgoblin or Sil-Karg	Suffer less damage from critical hits
Islander	Aasaer, Ardarr- Norr, Baethel, Delnondrian Isles, Privbolsian Isles, Saaniema or Shyff	Gain +2 bonus on Swim checks and +4 bonus on Profession (sailor) checks
Kruk's Demeanor	Krangi hobgoblin	Gain +2 bonus on Intimidate checks (+4 against goblinoids)
Magical Affinity	Int 13 and Cosdol or Pel Brolenon; or Int 13 and Gray Elf, High Elf, or Golden Halfling	Gain a number of 0-level spells equal to Int modifier
Martial Instinct	Hobgoblin	Treat Knowledge (art of war, fighting styles, military logistics, military tactics, military training) skills as class skills
Natural Leader	Hobgoblin	Gain +2 bonus on Intimidate checks, Knowledge (military tactics) checks and Knowledge (military training) skill checks
Noble Pride	Human born in the current or former Kalamaran Empire.	Gain +2 bonus on saves against fear effects
Racial Enmity	Hobgoblin	Gain +2 bonus on initiative and +1 bonus on attack rolls, suffer -4 penalty on Bluff checks, Diplomacy checks and Intimidate checks against racial enemy

TABLE 5-1: FEATS (CONTINUED)

Sense Danger	Psionic character of Elos, Khydoban, or Torakk; or Golden Halfling.	Detect an enemy in the process of attacking
Sisterhood of Arms ¹	Female of Tharggy; Multiple characters must have feat	Gain +1 bonus on attack rolls per ally with this feat
Spell Resistor	Hobgoblin	Gain +2 bonus on saving throws against spells that directly target you
Steadfast	Con 13, raised in Baethel or Paru'Bor.	Cannot be checked, knocked down or blown away by less than hurricane-force winds
Stonebones	Dwarf, Gnome	Gain +1 bonus on natural AC
Special Feats		
Divine Channeling	Divine caster level 1st, ability to turn/rebuke undead	Channel positive/negative energy into special ability

¹ A fighter can select this feat as a fighter bonus feat.

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

ARTISTIC CRAFTER [REGIONAL]

You produce beautiful crafts of unparalleled skill.

Prerequisite: Raised in Geanavue, Pekal or Xaarum; or Elf.

Benefit: Choose a Craft skill. All items you create with this skill are worth an additional amount equal to one-fifth the item's price per every 5 ranks you have in this skill. For example, if you have Craft (armorsmithing) you can create an incredibly attractive suit of scale mail armor worth 50 gp + an additional 10 gp for every 5 Craft (armorsmithing) ranks you have.

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

ATTENTIVE [GENERAL]

You notice numerous verbal and non-verbal cues, conscious or otherwise. This allows you to learn things that people are trying to hide and that other observers might miss.

Benefit: You get a +2 bonus on all Bluff checks and Sense Motive checks.

AWARENESS [GENERAL]

You are perceptive in combat.

Prerequisite: Dex 13+, Dodge feat, Lightning Reflexes feat.

Benefit: You cannot be the target of a sneak attack from a flanking character. Only an attacker who catches you flat-footed (or if you are somehow otherwise unable to apply your Dex bonus to AC) may sneak attack you.

Special: A fighter may select Awareness as a fighter bonus feat.

BAZAAR VETERAN [REGIONAL]

You are skilled in barter and trade.

Prerequisite: Raised in Ahznomahn, Ashoshani, Bet Kalamar, Bet Seder, Bet Urala, Dalen, Dowond-Brandel, Monahm-Ahnozh, Ospolen, P'Bapar, Svomahni, Thygasha, Zha-nehzmish or Zoa.

Benefit: You gain a +4 bonus to Appraise checks when appraising common trade goods and Bluff checks when bartering for those goods, or a +2 bonus when appraising or bartering for less common or rare items (your DM will determine the item's status).

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

BLESSED [GENERAL]

Bad luck never seems to touch you.

Benefit: You can reroll any automatic miss that occurs from rolling a natural 1 on a d20 attack roll. You also gain a +4 bonus to Will saves against curses (such as from the *bestow curse* spell).

BLIND SHOT [GENERAL]

By using all your senses, you can shoot at things that you cannot see.

Prerequisite: Dex 13+, Wis 13+, Point Blank Shot feat, Precise Shot feat.

Benefit: Once per round, your character can use his intuition (no Spot check) to automatically target the space of an unseen target within 30 feet and fire a ranged weapon at it. The character must have a clear line of sight to the target's square or squares.

Special: A fighter can select Blind Shot as a fighter bonus feat.

BORN OF THE CRADLE [REGIONAL]

Being steeped in the lore of your Svimohzish ancestors, you find history fascinating.

Prerequisite: Born and raised in Meznamish, Ohzvinmish or Zazahni.

Benefit: You gain a +2 bonus on Knowledge (history) and Knowledge (nobility and royalty) checks.

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

BORN TO THE SADDLE [REGIONAL]

Your people are practically born on horseback, spending more time mounted than on foot.

Prerequisite: Born and raised in Drhokker or Dodera.

Benefit: You gain a +2 bonus on all Ride checks and +1 dodge bonus to AC while mounted.

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

CAT BURGLAR [GENERAL]

You are experienced at breaking into difficult places.

Prerequisite: Dex 13, Climb 5 ranks.

Benefit: You gain a +2 bonus to Balance checks and Climb checks.

CHAMPION OF THE FAITH [GENERAL]

Your faith and your knowledge of your religion's enemies serve you well.

Prerequisite: Divine caster 1st.

Benefit: Against enemies of your faith, you gain a +4 bonus on Concentration checks to avoid interruption from an attack or spell. You can find detailed information on opposing religions in the *Kingdoms of Kalamar campaign setting sourcebook*.

CHILD OF THE DESERT [REGIONAL]

You have become toughened to the hardships of the environment.

Prerequisite: Con 13, born and raised in the Elos or Khydoban Desert

Benefit: You can survive for 3 days plus a number of hours equal to your Constitution score before making checks for thirst, and for a number of days equal to your Constitution score before making a check for food. See the *D&D Dungeon Master's Guide* for saving throws against starvation and thirst.

Special: You may only take this feat as a 1st-level character. This feat replaces the Child of the Desert feat from *Strength and Honor: the Mighty Hobgoblins of Tellene*.

CHILD OF THE EARTH [REGIONAL]

Faithful to your Defohy (Dejy) heritage, you are beloved of the Earth Mother. Her favor protects you.

Prerequisite: Dejy (of Defohy heritage only) born and raised in O'Par, Paru'Bor or Ek'Gakel.

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

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

CIRCLE OF FRIENDS [GENERAL]

You have a reliable network of friends and contacts among a certain group or a unique location.

Benefit: You gain a +4 bonus to Gather Information checks and Intimidate checks in a city, or among a certain organization, that you have a strong connection with.

COMMANDING PRESENCE [GENERAL]

Your stern gaze leaves your enemies quaking in fear.

Prerequisite: Cha 13, Eyes of Fury feat, Fearsome Appearance feat.

Benefit: Once per round, you can spend a standard action to gaze sternly at a single creature within a range equal to your natural reach + 5 feet. If the creature is looking directly at you, it must then succeed at a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier) or become frightened for a number of rounds equal to 1 + your Charisma modifier. If unable to immediately flee, the creature may stay and fight, suffering a -2 morale penalty on all attack rolls, saving throws, skill checks and ability checks as long as the combat continues.

There is a 50% chance your gaze attack fails if the creature is intentionally averting its eyes (though this does give you concealment), or a definite failure if it cannot see you.

Special: You cannot use Commanding Presence and Eyes of Fury during the same round. This gaze attack cannot affect ethereal creatures.

CRITICAL SPELL STRIKE [GENERAL]

You have a keen eye for targeting your spells and their effects are hard to resist.

Prerequisite: Caster level 1st.

Benefit: When you make a touch attack (normal or ranged) with a spell and score a threat, you can add +4 to your roll to confirm a critical hit.

DIVINE CHANNELING [SPECIAL]

Your character can channel positive or negative energy for other purposes than turning undead.

Prerequisite: Divine caster level 1st, ability to turn/rebuke undead.

Benefit: You know various ways to channel positive/negative energy. The exact benefit depends on the religion of your character. See Chapter 10: Magic for details. Note that abilities that affect only the cleric do not require a turning check. Other channel energy abilities require a turning check to determine the highest hit dice, and how many hit dice, your cleric can affect.

DRAGON BLOOD [GENERAL]

Related to dragons or not, you have a natural ability to feel the presence of magic.

Prerequisite: Cha 13.

Benefit: You can feel the presence of magic with your bare hands. You can detect the presence of magic in an item (as if you had cast detect magic on that item) if you make a successful Search check (DC 15). You can detect the presence of magic on an item that you do not touch on a successful Search check against DC 20, as long as it is within 30 feet. Per day, each use after the first suffers a cumulative -2 penalty, as overuse blurs your magic sensitivity. Use of this ability is a full round action that provokes attacks of opportunity.

EIDETIC MEMORY [GENERAL]

You can remember almost anything that you have read or seen.

Prerequisite: Int 15.

Benefit: The character receives a +5 bonus to recall simple information and a +2 bonus to recall general complex information. For more complex or specific information related to a specific skill, the character must make a skill check with a +2 synergy bonus.

Special: This feat merely allows the character to recall specific details, it does not necessarily mean that he understands the information. This ability does not apply to languages that the character cannot read, including magical languages. The DM determines a difficulty class for general recall of information. The DM should add a circumstance modifier (+1 or +2) to the

Chapter 5: Feats

DC for every year in the past the event occurred. Use the following guidelines.

DC 5: Almost impossible to forget. The circumstance was so memorable that it would be etched into the memory of most people.

DC 10: Relatively easy to recall. This means the event was particularly memorable or it occurred so recently that it is still fresh in the mind of the person reflecting upon it.

DC 15: The memory being recalled is a little more detailed.

DC 20: The memory being recalled is very detailed. The person might remember that he accomplished something in the past related to the memory but not exactly how he went about doing it.

DC 25+: The memory being recalled is extremely detailed.

ELEMENTAL ADEPT [GENERAL]

You have an affinity for one of the four classic elements.

Prerequisite: Caster level 1st.

Benefit: Choose an elemental spell descriptor (earth, air, fire or water). Spells you cast with that descriptor have a save DC that is 2 points higher than normal. This bonus stacks with Spell Focus and Greater Spell Focus.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take it, you gain the bonus for a different element.

ENDOWED CLEVERNESS [FAMILIAR]

Prerequisite: Familiar or character with familiar.

Benefit: The familiar gains an additional +2 to its Intelligence.

Special: This feat can be taken multiple times; its effects are cumulative.

ENDOWED FLIGHT [FAMILIAR]

Prerequisite: Familiar or character with familiar.

Benefit: The familiar can now fly at its base movement rate with Poor maneuverability.

Special: This feat may be taken multiple times. Each time it increases the maneuverability by one category. A familiar who can naturally fly can take this feat to increase its maneuverability.

ENDOWED GREATER SPELL RESISTANCE [FAMILIAR]

Prerequisite: Familiar or character with familiar, that already has Spell Resistance.

Benefit: The familiar's Spell Resistance increases to its master's level +10.

ENDOWED JUMP [FAMILIAR]

Prerequisite: Familiar or character with familiar.

Benefit: The familiar can now jump twice as far as normal, with a maximum additional distance of 15 feet over normal. The familiar also gains a +10 bonus to the Jump skill.

ENDOWED SPEECH [FAMILIAR]

Prerequisite: Familiar or character with familiar, with the ability to speak.

Benefit: The familiar gains the ability to speak in all of the languages that its master knows.

ENDOWED SPEED [FAMILIAR]

Prerequisite: Familiar or character with familiar.

Benefit: The familiar can add 10 feet to its primary mode of movement (walk, fly, swim, etc.).

Special: This feat can be taken multiple times. Each time it applies to a different mode of movement that the familiar already possesses.

ENDOWED TOUGHSKIN [FAMILIAR]

Prerequisite: Familiar or character with familiar.

Benefit: The familiar gains an additional +2 to its natural armor.

Special: This feat can be taken multiple times, its effects stack.

ENERGY ADEPT [GENERAL]

You have an affinity for one of several energies.

Prerequisite: Caster level 1st.

Benefit: Choose an energy spell descriptor (acid, cold, electricity, light or sonic). Spells you cast with that descriptor have a save DC that is 2 points higher than normal. This bonus stacks with Spell Focus and Greater Spell Focus.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take it, you gain the bonus for a different energy.

ENVELOP THE WALL [METAMAGIC]

Your spells overcome Spell Resistance by spilling around an opponent's magic defenses.

Prerequisite: Caster level 1st.

Benefit: You may increase the level at which you cast a spell, gaining +2 for each level you raise the spell. Thus, a fireball (a 3rd-level spell) cast with a 5th level slot adds +4 to your die roll to see if you penetrate the spell resistance of a target.

EXOTIC STEED [REGIONAL]

You are proficient at handling unusual mounts.

Prerequisite: Raised in Thygasha, Ehzhimahn, Slen, Tarisato, a desert, jungle or marsh.

Benefit: You gain a +4 bonus to Ride checks and Handle Animal checks when the check involves a mount other than a horse, donkey, pony or riding dog.

EXPERT TIMING [GENERAL]

You can time your attacks for maximum effect.

Benefit: You can delay your action without losing your normal initiative. You may take your action later in the round and then return to your normal initiative the next round. Other rules for delaying an action apply.

EXPLORER [REGIONAL]

You are independent and capable of survival in the wild.

Prerequisite: Raised in Cosdol, Eldor, Mendarn, the Wild Lands, any jungle, desert, marsh or unclaimed land.

Benefit: You gain a +2 bonus to Survival checks and Knowledge (nature) checks.

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

EYES OF FURY [GENERAL]

Your great skill (or appearance of great skill) causes enemies to doubt themselves in battle.

Prerequisite: Cha 13.

Benefit: Once per round, you can take a free action to gaze sternly at a single creature within a range equal to your natural reach + 5 feet. If the creature is looking directly at you, it must then succeed at a Will save (DC 10 + 1/2 your Hit Dice + your Cha bonus) or become shaken for 1 round.

There is a 50% chance your gaze attack fails if the creature is intentionally averting its eyes (though this does give you concealment), or a definite failure if it cannot see you.

Special: You cannot use Eyes of Fury and Commanding Presence during the same round. This gaze attack cannot affect ethereal creatures.

FABLE WEAVER [GENERAL]

You are particularly good at telling stories, having mastered the proper meter and inflection to hold the audience's attention.

Prerequisite: Perform 2 ranks.

Benefit: You get a +4 bonus to Perform checks when telling stories.

Special: This ability only applies when telling stories. It does not apply to other uses of the Perform skill.

FAME AND FORTUNE [GENERAL]

Word of your wealth stretches far and wide.

Prerequisite: Inheritance feat.

Benefit: You gain additional gold pieces or a family heirloom (such as a mount, masterwork weapon, masterwork armor, gems, jewelry, etc.) each time you gain a level. The DM is the final arbiter on what your character gains, and may scale this amount to match the economics of his or her campaign. In general, this feat is worth 1,000 gp.

FAST HEALER [GENERAL]

You are able to recover from damage quickly.

Prerequisite: Con 13.

Benefit: You gain 50% greater benefits from rest, including the number of hit points restored, the restoration of nonlethal damage, and the restoration of ability damage. This increase stacks with the benefits of the Heal skill, complete bed rest, and any other non-magical healing.

FEARSOME APPEARANCE [GENERAL]

Your presence in battle sows doubt amid your enemies and weakens their will to attack you.

Prerequisite: Cha 13, Eyes of Fury feat.

Benefit: Opponents must make a Will save (DC 10 + your Cha bonus) to make an attack of opportunity against you.

FEY BLOOD [REGIONAL]

Your family has a trace of non-human blood characterized by the possession of unusual talents.

Prerequisite: Human born in the Young Kingdoms (except P'Bapar), Pel Brolenon, Thybaj, Zoa or Xaarum.

Benefit: You gain low-light vision and a +2 bonus on Diplomacy checks against fey creatures.

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

FINAL BREATH [GENERAL]

As you die, you can strike your enemy one last time.

Benefit: If your character becomes unconscious due to hit point loss or ability score damage, you may make an attack of opportunity against any target within reach before losing consciousness. This attack receives all the bonuses you would normally receive with a melee attack with that weapon, using your highest base attack bonus. The attack has no effect on the health or hit points of your character.



A Brandobian explorer discovers disturbing signs.

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Special: The Combat Reflexes feat (PHB) does not allow a character to make additional attacks of opportunity with the Final Breath feat.

FINDING THE SECRETS [GENERAL]

Through practice or instruction, you know secrets of construction or anatomy that allow you to damage non-living or other exotic monsters.

Prerequisite: Improved Critical feat, Knowledge (monsters) 6 ranks, base attack bonus +9.

Benefit: Choose any creature type normally immune to critical hits (example: constructs, elementals, oozes, plants or undead). Your knowledge of their body types allows you to inflict critical hits on them. Favored enemy bonuses, if any, apply. If you have the sneak attack ability, you may use it with this feat at half your normal sneak attack damage.

Special: This feat may be taken multiple times, each time applying to a new creature type. A fighter can select Finding the Secrets as a fighter bonus feat.

GORGEOUS [GENERAL]

You use your dazzling beauty to succeed in your daily life.

Prerequisite: Cha 13.

Benefit: You add your Charisma bonus (instead of your Wisdom bonus) to all Profession and Sense Motive checks.

GUARDIAN [GENERAL]

You are skilled at protecting others in combat.

Prerequisite: Shield Proficiency.

Benefit: During your action, you can designate a single character in an adjacent 5-foot square and use your shield to protect it. The character receives your shield bonus to AC. When you use this feat, you do not gain the Armor Class bonus for your shield. Of course, use of this feat is discernable by enemies.

Special: A fighter may select Guardian as a fighter bonus feat.

HAMMER AND ANVIL [GENERAL]

You and an ally work well together in combat.

Prerequisite: Both characters must have this feat to use it.

Benefit: When you both flank an opponent in melee combat, the first of you to attack during the round gains a +4 bonus to attack rolls against the defender (instead of the normal +2). The second character to attack gains a +2 bonus to damage if he or she scores a hit. This bonus does not apply when fighting creatures immune to critical hits.

Special: A fighter may select Hammer and Anvil as a fighter bonus feat.

HARDINESS [GENERAL]

Your system resists venom and toxins.

Prerequisite: Toughness feat.

Benefit: Choose a number of poisons equal to your Constitution modifier. You are immune to those poisons.

Special: This feat may be taken multiple times. Each time, it applies to a new group of poisons. Subsequent adjustments to your Constitution do not change the number of poison immunities already gained with this feat. Of course, if your Constitution modifier improves, and you take this feat again, the new group of poisons you are immune to is equal to your new Constitution modifier.

IMMOVABILITY [GENERAL]

You are hard to trip or knock down.

Benefit: You receive a +4 bonus to your saves and opposed checks against any attempt to trip, overrun or bull rush you. This feat stacks with any existing bonuses, such as a dwarf's natural stability against tripping and bull rush attempts.

IMPROVED COVER [GENERAL]

You know how best to use cover to defend yourself.

Benefit: When hiding behind cover, your normal cover bonus improves to +6 to AC and +3 to Reflex saves (instead of +4 and +2, respectively). In addition, soft cover grants you a +2 bonus to Reflex saves. Other characters also using the cover (behind a common wall, for example) do not share this benefit.

INDOMITABLE [REGIONAL]

You do not easily submit to outside influences. Even when such influences have already been established, your will works to free itself from domination.



Hardiness may help this fighter survive this encounter.

Prerequisite: Krangi or Kargi hobgoblin.

Benefit: You gain a +4 enhancement bonus on Will saves against any mind-affecting spells and effects. Also, if such power does affect you and attempts to force you to act uncharacteristically (for example, against your alignment or blatantly out of character, such as attacking a cohort or trusted adventuring companion), you may make a second saving throw against the effect. This save is at the same DC as the original saving throw, and includes all normal bonuses to your Will save plus any circumstance bonuses the DM allows.

INHERITANCE [GENERAL]

You inherit a tidy sum of money from a wealthy family member or a patron.

Benefit: You gain additional gold pieces or a family heirloom (such as a mount, masterwork weapon, masterwork armor, gems, jewelry, etc.) at character creation. The DM is the final arbiter on what your character gains, and he or she may scale this amount to match the economics of his or her campaign. In general, this feat is worth 1,000 gp.

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

INSTANT STAND [GENERAL]

You know how to leap to your feet quickly from a prone position.

Benefit: You can stand from a prone position as a free action instead of a move action. This does not provoke an attack of opportunity.

INTERRUPTION [GENERAL]

You are good at interrupting the actions of others.

Prerequisite: Wis 13, Expert Timing feat,

Benefit: You can delay your action and interrupt others once they begin their action. You can even act simultaneously with an enemy who goes on a lower initiative and then return to your normal initiative next round. For example, you can use this feat to attack a wizard trying to cast a spell. If you deal damage, you force him to make a Concentration check to keep from losing the spell.

IRON-TOUCH OF KRUK-MA-KALI [REGIONAL]

You have learned to strengthen weak areas of the body.

Prerequisite: Hobgoblin or half-hobgoblin.

Benefit: Reduce the critical multiplier by 1 factor when your character takes damage. Thus, an axe that normally does x3 damage on a critical hit inflicts only x2 damage.

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

IRRESISTIBLE SPELL [METAMAGIC]

Nobody can resist your spells.

Prerequisite: Caster level 7th, Envelop the Wall feat, Maximize Spell feat.

Benefit: Spells you cast that normally allow a saving throw increase the DC of the appropriate saving throw by +10. An

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

ISLANDER [REGIONAL]

Your people are at home on the shore, on small boats and in the water.

Prerequisite: Raised in Aasaer, Ardarr-Norr, Baethel, Delnondrian Islands, Privbolsian Islands, Saaniema or Shyff.

Benefit: You gain a +4 bonus to Profession (sailor) checks and a +2 bonus to Swim checks.

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

KNOCK PRONE [GENERAL]

Your powerful onslaught knocks your enemy down in battle.

Prerequisite: Str 13, Power Attack feat.

Benefit: On a critical hit, you knock your opponent down, in addition to other effects such as damage. To remain standing, the opponent may attempt a Fortitude save (DC 10 + 1/2 your Hit Dice + your Str modifier).

Creatures with bonuses against trip, overrun or bull rush attempts, such as the Immovability feat, or a dwarf's natural stability against trips and bull rushes, receive those bonuses to this Fortitude check.

Special: A fighter can select Knock Prone as a fighter bonus feat.

KNOW YOUR ENEMY [GENERAL]

You can learn your opponent's fighting style and take advantage of weaknesses.

Prerequisite: Wis 13, Patience feat.

Benefit: After 3 rounds of combat, you gain a +2 circumstance bonus to attacks against a single opponent for the duration of the battle.

Special: If you have the Knowledge (fighting styles) skill and successfully determine your opponent's style of fighting, you gain an additional +1 bonus to attacks (making the total for this feat +3).

A fighter may select Know Your Enemy as a fighter bonus feat.

KRUK'S DEMEANOR [REGIONAL]

You were born with the spirit of ancient hobgoblin leaders in you.

Prerequisite: Krangi.

Benefit: You gain a +4 bonus on Intimidate checks when dealing with goblinoids, and a +2 inherent bonus to Intimidate checks when dealing with humans or other humanoids.

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

LEGACY [GENERAL]

The blood of heroes runs through your veins.

Benefit: You are treated as if you are three levels higher for your ability to resist spells dependent on level (such as sleep and cloudkill).

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

LIGHT-FOOTED [GENERAL]

Your feet seem barely to touch the ground.

Benefit: Your character gains a +2 competence bonus to Move Silently checks and DCs to track the character increase by 4.

LIKE MIND [GENERAL]

You have a close empathic link with another character.

Prerequisite: This feat has no benefit if only one character has it. This cooperative feat gives its benefit only to two characters that use it together.

Benefit: The two characters with this feat gain a +2 bonus on Bluff checks or Sense Motive checks between them. The characters also gain a +4 bonus when using Spot to determine if the other has been replaced by an illusion or doppelganger, using Forgery to determine if a document written by the other character is authentic, or in any other situation where one character is required to identify a quality of the other.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take it, you gain the bonus for a different character (who must also have the feat).

LINGUIST [GENERAL]

You have a knack for learning languages.

Prerequisite: Int 13.

Benefit: When you take this feat you may select a number of languages equal to your Intelligence modifier that you now know (in addition to the standard number of languages for Intelligence modifier). Effectively, this feat doubles your Int modifier with regards to number of languages. This feat may only be taken during character creation. The DM must approve



Linguistic ability can be an important asset.

the languages you choose, assuring that your character had the opportunity to learn that language in his background.

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

LONE WOLF [GENERAL]

You are independent and survive well on your own.

Benefit: When you take this feat, you gain your choice of either +1 on all melee attack rolls, +1 to the save DCs against spells you cast, or a +1 dodge bonus to AC. This bonus is permanent and cannot be changed. You gain the chosen benefit when you are out of sight of, and at least 150 feet away from, any known ally.

Special: You may take this feat up to three times. Its effects do not stack. Each time you take the feat, you must choose a different bonus.

MAGICAL AFFINITY [REGIONAL]

You have a minor talent for arcane magic.

Prerequisite: Int 13 and raised in Cosdol or Pel Brolenon; or Int 13 and Gray Elf, High Elf, or Rock Gnome.

Benefit: You know and can cast one 0-level spell per each point of your Intelligence modifier, per day. (A character with a +2 Intelligence modifier can cast two 0th-level spells, once per day. You may not use this feat to cast the same spell more than once per day). These spells are in addition to any you gain for caster levels. Subsequent adjustments to your Intelligence may alter the number of 0-level spells gained with this feat.

MARTIAL INSTINCT [REGIONAL]

You were born with a strong knack for military skills and can learn them easily.

Prerequisite: Hobgoblin.

Benefit: The Knowledge (fighting styles), Knowledge (military logistics) and Knowledge (military tactics) skills are always considered class skills for you.

MASTERFUL PARRY [GENERAL]

You can parry incoming melee attacks of opportunity.

Prerequisites: Dex 13+, Int 13+, Weapon Focus

Benefit: Once per round, if you suffer an attack of opportunity, you may make an opposed attack roll to parry the incoming attack of opportunity. If you succeed, you parry the attack and hence suffer no damage. You may only attempt to parry an attack of opportunity with the weapon for which you took the Weapon Focus feat.

Special: A fighter may select Masterful Parry as a fighter bonus feat.

MEDITATE [GENERAL]

Your character draws upon insight and intuition for vital attacks.

Prerequisite: Wis 13.

Benefit: You may use the meditate action (full round, provokes attack of opportunity) to gain a +4 insight bonus on

your next melee attack afterward. The attack must take place within one minute of the meditation or you lose the bonus.

MISER WITH MAGIC [METAMAGIC]

Your character draws upon the minimum amount of energy needed to cast a spell.

Prerequisite: Spellcaster level 7th.

Benefit: You can make a Spellcraft roll to retain the use of a spell after you cast it. The Spellcraft DC is 20 + twice the spell's level. If you succeed, you managed to conserve enough magical energy that the spell (or spell slot for sorcerers) is not considered spent and may be used again. You may only use this ability on a number of spell levels per day equal to the ability score modifier appropriate to the type of spells you cast (Charisma for sorcerer spells, for example).

Special: If you fail the roll by 5 or more, you spent insufficient energy to cast the spell at all. You lose the spell or the spell slot, and the spell has no effect.

MOVEMENT CHECK [GENERAL]

You can stop a charging or running foe.

Benefit: Exercising this feat requires that your character make an attack of opportunity against an opponent running or charging through your threatened area. If successful, the strike halts the opponent in the threatened square in addition to scoring normal damage.

MUSICAL EAR [GENERAL]

The character has an unnaturally good ear for music, and is particularly gifted with playing one instrument.

Prerequisite: Perform skill with that musical instrument.

Benefit: You get a +4 bonus to Perform when playing your selected instrument.

Special: This feat can be selected several times; each time it applies to a new instrument. This bonus does not stack with other circumstance bonuses except those from using masterwork tools.

NATURAL ENGINEER [GENERAL]

You are particularly good at designing and building things.

Prerequisite: Knowledge (architecture and engineering) 4 ranks, Profession (engineer) 4 ranks.

Benefit: You gain a +2 bonus to Knowledge (architecture and engineering) checks and Profession (engineer) checks for the purpose of designing and building.

NATURAL LEADER [REGIONAL]

You have a natural knack for leading others.

Prerequisite: Hobgoblin.

Benefit: You gain +2 on Intimidate checks, Knowledge (military tactics) checks and Knowledge (military training) checks.

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

NATURAL MATHEMATICIAN [GENERAL]

You are especially good with numbers. From making change for coins to calculating complex equations, you breeze through problems that seem to take others up to twenty minutes.

Prerequisite: Literate.

Benefit: The character gains a +4 bonus on all skill uses that intensely involve numbers, such as Profession (engineer). This bonus only applies to the interaction and calculation of numbers and not other aspects of the skill. For example, a character with Knowledge (history) and this feat would gain the bonus when trying to quickly convert important dates between different calendars, but not when trying to remember the exact significance of the date. Merchants might gain this feat's benefit when converting coinage or calculating several fees and taxes on a transaction.

Special: This feat does not apply to skills such as Appraise, which are based largely on knowledge and intuition. You may only take this feat as a 1st-level character.

NATURAL SWIMMER [GENERAL]

You are at home in the water.

Benefit: You gain a +2 bonus on all Swim checks and can hold your breath for a number of rounds equal to four times your Constitution score.

Normal: You can hold your breath for a number of rounds equal to twice your Constitution score.

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

NEVER SAY DIE [GENERAL]

You have an unusual ability to shrug off nonlethal damage.



A patient paladin faces off against a harpy.

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Prerequisite: Con 13.

Benefit: You have 3/- damage reduction against nonlethal damage.

NOBLE BEARING [GENERAL]

Your aristocratic mannerisms and way of carrying yourself impress others.

Prerequisite: Cha 13 and noble blood; or Cha 13, Wis 13, with current or previous access to frequent observation of nobility.

Benefit: You gain a +2 bonus to Diplomacy and Intimidate checks.

NOBLE PRIDE [REGIONAL]

Your great pride in the deeds of your Kalamaran ancestors gives you courage in dire situations.

Prerequisite: Human born in the current or former Kalamaran Empire.

Benefit: You gain a +2 bonus to saves against any fear effects.

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

PACIFY [GENERAL]

You can more easily subdue opponents in melee.

Prerequisite: Weapon Proficiency.

Benefit: Your character does not suffer the -4 penalty when attacking to inflict nonlethal damage with the chosen weapon.

Special: You can take this feat more than once. Each time you take it, it applies to a different weapon.

PATIENCE [GENERAL]

You are adept at taking the initiative without going first.

Prerequisite: Wis 13.

Benefit: By waiting for the right opportunity, you can empower an attack against an undefended or lightly defended area. If you hold your action (initiative) until last, you gain a +2 bonus to your first attack roll (and damage roll, if the attack is successful) against a single opponent of your choice. You may only use this feat once against a specific opponent, though it may be used on your first attack against other opponents in the same conflict.

Special: You cannot use this feat against creatures that are immune to critical hits, because they guard no one area greater than any others. If you use this feat in conjunction with the Expert Timing feat, you must continue to delay your action each round in order to gain the +2 bonus.

A fighter may select Patience as a fighter bonus feat.

PILGRIM [GENERAL]

Your piety grants you a measure of protection from your enemies.

Prerequisite: Knowledge (religion) 5 ranks.

Benefit: You gain a +2 divine bonus to saves against enemies of your character's professed faith (see the *Kingdoms of Kalamar campaign setting sourcebook* for a deity's listed enemies).

PUSH [GENERAL]

Your forceful blows push opponents aside.

Prerequisite: Str 13, Power Attack feat.

Benefit: You knock your opponent back a 5-foot step, in addition to scoring normal damage, on a successful strike. Your opponent may make a Fortitude save at DC 10 + damage dealt + any existing bonuses (such as the Immovability feat, or a dwarf's natural stability against tripping and bull rush attempts) to resist the push.

Special: A fighter may select Push as a fighter bonus feat.

QUICK DISMOUNT [GENERAL]

You are able to leap from a mount quickly.

Prerequisite: Mounted Combat feat.

Benefit: Dismounting from a horse or other steed is a free action for your character. Unusual mount/dismount actions, such as a jumping off a balcony onto a steed still requires a Ride check, but with a +4 bonus.

Normal: Dismounting is a standard action.

Special: A fighter can select Quick Dismount as a fighter bonus feat.

RACIAL ENMITY [REGIONAL]

Your hatred for one particular race exceeds the normal feelings of hobgoblin superiority so much that you actually gain advantages when fighting them.

Prerequisite: Hobgoblin.



A fighter uses his rapid ready feat to prepare for battle.

Benefit: Choose a humanoid subtype from the following list: dwarf, elf, gnome, goblinoid, gnoll, halfling, human, orc or reptilian. When fighting a member of this race, you gain a +2 bonus to initiative and a +1 bonus to attack rolls. On the other hand, any Bluff, Diplomacy, or Intimidate checks against a member of that race suffer a -4 circumstance penalty because you cannot hide your enmity.

RAM [GENERAL]

You are adept at forcing your way through your opponents.

Benefit: When using the overrun action, your character counts as one size category larger. She can therefore charge through larger creatures and gains a +4 size bonus for resolving any trip actions to drive through resisting defenders.

RAPID READY [GENERAL]

You prepare for battle quickly.

Benefit: You may cut the time to don, don hastily, or remove your armor to half the normal time. If you have some help, you may cut this time in half again. You may simultaneously help another character don (not don hastily) or remove their own armor.

Normal: Full details on donning and removing armor can be found in the *D&D Player's Handbook*.

Special: A fighter may select Rapid Ready as a fighter bonus feat.

REGAL BEARING [GENERAL]

Your dominating presence is an almost tangible force.

Prerequisite: Cha 13, Noble Bearing feat.

Benefit: You gain a +2 bonus to Diplomacy and Intimidate checks. This stacks with the +2 bonus from the Noble Bearing feat.

SCHOLAR [GENERAL]

Your character is widely read.

Prerequisite: Literacy in at least one language.

Benefit: All Knowledge skills become class skills for you. You also receive a +1 bonus on all checks of three Knowledge skills of your choice.

Special: Clerics of The Mule automatically gain this feat.

SENSE DANGER [PSIONIC, REGIONAL]

You know when an enemy is observing you.

Prerequisite: Psionic character raised in the Elos Desert, Khydoban Desert or Torakk; or Golden Halfling.

Benefit: You can detect the mental presence of any individual within a 30-foot radius in the process of attacking you (charging, casting a spell, nocking an arrow, etc).

Special: This feat does not allow you to read the attacker's thoughts, only locate which square they are in. You cannot use this feat to detect evil or detect someone who is only thinking about harming you and not yet acting on it.

SHAPECHANGER [GENERAL]

You adapt quickly to forms not your own.

Prerequisite: Wis 13, caster level 5th.

Benefit: Choose a number of forms equal to your Wisdom modifier. You gain a +2 bonus to either Strength, Dexterity or Constitution in each form. The ability score must be chosen when you take the feat, and cannot be changed. For example, if your Wisdom modifier is +4, you could add a +2 Str bonus to the form of a boar, a +2 Con bonus to the form of a bat and a badger, and a +2 Dex bonus to the form of a cheetah.

Special: This feat may be taken multiple times. Each time after the first, you may choose a single new form and give it one of the three ability score bonuses, or add a new ability bonus to an already chosen form. You may not use the same ability score bonus more than once on the same form. Subsequent adjustments to your Wisdom do not change the number of forms already gained with this feat.

SHIELD SPECIALIZATION [GENERAL]

You are highly skilled in the use of a shield.

Prerequisite: Shield Proficiency.

Benefit: Your character gains a +1 shield bonus to AC when using a shield. If fighting defensively, this bonus improves to +2. It stacks with the normal shield bonus.

Normal: Fighting defensively grants you a +2 dodge bonus to AC (+3 with 5 ranks in the Tumble skill).

Special: A fighter may select Shield Specialization as a fighter bonus feat.

SHOCK RESISTANT [GENERAL]

You are unlikely to die from a single attack.

Prerequisite: Con 13, Undying feat.

Benefit: Your character does not need to make a Fortitude save to resist death from massive damage.

Normal: You must make a Fortitude save at DC 15 to avoid instant death when you take 50 points of damage from a single attack.

SISTERHOOD OF ARMS [REGIONAL]

Prerequisite: Female character raised in Tharggy.

Benefit: Your character gains a +1 circumstance bonus on attack rolls for each other attacker who has this feat and is engaged in melee combat with the same opponent.

Special: You may only take this feat as a 1st-level character. A female fighter raised in Tharggy may select Sisterhood of Arms as one of her fighter bonus feats.

SKEPTIC [GENERAL]

Your character is tough to fool with illusions.

Benefit: Your character gains a +4 bonus to saving throws against illusions.

SKILL PRODIGY [GENERAL]

You may learn skills normally unavailable to you.

Benefit: You may treat a number of cross-class skills equal to your Intelligence modifier as if they were class skills.

Chapter 5: Feats

Special: You may take this feat multiple times. Each feat applies to a new group of skills. You cannot use this feat on the Speak Language skill. Subsequent adjustments to your Intelligence do not change the number of cross-class skills already gained with this feat.

SMASHING BLOW [GENERAL]

You can generate explosive power when attempting to break objects.

Prerequisite: Str 13, Power Attack feat, Improved Sunder feat.

Benefit: You can use a slashing or bludgeoning weapon to make a melee attack against your opponent's weapon or shield, with a +4 damage bonus on this attack. This attack does not provoke an attack of opportunity from your opponent.

Special: Your weapon must be no more than two size categories smaller than your opponent's weapon. If you destroy your opponent's weapon, you may use the Cleave feat (if you have it) to gain an extra melee attack against the same opponent.

A fighter can select Smashing Blow as a fighter bonus feat.

SPELL DODGE [GENERAL]

You are adept at avoiding magical rays and similar effects.

Benefit: You gain a +2 dodge bonus to Armor Class against ranged touch attacks, and a +1 bonus on Reflex saves against spells. Conditions that cause you to lose Dexterity bonuses to AC also make you lose these bonuses.

SPELL RESISTOR [REGIONAL]

You have an unusual ability to resist spell effects.

Prerequisite: Hobgoblin.

Benefit: You gain a +2 bonus on saving throws against any spell or spell-like effect that directly targets you.



Dodging a spell saves this rogue's life.

SPRINT [GENERAL]

You are capable of amazing bursts of speed.

Benefit: Your character's base speed increases by 10 feet in combat. This spontaneous bonus does not apply to long marches or standard adventuring speed. A single sprint lasts for a maximum number of rounds equal to your Constitution score. After that, you cannot sprint for 1d8 minutes.

STATELY DEMEANOR [GENERAL]

This character seems to be surrounded by an aura of power and social grace that leads others to respect the character, regardless of opposing principles.

Prerequisite: Cha 13, Knowledge (history, or nobility and royalty) 6 ranks.

Benefit: Your character gains a +4 bonus to Diplomacy checks made to influence the attitude of NPCs with fewer Hit Dice or levels than you. If the character has the divine right ability (see Chapter Six: Religion), the bonus applies to all characters of lower rank, regardless of Hit Dice or levels.

Special: If the character fails the roll, he is not able to use this bonus with that subject until he gains a level or complete an impressive task.

STEADFAST [REGIONAL]

Your character is able to hold his position against the raging winds.

Prerequisite: Con 13, raised in Baethel or Paru'Bor.

Benefit: You cannot be checked, knocked down or blown away by any natural wind force less than a hurricane. (Wind effects are described in the *D&D Dungeon Master's Guide*).

STONEBONES [REGIONAL]

Gnomes and dwarves sometimes have deep gnome or stone dwarf ancestors, and inherited their sturdy and resilient frames. Other dwarves and gnomes may look with dismay upon your "deformed" stature.

Prerequisite: Dwarf, Gnome.

Benefit: You gain a +1 natural armor bonus to Armor Class.

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

TARGETED ATTACK [GENERAL]

You know how to wound opponents in specific ways.

Prerequisite: Int 13, Combat Expertise feat.

Benefit: You may, instead of scoring critical damage when you roll a critical hit, score normal damage and injure a specific part of the body such as a hand, arm, head, eye, ear, foot or leg. See Chapter Two of the *D&D Dungeon Master's Guide* for the variant rule describing the effects of injuries to specific areas.

Special: A fighter may take this feat as a fighter bonus feat.

TOUGH AS NAILS [GENERAL]

Your body is very tough, breaking lesser weapons that are used to attack you.

Prerequisite: Con 13, Shock Resistant feat, Undying feat.

Benefit: When a weapon strikes your body, it suffers damage equal to half the damage it inflicted upon you. If you are damaged with an unarmed strike, the attacking character suffers damage to the appropriate fist, elbow, knee or foot. See

the *D&D Dungeon Master's Guide* for the variant rule describing the effects of injuries to specific areas.

Special: Weapons of masterwork quality, or magically enhanced weapons, are unaffected by this feat. This feat does not bypass hardness.

UNDYING [GENERAL]

You ignore pain and damage when at death's door.

Prerequisite: Con 13.

Benefit: You may act normally when disabled or staggered. When dying, you have a 15% chance per round of spontaneously stabilizing. Other characters gain a +4 bonus to Heal checks to stabilize you.

UNERRING STRIKE [GENERAL]

You sacrifice a powerful attack for one that is almost sure to hit.

Prerequisite: Dex 13.

Benefit: Roll your damage at the same time you make your attack roll. Before a successful or failed attack is declared, you may reduce your damage by a number and add that number to your attack roll. You may not reduce the damage to less than one, and the number may not be higher than your character's base attack bonus.

Special: You may only use this feat with light weapons and one-handed weapons. A fighter may select Unerring Strike as a fighter bonus feat.



A Deji fighter proves to be tough as nails.

Chapter 6 Religion

"There is something more powerful than all the nations of Tellene; and that is a religion whose time has come."

— High Peace Maker Khazuk

The Gods of Tellene

A diverse pantheon of deities watches over the lands of Tellene. These gods concern themselves with the affairs of intelligent mortals. Keeping them straight might prove challenging for players just beginning their adventures in the Sovereign Lands. First, each culture or language has its own name for each god. Furthermore, the gods have many names, even among a single culture, and each god's priesthood and faith has a distinct name. Even among the priesthoods, clerics have different titles commensurate with their ranks within the faith's hierarchy.

Note that the gods of Tellene do not segment themselves by region or by race. There is no "god of the elves." They are far more concerned with their followers' actions and beliefs than they are with race, gender or other physical factors. Because of cultural and racial differences, certain deities appeal more to some races or classes.

Table 6-1: Non-Human Names for Deities lists the gods of Tellene's names in Merchant's Tongue, along with the name that the non-human races use. The many and various human racial names for the deities are listed in the *Kingdoms of Kalamar campaign setting sourcebook*.

CHOOSING A DEITY TO WORSHIP

Except for clerics, the average person on Tellene does not worship a single god. Instead, they offer donations and prayers to many gods, depending on which deity best serves their needs at the time. For instance, a farmer might attend a service of The Raiser before planting his crops, propitiate The Storm Lord with a small sacrifice while the crops grow and then donate to The Traveler's temple before taking his goods to market.

Adventurers in particular revere a wide variety of gods. A character might pay homage to the Powermaster before accepting a single challenge, shout an exclamation invoking the Knight of the Gods when she meets a disgusting ghast, and drop off a few coins at the Landlord's temple before she attempts to sell the loot she recovered from a dungeon.

However, if you decide to choose a patron deity, consider first the deities most appropriate to your character's race, class and alignment. Refer to Chapter 1: Races and Chapter 2: Classes if necessary. Once you have chosen a deity and an alignment for your cleric, choose two domains from among the deity's domains for your cleric (see Table 10-2: Deity Domains). Table 6-2: Deities of Tellene has information on your deity's alignment, favored/spiritual weapon, symbol and divine focus (needed for certain spells). Clerics on Tellene have the same class skills and features as those detailed for clerics in the *D&D Player's Handbook*, as well as being able to use the Divine Channeling feat (see Chapter Five: Feats).

The *Kingdoms of Kalamar campaign setting sourcebook* has further information on your church's spheres of influence, holy days, places of worship, colors, animals, appearance, clerical raiment, sacrifices, advancement, friends and allies, enemies and sayings. If you do not already own this book, ask your DM for this information.

Besides paying homage to a god, a cleric might choose to champion an alignment: good, evil, neutrality, law or chaos. Clerics might also worship the Creator, his or her own ancestors, nature spirits, or general principles. Many Deji tribes of the Young Kingdoms, for example, express a belief in the Earth Mother, a personification of Tellene that some perceive as another name for the Creator. These clerics typically use Air, Earth, Plant and Sun domains. Some piratical clerics consider the seas divine and use spells from the domains of Travel and Water.

TABLE 6-1: NON-HUMAN NAMES FOR DEITIES

DEITY	DWARVEN	ELVEN	GNOMISH	HALFLING	HOBGOBLIN	ORC
Knight of the Gods	Lusurk	Berereldar	Mirazi	Adaran	Thargaz-Tubrog	Rorg
Holy Mother	Manklim	Adraladdlaen	Thimanezo	Periva	Gulmab-Thrakro	Barag
Speaker of the Word	Sesilk	Calamassi	Lulipa	Resim	Kurgaz-Thal	Pruurk
The True	Salimak	Eleria	Treslin	Lareki	Graz-Vagh	Rork
The Eternal Lantern	Resgad	Javaeclya	Serit	Birin	Kuban-Randtak	Gank
The Raiser	Kelburd	Gavedever	Grozer	Dari	Dolkagh-Naz-Kelgar	Vralg
The Peacemaker	Nisakil	Valaennon	Wabamel	Valdi	Tukamek-Ultak	Varbag
The Pure One	Roirak	Adrabrintariel	Salansa	Kavagon	Thunarrag	Vrodash
Lord of the Silver Linings	Namieka	Nanaeclya	Kaerast	Milamal	Gorrand-Krotak	Bok
The Traveler	Gemila	Landanna	Kalborn	Taktan	Kakkel-Gazh	Hogor
The Guardian	Moimli	Adrededar	Jeday	Zaldi	Kelgul-Nazka-Dol	Grinak
Raconteur	Doisin	Banadar	Laulla	Birah	Grozar-Tuka	Valg
The Shimmering One	Kolir	Devamaeriel	Miraemos	Fulan	Raithal-Terek	Rilg
The Great Huntress	Adda	Albabrilia	Sendal	Rasda	Nagra-Kel	Pridash
The Coddler	Gilli	Manassi	Cozer	Baktar	Thulvar-Tudar-Brog	Grik
The Founder	Hildal	Ebaenderiel	Graemond	Vendan	Herkka-Magazh	Vrudash
The Mule	Gramlek	Darabentariel	Nidorn	Kavdela	Mukli-Gurkkagh	Padash
Powermaster	Lasterm	Alabriaria	Wiakiith	Lekimal	Thagraz-Ranmek-Kro	Porag
The Old Man	Tragrim	Contabesi	Serabal	Nounad	Vradhka-Khor-Vredhi	Bugar
Eye Opener	Migmar	Elobreria	Denfort	Sartan	Tukhar-Renn	Vroshnak
Mother of the Elements	Suzek	Carrobredanten	Ferran	Vela	Katha-Gulmakkel	Punak
The Riftmaster	Lugad	Halobrendar	Halit	Boerin	Ganlinaraz-Krok	Eraurk
The Bear	Kernus	Valanna	Sevay	Thassah	Terenka-Shalik	Bushnak
The Landlord	Gisila	Albereclya	Toa	Fuleta	Dazulghaz-Vakh	Praurk
Fate Scribe	Foimek	Enaryn	Pomawin	Taotan	Grondvar-Brogguk	Groshnak
Battle Rager	Ragmar	Halamaegyn	Laeribel	Malakkan	Thallak-Shakarz	Grarg
The Watcher	Sunila	Ranalaessi	Wicilat	Tojela	Greznar-Tukro-Kuul	Vrigor
The Storm Lord	Taglek	Faranna	Dohas	Noala	Mokdar-Marrag	Puol
Risk	Gloinum	Landobalaen	Lanari	Kaepran	Luggukagh	Prarbag
The Laughter	Rublim	Jennaentariel	Sulreen	Ledia	Akdren-Ulkromar	Grolg
The Corruptor	Surik	Adrenannon	Norenn	Tarbak	Ganor-Thana-Kurrug	Vrak
The Overlord	Moizarak	Enedeteriel	Foirin	Shakkan	Grebok-Krokramar	Vraol
The Dark One	Solin	Beraclya	Ruwin	Gonwen	Mravroshka-Khielshor	Gridash
The Flaymaster	Zegnar	Beraendar	Laripa	Ralek	Patukk-Ro-Tirnog	Grodish
Harvester of Souls	Dusur	Wyleredar	Baxeeri	Rawen	Domaadrik-Kanar	Prudush
Locust Lord	Fuoro	Laberel	Gulrath	Geflen	Korrogaz-Melrak	Vagar
Emperor of Scorn	Gordal	Calereria	Golmel	Rendran	Kortak-Tuvaghaz	Bugdush
The Seller of Souls	Kezek	Valandar	Yumas	Narokam	Guldarr-Thorbrog	Vadash
Rotlord	Lignar	Gherhimn	Treibaen	Alvear	Azzabrak-Kathal	Rudash
The Confuser of Ways	Guralk	Valamariel	Feim	Galirem	Rondarg-Thallinatt	Gung
Prince of Terror	Benlarr	Kheiskhari	Gardonn	Sevar	Haagul-Naz	Hilg
Creator of Strife	Gloran	Shambourki	Kerra	Mometh	Vakkro-Gur-Haad	Bolg
The Vicelord	Minakil	Lhaghari	Lothoeloth	Noorshar	Stirnoggul-Brog	Grurg

Note that because all of the above examples employ gods that do not or no longer exist (for whatever reason), such clerics typically only gain mastery of 0th, 1st and 2nd level spells (higher ones being granted by the deity or her messenger). In some cases, one or more deities may grant spells and powers to such a non-believer. This happens if the non-believer is of the same alignment as the god and she either furthers the god's agenda through her actions (e.g. The Seller of Souls may grant spells and powers to a vengeful, neutral evil cleric bent on murdering enemies that once wronged her) or worships the god's sphere of influence (e.g. the Storm Lord may grant spells and powers to a primitive that worships the rain). The DM determines the extent of these powers.

FOLLOWERS, WORSHIPERS AND OFFICIALS

Exclusive worship of one god or another is rare among non-clerics. Typically, the faithful make donations to a wide variety of temples, depending on their needs at the time. A farmer

might attend a service of the Raiser before planting his crops, propitiate the Storm Lord with a small sacrifice while the crops grow and then make a donation to the Traveler's temple before taking his goods to market. These types of people are considered to be worshipers.

Those few individuals who revere one god above others and typically pay a tithe to that temple are considered followers of that faith. They might have contacts that other characters do not because of that fellowship and they have more than the basic knowledge of the faith (its holy symbol, spheres of interest, the name of its canon, specific religious stories, etc.). They might also move into a temple or monastery to labor under the clerics and monks who devote their lives to that god. Clerics perceive these folk differently than they view worshipers in their bestowal of spells and other services. While enjoying these benefits, followers are also subject to the faith's laws, and the faith might have legal power to collect tithes equal to a tax collector's power to collect monies owed to the sovereign.

DM'S NOTE: ADJUDICATING FOLLOWER ACTIONS

Followers, as provided through roleplaying or the Leadership feat, do not replace role-playing by the players. Used properly, they enhance the campaign by giving the players a chance to time their activities. While the player characters finish one adventure, or heal and recover from another, the cleric may send his followers to investigate rumors or adventure leads. You might decide on their success, or roll a d20 and add the follower's level (only the highest in the case of multiple followers). On a roll of 1, the followers suffer a casualty and return unsuccessfully. The casualty need not be a fatality; the cleric could have been captured, turned to stone, suffered a permanent level loss or suffered some other major harm.

On a 20 or higher, the followers were more or less successful in solving the problem. They prevented the evil cult from summoning a demon, they returned the kidnapped child or they discovered who murdered the visiting dignitary. They might even return with tribute for the temple in the form of gold or a magical item.

Results between these successes and failures indicate a partial level of completion. The followers learned some information (that you then give to the player as background for his adventure), but they return home unsuccessfully (thereby necessitating the involvement of the player character and his companions). Assigning this level of completion is better than rolling a die because it prevents luck from resolving an entire adventure that you had planned for the party.

If a player begins to abuse the benefit of having a follower and the game suffers, you may warn the player through complaints from the follower, minor acts of disobedience, comments from peers, etc. If the abuse continues, you may declare that the follower was lost, killed, recruited by another faith, fell in love and abandoned the priesthood, etc. Meeting the follower later as a vampire-spawn might make the abusive character a little more reluctant to overuse his followers!

Aside from followers of a faith are officials of that faith. Most officials are NPCs, though your character may also choose to follow the path of temple official (even if she is not a cleric). For information on temple rank and advancement, see Chapter 9: Adventuring.

CONVERTING CHARACTERS FROM OTHER SETTINGS

If you are converting a character from either the standard D&D world of *Greyhawk*, the *Forgotten Realms* setting or the *Eberron* campaign setting, Table 6-3: God Conversion will show you the most closely related Kingdoms of Kalamar deity you may convert to. You may also want to view Table 6-4: Commonly Worshipped Gods for other ideas when converting your character.

CANONS

At some point in the past, each of the gods expressed his commands through the written word. Typically, a saint or cleric of the faith actually recorded the doctrine for the layman, although some faiths claim the god wrote the original words

personally. The primary source of doctrine among most faiths came from the content of the canon.

Considering its prime importance within the faith, the canon is a prominent possession of clerics and followers. Among clerics of importance, the canon is mandatory. Followers who wish to appear sincere find that even grand largesse carries little weight unless backed up by ownership of a canon.

The Knowledge (religion) skill allows a character to associate a faith with its god (DC 5), identify the source of a religious quote (DC 15-20, depending on obscurity) or remember a specific passage (DC 20). A character that has studied a canon gains a +2 circumstance bonus to Knowledge (religion) checks (+4 when the religion in question is their own), and clerics of a faith gain an additional +2 circumstance bonus when the question applies to their own theology.

Canons of the Gods of Tellene

AMITIES (HOUSE OF SOLACE)

Amities are unique in that their order changes from copy to copy. Indeed, the chapters are not even bound in most copies. The pages are loose or only a few are collected together. The binding is usually oversized, allowing the owner to wrap up his loose Amities together without fear of losing any.

Amities take their name from a collection of songs known individually as Comforts; these Comforts make up the largest and most prominent chapters of the canon. Several of the hymns extol the virtues of creating an untroubled environment in which to live, comforting the sick and infirm as well as those distraught by their day to day trials. The vast majority of the songs glorify peace and degrade war as wasteful and destructive. The heroes of the faith are those individuals with overwhelming charisma and wisdom who avoid conflict and make peace between warring nations or belligerent individuals.

Contradictions and inconsistencies within the text cause disagreement over the best course of action for peace. This ironic and unfortunate situation has created a schism within the priesthood, the largest current such division on Tellene (although the Decade of Fear, during which the Truthseekers elected two warring High Seers, was a far more violent rift).

Amities costs 30 gp and copies are available throughout the continent of Tellene. They are rarer on Svimohzia and more common along the Reanaaria Bay.

THE BALANCE (TEMPLE OF ENCHANTMENT)

The Balance is a thick tome written by at least two dozen saints. The cover depicts a stylized balance that is always perfectly symmetrical. The interior contains beautiful line drawings in a variety of bright colors. While these drawings are principally cosmetic, a handful represent powerful glyphs and symbols important to wizards.

TABLE 6-2: DEITIES OF TELLENE

DEITY	ALIGNMENT	WEAPON*	SYMBOL OF DEITY	DIVINE FOCUS
Knight of the Gods	LG	Greatsword	Golden eye on a blue and white diamond pattern	Blue and white cloth bearing the golden eye symbol
Holy Mother	LG	Light Hammer	House encircled by a ring	Two linked metal rings
Speaker of the Word	LG	Mace	Open book	Canon entitled "The Word"
The True	LG	Longsword	Scale balanced on a golden sword	Small golden sword or tiny scale
The Eternal Lantern	LG	Mace	Half of a sun shining over the horizon	Shiny emblem bearing a half sun
The Raiser	NG	Sickle	Blazing hearth	Pouch of seeds or a sheaf of wheat
The Peacemaker	NG	Quarterstaff	Two hands clasped in friendship	Small carving of clasped hands
The Pure One	NG	Net	Dove over a white rose	Silver rose
Lord of the Silver Linings	NG	Quarterstaff	Psi symbol with a circle above the center vertical line, upon a rainbow	Medallion bearing the psi symbol
The Traveler	NG	Quarterstaff	Shooting star on a black background	A silver star
The Guardian	CG	Longsword	Eagle claw on black	An eagle's claw
Raconteur	CG	Club	Theatrical mask or jester hat	Tiny theatrical mask
The Shimmering One	CG	Rapier	Full moon breaking through clouds	Full moon emblem
The Great Huntress	CG	Spear	Hawk with spread wings on a green background	Gold or silver hawk's head or hawk with spread wings
The Coddler	CG	Halberd	Crossed hands resting over one's chest as if sleeping	Small pillow or blessed sand
The Founder	LN	Warhammer	Sword and red bricks on a blue background	Red brick
The Mule	LN	Crossbow	Triangle within a circle, within a square	Silver piece with the symbol stamped on it
PowerMaster	LN	Greatclub	Mountain rising up through cloud	Equilateral triangle with blue, white and silver angles
The Old Man	LN	Halberd	Crossed polearms	Tiny replica of two crossed polearms
Eye Opener	LN	Quarterstaff	Owl in flight grasping a beech staff in its talons	Silver owl pendant or a beech staff
Mother of the Elements	N	Air: Bow Earth: Sling Fire: Scimitar Water: Trident	Circle divided into four parts with each cult/element represented in one corner	Air: Silver bird figurine Earth: Gem stone Fire: Obsidian flame Water: Coral wave
The Riftmaster	N	Dagger	Platinum key	Colored key according to church rank
The Bear	N	Quarterstaff	Huge oak tree	Silver acorn
The Landlord	N	Dire Flail	Golden weight scale	Miniature balanced scale
Fate Scribe	N	Quarterstaff	Silver crescent moon and three stars on a light green background	Silver crescent moon
Battle Rager	CN	Hand axe	Crossed swords behind a double-bladed axe	Small silver sword or double-bladed axe
The Watcher	CN	Quarterstaff	Winding road disappearing over a hill, or a winged staff	Intricately carved walking stick topped by feathered wings
The Storm Lord	CN	Warhammer	Crossed lightning bolts behind a warhammer	Small silver warhammer
Risk	CN	Dagger	Two six-sided dice	Silver six-sided dice connected by a silver chain
The Laugher	CN	Club	Fresh grapes, wineberries, or a gaping mouth	Small sculpture of wineberries
The Corruptor	LE	Longsword	Tipped scales resting on a goat's skull	Tiny golden scales (unbalanced)
The Overlord	LE	Spiked Chain	Mailed fist	Gauntlet worn on the right hand
The Dark One	LE	Greataxe	An eyeless raven gripping a bloody eye	Small leather pouch filled with former sacrifices
The Flaymaster	LE	Whip	Dagger with blood dripping off the blade	Bloodied dagger
Harvester of Souls	NE	Scythe	Skull and scythe	Small golden sickle
Locust Lord	NE	Mace	Goblet with a hole in the bottom and Death (hooded skeleton) oozing out	Ornate goblet with a hole in the bottom
Emperor of Scorn	NE	Club	Golden sceptre on a dark blue background	Small golden sceptre
The Seller of Souls	NE	Dagger	Skull-headed scorpion with blood dripping from its stinger	Silver scorpion
Rotlord	CE	Flail	Rotting, worm-eaten head	Piece of rotting flesh
The Confuser of Ways	CE	Club	Snake head with extended tongue	Emblem of hissing snake
Prince of Terror	CE	Greatsword	Face filled with terror	Shrunk head
Creator of Strife	CE	Flail	Various regionally (i.e.: dark storm clouds, twister or tidal wave)	Spatially impossible geometric shape atop a crooked stick
The Vicelord	CE	Heavy Pick	Varies regionally (i.e.: male boar wearing a crown)	Boar genitals or tusks wrapped in hair from a convert

*In addition to indicating the favored weapon of each deity, the above list provides the weapon type created by the divine spell *spiritual weapon*. Weapons deal 1d8 points of damage regardless of form, though threat ranges and critical hits function as the weapon listed above. Note that ranged weapons created by the *spiritual weapon* function in the same manner as melee weapons; they have no advantages over *spiritual* melee weapons.

TABLE 6-3: GOD CONVERSION

STANDARD D&D GOD	SUGGESTED KALAMAR GOD(S)
Boccob	The Riftmaster
Corellon Larethian	Raconteur, the Great Huntress
Ehlonna	The Great Huntress
Erythnul	The Seller of Souls
Fharlanghn	The Traveler
Garl Glittergold	The Mule
Gruumsh	Emperor of Scorn
Heironeous	Knight of the Gods
Hextor	Battle Rager
Kord	Powermaster
Moradin	The Speaker of the Word
Nerull	The Dark One
Obad-Hai	The Bear
Olidammara	The Laughier, the Landlord, or Risk
Pelor	The Eternal Lantern
St. Cuthbert	The True
Vecna	The Corrupter
Wee Jas	Harvester of Souls
Yondalla	The Raiser
EBERRON GOD	SUGGESTED KALAMAR GOD(S)
Church of the Silver Flame	The Guardian, Lord of Silver Linings
Arawai	The Raiser
Aureon	The Riftmaster, The Mule
Balinor	The Bear
Boldrei	The Holy Mother
Dol Arrah	The Speaker of the Word, The Eternal Lantern
Dol Dorn	The Powermaster
Kol Korran	The Landlord
Olladra	The Laughier, Risk
Onatar	The Founder
The Devourer	Creator of Strife
The Fury	Emperor of Scorn, The Vicelord
The Keeper	Harvester of Souls
The Mockery	The Seller of Souls
The Shadow	The Dark One, Prince of Terror
The Traveler	The Confuser of Ways
The Blood of Vol	Harvester of Souls
The Cults of the Dragon Below	The Dark One, Emperor of Scorn
The Path of Light	Eye Opener
The Undying Court	The Raisher, The Peacemaker
FORGOTTEN REALMS GOD	SUGGESTED KALAMAR GOD(S)
Akadi	Mother of the Elements
Auril	The Flaymaster
Azuth	The Riftmaster
Bane	Creator of Strife
Beshaba	The Confuser of Ways

Chauntea	The Raiser
Cyric	The Seller of Souls, Creator of Strife
Deneir	The Eternal Lantern
Eldath	Lord of Silver Linings
Finder Wyvernspur	The Bear, The Watcher
Garagos	Battle Rager
Gargauth	The Corrupter
Gond	The Mule
Grumbar	The Founder
Gwaeron Windstrom	The Great Huntress
Helm	Knight of the Gods
Hoar	The True
Ilmater	Lord of Silver Linings
Istishia	The Storm Lord
Jergal	Fate Scribe
Kelemvor	Harvester of Souls
Kossuth	Mother of the Elements
Lathander	The Eternal Lantern, Powermaster
Lliira	Raconteur
Loviatar	The Playmaster
Lurue	The Bear
Malar	Rotlord, The Vicelord
Mask	The Seller of Souls
Mielikki	The Great Huntress
Milil	Raconteur
Mystra	The Riftmaster
Nobanion	Knight of the Gods
Oghma	The Mule, Raconteur
Red Knight	The Old Man
Savras	The Fate Scribe
Selune	The Shimmering One
Shar	The Dark One
Sharess	The Vicelord
Shaundakul	The Watcher, The Traveler
Shiallia	The Great Huntress
Siamorphe	Knight of the Gods, The Founder
Silvanus	The Bear
Sune	The Pure One
Talona	Rotlord, The Seller of Souls
Talos	Creator of Strife
Tempus	Battle Rager
Tiamat	The Overlord
Torm	Knight of the Gods
Tymora	Risk
Tyr	The True, The Speaker of the Word
Ubtao	Mother of the Elements
Ulutiu	The Playmaster
Umberlee	The Storm Lord
Uthgar	Battle Rager
Valkur	The Traveler
Velsharoon	Harvester of Souls
Waukeen	The Landlord

TABLE 6-4: COMMONLY WORSHIPPED GODS

CLASS	PRINCIPAL GODS
Barbarian	Battle Rager
Bard	Raconteur, The Shimmering One
Druid	Mother of the Elements, The Bear
Fighter	Powermaster, The Old Man
Monk	Powermaster, The Watcher
Paladin	Knight of the Gods, the True
Psionic	The Eye Opener, The Old Man
Ranger	The Traveler, The Guardian
Rogue	Risk, The Unseen One
Sorcerer	The Riftmaster
Wizard	The Mule

TABLE 6-5: CIRCUMSTANCE BONUSES

CIRCUMSTANCE	KNOWLEDGE (RELIGION)	BONUS
Character that has studied a canon for the faith in question		2
Follower of faith in question who has studied canon		4
Cleric of faith in question		6

TABLE 6-6: CHURCHES AND CANONS

DEITY	PRIESTHOOD	CHURCH	CANON	CLERIC SPELLS RESTORED
Knight of the Gods	Servants of the Swift Sword	Halls of the Valiant	To Serve	Dawn
The Holy Mother	The Brotherhood of Industry	The Home Foundation	The Home	Dawn
Speaker of the Word	Keepers of the Word	The Hall of Oaths	The Word	Dawn
The True	Truthseekers	The Courts of Justice	Judgment	Dawn
Eternal Lantern	The Order of Light	The Assembly of Light	The Radiant Order	Noon
The Raisher	Friends of the Fields	The Church of the Life's Fire	Blessings of the Land	One hour before dawn
The Peacemaker	The Peacemakers	House of Solace	Amities	Dawn
The Pure One	Children of Love	Parish of Love	The Way of Love	Dawn
Lord of Silver Linings	The Merciful Fates	Church of Everlasting Hope	Every Cloud	Dawn
The Traveler	The Journeymen	Temple of the Stars	The Endless Journey	One hour after dusk
The Guardian	Messengers of Liberty	The Face of the Free	Liberation	Dawn
Raconteur	The Merry Muses	Theater of the Arts	Creation	Dawn
The Shimmering One	Moonknights	Church of the Night's Beauty	True Beauty	Dusk
The Great Huntress	The Golden Arrows	Temple of the Patient Arrow	One Arrow	Dawn
The Coddler	Dream Weavers	Church of the Silver Mist	Tranquility	Dusk
The Founder	Builders of Law	The Founder's Creation	Keystones	Dawn
The Mule	Brothers in Logic	The Fraternal Order of Aptitude	Enlightenment	Dawn
Powermaster	Seekers of the Three Strengths	Temple of the Three Strengths	The Triad	Noon
The Old Man	Order of the Pike	Temple of Armed Conflict	The Way of Strategy	Dawn
The Eye Opener	Seekers of Sagacity	The Order of Thought	The Epiphanies	Dawn
Mother of the Elements	The Keepers of the Four Corners	Assembly of the Four Corners	Fundamentals	Dawn
Riftmaster	The Keyholders	Temple of Enchantment	The Balance	Dawn
The Bear	Brotherhood of the Bear	Conventicle of the Great Tree	Laws of Nature	Dawn
The Landlord	The Profiteers	Parish of the Prolific Coin	The Ledger	Dawn
Fate Scribe	The Prophets	The Inevitable Order of Time	The Fortunes	Dusk
Battle Rager	Brothers in Blood	The Way of the Berserk	Let the Rage Take You	Dawn
The Watcher	The Watchers	**	New Paths	Noon
Storm Lord	Tempestions	The Thunderer's Temple	Sky's Fury	Dawn
Risk	Challengers of Fate	Church of Chance	Chances	Dawn
The Laughter	The Passionate Peoplehood	The Order of the Passionate One	The Gift of Passion	Dawn
The Corrupter	The Covetous Ones	The Courts of Inequity	Longings	Dawn
The Overlord	Bringers of the New Order	The House of Shackles	Subjugation	Dusk
The Dark One	Knights of the Black Pit	Church of Endless Night	Book of Endless Night	Midnight
The Flaymaster	Ministry of Misery	Order of Agony	Sweet Pain	Dusk
Harvester of Souls	The Harvesters	The Congregation of the Dead	Final Word	Dusk
Locust Lord	The Gaunt	The House of Hunger	Swarms	Dusk
Emperor of Scorn	The Veiled Priesthood	House of Scorn	The Stone Tablets	Dusk
The Seller of Souls	The Purgers	House of Knives	Ill Wind	Midnight
Rotlord	The Pestilent Ones	The Conventicle of Affliction	Endless Decay	Dusk
The Confuser of Ways	The Imposters	**	Invisible Lives	Id6 hours after Dusk*
Prince of Terror	The Fellowship of Terror	Temple of Sleepless Nights	Indescribable Horrors	Dusk
Creator of Strife	Minions of Misfortune	Temple of Strife	Catastrophes	Dusk
The Vicelord	Vicelords or Insulters	Known as the House of Vice**	Innocent Pleasures	Midnight

* determined randomly each night

** no formal church

The Balance contains eight Schools that correspond to the eight schools of magic. The Schools are further divided into a variable number of Books. Evocation contains only three, while Illusion contains 11. Each School contains enigmatic warning signs that indicate to the clerics when the use of this school threatens to undo the balance of magic in the universe that is central to the faith. At least one Book in each School teaches the clerics how to restore the balance.

The book includes a vast amount of knowledge relating to magic, including the location of no less than 16 planar gates, all of which are currently closed. The Balance mentions several magic items, including the deck of many things and the sphere of annihilation. This implies that the Riftmaster is responsible for the creation of these minor artifacts.

Prohibited actions include frivolous use of spells or magic items. Spellcasters are encouraged to charge high fees for

selling the use of their spells in order to maintain a proper ration of magic. When it becomes necessary to increase magic use, spellcasters should use their spells judiciously.

The Keyholders do not see why any non-spellcaster should own this canon, and they might claim to have none if asked for it. Their followers, they believe, should be content to trust the Keyholders' interpretation instead of reading it themselves. Enterprising merchants sell the book to spellcasters for (at least) 55 gold pieces. Despite their unwillingness to sell it, Keyholders do not use violence to keep it from others.

BLESSINGS OF THE LAND (THE CHURCH OF LIFE'S FIRE)

Blessings of the Land (usually spoken and written as "Blessings") has a soft leather cover that conceals a lightweight canon. The inks and print are plain for the first half of the book, with numerous images in the last half.

TABLE 6-7: WEAPONS OF THE DEITIES

DEITY	SPELL EFFECT*
Knight of the Gods	+1 mighty cleaving greatsword
Holy Mother	+1 defending light hammer
Speaker of the Word	+1 ghost touch mace
The True	+1 keen longsword
The Eternal Lantern	+1 flaming mace
The Raisher	+1 defending sickle
The Peacemaker	+1 spell storing quarterstaff
The Pure One	+1 distance net
Lord of the Silver Linings	+1 defending quarterstaff
The Traveler	+1 frost quarterstaff
The Guardian	+1 defending longsword
Raconteur	+1 shock club
The Shimmering One	+1 flaming rapier
The Great Huntress	+1 returning spear
The Coddler	+1 defending halberd
The Founder	+1 shock warhammer
The Mule	+1 distance crossbow
Powermaster	+1 frost greatclub
The Old Man	+1 mighty cleaving halberd
Eye Opener	+1 spell storing quarterstaff
Mother of the Elements (Air corner)	+1 distance bow
Mother of the Elements (Earth corner)	+1 shock sling
Mother of the Elements (Fire corner)	+1 flaming scimitar
Mother of the Elements (Water corner)	+1 frost trident
The Riftmaster	+1 flaming dagger
The Bear	+1 shock quarterstaff
The Landlord	+1 ghost shock dire flail
Fate Scribe	+1 ghost touch quarterstaff
Battle Rager	+1 mighty cleaving hand axe
The Watcher	+1 throwing quarterstaff
The Storm Lord	+1 shock warhammer
Risk	+1 returning dagger
The Laughier	+1 defending club
The Corruptor	+1 keen longsword
The Overlord	+1 flaming spiked chain
The Dark One	+1 keen greataxe
The Flaymaster	+1 frost whip
Harvester of Souls	+1 keen scythe
Locust Lord	+1 mighty cleaving mace
Emperor of Scorn	+1 shock club
The Seller of Souls	+1 keen dagger
Rotlord	+1 frost flail
The Confuser of Ways	+1 spell storing club
Prince of Terror	+1 shock greatsword
Creator of Strife	+1 frost flail
The Vicelord	+1 mighty cleaving heavy pick

*When casting the weapon of the deity spell from *Complete Divine*.

The book includes four Seasons, and each Season defines a person's duties concerning tilling the earth and herding the beasts. Alliterative rhymes help farmers and herdsmen remember the passages. A few pages devote attention to fertility among humans and non-humans, as well: recipes for aphrodisiacs and techniques to ensure conception. Blessings of the Land does not ignore the city dweller—it teaches the benefits of owning a garden where one can find both inner peace and ready food. A common motif is the promotion of a simple hardworking farmer to sainthood through his diligence.

Each of the four Seasons provides additional insight beyond the plain word. While on the surface they give instruction and lessons regarding agriculture and farming, the Four (a nickname used by devout followers) also contain a second,

deeper message. Allegorically, they describe the four stages of life: conception to toddling, toddling to puberty, puberty to middle age and middle-age to the twilight years. Indeed, Blessings truly is a book about life, whether animal or vegetable.

Literally dozens of High Field Masters have written multiple texts commenting and explaining the meanings and life teachings behind the Seasons. Most of these commentaries build upon one another, though several are in conflict on key points. Nevertheless, in the end, they all agree that the true beauty of Blessings lies in its allegorical lessons. These lessons include how to raise children (even being so specific as to cover bedtime routines and educational advice), grieving over the loss of a loved one (especially parents or children), dealing with neighborly disputes, etc.

Blessings contains few prohibitions, but they include destruction of a person's crops or animals. The faith considers rape to be an evil perversion, and the only appropriate punishment is death. Wandering farmhands in search of work should be given at least three days work and three days of food.

Blessings costs 30 gold pieces and might be the most common canon. Aside from its availability through temples and shrines, prosperous farmhouses and ranches across Tellene have copies and many of these households have a spare copy that they will sell.

CATASTROPHES (TEMPLE OF STRIFE)

Catastrophes bears the image of the Creator of Strife's impossible divine focus on a dark cover. The book is bound in wood or leather with thick, pulpy paper.

While no two Catastrophes seem the same (or even in agreement with one another), they all carry similar content. The chapters are named Strifes. Each of the three Strifes describes one aspect of the Creator of Strife. One is the abductor and slayer of the fortunate, thus making them unfortunate. Another is the summoner of foul weather. The last is the great warmonger that descends on areas already oppressed by great storms, spreading discord and misfortune in their wake.

The chapters do not seem to further the faith's ethos very far. The tone of the chapters glorifies the Creator of Strife more than it explains any philosophy or belief. The Minions of Misfortune become adept at interpreting the verses however they wish to accomplish their immediate needs. Reading it carries an odd effect, however; as ever so subtly, the text plays on the subconscious of the reader. Even a brief perusing tends to leave the reader feeling argumentative, contrary and on edge for no apparent reason.

Catastrophes is, ironically, widely available in rural areas. The third Strife, in its statements on domination of humanoid tribes, gives telltale clues that a humanoid attack is imminent, and so village militiamen across Tellene are familiar with it, though most fail to realize the dangers involved with reading the text. It costs 25 gp.

CHANCES (CHURCH OF CHANCE)

Chances, also called *The Book of Chances*, is a white or gray-covered book with thin pages of unremarkable writing. Exact art varies since each copy is an original, and the quality of the art varies widely. Typical representations depict people in risky situations, such as stealing from a king's treasure room, fighting off air elementals from a crumbling ledge, or sailing a ship at full sail in blinding rain with reefs all around.

Like the god it represents, Chances covers many subjects, all of them linked to personal enjoyment. The only seeming connection is a hint of self-destruction. Dogma includes simple precepts: control is an illusion. Mortals cannot control fate. They can only enjoy the ride. Whether fighting, playing or in business, worshipers are urged to avoid methods that do not involve some element of risk. Few activities are specifically banned.

As with the artwork, the actual text varies from copy to copy. Some versions go beyond the aforementioned subjects to include primers on various games of chance and wagers. Still others contain tutorials on different methods of thievery. Rarer still, some Chances contain both.

Canons containing guides to betting games include rules, odds, variations, strategies and the like. A copy with this added material can be used as an instruction manual for starting anything from a back-alley game of bones to a full-blown house-backed gambling den. The games covered, however, are by no means ubiquitous. Rather, they are regional. Thus, a careful reader that makes an appropriate Knowledge (local customs) check (DC 10) can tell where a particular copy of Chances was likely to have originated based on the games described.

A copy of *The Book of Chances* that contains teachings on the art of thievery may contain any number of subtopics. These include everything ranging from picking pockets to setting traps (including specifics of the traps) to opening locks and all things in between. A slightly different type of chapter deals with one or more types of thievery. While each section of this type usually describes only one method of extracting wealth from others, occasionally two or even more appear. These discussions include the best practice and techniques in every imaginable situation such as cat burglary, con jobs, petty theft, pick-pocketing, swindles, highway robbery, piracy, and so on. Typical lessons include learning to excel at many types of



thievery so that the student finds herself well positioned when luck and opportunity deign to smile upon her.

Chances appears in gambling houses, taverns and inns. It sells for 50 gp, double or triple that if it contains either or both of the additional topics (and further depending on how detailed and extensive the teachings are). Regardless, the price rarely remains constant as a seller typically offers a game of chance to reduce (or raise!) the cost.

CREATION (THEATRE OF THE ARTS)

Creation is a beautiful book that spares no expense when it comes to quality of materials or richness of color. Its cover stands out among other books for its vibrancy and dimension. The usual base color is a deep crimson, with liberal use of striking color on the cover and interior alike.

Twelve Arts divide the canon, each of which extols the virtues of creating the appropriate works. Each Art is the work of a different artiste and includes samples of that master's greatest art form. Individual copies often have different examples, following the faith's emphasis on personal taste, but all works are attributed to the proper person.

Artists use Creation as a primer, since it describes techniques for mixing paint and provides essays on the preparation of chisel points, exemplifies proper grammar and good sentence structure and contains a system of musical notation that has become universal. In addition to technical advice, it discusses intangibles such as timing, balance and personal expression.

Creation forbids followers from mocking another's personal taste, interfering with the work of an artist or revealing another's plans for a work before he reveals the finished work. In life, the follower should respect the opinions of others, although he is free to express his own as well. Followers should not fall to despair when a situation is gloomy; a good joke can restore confidence and strengthen the faithful.

Creation costs 35 gp and is available in scattered cities, especially those of Reanaaria, Svimohzia and Kalamar. In Brandobia, it is only common in Cosdol.

ENDLESS DECAY (THE CONVENTICLE OF AFFLICTION)

This canon's plain brown cover and ordinary pages cause it to blend in with other books. The binding is usually poor, the pages brittle and uneven, and the cover's edges are typically white with wear. For some reason, few of these canons actually fall apart in use. Art most often shows victims of horrific diseases with gaping sores, emaciated bodies and twisted limbs. Sometimes it includes pieces depicting rats, cockroaches and other vermin waxing triumphant over other species and races.

Chapters called "Afflictions" divide Endless Decay. Each of the Afflictions describes a lethal or debilitating disease or a particularly revered type of pest or parasite. Although the number of Afflictions varies from copy to copy, most include at least 44. The version with only 28 is known as the Harbinger Heresy and the Pestilent Ones burn it on sight, along with the

owner. The Afflictions range in length from a short essay just over a page to 30 full pages of relentless detail.

The vermin-related Afflictions tend to anthropomorphize the animal, all the while describing the environment in which they best thrive. Such Afflictions describe in great detail the virtues of the particular species from endurance to pain tolerance to adaptability. In every case, the subject pest is elevated in stature above the intelligent races of Tellene.

Most malady-related Afflictions are simple descriptions of a disease's vector, incubation period and symptoms. Noticeably absent is any means of curing disease or relieving symptoms. Several describe the difference in expectations of a follower versus those of a cleric, although texts contradict each other (and themselves). Such contradictions have led to great division among the faith.

Universal commands or prohibitions are few, but include a vague warning against killing rats (especially wererats), cautions against letting fires grow out of control and lectures about the dangers of baths. Followers are urged to be affectionate, stand close to people they talk to and share food. Clerics are encouraged to create new spells that inflict or spread disease. Clerics who have the opportunity to kill a cat with impunity and fail to do so are punished.

Endless Decay is not illegal, but few consider its presence in a home encouraging. The only reason for its acceptance is that the description of diseases and their symptoms is useful to healers. It costs a mere 30 gp when it is available.

THE ENDLESS JOURNEY (TEMPLE OF THE STARS)

Unique among the religious canons, the Endless Journey never appears in book format. Long ago, the Temple of the Stars ordained that the Endless Journey could only be properly inscribed in the margins and backside of a Journeyman's largest navigational map. No one remembers when this ordinance was passed or who the Journeyman was that made the rule. One thing is certain; it was an ancient enough belief that no one (not even the oldest elves) remembers an Endless Journey appearing anywhere but on a map.

The Endless Journey teaches that excursions, even hard ones, should be enjoyed and not seen as work. The voyage itself should be planned and welcomed as much as reaching the destination. It also gives instructions on reading the stars and using them to find direction.

A more serious portion discusses the evils of banditry and piracy, imploring all followers as well as Journeymen to rise against such abominations. It derides any restriction on movement, including the feudal system, servitude, road tolls and any cause to fear travel (especially monsters).

Inscribed by Journeymen from one map to another, Endless Journey is never available for sale. It can only be obtained as a gift.

ENLIGHTENMENT (THE FRATERNAL ORDER OF APTITUDE)

Enlightenment is always a gray tome with pages of real paper. Its sheets are uniform in size and the binding is exceptionally sturdy. The cover invariably depicts the Mule's symbol (a triangle within a circle within a square).

This dynamic canon is constantly changing, always adding more organization and greater detail. The changes occur in an orderly fashion, however. Once per year, proposed changes are drafted, debated, then decided on by the Grand Professor. Enlightenment's chapters are numbered, each page is numbered, and the entire canon is thoroughly indexed and cross-referenced.

For those only passing familiar with the Order, it may seem strange that Enlightenment is devoid of discussions of mathematics or the sciences. But on further examination, it makes complete sense: Enlightenment teaches the fundamental building blocks for study of math and science. Its chapters cover topics such as the basics of study for students, proper instruction techniques and advice for teachers, fundamentals of logic, ways to increase reasoning power and learning capacity, procedures for properly conducting research and experimentation, creative methods of problem solving, etc.

Meditation has a prominent place in the faith's teachings and Enlightenment urges it as the solution to many problems. The canon's endorsement of good record keeping is often interpreted as a request to keep a journal, which many sincere followers do. Followers are not allowed to beat a mule in order to make it move somewhere; according to the faith, the mule is probably pondering a problem too difficult for its impatient owner to comprehend.

Enlightenment is available at virtually any library or university. While non-followers disregard the emphasis on meditation, all students appreciate its collection of mathematical tables and scientific formulae (included as references, but not explicitly discussed within the tome). It costs 55 gp.

THE EPIPHANIES (THE ORDER OF THOUGHT)

This neat and orderly book has square covers of plain black or brown leather, plain block writing and no art to break up its text.

While its physical impression is one of order and reason, the text rambles from one story to another. Endless parables and anecdotes drone on and on, and some of the stories are clearly retellings of previous chapters. Each of the nine Epiphanies reads like an old man's rambling, with little regard to continuity or form. Deep within the words, however, the reader can find powerful elements of wisdom. Careful, insightful readers will recognize an overall order arising out of the apparent rambling. On some second level the text reaches a higher order that is not apparent without great wisdom (and even multiple readings).

On the surface, the Epiphanies sometimes seem to contradict themselves, but a deeper reading by a knowledgeable and wise reader reveals that this is not the case. The Epiphanies all share certain messages: life is good, because living grants experience,

and experience begets wisdom; respect your elders; take nothing for granted. At least one posits that even a selfish pursuit of wisdom (seeking lichdom, in the example given) is not a wrong thing to do. Worshipers are encouraged to consider all options before pursuing a course of action. The book is not entirely academic exercise: wisdom is considered a means to an end. The Epiphanies' clearest exhortation is that the wise person is happy with his life if he has made choices that provide for the best life possible.

The Epiphanies are not common, but they can be found in large cities for 40 gp. Their temples always have one or two copies for sale.

EVERY CLOUD (CHURCH OF EVERLASTING HOPE)

In keeping with its name, Every Cloud bears a stormy gray cover, but the corners and spine are pure silver. The frontispiece usually bears a few scattered clouds ineffectively concealing a brilliant sun. Other interior art includes positive contrasting images: an oasis in the desert, a glimmer of gold resting on the sieve of a pan, or a bright candle in a dark room. Rainbows are ubiquitous.

The book's chapters include fourteen Disasters (or Troubles as they are commonly called); each followed by a Deliverance. The Disasters describe potentially bad situations ranging from parents with troublesome children to farmers maimed in an accident. Most Deliverances include mental means for coping with these problems or the physical means of overcoming or healing them. Two Deliverances teach how showing mercy brings reward (one Deliverance has a figurative reward and the other has an actual reward). The 10th Disaster includes the semi-mythical story about a man whose friends all had problems with unfaithful wives, money or their peers. His efforts to help them form the backbone of the faith's clerical dogma. This original Hope Master is credited with writing the last four Disasters and Deliverances.

Commendable acts include lending support where needed. Followers can count donations given directly to the poor against their tithes as long as "the poor" are strangers to them. Clerics are forbidden from harming the helpless, even in accordance with the law. Thus, they never become executioners or make coup de grace attacks against enemies. Despair is a heresy, and clerics must atone if they are subjected to the emotion (despair) spell or similar effects.

Every Cloud costs 35 gp with silver chasing and cover decoration, and is found in large cities and small towns alike. Its usefulness when confronting adversity makes it very popular.

FINAL WORD (THE CONGREGATION OF THE DEAD)

This book usually has a soft, worn cover of leather or vellum that contains many translucent pages. Each page has writing only on one side, the left. On each right facing is an image of a dead body, undead creature, or other scene of carnage. Each book's art is unique, so a Final Word can be identified by its owner or connected with its owner by a careful observer.

The book's chapters, called Lives, each describe the level of undeath a cleric can earn by harvesting the souls of others. While few quantitative references are given, commentary seems to imply that it takes over 10,000 slayings to earn the coveted state of lichdom. The initial chapter, Death, actually describes mortal life, which Final Word likens to not yet being born (with ascension to undeath being a mortal's true birth).

The faith prohibits resurrection or raising in any way. Curiously, committing murder on one of the faith's unholy days (aside from a ritual sacrifice as part of the ceremony) is forbidden. There are no restrictions against killing a follower or even cleric of the faith, but since high-ranking clerics are difficult to kill, internecine conflict among them tends to involve more deceit and sabotage than actual bloodshed. Clerics wear a knotted cord on their belts that indicate the number of lives they have claimed.

Final Word is usually outlawed, but since it describes the powers and special qualities of a wide variety of undead creatures, it is considered a useful source of knowledge. Necromancers, good clerics and sages might hoard it despite the prohibition. It costs 45 gp.

THE FORTUNES (THE INEVITABLE ORDER OF TIME)

The Fortunes is a tall, wide book of relatively few pages. Its cover is usually silver colored, and expensive copies are plated in silver. The tall pages are bereft of art after the frontispiece. Tradition forbids such vanities as credit for the scribe who copies it, or anything other than strict content.

The canon contains 16 Dreams and 4 Omens. The Dreams describe the dreams of an unidentified person and her attempts to interpret the dreams as prophecies. Her initial attempts are vague and inaccurate, but by the fourth dream (called The Revelation), her clarity of vision and interpretation improves to miraculous levels. Each of the Omens is a sighting of everyday objects in slightly unnatural circumstances, followed by the author's interpretation and subsequent verification.

The Fortunes teaches that each mortal should willingly accept the fate he is given by the gods. Mortals should work toward their destinies and not stray. The trick for each mortal is to figure out his own destiny, and the best way to do this is through counsel from one with the vision.

Another major thematic element of the Fortunes is time. Time, says Fortunes, is a scarce and exceedingly valuable commodity. Unique among valuables, it continually increases in value. Thus, only a fool wastes time, while a wise man uses every moment to fulfill his destiny.

The priesthood claims that the ability to interpret dreams is a gift given to all creatures in different measure, while the ability to see the future in everyday objects is a true sign of prophecy. Followers are urged to follow their intuition, even if it goes against logic and reason. Disagreements within the faith are welcome as long as they are civil, and personal interpretation of all things, including the canon, is permitted.

Few copies of the canon are available, although those troubled by their dreams seek them out for reassurance. It is less uncommon in Ozhvinmish and western Ahznomahn than in other parts of the world. The canon costs 30 gp for the plain version or up to 100 gp if the cover includes real silver.

FUNDAMENTALS (ASSEMBLY OF THE FOUR CORNERS)

The Keepers of the Four Corners boast that their basic canon is the most light-hearted, practical and accessible of all holy books. The four chapters are printed on different types of paper, each with separate watermarks and borders. A rather wordy introduction, greater in length than the four chapters combined, precedes the four colored sections. By contrast, the introduction bears no special coloration or watermark. The binding is typically leather or wood.

The four chapters (called "Elements") of Fundamentals explain the four elements, why each is important to life and why they are holy. The introduction contains the rest of the general information on the faith. It defines the functions, dress and rituals of the clergy and contains anecdotes about saints and famous clerics, often in humorous or embarrassing situations. It also lists violations and punishments for the crime in question (drowning for piracy, burning for arson, etc.).

Once clerics choose a particular cult, they receive another canon that deals specifically with their chosen path. Obviously there are four of these. They are not available outside the clergy and clerics of any cult will kill to get such a book back. These books are far more solemn than Fundamentals.

Fundamentals is prevalent in rural settings, often found for sale in unusual places, such as the local tanner's or fletcher's shop. Somewhat rarer in cities, the book is more often passed around among friends than bought and sold. It sells for 35 gp.

THE GIFT OF PASSION (ORDER OF THE PASSIONATE ONE)

The Laughers' chief holy book is a meager tome, though typically with elaborate borders. The cover normally mirrors the inside, with a grapevine border whose lush fruits hang heavily. There are literally thousands of slightly different versions of this text, as each transcriber introduces new errors, omissions or additions. Still, each contains chapters called Vintages, though the number varies.

The Vintages showcase different means of celebration, including Wine and Song as the two most prominent. They are also the longest chapters, usually about two dozen pages each. The entire work seems to be originally based on the writing of a single author, supposedly written in a drunken stupor. The sentences run on, the spelling is inconsistent, and some entire pages make no sense whatsoever.

The Vintages support the faith's belief in living a slightly hedonistic lifestyle, but not necessarily at the expense of others. Drinking wine or other alcohol brings the worshiper closer to his god. It is a wise man that can make others laugh (but puns show a superficial cleverness and should be avoided).

The Gift of Passion is commonly available for the cost of 30 gp.

THE HOME (THE HOME FOUNDATION)

The Home contains no pictures of animals or people. Its only designs are simple geometric patterns used sparingly to break up longer texts. Its few pages contain clear print on faint lines.

The Home has no apparent order. Instead of organized chapters, it contains essays, parables and vignettes. The pieces have been carefully selected by a cleric of great skill (and no doubt inspired by the Holy Mother) so that when read in order, they paint a beautiful and clear image of the faith's beliefs. The cleric wrote the pieces in a simple, clear manner, making this canon one of the easiest to read.

Forbidden acts mentioned in The Home include adultery, the mistreatment of children and laziness. The Holy Mother's canon strongly discourages divorce, lewd behavior and selfishness. Clerics are encouraged to have large families, to make no distinction between natural and adopted children, and to work hard to support their families.

The faith monitors prices for The Home to ensure that it is available, but that the scribes who copy it earn enough for their families. It costs 35 gp and is available at any temple of the faith.

ILL WIND (HOUSE OF KNIVES)

Ill Wind appears as a smallish, black leather-bound book. Most copies have either an embossed symbol of the Seller of Souls in the center, a pattern of scorpions crawling along the sides or both. Red dye colors the page edges. Images also appear in red ink, outlined or shaded with black.

The book is a lawbreaker's dream: it includes procedures for fraud of all kinds, ways to escape detection and identification and methods of surreptitious following and trailing. Readers can find ways to dispose of murder victims, notes on successful eavesdropping and effective blackmail techniques. Ill Wind details particularly important techniques, weapons and poisons both in prose and pictorially.

Teachings include patience, timing and symbolism in revenge. Revenge may take many forms outside of murder (especially when dealing with followers and the Veiled Priesthood). Ill Wind hallows any method of vengeance, such as extortion, blackmail, theft, pain, maiming, damage to property, honor, reputation, friendships, etc.

Ill Wind celebrates murder of all kinds, but thinks little of warfare and mass destruction. Killing is an intimate matter and should be done in person, albeit stoically and methodically. The Unseen One respects most murder committed for revenge and his favorite of all is such an act done by one of good alignment.

Because of its instructional nature regarding poisons and their antidotes, assassins, alchemists

and even healers search out this manual. Ill Winds' tutorials on law breaking make this book an excellent resource for rogues of all kinds and even rangers. Unfortunately, members of The Veiled Priesthood never part with it and actively seek to destroy any known holders that are not worshipers of the Silent Slayer. Because of all this, this book is among the priciest canons. If it can be found, it will most likely be in a city and the price will be commensurate to the risk to the seller. In no case would it be sold for less than 125 gp.

INDESCRIBABLE HORRORS (TEMPLE OF SLEEPLESS NIGHTS)

Indescribable Horrors comes in all shapes and sizes. Covers tend to be adorned with engravings or embossing of shrunken heads and other grotesque imagery. The pages themselves vary in type, quantity and size. Illustrated versions show fearful subject matter and various plants and herbs.

Indescribable Horrors (or often simply "Horrors") appears in so many formats and with such different content that it is almost not a canon at all. In fact, the title itself often differs from book to book (Indescribable Horrors is the most common). Its chapters are called Terrors, Dreads, Shivers and the like, depending on the author or transcriber.



A cleric of the Prince of Terror, deep in thought.

The book itself, while quite random, somehow entices the reader further and further. The descriptive prose ranges from the macabre to the downright harrowing. Nightmares are virtually guaranteed to reign down upon anyone merely perusing the text, let alone studying it.

The one constant topic (though it varies in description and methodology) is the War of Intangibles. Horrors makes it clear that it is the duty of the Temple of Sleepless Nights and all its followers to advance the waging of this war. Other topics include the art of shrinking heads and other body parts, mummification, tattooing and cruel methods of disfiguration. Indescribable Horrors teaches psychology for use on sacrifices, creation, effects and suggested uses for an impressive number of hallucinogens, tips for effective illusion-based arcane magic and the formulae for creating the Fellowship's magically hued robes.

This manual, depending on content, can be quite useful to healers because of its medicinal component. Wizards, especially illusionists, find the magic descriptions informative, if not brilliant. The Temple of Sleepless Nights makes this book readily available, although not always directly, for a mere 25 gp.

INNOCENT PLEASURES (HOUSE OF VICE)

Innocent Pleasures has peaceful, placid drawings in cool earth tones on its cover. The Pleasures is a colorful book replete with drawings and diagrams on the pages, in the margins and inside the covers. A brief thumb-through reveals playing children, proud mothers and happy families relaxing, lounging and enjoying life.

The canon includes a dozen large Legends, broken up by brief Parables. A thorough read of the chapters slowly dispels the illusion of innocence. The first few Parables discuss the simple pleasure of a break from the toils of labor and the importance of rest. From there the Parables move into discussions regarding feasting and drinking to excess, lounging about while others toil, sleeping long hours, the inherent lack of urgency for all tasks regardless of any seeming import, etc. The middle legends touch on the beauty and wonder of physical enjoyment of the flesh, nudity, wanton lust and other earthly desires.

The final four Legends reach a crescendo as they advise the reader to utilize other sentient beings for personal pleasure with the thoroughness of a savage utilizing the carcass of a large animal. Perversions of all kinds are described in lurid detail and in such a way as to make them seem commendable, humorous or prestigious.

Little in the way of specific behavior is encouraged; the reader is given free will as to which activities he may engage in, although the Pleasures presents gluttony, sloth and lust as enviable and indeed admirable traits. Prohibitions include repression of desires, moderation, and saving money or resources for the future.

The Pleasures is widely available at brothels and temples of the Vicelord. It costs a mere 25 gp.

INVISIBLE LIVES (IMPOSTERS)

Invisible Lives is itself a deceitful book. First, its actual title is never on the cover. Instead, an innocuous or misleading title (such as that of another canon) appears and the text inside reinforces the illusion (though careful study might find that a few of the parables offered involve the victor gaining an advantage or edge through deception, trickery or outright lying). The real text hides in code or invisible ink to appear only to those who know its secrets.

Organization in the canon's actual text is haphazard. In fact, no two copies seem to be precisely the same and most vary dramatically in content, though the themes seem generally consistent. Invisible Lives includes a number of Cons, Games and Marks. One Shaving (as in coin shaving) typically makes up two pages, and seems to be a recent addition. A final section, Myth, gives suggestions for safe copying and distribution of the canon.

Those wishing to go undetected will find this book useful. Invisible Lives typically contains ideas for believable identities of all kinds, including very viable cover stories. It also usually describes techniques for hiding, moving about undetected, and has pages and pages of descriptions on donning disguises. Invisible Lives also has advice for assuming the identity of others, including where and how to find key information about individuals to be imitated. There is almost always a particularly good section on other religions and where and how to acquire their canons!

Allowing Invisible Lives to fall into the hands of others is encouraged, as long as those others do not know how to read it. Teaching the secrets of its contents to others is punished by robbing the violator of all of his property and turning him out on the street. If he survives and prospers again with his cunning, the church may forgive him. Being captured and convicted of a crime is a minor or moderate offense, only because it implies that the criminal did not plan the crime well enough.

Because of its hidden nature and variable content, this book sells for inconsistent prices among those who do not know its secrets. Those who are aware sell it for 50-100 gold pieces (depending on content), or as much as they can make.

JUDGMENT (THE COURTS OF JUSTICE)

Judgment might be the thickest canon. Thick black covers of wood typically bind the book, with sturdy leather straps keeping it closed.

First-time readers might expect a bland, joyless book of punishments or images of grotesque executions. Instead, the stern canon of The True contains a surprisingly colorful palette of images. A large segment of it is devoted to laws and punishments, but it also contains exhortations to live righteously, comply with laws and tell the truth.

Worshippers may not attempt to escape a prison if they were justly jailed, and may not free a justly jailed person. When a

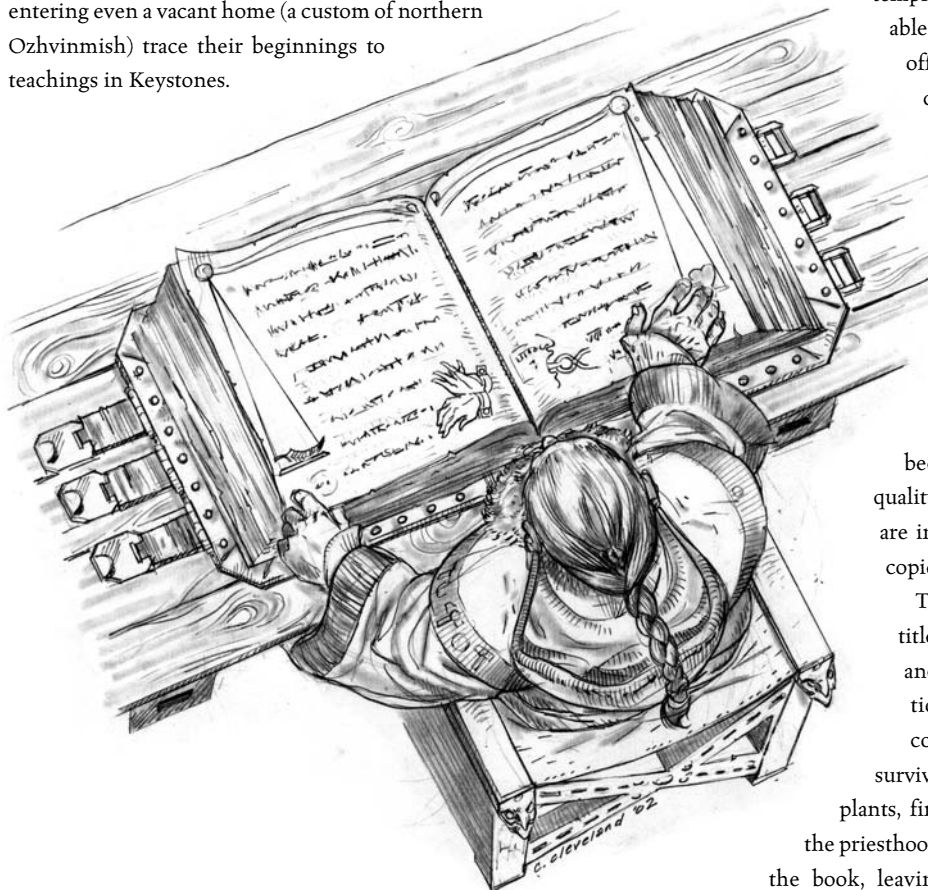
person is executed as punishment for a crime they have committed and for which they have been tried, a Truthseeker says, "The Blind One sees. He has spoken." Vigilantism or justice without a trial is a profound heresy that the faith strives to stamp out at great cost.

Nearly every city contains copies of Judgment for sale, either in a temple or shrine of The True, or in the home of the principal dispenser of justice. It costs 55 gp.

KEYSTONES (THE FOUNDER'S CREATION)

Physically, Keystones is a heavy, thick book. It includes illustrations of people, places and buildings, with primary emphasis on the structures.

The first half, Foundations covers basic societal issues, the natural order of things and jurisprudence from the perspective of the citizen. It emphasizes that following the letter of the law is of utmost importance and only proper channels should be used to modify the laws (but in no case should they be modified on a case by case basis). Foundations also covers the use of buildings, their maintenance and housekeeping tips. Several societal customs, such as knocking on the door before entering even a vacant home (a custom of northern Ozhvinnish) trace their beginnings to teachings in Keystones.



The other half, Structures, contains plans for buildings, drainage systems and the like, but the tone is different. It describes proper city planning and meshing of multiple buildings for optimal ascetic and utilitarian effect. It appears to be

more of an architectural manual than a religious text. While building style and technique can improve and evolve (and such is the natural order of things), the fundamentals behind the buildings remain: a solid foundation, cooperation among team members, solid planning, sound construction site, etc. Interpretation of these chapters states that current building efforts should follow their tradition, but because of the ancient's limited architectural knowledge at the time, modern knowledge should replace it where pertinent.

Keystones states that the individual is a single building block in a society and one component of "The Order of Life", and that only cooperation and dedication to the whole makes society great. Hence, their dedication to upholding the law, the creation of public works and devotion to their society's government.

Destruction of a building is a serious, sad task that a cleric must supervise. Wanton destruction of homes or shops violates the faith's tenets, and pyromaniac adventurers have earned their wrath for overzealous use of destructive devices or magic.

The canon costs 40 gp and the Founder's temples typically have two or three available for sale at any one time. They gladly offer it to any member or even the casual worshiper, but their faith forbids its sale to a convicted criminal; it must be freely given, along with a stern lecture.

LAWS OF NATURE (CONVENTICLE OF THE GREAT TREE)

The Brotherhood's canon is a thick, usually ragged work in vellum. The priesthood has never been concerned overmuch with the quality of the book, as long as its contents are intact and its pages well read. Many copies are unbound.

The chapters number sixteen and bear titles such as Tooth, Claw, Sting, Root and River. It is packed with information about animals and plants. It contains basic facts relevant to surviving in the wild, avoiding poisonous plants, finding safe water, etc. Details about the priesthood are sparse and scattered throughout the book, leaving much open to speculation and argument. Conversely, it leads many to believe that the Bear does not believe in clerics, and that people should worship him directly and in their own way.

Brothers sell Laws of Nature without restriction, seeing its sale as a way to generate funds for their faith (or for themselves). When not busy with other tasks, a Brother often scribbles away

Chapter 6: Religion

at a new copy for the next interested person. Laws of Nature costs 30 gp.

THE LEDGER (PARISH OF THE PROLIFIC COIN)

The Ledger has sturdy teak covers, completely wrapped in leather. It is a physically durable tome written on heavy paper and protected by high-quality binding. The cover shows a highly stylized image of two men, one handing a bag of coins to the other.

The chapters are called Journals, and they number 13, one for each month. They are further divided into Entries, each originally representing one day of sales. This division of pages broke down some time ago, however, as multiple writers failed to follow the established format.

The majority of the Journals discuss the best business practices, negotiating techniques and strategies, sophisticated accounting principles, marketing techniques and other commerce-related topics. One Journal discusses various types of money (from barter to representative symbols to hard coin and minting). The tenth Journal, Harvest, discusses the value of greed. It teaches that without greed and the desire to accumulate more and more wealth, one can never attain perfection. Greed and the desire for material wealth hone one's desire and abilities. The competition of commerce raises all participants by providing harsh lessons of loss to the weak and rewarding the clever and stalwart.

The Ledger assigns numerical values to sins and good deeds. It urges worshipers to keep minutes of their deeds and attempt to strike a balance. Adhering too closely to good or evil earns distrust from the other ethos. Grievous sins against the faith include short-changing good customers, defaulting on a loan, counterfeiting and lying on paperwork to avoid paying taxes (although avoiding taxes by legal manipulation, including lobbying to change laws in one's favor, is encouraged as a sign of cleverness).

The Ledger is widely available, especially in Ahznomahn, Zoa and other major ports. It costs 25 gp.

LET THE RAGE TAKE YOU (THE WAY OF THE BERSERK)

Different copies of this book bear little resemblance to one another. Typical features include very large lettering, drawings of liberal death and destruction, and red-bordered pages. Sloppy print is the norm. Because of the nature of its owners, copies in good condition are hard to find (and many copies even sport blood, punctures, slash marks or other scars).

The informative and instructional text is limited to a few short Furies, while some Chants give readers a selection of battle cries, chants, oaths and prayers to recite during a battle. None of the chapters is very long, making this one of the skimpiest canons.

Let the Rage Take You encourages worshipers to be belligerent and to fight whenever possible. Fighting is the ultimate separator of the weak and the strong; the weak suffer eternally, while the strong are rewarded in the afterlife. Combat

and random battles are considered a tribute to the Battle Rager. Harnessing your fury into a violent and powerful crushing attack is the way to victory, while finesse and discipline lead only to pulverization. Complicated tactics in battle and planned warfare are the recourse of the fearful and the weak; the strong, brave and courageous fight whenever they feel the need.

The faithful can find Let the Rage Take You, but they have to search for it. Few copies exist in large cities. It costs 25 gp.

LIBERATION (THE FACE OF THE FREE)

This book of bleached parchment and pure white cover bears gold (or at least copper) writing in bold print on the cover. The interior print is glossy black ink and each page has an elaborate border.

Liberation has no divisions. It has no chapters and even its paragraphs seem randomly chosen. The canon includes detailed geographical maps every few pages, including at least two that are unidentified.

Despite the odd structure, the book is a wonderful read. Heroic characters combat foul slavers and evil despots. Captivating stories dovetail into one another. Casual browsers find themselves almost magically compelled to read further. A truly gifted writer is responsible for the book, whoever it may be.

Direct orders from the Guardian are few, but certain themes are constant in the stories. Happiness is the key to life and it is obtained through freedom and liberty. Slavers deserve death. Tyrants are to be overthrown. Mind flayers are despicable creatures that should be utterly annihilated. Arranged marriages are travesties that good people avoid. Punishment should be swift and decisive; long prison sentences are a sign of a weak and evil ruler.

Liberation is kept in many homes, especially those of freemen, and often hidden beneath the cots of slaves. It sells for 50 gp and is available in nearly any marketplace or large library.

BOOK OF ENDLESS NIGHT (CHURCH OF ENDLESS NIGHT)

Traditionally written in silver ink on black pages, the Book of Endless Night is a relatively lightweight book that celebrates the deepest time of night. Superficially a beautiful work of art, this canon describes vicious sacrifices, dire chants and appeals to devils.

Book of Endless Night is divided into three sections, each written by a different saint of the faith. The first, Daylight, explains the workings of opposed faiths, especially the Assembly of Light. It describes a host of reasons for avoiding daylight, citing mind-subduing rays from the sun, the inability to hide from your enemies and the excessive heat of the summer. The second chapter, Twilight, explains that the times of dusk and dawn are better than day, but not as good as night (their biggest advantage being the lack of moons and minimal sun). Twilight is the shortest section, at only a few pages in length. Night, the final chapter, comprises two-thirds of the book and contains the evil passages celebrating the Blacksoul

and prophesying his ascension to the earth when the faith extinguishes all light on the surface.

The faith's clerics may not use the spell continual flame. Worshipers must not use torches, candles or lamps during the night of an eclipse. If necessary, they may use special covered lanterns that emit an eerie red light. The faith prohibits the killing of a raven or a bat. Killing a raven brings a fine of a goat, a lamb or a sheep; killing a bat costs either a large farm animal (such as a cow or an ox) or an equal amount in grain.

The Book of Endless Night is not hard to find in most nations, but since possession of it might be illegal, the cost is relatively high. It can be found for 80 gp.

LONGINGS (THE COURTS OF INEQUITY)

Longings is a chalky black book with black pages and white ink. Images are few, but their spectacle makes up for their scarcity. The only drawings are lavishly detailed and colored images of the Queen of Inequity in resplendent garb.

Four sections, known as "Spites", divide Longings. The first, named "Entitled", describes the faith's clerical order, its titles, ceremonies, unholy days, duties and other clerical concerns. Followers concern themselves more with the other three Spites. They describe the role of the faithful ("Deserved"), the undeserving ("Unworthy") and the victim ("Once Owned"), respectively.

Together the four Spites classify every sentient being. The Entitled are the Covetous Ones, entitled to everything the world has to offer, yet nothing the Jealous Eye desires for herself (which, ironically enough, is everything). The Deserved are the followers of the Queen of Inequity; they deserve the best, but are not necessarily entitled to it as are the Entitled. The Unworthy are those that have anything that the Covetous Ones or their followers may desire. Finally, the Once Owned are the victims that have lost something unjustly. Note that individuals may fall into different categories at various times and under various circumstances.

The canon, while clearly advocating evil and harming innocents, is full of contrast. It shuns larceny but encourages fraud. It extols the benefits of rendering free services to the government as long as such free services will bring a Covetous One or trusted follower closer to a decision-making position that can decide the fate of others. Longings even exhibits clever irony in its creative use of the law as a weapon against the innocent.

The faithful are expected to know the law under which their nation operates. Having a conviction in your past is not a black mark if you can prove that you gave better than you received in the exchange. Prison escape is considered crude and is explicitly forbidden. Instead, the faithful should bribe or trick captors into letting them go.

Longings is illegal in Pel Brolenon and the Theocracy of Slen. It is not freely available for anyone except royalty in most other places. When it can be found, it sells for 70 gp.

NEW PATHS (WATCHERS)

New Paths, befitting a seasoned traveler's needs, is a meager book that the faithful can carry comfortably for long wanderings. Most copies are less than eight inches tall, and the well-worn copies owned by high-level clerics might be even smaller. The cover is sealskin or leather and wrapped to protect it from harsh weather.

New Paths is a relatively thin book, consisting of only six Roads of no more than 30 pages each. It addresses topics such as asking for lodging, taking lodging surreptitiously when denied, avoiding seasickness and keeping natural predators at bay. A full page is devoted to keeping the canon itself safe from rain, snow and vermin.

New Paths teaches the wisdom of observation on the one hand and life experience on the other. New places and cultures should be observed and studied from afar. Only after careful scrutiny should the Watcher attempt to learn from the person, work on a new profession, etc. A final portion discusses the joy of random meandering and contrasts it to the humdrum boredom and foolishly narrow-minded effort involved in purposeful journeying from one location to another.

Followers are prohibited from staying at any location for over three days, and may not consort with any one person longer than five days (except in an effort to recruit the individual). Even adventuring followers tend to avoid staying in a dungeon or other location longer than their faith allows. Storms and bad weather relax requirements somewhat because windy days are held holy (when loneliness and solitude supplant wandering).

Since the Watchers are so often alone, they are expected to be self-reliant. This emphasis on independence makes the faith very popular. Merchants are common worshipers, as are soldiers, sailors, hunters and nomads. Clerics are urged against magical research or other "vanity" that takes time away from their roaming, except in dire need. Clerics are also encouraged to leave Roads or even entire canons in places frequented by travelers, such as inns or oases.

New Paths is common in all well-traveled areas for 40 gp.

ONE ARROW (TEMPLE OF THE PATIENT ARROW)

The cover of One Arrow is a simple bone-white shade with a single golden arrow on the front. In finer versions, the arrow is real gold inlay, but most copies use silver or electrum. The book's pages are a very pale green and the dark brown ink used appears black in all but full daylight.

Each of One Arrow's seven chapters is called a Flight. The Flights describe the lives of historical characters in the faith's history. Each such charter spent a brief and very memorable lifetime in the Sovereign Lands. The biographical information is peppered with commentary about the goodness or evil of the person's actions, often alternating between harsh admonition and glowing praise.

Followers are urged to live vigorous lives, not to fear failure, and to never pass up an opportunity they might regret. People

who try something and fail are still accounted heroes for the attempt. Waste of resources is considered a sin, and gluttony is a great evil. On the other hand, generosity is an admirable trait. The seeming dichotomy of preaching patience while teaching boldness in life is a major theological point for the faith's academics. Followers are prohibited from killing hawks.

One Arrow is widely read for its larger-than-life stories, with many casual readers bypassing the dogmatic parts of the canon in favor of the biographies. It is available in nearly any city, especially in the Wild Lands and Young Kingdoms, for 40 gp.

THE RADIANT ORDER (THE ASSEMBLY OF LIGHT)

The Radiant Order once applied its name both to the faith's canon and its assembly of members, but now the title refers to the canon and the faith's ruling hierarchy of Lanterns and High Lanterns. The cover is a brilliant gold in color; when possible, an actual gilt cover is used. The inks used in the writing are vibrant dyes of gold, green and red.

Chapters are called Watches (Dawn, Morning, Day, Evening, Dusk and Dark, respectively). The latter is the most famous). The early chapters (Dawn Watch through Evening Watch) extol the virtues of the sun, day and light of all types. The Evening Watch gives details on literally hundreds of methods and devices of illumination, including quick lighting techniques, illumination radii, burn durations, etc.

The Dusk Watch chapter describes the enemies of the faith, including undead, the Church of Endless Night and evil underground races such as shadow elves and dark dwarves. The final chapter, Dark Watch calls for endless war upon each and every one of these foes. It includes detailed descriptions of the strengths and weaknesses of undead creatures and the other evil enemies of the Eternal Lantern. It goes on to describe methods for battling them, hymns for supporting the courage of those in battle, and colorful exclamations (now often used as curses or oaths).

Clerics and followers are prohibited from seeking to become undead. Worshipers must take steps to prevent the spread of undead—including notifying a cleric if they hear rumors of undead or see signs of their presence. Parables told by the clerics equate sleeping past dawn with evil.

The Radiant Order is available throughout Tellene, but its price is steep because of the high cost of its colorful inks. It costs 60 gp.

SKY'S FURY (THE THUNDERER'S TEMPLE)

This canon depicts a storm or a dark, cloudy sky on the cover, usually adorned with lightning bolts striking buildings or people. In most versions, the pages are a very faint gray and the art consists of evocative imagery using black, white and shades of gray. The scarcity of color in the illustrations makes its occasional use that much more powerful.

The chapters are called Storms; there are 19. The Storms describe destructive natural events, including landslides, floods, meteorites, hurricanes and tornadoes. Their focus seems to be to impress the reader with the inability of mortals to defy the Storm Lord's wrath.

Sky's Fury teaches that humans are subject to the whims of the gods, especially the Storm Lord. Worshipers may not curse at storms or disasters, lest they increase in magnitude. Touching flotsam brings bad luck.

The Sky's Fury is most common along coasts or other areas stricken by frequent storms. Inland, it is most common in the Elos Desert and the Drhokker Plains, where sandstorms and tornadoes (respectively) threaten the inhabitants. It costs 25 gp.

THE STONE TABLETS (HOUSE OF SCORN)

The Stone Tablets are no longer stone, but the text from the original Stone Tablets has been collected in the form of sixteen scrolls that describe the faith of the

Emperor of Scorn. Clerics tend to try to make their copies resemble stone, using gray parchment with large, blocky letters and print on only one side of the paper, with the whole rolled into a single thick scroll. Lay followers use conventional books with unadorned covers.

The Tablets are referred to by their numbers, from One to Sixteen, although each might take up several pages in reality. Tablets One through Twelve are meant for followers, while the last four Tablets define hierarchy and administrative demands. These Tablets differ somewhat by region and race of the owning Purgers. A different hand clearly wrote each. Scholars attribute them not to the original Stone Tablets, but to various High Purgers such as Savlan the Senior, the faith's leader in the third century IR and builder of the current House of Scorn in Dalen.



The Tablets contain biased anecdotes that attempt to inflame passions, pseudo-science that implies that others are inferior to the reader (regardless of the reader's race), and quotes from famous saints of several religions that, taken alone, indicate a distaste for other races. Clever wording and addressing the reader directly allows for multiple interpretations, all of them hostile. Teachings include the importance of spreading Hatemonger's word among friends, neighbors and associates of similar background as the reader.

The Tablets cost 30 gp for the lay version with only the first dozen chapters. A full version with the clerical information costs 70 gp, while an elaborate stone rendering in the tradition of the originals might cost 250 gp. The faith allows unrestricted sale of the lay version, but it disallows open circulation of Tablets Thirteen through Sixteen.

SUBJUGATION (THE HOUSE OF SHACKLES)

The Overlord's Canon is a thick black book with silver ink on black pages. The robust script the faith insists on using is difficult to read at times, and the illustrations are subtle images with multi-layered implications. Subjugation is the wordiest canon, requiring considerable commitment for even the most earnest reader.

The canon's difficulty lies in part because it takes the form of a legal document, the longest known. Each of its 12 Articles describes why slavery and rulership are vital and beneficial to the owner or ruler. The final section, Summation, pulls the 12 Articles together and describes the necessity, for the good of all Tellene, that the House of Shackles gains control of the world. The time of arch-Theocracy, known as the New Order, would bring peace, order and prosperity to all.

Hints throughout indicate that there is another, greater authority in existence, one written by the hand of the Overlord himself. This unnamed canon has never been seen and likely does not exist outside of Pel Brolenon, if it exists at all. The purpose of this work, as well as its contents, is shrouded in mystery.

The book's language is flowery, its prose eloquent and powerful, and its contents cerebral in nature. Few actions are prohibited if they can be interpreted as supportive of the faith's ultimate goals. Even eating of horseflesh is not forbidden; while the draft horse is the Overlord's symbol, it symbolizes a subjugated animal with which the owner may do with it as he pleases. Clerics are expected to have a number of slaves commensurate with their rank, although this source of rivalry is tradition rather than direct command. Still, the tradition is strong and a Bringer that fails to keep slaves might find himself demoted or exiled.

While scholars claim Subjugation's essays on rulership provide a monarch with an excellent education, the demand for the book is small. It costs 40 gp and is common only in large cities. It appears elsewhere sporadically.

SWARMS (THE HOUSE OF HUNGER)

Swarms is a relatively thin book with bold, evocative print and striking images. Its graphics include terrible beasts, vermin and undead. Color is scarce, but the images are no less disturbing for the lack.

Swarms includes seven sections called Dooms. Each section, titled Locusts, Plague, Drought, etc., begins with the description of a thriving city (or island, in one case) and ends with its eventual destruction. The greatest is the final Doom, Famine; the Pestilent Ones leave warnings about their approach from this Doom that observant townsfolk might notice.

Swarms is apocalyptic in its descriptions. The passages include fearsome threats, diabolic plans for defeating foes and cryptic portents of impending and horrible doom for all races and peoples. Teachings include self-deprivation of all kinds, but in particular, readers are to refrain from eating. Staying hungry, both literally and figuratively, honors Cropslayer.

This canon costs 40 gp, and its clerics only part with it for other clerics or for potential converts. Clerics of the Locust Lord will kill to recover a canon held by one who should not own it, preferably with devastating spells such as creeping doom.

SWEET PAIN (ORDER OF AGONY)

The canon of the Flaymaster is an ice blue book with pure white pages that somehow manage to feel dirty. Its binding is electrum, and its cover is without picture, although it almost always bears a raised impression of the Flaymaster's dagger.

The book's contents are recorded in eight thick Torments, all but one a grotesque account of torture or misery. Disturbingly, the accounts are written in the first person, and in the present tense. They also describe the thoughts of the author as he undergoes the torture. These thoughts are said to represent the ideal attitude of the cleric. When an initiate undergoes his week of torture (see the Kingdoms of Kalamar core sourcebook, page 217), the senior clerics observe him to see that his mind is traveling down the same path that theirs did.

The final Torment is also an account of torture and misery, but the torture is quite different. Here the writer tells of his barefoot travel through a wind-swept ice field. As he moves along, the wind tears off his clothing, one article at a time. Just as the cold numbs him to the core, the wind gives way to a warming sun that returns feeling to his body. At that instant, the ice gives way and he submerges completely in a frozen mountain lake, shards of ice penetrating his person in every imaginable location.

Clerics are not allowed to use their magic to reduce suffering. Creatures in pain should be left on their own. Clearly, the Flaymaster has blessed those who survive. Followers are required to make at least one pilgrimage to the Theocracy of Slen. Those who choose to return home are forbidden to support their native government if it opposes the Theocracy (which all do in one way or another).

TO SERVE (HALLS OF THE VALIANT)

To Serve traditionally includes 21 scrolls, each known as a Hero. Within the last two hundred years, the church has collected the scrolls into a single book, but old clerics and rural temples still use the old scrolls.

The Heroes are biographical accounts of different people, some currently revered as saints, and some nearly forgotten. The accounts are almost certainly exaggerated; even zealots have difficulty imagining Saint Nolano, the old halfling (and 3rd Hero) carrying a bear carcass for seventy miles without rest.

The scrolls emphasize manners and etiquette. Certain Heroes also exhibit endless courage and good humor, even in the face of imminent death. The contemporary custom of Searching (a four-year period spent traveling) has been around for centuries and springs from the theme of Heroes going on journeys for the sole purpose of aiding others. Violations include allowing evil to flourish, refusing aid to someone in need, and disgracing the faith. Clerics are strictly forbidden from using missile weapons in combat unless there is no other way to prevent an act of great evil.

To Serve costs 50 gp for a modern version, which is available in temples dedicated to the Knight of the Gods across Tellene. Older copies in scroll form sell for up to 100 gp, and they appear in secluded temples, monasteries and libraries.

TRANQUILITY (CHURCH OF THE SILVER MIST)

Tranquility bears a rich green or blue cover, with pages of pale gray or off-white instead of pure white. Chapter names and titles are written in silver colored ink (or real silver whenever possible), and the cover is usually made of wood with a cloth covering (although types and styles vary considerably). The signature of the scribe that copied it is usually found inside the back cover, and some clerics of the faith value the work of certain scribes more than others due to their neatness or style.

Tranquility is divided into three Dreams of increasing size. The first, Healing Dreams, endorses a healthy amount of sleep and rest in daily life. Future Dreams, the second chapter, covers the topic of prophetic or allegorical dreams and spends a great deal of space on interpreting dreams. The final and most important chapter is Inner Dreams. Inner Dreams, according to the faith, are an individual's hopes and aspirations. The chapter stresses identifying and achieving those dreams.

The initial placement of Healing Dreams leads worshipers to believe the main doctrine of the faith concerns sleeping. This is a slight misconception. Tranquility does encourage getting enough rest, but most Dream Weavers also use it as an analogy. The faithful should pursue their Inner Dreams, while taking time out to rest and review their processes (much as an individual rests at night and dreams about events in the past, present and future). Clerics are urged to refrain from waking a sleeping individual, including attacking a sleeping enemy. Waking a friend who might be in danger is acceptable if the cleric cannot handle or avert the danger.

The canon is readily available in Thygasha and the rest of the Reanaaria Bay area for 60 gp. Elsewhere, it is rarer but still available in temples across the Sovereign Lands.

THE TRIAD (TEMPLE OF THE THREE STRENGTHS)

The Triad actually consists of three books that the Seekers of the Three Strengths speak of as a single work. They are individually narrow, but they form a hefty work when placed together. The Seekers of the Three Strengths point out this feature of the books as an analogy in their sermons.

Powermaster's Triad guides the union of Mind, Body and Spirit, in that order. Each volume advises the worshiper how to use one of the three traits as part of his unified self. The first book advocates knowledge, especially knowledge of a person's trade or craft as opposed to academic knowledge. The second volume includes exercise routines, dietary notes (interpreted as laws by the Seekers) and recipes for healing herbs and medicines. Spirit, the third volume, describes meditation techniques, exotic exercises for developing extraordinary powers (such as those exhibited by monk characters) and bits of wisdom for those seeking guidance through life's troubles.

Worshippers are encouraged to work hard, eat and drink in moderation and avoid dangerous activities that might injure them until they are sufficiently prepared. Obesity is a minor offense for followers, a moderate one for clerics. Laziness is punished by hard work, and bad sportsmanship earns the offender one to three days in a pillory outside of the temple. The creation or use of poison is the worst offense against this faith. Poisoners are captured, imprisoned and starved to death.

The Triad is available in all of its temples. Physically weak people who request a copy of it are judged and asked to perform a task such as lifting a heavy rock, pulling a cart or carrying a sack of grain. The chore assigned is above the capacity of the petitioner, but one that he can learn to do in only a couple of weeks if the petitioner works hard. After completion of the task, the petitioner may purchase a copy for 35 gp. Known followers might be exempt from such assignments at the Seeker's discretion.

TRUE BEAUTY (CHURCH OF THE NIGHT'S BEAUTY)

True Beauty might be the oldest canon on Tellene, existing in written form for over 3,000 years, according to the elves of Cilorea (who claim to have that very first written copy). Typically, True Beauty is a silver and black book of radiant simplicity, although it appears in scroll format and even as loose pages. When bound, it is bound in ebony and adorned with silver or mithral, and its modest understatement of design outshines far more elaborate works.

The canon consists of three Moons, each named after one of Tellene's actual Moons. Diadolai, the first, describes the moons, their movement and phases, and their importance to the faith. The detail of astrological information is cumbersome but useful. Pelselond, considered the icon of beauty, attempts to describe beauty, although admits that words alone cannot describe the

subject matter. Its primary addition to the faith's dogma is the description of the Ceremony of the Three Moons and the quests to find the magical charms involved with it. Veshemo, the final chapter, integrates these elements and sets forth clerical matters.

True Beauty does not forbid the destruction of works of art, but such destruction must have a valid reason. For example, an artisan may freely destroy his own works in order to avoid sullyng his reputation by offering an inferior work. A beautiful object that is dangerous in some way (such as a golem or evil magical item) should usually be destroyed. On holy nights, followers are required to stay awake until after at the final moon is no longer visible

Followers and worshipers can find True Beauty in any city or large town for 60 gp. Clerics refuse to sell it to anyone who does not appear willing to keep it clean and well protected.

THE WAY OF LOVE (PARISH OF LOVE)

Thick felt or velvet covers The Way of Love, usually in a light pastel color. Its pages bear copious illustrations tailored to the tastes of the artist. Pictorials cover erotic art in great detail, but images also represent familial love and non-romantic love. Friendship and the other aspects of The Pure One are present as well.

Seven chapters, called Epics, divide The Way of Love. Each Epic is a love story that describes the main subjects' lives from meeting to death. While no author is credited, scholars believe that at least five of the Epics are the works of different writers, while one writer penned two Epics (Parent-Child and Generations).

Each Epic covers one major aspect of love. They appear roughly in order as the aspect would be encountered in life. The Epics are: Parent-Child (including mother-son, mother-daughter, father-son and father-daughter), Sibling, Familial (covers Aunts, Uncles and cousins), Friendship, Animal (covers pets, mounts and the like; dogs are particularly revered for their unconditional love), Romantic and Generations (grandchild-grandparent relationships). The second longest and most popular is the tale of Romantic Love. Overall, worshipers rate Parent-Child a close second in heartwarming content, and it is the longest of the Epics.

As in other canons, the Way of Love proscribes certain actions and requires others. Anything that prevents a couple in love from being together is evil, although infidelity to a loving spouse is considered evil. The Way of Love encourages married couples to continually renew their romance so that neither of them ever desires another.

The Way of Love is available from any temple to The Pure One as well as in certain of its allied temples, such as the House of Solace, depending on area and inclination of the allied leader(s). It costs 45 gp.

THE WAY OF STRATEGY (ORDER OF THE PIKE)

This solid book is bound with hard wood or bronze and its pages are faintly lined. Most owners further wrap the book in cloth to protect the edges. The cover shows a massive battle scene, while the rear features a single naked sword.

The Old Man's canon is replete with advice on strategy and tactics. Its first chapter explains what follows in the next nine and is written by a different author (a General Narveld, about whom little is known.) The last nine chapters each describe a different military campaign. Though clearly penned by the same author, the technology levels and actual battles described range over a thousand years (the earliest being some kind of skirmish between two unnamed prehistoric tribes) and all across Tellene.

The Way of Strategy describes large and small-scale battles, gives tactics for foot soldiers, cavalry, missile troops, siege machinery, artillery, feints, and all manner of situations, formations and scenarios. It does not address mundane topics such as vestments, rituals or ceremonies. The Order of the Pike created all of these things (with divine guidance, of course). It does, however, stress the importance of training mind and body, teamwork, and discipline.

The Way of Strategy is popular as a military guide for people of all religions and is one of the most commonly found canons. It sells for 50 gp and is available in virtually any community.

THE WORD (THE HALL OF OATHS)

True to the nature of its god, the Word is always faithfully copied. No more than six transcription errors may occur (even if later repaired). Transcribers must destroy the copy, regardless of how far along they may be, once the sixth error befalls their work. Thus, while most religious canons transform slowly and perhaps inadvertently over the centuries, this is not so with The Word. Additions to The Word never occur, but a growing mass of commentaries dwarfs such works for any other religion.

The Word consists of 12 chapters called Oaths. Paladins of all faiths love The Word because its verses clarify a great deal about the conflicts between oaths of fealty given to a feudal lord, a temple and the god. Monarchs also prize it because it encourages compliance with the law and active participation in society.

The Word contains a massive code of ethics, codified and commented upon in great detail. It espouses fairness to all, but stresses that the needs of the many outweigh the needs of the few. One parable describes a town's utter destruction and the loss of 1,000 lives as a welcome sacrifice, because it meant saving the kingdom (and there was no way to save both).

Honor is held most holy. Glory for The Lord on High and of itself is good. The Word states in no uncertain terms that insults to the Irreproachable One, one's family, The Hall of Oaths, The Keepers of the Word, one's country, one's place of birth, etc. (and in that order) should be dealt with immediately and harshly. Even violence is permissible in this instance, but only if no other method will suffice to rectify one's honor.

Major violations of The Word include lying, deceit (lying through omission of the truth), disloyalty, adultery and oath breaking. Punishment includes public humiliation for minor offenses and lashings for greater offenses. In extreme cases, an offense calls for expulsion from the faith. Allowing intentional harm to come to The Word as a physical representation of your oath is a minor offense.

The Word costs 40 gp and the book (in Oath 9) requires it to be sold when asked. It also states that the person making the request should pay in coin or other commodity equal in value. The Word is available throughout most of Tellene, except in the Wild Lands, where it is uncommon. Surprisingly, the wealthiest of hobgoblins of Norga-Krangrel consider it a sign of prestige to own a copy and be familiar with it, so The Word is available there as well.

Other Dogmatic Texts

In addition to the canon, many other religious texts abound within each faith. Most religions have one or more texts that either extend the original canon or contain in-depth commentary of the canon. Such texts vary greatly in scope, acceptance and authority.

In addition to these documents, several ancient prophetic tomes exist that for various reasons are considered holy by several religions. Probably the most famous is the Kabataroth. Written by a mad Prophet, it covers literally hundreds of topics, most of them undecipherable. Some scholars have spent their lifetimes studying the Kabataroth with little or no progress. The bits of information that make sense deal with everything from predicting the weather to signs of the Time of the Void to the return of Emperor Thedorus. In reality, each passage could be interpreted in multiple ways, so pragmatic types find little use in the Kabataroth and similar prophetic texts.

TEMPLE RANK

"I hear that one cleric with true faith is equal to a hundred men who have only swords. Now, if I had a hundred clerics..."
— *Mewneha, High Rejoicer of the Guardian*

Characters that join an organized religion may choose to follow the path of temple official. The temple official is a dedicated member of the clergy, as faithful as his wandering kin, who believes that she has the skills and temperament to assist the structure of the faith's organization. These folk include everyone from the lowly guardian of a wayside shrine to the highest spiritual leader of the faith.

Clerics do not automatically improve their rank in the church hierarchy as they rise in character level (even in cleric class level). Instead, the prospective official must meet certain requirements of knowledge, dedication and skill. In game terms, this dedication is measured in skill ranks, miscellaneous

requirements and an expenditure of experience points. As with any voluntary expenditure of experience points, a character may not choose to spend experience points if doing so would place her below the minimum for her current level.

In fact, the temple official need not be a cleric at all! Lower ranks are open to paladins, monks and other faithful followers, even commoners. In most religions, rogues are suspect and barbarians among the hierarchy would be downright bizarre. However, most faiths open their doors to all who have a proven willingness to advance the faith, deity and ideals of the church.

Advancement

You must advance through each rank, skipping none of them. You may advance through as many ranks as you like at each character level, as long as you meet the requirements. Ask your DM if there are any additional requirements. It is appropriate to demand that a high-level cleric of the Riftmaster have a certain number of ranks in Spellcraft, for example.

Since each clergy has different rank titles, and the faiths have different numbers of ranks, the clerical titles compare to the ranks in different ways. Servants of the Swift Sword, for example, have eight titles. Clerics of ranks 2 and 3 have the title Defender, and ranks 4 and 5 are Protectors. After that, each increase in rank brings a new title. See the *Kingdoms of Kalamar campaign setting sourcebook* for further details.

Depending on the clerical order and circumstances at the time, higher ranks may only be available in restricted numbers. Your DM may restrict movement beyond rank 6. Becoming such a powerful, influential member of the world merits special attention. This significant event requires role-playing beyond simply attaining the stated numbers. In other words, your character may only gain these ranks with the DM's approval.

DM'S NOTE: ADJUDICATING PUNISHMENT

When determining whether a cleric's actions warrant punishment, carefully read that god's description in the *Kingdoms of Kalamar sourcebook* and determine if the offense is a matter of form or faith. Form refers to the institutions of mortals, that is, offenses against the laws or policies of the clerics, not the gods. Keeping a tithe too long, short-changing the tithe, or abusing the relationship between mentor and acolyte (perhaps by seducing her) are all examples of offenses against form. These offenses earn minor retribution, usually in kind. Stealing earns a fine, short-changing earns reduction of stipend and abuse results in the removal of the abused follower.

Offenses against the faith are usually far more serious (from the cleric's point of view). A cleric of the Traveler who fails to make any journeys for over a year, who advocates heresies such as staying in one place and who urges merchants to use shorter routes commits grave crimes against his faith. The church may reduce or remove the cleric's rank, reassign his followers and/or demote him one or more ranks. If the offenses are serious enough, the church might prohibit him from ever gaining rank again.

RANK 1

Description: This beginning rank within the faith is open to all ordained clergy. It carries the lightest duties and restrictions, and all adventuring clerics and druids have this rank without cost. The role of this rank is that of a wandering missionary in nearly all faiths.

Duties: You must accept donations. This privilege differs from that of collecting tithes. You must turn collected monies over to the nearest or most appropriate temple within a reasonable amount of time. You may not borrow from or intermingle the funds with your own (although many clerics do one or both).

You must strive to maintain roadside shrines that you find in your travels. Typically, these duties include simple cleaning, chopping a few pieces of wood to replace what you use and removing graffiti or other unsightly leftovers from faithless (or blasphemous) trespassers. From time to time, this duty includes the removal of some dangerous beast that has made the shrine its home. You may freely call upon companions for help in this matter.

You might be required to perform ceremonies appropriate to your faith, which principally include marriages and funerals. Many faiths also prefer the presence of a cleric at births so they can bless the child.

Primarily, you must display your faith openly and attempt to recruit others to pay greater attention to your faith. Converting someone to exclusive worship is a rare accomplishment and an outstanding coup. Recruiting a person to become a cleric of your faith gives you great prestige among your peers.

Privileges: Most clerics consider the ability to perform ceremonies a great privilege. They are a central part of the lives of the people around them, and they enjoy being able to guide their friends and neighbors through life with their counsel and wisdom.

Few material benefits exist at this level, but they do include the right to three days' room and board at any temple or monastery of your faith. Allied faiths (see the *Kingdoms of Kalamar* sourcebook) extend room and board for at least one day, perhaps more if the cleric is performing useful favors in return for his stay (such as guarding the temple's poor box, copying documents or casting spells).

RANK 2

Description: Clerics of this rank are most often permanent guardians of a shrine, whether on a traveled road or a shrine in their own homes. Alternatively, they might have extremely minor positions in a city temple. In order to achieve this rank, you must spend 100 XP and obtain (through purchase, gift or otherwise) a copy of the faith's canon.

Duties: The increase in duties varies with the priesthood, but you must be more dedicated to your particular shrine or shrines. Should a senior member of the faith visit and find the shrine unattended, you might be punished according to the faith (fines

for good or neutral faiths, physical punishment for evil faiths). If you serve in a city temple, you might be responsible or partially responsible for an element of the temple, such as the school or the graveyard.

You must also perform services for worshipers at the shrine, but these occasions are rare and take place when you have visitors, rather than on regular occasions. Your faith might also require you to perform services on holy days, regardless of the presence (or absence) of other worshipers.

Privileges: You may ask for one potion from your faith. A follower, a senior cleric or a traveling paladin gives you the item within 1d6 days. The potion must be of less than 300 gp value, and you must make a payment of equivalent value in gold or services (such as spells or holy water).

At this rank and each higher rank, you may appoint clerics (and others) up to one rank below you. The character must meet the requirements and pay the experience point cost, but you can always find a role within the church for a close ally. You may also reduce the rank of clerics one rank (or more) below you (initially) as punishment for transgressions. At low level, this power is subject to extreme scrutiny, and your judgment is subject to reversal by senior clerics.

RANK 3

Description: Your character is a rural cleric of a village or other settlement of 900 or fewer people. If in a city, you might lead services one day a week or have a moderate responsibility, such as running a hospital. To reach this rank, you must pay 250 XP and must have at least 4 ranks in Knowledge (religion).

Duties: You accept tithes from the faithful and surrender them to the temple. You must surrender these tithes to an appropriate location or individual within 30 days.

Privileges: At this rank, you gain your first follower, a 1st-level adept. This character does not have the lifelong devotion to the faith that a full cleric has, nor is she willing to go on adventures with you. Her job is to assist you in your temple duties and learn from your experience.

This rank is the lowest at which you can ordain new clerics. Training a new initiate takes 5-8 weeks of game time or more depending on circumstances (and the DM's discretion), after which the character may (if she has enough experience points) gain one level of cleric. You receive room and board, plain clothing and enough food for yourself only, but the benefits are indefinite.

Your position in the faith allows you to demand the use of one minor magical item. The item must be one that could be created by a cleric of your level, and you must make a token payment of 1 gp per XP spent in the item's creation. The item becomes available within one week and is delivered by an unquestionably loyal (either by devotion or fear) member of the faith.

DM'S NOTE: MAGICAL GIFTS IN THE FAITH

The bestowal of a gift from a senior cleric is a perfect opportunity for an adventure. Not only does it make for a unique springboard, but it provides a chance for the player character to identify closely with the item, making it special to the player as much as to the character. The item might be the target of theft, it might prove to be a fake (requiring the PC to discover the location of the real item) or it might be incomplete (such as a mortar that needs the accompanying pestle to fully function).

RANK 4

Description: You are a cleric of a town or other settlement of fewer than 5,000 people. If you are a city cleric, you minister in a smaller or older temple. To reach this rank, you must pay 500 XP and you must have made a copy of the faith's canon (an exact duplicate of the text and, depending on religion, components, as possible).

Duties: Your position in the public eye requires you to act within the dictates of the faith. As an example for the followers and worshipers, you must adhere to a strict code of conduct. The code varies from faith to faith, but deviation from the code results in a loss of benefits (including stipend, followers and/or permanent loss of rank, depending on the frequency and severity of these abuses).

You must also oversee the other clerics of the temple (if any). Besides preparing and delivering sermons, you plan holiday events, maintain your building (or buildings) and perform other works to further your faith's tenets.

Privileges: Your character's followers now number 1d3 1st-level clerics. Only one of these characters might be exceptional in Wisdom or have feats worthy of an adventurer. The others wish to pursue more cloistered lives. Otherwise, these followers make excellent servants, assume some of the temple's duties and solve routine problems on their own. They honestly (out of devotion, fear of retribution or both) turn over the monies they receive from donations or for performing services, and expect little in return other than your guidance and teaching (and perhaps protection).

You receive food, clothing and lodging for yourself and your family. If you have no family, you instead receive a one-time stipend of trade goods equal to 25 gp.

RANK 5

Description: Your character is a cleric of a city of 5,000 or more people. To reach this rank, you must pay 1,000 XP, be able to cast divine spells and have at least 4 ranks of Diplomacy. If you live in a town, your faith has gained you a reputation in the area and a few families begin to move into the area just to follow your leadership and counsel.

Duties: As a community leader, people now bring you secular problems as well as problems of faith. You resolve as many of

these issues as you can with counsel and words of wisdom. On others, you must assign your followers to investigate, arrest or punish wrongdoers. You must use your resources wisely and know when to delegate this responsibility and know when you must address the situation personally.

Privileges: Your temple includes an even greater number of loyal followers at this rank. The senior cleric below you is now a cleric of level 1d4+2, and you also oversee 1d3 1st-level clerics. The temple employs 1d4 commoners or experts as well. Typical commoners include cooks, grooms, messengers, personal servants and laborers; experts include scribes, librarians, herbalists and others. These followers are all in addition to the ones gained at ranks 3 and 4.

In addition to room and board, you now have a personal servant to assist with daily chores such as cleaning and laundry. This servant is a 1st-level commoner with no exceptional abilities or skills. The servant does not perform extraordinary acts of courage such as adventuring, defending the temple with his life or undergoing quests in the temple's name. You are entitled to a stipend of 50 gp per month as well.

RANK 6

Description: Your character is the chief cleric of the faith in a city of 10,000 people, a smaller city with an extremely large rural population, or a busy trading city with many visitors. In order to attain this rank, you must pay 2,000 XP and have at least 8 ranks of Knowledge (religion).

Duties: At this rank and higher, your character's sphere of influence increases dramatically with each rank. Your character now ministers to a large number of followers; you might oversee 1,000 worshipers for large holy days if your faith is popular in your region.

Privileges: You accumulate an additional 1d4 clerics of level 1d4+3 each, plus 2d4 1st-level cleric acolytes as new followers.

You also gain special benefits of your faith. You may create a special unique spell in concert with the DM. This spell is a rare or restricted spell available only to those clerics who show the wisdom and dedication to earn it. It can be of any level you can cast and you pay nothing for the spell.

RANK 7

Description: You lead a temple in a large city and minister to at least a thousand faithful worshipers. By this time, you influence not only your immediate city, but thousands of farmers, merchants and travelers in the area near the city as well. You may also set policies for the clerics underneath you, including punishments for offenses, rewards and promotions, fees for services and other details of clerical life. You must pay 3,000 XP, have at least 8 ranks in Sense Motive and you must have written one treatise or commentary on the interpretation of a portion of the faith's canon to earn this rank.

Duties: Your temple and its priests are influential not just within your community of followers, but within your overall community as well. Your faith introduces powerful merchants

to each other, serves as a meeting point for nobility and attracts the attention of thieves and other criminals. A monarch, royal noble or powerful unrelated noble may ask for your service. The noble expects you to respond to this summons, but you gain great prestige by doing so.

You are a powerful individual yourself. You might have to oversee several ministering clerics and handle any troubles that are too much for them to handle alone. At any given point in time, you might have to administer the building of a new temple or school, appoint a new cleric, hear the solicitation of nobles or guild masters and entertain visiting clerical dignitaries. Somehow, you are also expected to write theses, correspond with your peers, cast spells beyond the capacity of your junior clerics and maintain the connections that might allow you to gain greater rank within the faith. The demands on your time are extensive.

Privileges: Due to your prestige and position in the community, you are immune to prosecution for violations of secular law. If you break the law, you might still go to prison or pay fines, but your sentence will be handed down by the faith instead of by a magistrate (of course, if you are a cleric of the Courts of Justice, have no doubt that your punishment will be severe!).

In addition to the followers gained at ranks 3-6, you gain 2d6 1st-level warriors who defend the temple and its interests. These followers usually stay with the temple and guard its treasures and relics from theft, but you may choose to assign them to protect pilgrims, guests or clerics on a dangerous journey.

At this level, the faith considers you a major boon, and a senior cleric gives you a gift of a medium magical item. Most often, this gift takes the form of a book that contains several spells on scrolls (2d6 spells of any level you can cast). Occasionally, the item is a large and immobile statue, shrine or bell intended for use in your temple.

RANK 8

Description: Your character no longer administers regular services. Instead, your duties deal directly with the priesthood and the clerics who oversee over a large region. You must pay 5,000 XP, have at least 10 ranks in Diplomacy and you must have written a treatise or commentary on the interpretation of the entirety of the faith's canon to earn this rank.

Duties: Your duties are entirely supervisory, and you are judged more on your ability to appoint and organize than your ability to deliver a fiery sermon or demolish undead with your faith. A monarch might call upon you for your service, but you are certainly within your right to refuse (and might even be required to do so, according to the dictates of your faith).

A typical cleric of this rank is a senior administrator in one of the largest countries or the highest ranking cleric of Paru'Bor, Cosdol, Zazahni, Tharggy or other large nations.

Privileges: Another follower joins you. This follower is a cleric four levels below your level and serves principally as an advisor. You also gain one other advisor of similar level from another character class appropriate to the faith. For a cleric of the True, this follower might be a paladin. For a Veiled Priest (of the Unseen One), it might be a rogue.

You also gain an additional unique spell, as at rank 6.

Your stipend increases to 100 gp per character level each month.

RANK 9

Description: You are one of the faith's principal living theologians. Except for your single superior cleric, you are ultimately responsible for interpretation of the faith. You choose how the faith follows the dictates of its canon, declare heresies and apostasies and interact with clerics of similar rank among your allies. This rank requires the expenditure of 10,000 experience points. You must also have 16 ranks in Knowledge (Religion).

Duties: You share the duties of making policies for the entire faith, and you might also have temporal control over large amounts of land that your temple owns (farmland, a monastery and surrounding grounds, a mine, or some other source of wealth). You are the highest authority of your faith in a huge nation (such as Eldor, Ozhvinmish or Kalamar) or an entire area with no large nations (such as the Reanaaria Bay region).

You are almost entirely removed from daily contact with the public at this point. Your communications are with your peers, your immediate juniors and the faith's leader. You must make sure that your image remains unblemished and you must respond to scandals or threats to the faith immediately.

Privileges: You have the right to decide policy and interpret theology in your area, subject only to the faith's leader's disapproval. You have the right to declare a dead character a saint of your faith as long as that character met the basic qualifications. Depending on the faith and the number of clerics at this rank, you might have exclusive say over one element of the faith's doctrine (such as Sea Travel for the Traveler's faith).

You also gain a special additional follower; this character is likely to be an aristocrat or expert with several levels of cleric or monk. Specializing in politics and diplomacy, she likely has a high Charisma score and high ranks in Diplomacy, Sense Motive and Bluff. She might also have feats or magic items to enhance these skills. Her role is that of liaison, initial contact and otherwise barrier between you and people with whom you do not want to (and do not have to) meet directly.

RANK 10

Description: You lead the faith in all respects. You may choose to add or delete chapters of the canon, call for new writings, and drastically change how people worship your god. Depending on the faith and its popularity, you might rival the mightiest of potentates in power. You have the power to remove your support from an entire country, removing your clerics from its land and your services from its people. Clerics

DM'S NOTE: HOLDING THE HOLY SEE

Allowing a player character to gain this type of world-influencing power is a campaign-changing decision you should not undertake lightly. The character can handle all but the most dangerous problems through intermediaries. Her commands might move armies. Few traditional adventures might motivate a character with this much power.

Adventures for characters of this rank might involve threats to the faith from (or on) another plane, assassination attempts, negotiations with other political and clerical leaders and all-out war. This focus does not appeal to all players, and you are certainly within your right to bar the highest position of a faith from the PCs if you choose.

of militant or evil faiths have other threats at their disposal through their spells: war, pestilence or destruction.

This final rank costs 15,000 experience points. You must also have at least 18 ranks in Knowledge (religion) and 12 ranks in Diplomacy.

Duties: You are ultimately responsible for the actions of your junior clerics, your followers and your worshipers. The prosperity of the faith depends on you.

Privileges: You gain a second advisor similar to the previous one (at rank 9), but with a different background or motivation. Your character benefits from opposing points of view and complementary skills. As a primary target of opposed faiths, you also retain 3d6 fighters, paladins, rangers or barbarians (as appropriate to the faith) as bodyguards. As long as they are treated properly, these characters certainly fight to the death to protect you or the faith. The total of their levels does not exceed 80, and no individual is higher than 12th level.

Your political power is immense. You have the power to lay an interdiction on a nation or region. An interdiction is the complete removal of your faith from that nation. Your clerics there must leave or lose their status (no loss of clerical level, but complete removal of all ranks within this faith). You cease to perform spells or services for that nation until they comply with your demands. If your faith's seat is in that nation, you must move it to another location.

An interdiction is extremely dangerous. The common folk and nobility alike stand to rebel against the ruler who led them into such dire straits. The monarch who rules the country may attempt to counter the move by inviting senior clerics of other faiths to fill the power vacuum you create. The possibility of inadvertently helping enemy faiths gain great power is very real and something your character must consider before ever using this power. Its main utility is in its unstated threat, not its actual application. More than once a faith's misuse of this power has rendered it impotent in the subject region. Such

impotency may require generations for the faith to recover its strength, if at all.

Depending on the nature of your god, you might also receive visions or omens upon which you are expected to reflect, interpret and then act on.

Your income increases to 250 gold pieces per character level each month, although in reality there are few items that you could not receive from the faith on demand. In theory, you may order the surrender of any item owned by any cleric of your faith!

SAINTHOOD

Becoming a saint is a matter of more than clerical knowledge, piety and faith. It involves a great deal of opportunity and often the direct favor of the cleric's god. Nor is sainthood something for which a cleric usually strives, since it requires that the canonized individual be permanently dead.

While the exact requirements for sainthood vary from faith to faith, all require that the supplicant be absolutely dead. She must be ineligible for resurrection, even with a miracle spell. This requirement precludes living saints walking around causing contradictions for the faith.

The would-be saint must have performed some legendary act that



A follower venerates Kornarr, a saint of the Knight of the Gods.

DM'S NOTE: SAINTHOOD

Player characters might aspire to sainthood, but they gain no game benefit for it. The character might have schools or temples named after her (or even children!). Theologians debate her essays, and historians argue about whether or not she really existed. Your campaign will certainly be richer, but the player character, necessarily being dead, gains nothing.

However, if you think your players aspire to sainthood for their characters with the proper attitude and maturity, feel free to offer a benefit to the player whose character achieves this lofty goal. You may grant a tangible benefit to the player's next character: examples include a free bonus feat, a +2 bonus to an ability score or an inherited minor magic item (under 1,000 gp value).

goes beyond the merely heroic. An example might be Saint Yashamin, a former slave who carried the Six Tablets of the Apocalypse to the nomadic tribes of the Elos Desert for thirty-eight years, converting thousands of them to the worship of the Raiser. Not only did this conversion work to cultivate tiny oases in the desert, it created a strong sentiment of good in the previously neutral tribes and prevented them from allying with the hobgoblin kingdom of Kruk-Ma-Kali generations ago.

Lastly, the saint's life and/or death must have contained an omen of some sort from the faith's god. In the case of Saint Yashamin, desert hares followed her throughout her last few years. With their natural proclivity, the hares grew to thousands, yet they never seemed to strip away the desert's sparse vegetation.

Curiously, more than one faith might venerate the same saint. While each certainly claims that the saint's life lived up to that god's ideals, their reasons for their veneration differ by necessity. Clerics of the Traveler also venerate Saint Yashamin, who walked or sailed an estimated 90,000 miles in her lifetime.

DIVINE RIGHT OF KINGS

The sovereigns of Tellene do not rule merely because they control the largest armies or retain the most powerful wizards as advisors. The kings and nobility hold control because they have the favor of the gods. Fortunately for the kings, the protection of the gods is powerful and works to ward them against assassination, impersonation and magical compulsions. See Table 6–8: Divine Protection.

Luckily, for the common folk, the gods can be fickle and a tyrant can still be overthrown when the need arises. Gods also

war among themselves and the life of a king or queen might be a mere token in the battles of divine magnitude. Kings have divine protection, but they are not immortal.

Lesser nobles have reduced divine protection. Knights or baronets, who are noble but not hereditary nobles, enjoy none of these benefits. Barons and nobles of higher rank have shields against minor harm. It is difficult to affect them with compulsions, or surprise them and slay them instantly. The greater the noble's social station, the greater her protection. Regicide is rare for physical as well as social reasons.

Deities grant their protection in a number of possible ways, but the most common way is through a promise of fealty by the ruler or noble. This can take many forms. In the case of a king, he could be crowned by one or more clerics in a coronation ceremony. The king promises to support the faith(s), and the faith (or faiths) promise to support the king. Each promise depends on the other party or parties keeping its word. The most frequent possibility occurs with the ruler or noble simply swearing allegiance to the deity, her religion or religious organization. The god will then grant certain protections as long as the noble remains true and it benefits the faith. More rarely, a god will simply grant protection without any word from the noble. This happens in cases where a cleric of the faith implores initiation of such protection or the god or its outsider agents determine that the ruler is serving the ends of the faith by simply remaining in power and behaving as is usual for the character. This latter grant of power, of course, will be removed or reinstated at the whim of the god. Removal occurs when the ruler deviates from a path beneficial to the god and reinstatement occurs upon a return to the proper path.

In the campaign, physical attacks on royalty should be rare. Kings have bodyguards to protect them from that sort of thing and the bodyguards are usually good at their job (Emperor Kabori is rumored to have several bodyguards above 18th level!). Staying hidden in castles away from the common folk is one way to avoid attack. Wearing a hefty pile of magical items helps, as well. Should these protections fail, the noble has to rely on personal ability and the favor of the gods that placed her family in power.

A character becomes a noble in two ways: she is born a noble, or a superior noble grants her a title. In either case, a ceremony of some sort usually accompanies the entry of a noble into the world, either a coronation or a birthing ceremony.

TABLE 6–8: DIVINE PROTECTION

TITLE	PROTECTION SUMMARY
Baron	+2 on saves against charm effects, uncanny dodge (as a 4th level rogue), Noble Bearing feat
Count	+4 on saves against charm effects, improved uncanny dodge (as an 8th level rogue), divine grace
Duke	Slippery mind, +2 on saves against poison, divine health
Prince	+4 on saves against poison, damage reduction 5/silver, Regal Bearing feat
King	Immune to poison, cannot be duplicated, damage reduction 5/magic
Emperor	Spell Resistance 10+ total character level, damage reduction 10/magic

The families of ruling nobles are considered one step below the noble for the purposes of divine protection. Distant relatives might have no protection at all.

Bonus to charm saves: This bonus applies to any spell with a compulsion effect.

Bonus to poison saves: This bonus applies to any Fortitude save the noble makes against poison.

Cannot be duplicated: The king cannot be magically duplicated by *clone*, *simulacrum* or similar spells, nor can a creature magically disguise itself to appear like the king with spells like *change self* or *polymorph self*. This protection extends only to the plane on which the kingdom is located. As with any other magical resistance, the king can choose to allow specific exceptions.

Damage Reduction: Damage reduction is explained in the *D&D Dungeon Master's Guide*.

Divine Grace: This benefit is identical to the paladin ability of the same name.

Divine Health: This benefit is identical to the paladin ability of the same name.

Noble Bearing feat: The noble gains this feat even if she does not meet the prerequisites.

Regal Bearing feat: The noble gains this feat even if she does not meet the prerequisites.

Slippery Mind: This ability is identical to the rogue ability of the same name.

Spell Resistance: The Emperor has spell resistance equal to 10 + his character level. (At present, there is only one: Kabori I of Kalamar.)

Uncanny Dodge: This ability is identical to the 3rd-level rogue ability or the 6th-level rogue ability.

DIVINE CHANNELING

The *D&D Dungeon Master's Guide* mentions that the same energy that clerics use to turn or rebuke undead might have other uses. In fact, the faiths of Tellene have learned to channel this power in secret ways, teaching them only to dedicated clerics who have proven themselves worthy. It is said that the Temple of Enchantment first channeled energy in this new way, under the direction of Saint Vitar of Bet Urala.

In game terms, clerics may gain this ability by taking the Divine Channeling feat (see Chapter Five: Feats). They must also belong to an organized church, since only recognized clergy within the faith can be taught the specific techniques listed below.

The channeled abilities are listed alphabetically below. Unless otherwise noted, each ability has a duration of 10 minutes, and the abilities allow no saving throw. Channeled abilities are supernatural abilities. Each activation of an ability counts against the cleric's daily uses of her turn/rebuke undead ability.

A THOUSAND DOUBTS

Creatures within a 60-foot-long cone (30 feet wide at the base) are affected by indecision and have trouble making up their mind. Creatures have an initiative penalty equal to the cleric's Charisma modifier.

BARRIER

Barrier protects the cleric from direct harm by the elements by providing elemental resistance. The cleric can choose a 5 point resistance to each of the four elements (earth, air, fire and water) or a 10 point resistance to one specific element.

BEGUILE

Targets within a 30-foot (length and diameter) cone must make a Wisdom check at DC 10 to take any actions. Creatures that fail the Wisdom check are considered stunned. If the cleric attacks them, casts spells at them or approaches within 10 feet of them, the creatures are no longer beguiled. Beguile is a mind-affecting ability. Beguile lasts for one round per cleric level.

BLANKET OF DARKNESS

Blanket of darkness reduces the effectiveness of both magical and non-magical lights. All light sources within 60 feet of the cleric illuminate only half their normal range. Shadows, spectres and wraiths within the area gain a +2 enhancement bonus to AC, and the cleric gains darkvision to 60 feet (or increases her range by 60 feet if she already has darkvision).



A cleric of the Mule using the Barrier ability.

TABLE 6-9: DIVINE CHANNELING

CHURCH	DIVINE CHANNELING ABILITY	DIVINE CHANNELING EFFECT
Halls of the Valiant	Strength in Numbers	Removes fear
Home Foundation	Cornerstone	Endurance feat
Hall of Oaths	Oathbind	Subject may not lie
Courts of Justice	Unblinking Eye	Detect lie
Assembly of Light	Touch of Dawn	Light
Church of the Life's Fire	Preserve Life	Add +4 to cleric level for turning
House of Solace	Mind like Water	Resist confusion
Parish of Love	Grace of the Rose	Removes confusion or daze
Church of Everlasting Hope	Fate's Mercy	Morale bonus to saves
Temple of the Stars	Tread with Resolve	Ignore certain terrain movement penalties
Face of the Free	Irrepressible Freedom	Knocks open manacles & doors
Theater of the Arts	Touch of the Muse	Inspire allies as bard
Church of the Night's Beauty	Waxing Beauty	Charisma bonus (+1 to +4)
Temple of the Patient Arrow	Divine Arrow	Insight bonus to attack
Church of the Silver Mist	Oblivion	Restful sleep
The Founder's Creation	Strength of Stone	Repairs damaged objects
Fraternal Order of Aptitude	Epiphany	Cleric "takes 20" instantly on Int check or skill
Temple of the Three Strengths	The first strength	Enhances strength
Temple of Armed Conflict	Call to Arms	Causes targets to attack nearest foe
Order of Thought	Beguile	Targets must make Wis check DC 10 to take any actions.
Assembly of the Four Corners	Barrier	Elemental resistance
Temple of Enchantment	Restore the Balance	Dispels active magic
Conventicle of the Great Tree	Lessen Nature's Fury	AC bonus vs. animals, beasts and vermin
Parish of the Prolific Coin	Greed of Misers	Targets suffer Wisdom penalty
Inevitable Order of Time	Temporal Chains	Targets suffer initiative penalty
Way of the Berserk	Chaos Reigns	Confusion
The Watcher	Seclusion	Target banished to pocket dimension
The Thunderer's Temple	Darkened Skies	Lightning attack
Church of Chance	Ill Chance	Targets get -4 luck penalties
Order of the Passionate One	Fruit of the Vine	Targets suffer Wisdom penalty
Courts of Inequity	Shackles of Injustice	Binds target
House of Shackles	Imprisonment	Targets cannot move
Church of Endless Night	Blanket of Darkness	Dims light
Order of Agony	Kiss of the Lash	Pain
Congregation of the Dead	Shroud's Embrace	Targets gain negative level
House of Hunger	Six Days of Dearth	Targets suffer effects of hunger
House of Scorn	Rejection	Targets suffer -1 on attacks, damage, skill checks, and saves.
House of Knives	The Scorpion's Sting	Poison damage
Conventicle of Affliction	Plague	Targets become diseased
Confuser of Ways	A Thousand Doubts	Indecision, initiative penalty
Temple of Sleepless Nights	Pursuit of Terror	Opponents shaken
Temple of Strife	Misfortune	-1 luck penalty to all checks
House of Vice	Lure of Lust	Targets cannot resist compulsions

CALL TO ARMS

A blaring trumpet, the din of a ghostly charging brigade or other audible effect of the cleric's choice accompanies a Call to Arms. A number of targets up to the cleric's level (in the cleric class) must attack the cleric's nearest enemies. The cleric chooses the targets and then rolls on Table 8-16: Turning Undead in the *D&D Player's Handbook*. If the dice indicate that the cleric would have affected undead of Hit Dice equal to (or greater than) the targets' Hit Dice, then those targets must attack the nearest enemy with a deadly melee or ranged combat option. As with turning undead, Call to Arms affects creatures with the lowest Hit Dice first.

Call to Arms is a mind-affecting ability. Creatures that would be forced to attack family members, act in violation of their alignment or attack other creatures that they would normally refuse to attack receive a Will save at DC 10 + half the cleric's

level + the cleric's Wisdom score. If successful, these targets are unaffected by the Call to Arms.

CHAOS REIGNS

One target is confused (as per the confusion spell, as a caster of the cleric's level in the cleric class) for 1d4 rounds. The target may attempt a Will saving throw to negate the effect.

CORNERSTONE

You gain the durability of the cornerstone, the key point on which a temple or fortress stands. In game terms, you may choose to temporarily possess one of the following feats: Endurance, Resist Poison or Resist Disease.

DARKENED SKIES

Dark thunderclouds appear over you, up to 50 feet high or as high as the ceiling allows. Flashes of light appear from these clouds. At any time after you invoke the clouds, you may cause

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a lightning bolt to strike one object within 100 feet as a standard action. The lightning bolt strikes the object as if a creature had rolled a break DC of 30, which is sufficient to blast most doors to pieces and destroy thin sections of stone walls. A few moments after the lightning bolt strikes, the clouds disperse (at the end of the round in which it was used).



A blanket of darkness covers a cleric's enemies.

DIVINE ARROW

When you use this ability, you gain a +4 insight bonus to ranged attacks for 1 minute.

EPIPHANY

You may “take 20” instantly on a single Intelligence check or skill check based on Intelligence. See page 61-62 of the Player's Handbook for more details on “taking 20.”

FATE'S MERCY

Allies within 20 feet gain a morale bonus to saves and skill checks equal to your Charisma modifier.

THE FIRST STRENGTH

Allies within 30 feet of you gain a +2 enhancement bonus to Strength checks for one hour.

FRUIT OF THE VINE

Living creatures within the area become slightly intoxicated. They might become angrier, more sullen, happier or otherwise experience an increased level of emotion. Living creatures also suffer a -2 penalty to their effective Wisdom.

GRACE OF THE ROSE

All targets that are confused or dazed may make a save to end the effect. The save is the same as the original save against the magical effect that caused the condition. If there was no saving throw, the DC is 20.

GREED OF MISERS

Creatures within a 60-foot (length and diameter) cone suffer -2 to their Wisdom scores.

ILL CHANCE

One creature within 60 feet suffers a -4 sacred or profane (as appropriate to the cleric's alignment) penalty to attacks.

IMPRISONMENT

All enemies within a 60-foot cone (30-foot-diameter) are held as if bound. Victims may break free of the binding effect with a Strength check at DC 10 + cleric's Wisdom modifier.

IRREPRESSIBLE FREEDOM

Irrepressible freedom knocks open manacles and doors in a 30-foot-radius around you.

KISS OF THE LASH

All creatures within a 60-foot (length and diameter) cone must make a Fortitude save at DC 11 or suffer 1d4 points of nonlethal damage per cleric level. A successful save negates all damage.

LESSEN NATURE'S FURY

You gain a temporary natural armor bonus to your AC against attacks from animals, beasts and vermin equal to your Wisdom modifier.

LURE OF LUST

Upon invocation of your (un)holy aura, creatures within a 60-foot (length and diameter) cone suffer a -2 circumstance penalty to resist compulsion effects. Only non-good clerics may use this ability.

MIND LIKE WATER

Upon use of this ability, you make Will saves against compulsion effects with a +4 sacred bonus. Against the confusion spell (or similar spells that make you take random actions), the bonus becomes +8.

MISFORTUNE

Up to one target per cleric level within a 60-foot (length and diameter) cone becomes extremely unlucky, making all attacks, saving throws and skill checks at -1.

OATHBIND

Oathbind affects a single target who may not lie for the duration of the effect. It lasts for one minute per level of the cleric. This is a mind-affecting ability.

OBLIVION

You or a creature you touch enters into a restful sleep for ten minutes, restoring hit points and temporary ability damage as if having rested for a full night. Spells and other abilities are not restored. While under the oblivion, you are immune to the nightmare spell.

PLAGUE

Living creatures within a 60-foot-long cone (30-foot diameter) contract the fen waste, a disease reputed to have devoured countless isolated villages. The fen waste causes lack of concentration, dizziness and stupor. The Fortitude save DC to resist is 12, the incubation period is 1d4 days and victims suffer 1d3 points of Intelligence damage. The fen waste spreads through physical contact.

PRESERVE LIFE

Preserve life is an improvement in the cleric's ability to turn or destroy undead, representing the cleric's ability to strengthen life and weaken undeath. Whenever she makes a turning attempt, the cleric may spend an additional turning attempt to add +4 to her cleric level for the purposes of turning undead.

PURSUIT OF TERROR

Up to one target per cleric level of living creatures within a 60-foot-long cone (20-foot diameter) are shaken.

REJECTION

You cause one living creature per cleric level within a 60-foot-long cone (40-foot diameter) to suffer a -1 morale penalty to all attack rolls, weapon damage rolls, skill checks and saving throws.

RESTORE THE BALANCE

You dispel active magic in a 60-foot cone (length and diameter). This use of your positive energy cannot be targeted on a single item or creature; it must affect the area. See dispel magic, page 196 of the *D&D Player's Handbook*. The caster level is your cleric level.

SCORPION'S STING

Scorpion's sting affects all living creatures in a 60-foot (length and diameter) cone with poison damage. The poison is exactly equal to a Medium-size monstrous scorpion sting: A Fortitude save against DC 15 is required or the creature suffers the loss of 1d4 points of Strength (initial and secondary damage).

SECLUSION

You select a single creature. If that creature has fewer Hit Dice than you, it is sent to an extradimensional space that exists outside the multiverse of extradimensional spaces and is only large enough to contain the creature. The creature has barely enough room to move its limbs about freely. It can still see in the direction it was facing at the time it was secluded as if it were looking through a 3-foot by 5-foot one-way window. The

creature returns to its previous location after a number of minutes equal to the cleric's Charisma modifier.

SHACKLES OF INJUSTICE

You use negative energy to bind an opponent. One target is held as if bound for one round per level. The target may make a Strength check or Escape Artist check to escape the invisible binding each round. The DC to escape is 20 + the cleric's Wisdom modifier.

SHROUD'S EMBRACE

You select a single creature within 60 feet. That creature gains a number of negative levels equal to your Wisdom modifier. If this effect would kill that creature, reduce the negative levels gained so that the creature does not die. For example, if a cleric with a 20 Wisdom (+5 modifier) uses shroud's embrace on a 3rd level commoner, the commoner gains only 2 negative levels, since 3 would kill him.

SIX DAYS OF DEARTH

Creatures within a 60-foot (length and diameter) cone suffer the effects of nearly a week of hunger. Creatures that have eaten recently (within six hours before the effect) must make three Constitution checks (DC 9, 11 and 13) or sustain 1d6 points of nonlethal damage for each failed check. Creatures



The Shackles of Injustice have many uses for the right spellcaster.

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that have not eaten recently make an additional check at +2 DC higher for each day they have not eaten or suffer an additional 1d6 points of nonlethal damage. (Count a meal 6-24 hours before the effect as one day.) Any creatures that have taken nonlethal damage from starvation are considered fatigued. Nonlethal damage from hunger cannot be healed by cure light wounds or other spells; only the consumption of food allows the victim to recover from the damage.

STRENGTH OF STONE

Strength of Stone repairs damaged objects of wood, metal, stone or glass. Each such item in the area of effect is restored to full hit points. Constructs gain 1d8 hit points, up to their normal maximum. Other creatures are unaffected. This ability affects a 20-foot cube of material.

STRENGTH IN NUMBERS

Allies within 20 feet of the cleric (including the cleric) gain a bonus to saving throws against fear effects equal to the cleric's Charisma modifier. This ability lasts for one minute per cleric level.

TEMPORAL CHAINS

The temporal chains ability changes time slightly for creatures relative to those around them. Enemies within a 60-foot long cone (30-foot diameter) of you suffer an initiative penalty equal to your Wisdom modifier.

TOUCH OF THE MUSE

You inspire up to six allies, giving them a +2 sacred bonus to a skill check of your choice for the next minute. The same skill applies to all allies.

TOUCH OF DAWN

The touch of dawn produces light around the cleric with the intensity of the continual flame spell. Attempts to dispel this light treat it as if cast by a spellcaster 4 levels higher than the cleric's actual caster level.

TREAD WITH RESOLVE

You and up to six allies ignore terrain penalties for moving through difficult terrain. While you cannot casually leap over six-foot-tall hedges, you suffer no movement penalty for snow, ice, mud, sand or other ground impediments. This ability lasts for one hour.

UNBLINKING EYE

You gain a +20 bonus to Sense Motive checks when trying to detect a lie. This ability lasts for one minute per level.

WAXING BEAUTY

You gain a Charisma bonus ranging from +1 to +4, depending on the phase of the moons. Since the waxing and waning of three moons is extremely difficult to track, roll a d4 to determine the Charisma bonus each time the spell is cast.



Strength of Stone is useful in many circumstances.

Chapter 7 Equipment

"It's not what you pay for it that matters, it's what it'll cost you if you don't have it." – sales pitch of Mennas Kamarr, Tharggy merchant

This chapter covers many of the mundane and exotic things that characters may want to purchase from the many varied shops, smiths and other sellers of Tellene. All of the standard equipment listed in Chapter 7 of the *D&D Player's Handbook* is also available.

ALCHEMICAL MIXTURES

Azurtallan Salve: Supposedly made in the semi-mythical city of Azurtal, this salve is rare and exotic. The materials to make it exist primarily in deep underground locations and are expensive on the surface.

This ointment is rubbed into the palms to ensure a solid grip. The user gains a +2 circumstance bonus to Climb and Pick Pocket checks. He also makes rolls to resist being disarmed at +2. While the salve remains on the user's hands, Disable Device, Escape Artist and Rope Use checks have a -2 circumstance penalty. One package covers the hands of a single person and lasts for up to an hour before wearing off through use. It resists water, but it can be rubbed off with cloth or an abrasive (such as sand) as a full-round action.

Blackleaf: Blackleaf originated among the halflings who found it convenient for ridding themselves of large trees in fields they wished to farm. From its home in the Young Kingdoms and northern Kalamar, it spread across the continent and across the straits to Svimohzia.

This oily black liquid prevents plants from getting light, food and carbon dioxide, killing them in a matter of days or even hours. A vial splashed on an intelligent plant creature does 1d4 points of damage as a grenade-like missile.

Bolomo: Bolomo's ingredients are common to all alchemical labs, although the College of Alchemy in Bet Kasel produces the best mixture.

This solvent removes adhesives, including the alchemical goo inside a tanglefoot bag. One application of bolomo turns the tanglefoot adhesive into wet slime that is sticky to the touch but easily removed, thus freeing an entangled character almost immediately. Applying bolomo is a full-round action that provokes an attack of opportunity.

Curaxa: Curaxa's origins are unclear. Both elves and dwarves claim to have invented it, as well as several human alchemists. Its first recorded mention was in a human work entitled *Alchemical Secrets of the Highlands*, written in Svimohzish and



A rogue combines azurtallan salve with the spider climb spell.

TABLE 7-1: ALCHEMICAL MIXTURES

ITEM	DC TO MAKE	MARKET PRICE
		PER MIXTURE
Azurtallan Salve	20	100 gp
Blackleaf	20	10 gp
Bolomo	20	25 gp
Curaxa	25	100 gp
Dragonhide	20	10 gp
Greatsalt	20	20 gp
Lightning Bottle	25	50 gp
Merfolk Musk	20	20 gp
Mooreta	25	15 gp
Neslipine	20	25 gp
Noisemaker	20	20 gp
Smotherblend	20	20 gp
Stinkvine Serum	20	25 gp

published in -49 CM. The tone and context of that work clearly indicate that curaxa more than significantly predated *Alchemical Secrets*.

This thick green mixture corrodes metal, slowly turning it to rust. A single vial, if used carefully, coats two square feet of metal, inflicting 1d4 points of damage to it every ten minutes, for up to an hour. It has no harmful effect on non-ferrous metals or other substances. Humans and other creatures exposed to it suffer a light rash and some itching.

Dragonhide: The Kalamaran Legions developed dragonhide to help their spears and shields resist a barbarian charge. They first employed dragonhide in their campaigns against the Fhokki. While the substance did help, the campaign's failure doomed the mixture to oblivion until the last century, when adventurers discovered its recipe along the Jorakk River and began making great quantities of it for sale to the river merchants.

Dragonhide is a tough coating that gives a wooden item (no larger than a body shield) 5 additional points of hardness. An application protects the item for one week.

Greatsalt: Greatsalt has existed in some form for nearly as long as recorded history, being one of the first alchemical formulae. The ancient Deij of Dynaj certainly knew its use, and possibly the pre-human civilizations of Tellene did as well. Recent innovations have improved its effectiveness and durability, but never far beyond its ancient capabilities.

Greatsalt is a base agent available in either powder or paste form. Each application renders up to one pint of acid harmless, washing it off of skin or other surfaces. Greatsalt immediately ends continuous damage from normal acid, *Folnester's acid arrow*, or other similar acidic effects.

Lightning Bottle: A lightning bottle is a special vial designed to carry certain liquids. They are used to hold one of several clear or milky liquids that cause blindness on contact. The silky liquid is thinner than water and splashes over a great distance when the bottle is broken. Pressurized bottles enhance the spray by exploding when broken.

When it breaks, a lightning bottle affects all targets within 10 feet. Pressurized bottles affect a 15-foot radius. Creatures in its spray must make a Fortitude save at DC 14 or be blinded for 1d6 rounds.

Merfolk Musk: Merfolk musk comes in a white, grainy powder usually sealed in a ball of wax. When exposed to water, it bubbles furiously for several minutes, causing the water to churn and boil. Intelligent marine creatures call it *lesquiya* and think the term "merfolk musk" silly.

Merfolk musk deters the attack of marine creatures for 3d4 minutes if they fail a Will save (DC 10). Creatures that successfully save are immune to the effect for 24 hours.

Mooreta: Mooreta is a contemporary innovation of the College of Alchemy in Bet Kasel. Seeking to create a neutral base to develop perfumes, an enterprising alchemist developed this formula that removes all scent. Quick to realize its potential, he began selling it through merchants across the Young Kingdoms.

This watery, clear liquid masks odors, increasing the difficulty of tracking creatures by smell when used to cover their tracks. When thrown at a foul-smelling creature, it can aid characters in dealing with the overpowering odor (such as a troglodyte's musk or gha'st's stench). A creature that emits a foul odor may make a Fortitude save vs. DC 12 to avoid the mooreta's effects. If effective, the mooreta lasts for 2d4 rounds.

Many alchemists have tried to duplicate the effects of mooreta. They have succeeded to



An alchemist in his laboratory.

varying degrees. Any mooreta not manufactured at the College of Alchemy will have variable effects (unknown until used). Imitation mooreta often approximates the real thing, but the formulation is not exactly correct. Mooreta created outside the College of Alchemy is slightly weaker; victims make a Fortitude save against DC 4 + 2d4 with a +1d4 circumstance bonus.

Neslipine: The Draskan dwarves originally devised a form of neslipine as a lubricant for some of the workings of the valves and pumps in their canals. It remained their secret for hundreds of years, until they were forced out of their ancient home after the Battle of Kadir Ridge.

Neslipine affects an item or an area as the arcane spell *grease*, except that it is not as effective as the magical mixture. Targets who might be affected by stepping onto or grasping a surface coated with neslipine receive a +2 circumstance bonus to their Reflex saves.

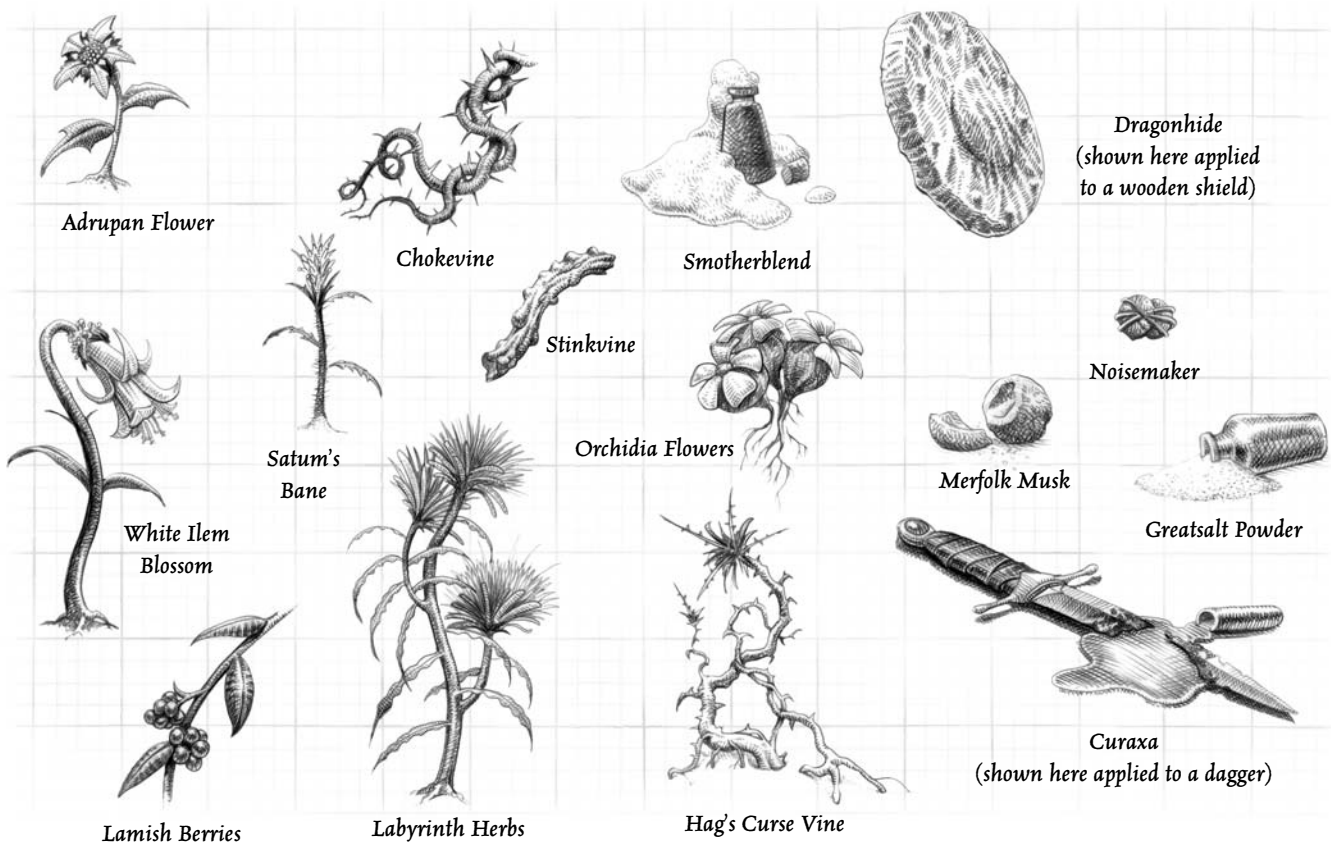
Noisemaker: When thrown, key chemicals mix explosively. The noisemaker pops and crackles for 1d6 rounds. The noise gives characters within 30 feet a +4 circumstance bonus to Move Silently checks and makes verbal communication difficult (characters must make an Int check at DC 13 to understand a speaker they could normally hear without difficulty). The noise might also attract curious guards, hungry monsters and/or angry farmers. Lesser noisemakers are common toys for children and their parents across the Young Kingdoms, especially P'Bapar, where they first appeared.

Smotherblend: The elves invented smotherblend as a safe method of extinguishing fires in their wooded homes. They first introduced it to humans and others in their alliance with the Brandobians against the hobgoblin armies, expecting the enemy to use alchemical fire. The smotherblend saved a regiment of archers from exactly that form of attack. Now smotherblend is found across the Sovereign Lands.

Shaking this mixture violently causes it to erupt into a thick white foam that quenches fire on contact. A single vial contains enough to extinguish a five-foot cube of flame. Usually thrown as a grenade-like weapon, it can be applied directly to the fire by an adjacent character as well. Adventurers sometimes use it to extinguish companions who fall victim to fire-based attack. It has no effect if applied to objects or people before ignition.

Stinkvine Serum: Stinkvine is a hazard of the southern jungles, such as the Obakasek and the Vohven. The vine itself is brittle and breaks easily when travelers brush against it. Its sharp and powerful aroma shocks the senses and the lingering odor alerts predators to the presence of prey.

Stinkvine is distilled into a powerful concentration that causes unconscious, sleeping or delirious creatures to come to their senses. Stinkvine causes sleeping or unconscious creatures to awaken. Creatures at 0 hit points automatically awaken. Creatures at less than 0 hp may attempt a Fortitude save at DC 12; if successful, the creature comes to its senses for 1d6 rounds. Note that such creatures gain no hit points (without assistance) and that they may only take partial actions.



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After each partial action, the character must make a Con check (DC 18) to avoid suffering an additional point of damage. After that, if the creature remains at less than 0 hp or is still under an effect that would make it unconscious or asleep, it succumbs to the effect. A second dose used within 8 hours has no effect.

CLOTHING

This section provides a few new items of clothing found among the adventuring classes of Tellene. Players and DMs interested in hundreds of specific clothing items may wish to check out *Goods and Gear*.

Dancer's Outfit: This outfit consists of brightly colored, swirling robes, and is designed especially for Basiran dancers. While wearing it, a 5th-level Basiran dancer can use its swirling robes and scarves to distract attackers and conceal her true location, penalizing the attackers with a 20% miss chance. If the dancer uses the total defense combat option, enemies suffer a 30% miss chance instead. The dancer can choose variations on the outfit, like color and style.

Dancer's Outfit, Masterwork: This outfit is made at a level of expertise that is practically legendary. When wearing this outfit, the Basiran dancer need not use the total defense combat option in order to penalize her attackers with a 30% miss chance. Instead, she need only use a move action. (The outfit grants this bonus only to Basiran dancers.)

Shadowtunic: There are many different styles and forms of shadowtunics. In general, they are thin garments made of dark-colored fabrics, intended to enhance one's ability to move stealthily at night or in dark chambers. The wearer receives a +4 circumstance bonus to Hide checks when wearing a shadowtunic in an environment where dark-colored clothing would be advantageous. Being discovered wearing a shadowtunic is, at best, cause for deep suspicion.

TABLE 7-2: CLOTHING

ITEM	COST	WEIGHT
Dancer's outfit	25 gp	2 lb.
Dancer's outfit, masterwork	325 gp	2 lb.
Shadowtunic	5 gp	1/2 lb.

HERBAL CONCOCTIONS

Herbalists may use their skills to either heal or harm, harnessing the natural qualities of plants and animal products to bolster the body's ability to repair itself or to diminish the body's normal capacities. Integral elements of civilization, they provide indispensable skills that sustain small settlements and improve the quality of life in large cities.

Herbalists who use their skills to harm others are usually healers who let greed overcome their benevolence. They prepare mixtures that cause minor afflictions for craftsmen who wish to inconvenience a competitor, rejected lovers seeking revenge against a rival, or adventurers wishing non-lethal

revenge on a deceitful employer. Their creations, while not necessarily illegal, are often dangerous enough to cause trouble for characters caught with them.

Characters can brew these creations according to the Craft rules in the *D&D Player's Handbook*.

Adrupan: The tiny pale yellow adrupan flower grows in northern fields, especially Torakk. It flowers four times per year, but its tart nectar is only noxious if collected during the winter.

A dose of adrupan reduces the drinker's Strength by 1d4 temporary points if she fails a Fortitude save (DC 10).

Celestial Health Potion: Celestial health potion is a common and basic remedy known among all good-aligned faiths. Adventurers may find it in virtually any city or town.

A celestial health potion is made from a potent mix of medicinal herbs. It gives a character infected with a disease a +2 resistance bonus to his save to resist the disease's effects.

Earsplitter: Earsplitter first appeared in coastal Cosdol, where it is also known as siren's reprieve. It is an ancient sailor's tool that has become popular in other nations thanks to Eldoran sailors and merchants, who discovered its uses some 200 years ago.

This thick, bitter liquid disrupts the fluid in the drinker's ear canal, deafening her for 10 minutes unless she makes a Fortitude save at DC 11. People who fear they might encounter a sonic-based attack or those with nagging spouses request this concoction most often. Some users report permanent hearing loss in certain tones.

Gamatara: This mild toxin appears in small quantities as a flavoring in fish and fowl dishes in central and southern Kalamar. Its concentrated form has a dulling effect on the mind.

A character who drinks a dose of gamatara thinks a little slowly, as if distracted. The character must make a Fortitude save at DC 12 or suffer a -2 circumstance penalty to all skill checks based on Intelligence. Against the five psionic attack modes, however, the character receives a +2 resistance bonus to all saving throws. Gamatara's effects last for 30 minutes.

Hag's Curse: Hag's curse is a thin sap taken from certain parasitic vines that grow in Mendarn and Pel Brolenon. Humans recently learned the formula from dwarves in the Dopromond Hills and the Yan Elenon Mountains.

Anyone touching this substance must make a Fortitude save (DC 12) or go blind for 1d4 minutes.

Labyrinth Juice: Labyrinth juice is a universal name for a variety of slightly toxic herbs that grow all across Tellene. The most potent, a specialty of the Rytarr Woods, has the faintest odor, and is therefore the most popular.

A creature that drinks a dose of labyrinth juice must make a Fortitude save (DC 10) or become stunned for 3d6 rounds.

Mataparan: Mataparan, known almost universally by its Kalamaran name, comes from the Elos Desert, where Dejj tribes consider it necessary for survival in the desert. The tribesmen find that they can save the weight of several days'

worth of food and move much faster through the deadly salt plains of the Elos.

The drinker of a single dose of mataparan feels no need to eat food for 1d4 days. The character still suffers normal effects (see the *D&D Dungeon Master's Guide*), but he does not feel hungry.

Orchidia: Orchidia grows in the Lopoliri Mountains. Early apothecaries thought they had found a deadly poison, because drinking its concentrated syrup appeared to cause instant death.

Drinking the milky white orchidia sends the drinker into a severe, death-like coma. It takes a Heal check (DC 20) to recognize that the affected character still lives. The character returns to a normal condition after one hour or after another character revives him. Reviving a character under the effects of orchidia requires a Heal check (DC 25).

Satum's Bane: Satum's bane has been spread throughout the world, by sea-lanes and land bound caravans, as well as by clerics of the Traveler. The herb grows alongside highways and farmlands across the world. Its greatest concentration is in Ahznomahn on the island of Svimohzia. Vast fields of satum's bane cover the plains south of Nenehi.

The mixture repels normal insects when rubbed on the skin and clothing. Satum's bane lasts for 2d4 hours. Conjured insects ignore the balm, but normal ones do not trouble the wearer.

Sealskin Salve: Sealskin salve used to be a secret of the humanoid tribes in the Hadaf Highlands, until Deji traders from the southern shores of the Shadesh Bay learned about it. Now its sale bolsters the wine economy of Shyta-na-Dobyoy in sporadic quantities.

This balm resists cold and does not wear off in the water. The character is able to resist hypothermia longer than normal. The



A fighter learns hag's curse sap is not for drinking.

TABLE 7-3: HERBAL MIXTURES

CONCOCTION	DC	MARKET PRICE
Adrupan	20	150 gp
Celestial Health Potion	20	20 gp
Earsplitter	20	25 gp
Gamatara	20	50 gp
Hag's curse	25	100 gp
Labyrinth Juice	25	75 gp
Mataparan	20	50 gp
Orchidia	25	100 gp
Satum's Bane	20	15 gp
Sealskin Salve	20	20 gp
Second Wind	20	25 gp
White Ilem Blossom	20	25 gp
Wraith Essence	25	500 gp

user gains a +2 circumstance bonus to any Fortitude saves made to resist the effects of cold. Its effects last 2d4 hours.

Second Wind: Second wind is a recent Brolenese improvement of a native Deji concoction. Its primary use is in the navy, where rowers drink it when the captain demands superhuman levels of stamina.

This sweet syrup removes fatigue for up to 30 minutes. While in effect, it allows an exhausted character to act as if merely fatigued. Once used, a character receives no benefit from a second dose until her body recovers (via full rest) for a period of 8 hours.

White Ilem Blossom: White ilem is the least common of two dozen species of ilem that grow among wetlands and marshes, especially in the Alubelok Swamp and the Ep'Sarab Swampland. While all species produce sap that is considered tasty and nourishing, only white ilem has any medicinal benefits.

A dose of white ilem blossom restores 1d4 additional hit points or one additional point of temporary ability score damage to the user the next time he rests. It works only to enhance normal rest; it does not affect magical healing. Using more than one dose in a day has no additional benefit.

Wraith Essence: While it takes nothing but its name from a wraith, wraith essence still gives the drinker a literal cold chill down her spine. Wraith essence is considered a poison throughout Brandobia, Svimohzia, Kalamar and the Young Kingdoms (except in Ek'Gakel). The drinker suffers a temporary negative level unless she makes a Fortitude save at DC 11.

POISONS

The Sovereign Lands are rife with rogues, saboteurs, spies and assassins. When outright attack proves ineffective, the subject is too careful to stroll into a dark alley, and no other opportunity for harm is apparent, a clever criminal can always rely on poison to get the job done.

Poisons are legal everywhere except Eldor, Paru'Bor, Pekal, Zoa and the various elven kingdoms. Fhokki, Deji and Kalamarans consider it cowardly and dishonorable to use poison. In most cities, poison is heavily taxed and thus very expensive. Untaxed poisons can be found on the black market in virtually every community. While not illegal to make or sell

TABLE 7-4: POISONS

POISON	TYPE	INITIAL	SECONDARY	PRICE
		DAMAGE	DAMAGE	
Chokevine Milk	Injury DC 13	1d3 Str	1d3 Str	100 gp
Efelmane	Ingested DC 14	1d4 Wis	2d4 Wis	1,200 gp
Green Ape Musk	Contact DC 13	1d2 Str	1d2 Str	110 gp
Kaldabran Death Fog	Inhaled DC 11	1d4 Str	1d8 Str	900 gp
K'Miwi Sap	Injury DC 14	1d4 Con	1d4 Con	150 gp
Kobold Squeeze	Injury DC 11	1d2 Dex	1d2 Dex	100 gp
Lamish Berry Juice	Contact DC 14	1d3 Con	1d3 Con	180 gp
Ochre Mist	Inhaled DC 17	1d4 Int	2d4 Int	1,750 gp
Saadolos Extract	Injury DC 18	unconsciousness	none	750 gp
Salt Basilisk Ash	Injury DC 18	1 Str	2d6 Str	600 gp
Sittik	Injury DC 12	1d4 Dex	1d6 Dex	200 gp
Tart Water	Ingested DC 16	2d4 Str	2d4 Str	1,650 gp
Zeakue	Contact DC 12	1d6 Con	1d6 Con*	2,200 gp

* see description

(unless such selling is untaxed), most of the uses of poison are illegal in virtually every community. Poisoning rats, unwanted plant life and other vermin is fine, but using it on your neighbor or your neighbor's horse can bring financial or pecuniary penalties down upon the user, if discovered. Simply possessing poison is rarely a crime, but possession places the owner at the top of any suspect lists when crimes are committed using poison. Thus, it is typically best to keep the purchase and ownership of poison secret, legal or not. See Chapter 4: Skills to learn more about the Craft (poisonmaking) skill.



Even a small blade is effective when poisoned.

Chokevine Milk: Tales abound about chokevine and its mythical ability to strangle careless travelers in the Eb'Sarab Swamplands. The truth probably arises from the plant's natural defensive sap, which alchemists can concentrate and use as a poison. The sap normally enters the bloodstream of a would-be herbivore through needle-like thorns along the vine. The poison produces a painful sting and swelling of the throat that makes it difficult for the victim to breathe.

Efelmane: The rare drug efelmane has been around for only 20 years, but its reputation is such that people who know about it assume it has been around forever. Efelmane is a favorite drink poison among assassins because it is nearly tasteless. After the poison reduces the subject's awareness (and ability to Spot and Listen), an assassin could easily sneak in and kill his victim.

Green Ape Musk: The green apes of the Obakasek Jungle are aggressive predators who attack prey up to sizes as large as themselves. If they find their prey too much to handle, they release a dangerous musk and flee. The barbarian natives of the Obakasek Jungle, especially the fierce goblin tribe known as the Kumasu Karu, use the venom on blowgun darts to bring down small prey.

Kaldabran Death Fog: The Kaldabran death fog bears the name of the two brothers who developed it. These Brolenese wizards developed the poison to subdue unruly slaves without harming them, and then added the benefit of a unique delivery system to the substance. The poisonous gas is sold sealed inside a rock that bursts upon impact and then spreads its contents in a cloud with a 10-foot radius, affecting targets inside the area for one round before dissipating.

K'Miwi Sap: The Alubelok is home to a wide variety of exotic fauna. The K'Miwi tree grows thin and pale in the midst of the stagnant waters of the Alubelok Swamp. Legends among the lizard folk describe its poison as so potent that a bird who lands on its supple branches will die before the avian folds its wings underneath itself. Many intelligent creatures in the swamp have used the sap as a major ingredient in poisons for untold eons. While K'Miwi trees grow in many swamps, those in the Alubelok produce the most potent toxin.

Kobold Squeeze: This bitter mixture causes feelings of tight constriction, difficult breathing and sometimes loss of consciousness or even death. Kobolds of the Arajyd Hills have been using it as a poison on their swords and spears for centuries; their shamans collect it from the skin of poisonous lizards to the east.

Lamish Berry Juice: The lamish berry grows in high mountains, usually right at the tree line. A skilled alchemist can make its scarlet juice into a deadly poison. Curiously, the dwarves of the Byth Mountains make a sweet drink out of the same juice.

Ochre Mist: Ochre mist is a diabolical poison accidentally invented in the labs of Bet Kasel's College of Alchemy. In its basic form, the poison appears as a rust-colored lump that looks

much like dried clay. When exposed to high temperatures, the lump gives off a slightly acrid odor. Inhaling the fumes causes disorientation, trouble with concentration and short-term memory loss.

Saadolos Extract: Saadolos is a root that grows only on the shores of Reanaaria Bay, mostly on the western shore. Rumor has it that tax-escort Helms in Geanavue use it on their hand crossbows. the effects last for one hour, minus a number of minutes equal to the victim's Constitution score.

Salt Basilisk Ash: Dried ashes of burnt salt basilisks, when mixed with certain minerals, form a deadly poison. The salt basilisk formerly dominated the Elos Desert, but is now extremely rare. Deji hunters in the Elos Desert and humanoids in the Legasa Peaks are the principal users of this exotic poison.

Sittik: Sittik is a venom extracted from the marine snake known among the people along Lake Adesh as the "sleepy weed," for its lack of energy. Humans use sittik on spears to weaken or paralyze large game animals.

Tart Water: Tart water is known for its easily identifiable sour aftertaste. The poison is a specialty of certain mountain dwarves living in the Elenon Mountains, who presumably use some of the citrus fruits that grow in nearby Mendarn for key ingredients. Tart water is used as an arrow or bolt poison by some of the mercenary companies that seek employment by Mendarn or Pel Brolenon.

Zeakue: Zeakue (a.k.a. Breath Taker) is a very rare and virulent, though slow-acting, type of poison used primarily by tribes in the Vohven Jungle. The easiest way to spot this poison is by its bright blue color, though alchemical tests may also determine its origin.

A character who comes into physical contact with Zeakue must make a Fortitude save to shake off the effects of the poison. If he succeeds on his initial save, there is no further effect and no further saving throws are required. If he fails, the victim suffers initial damage to his Constitution, begins to sweat profusely and starts to slowly perish.

Thereafter, a victim must make a Fortitude save each minute after contact. Any failed save means that the victim suffers the secondary damage and begins to have trouble breathing. Within ten minutes, if still conscious, the victim's breathing is labored and ragged. After 20 minutes, the victim's eyesight begins to fade. If the victim is not cured within 30 minutes, whether he continues to successfully make his Fortitude saving throws or not, he dies.

A potion made of simian bone powder and rare herbs from the Vohven Jungle negates the effect of this poison, though it must be taken immediately after the first failed save.

Modifying Poison

Famous assassins often gain a reputation for using certain types of poison. Expert poison-makers often develop unique applications or specific variations of a poison to either escape

detection, increase the effectiveness or create some other effect that suits their particular needs.

Increase detection difficulty: The base DC to detect poison is 25 (see the Craft (poisonmaking) skill). Raising the DC by 1 adds 10% to the poison's cost, to a maximum of 5 points for an additional 50% cost.

Increasing the potency: Raising the potency of the poison (increasing the save DC necessary to resist it) by one point (from sittik's DC 12 to DC 13, for example) increases the DC to make it by 2 points (making sittik more potent requires DC 22 instead of 20).

Increasing the potency also increases the market price, which in turn causes the cost and time to make the substance to rise as well (see the Craft skill in the *D&D Player's Handbook*). Each DC increase of 1 point adds 10% to the base cost. Increasing sittik's DC to 13 raises the market value by 20 gp (10% of 200). Raising the DC by 5 increases the DC to make it to 30 and raises the value by 50% for a total of 300 gp per dose.

Change delivery method: Changing the delivery method confounds authorities, even those knowledgeable in the use of poison. It might also circumvent defensive measures by the target. Delivery methods are measured in steps, beginning with Ingested, Injected, Contact and then Inhaled. Each change in method by one step raises the DC to make the poison by 4 points.

Increasing the damage: Increasing the secondary damage by one step doubles the cost of the poison. Increasing the initial damage triples the poison's cost. Thus, the poison-maker could choose to double the effectiveness of the initial damage, hoping to incapacitate someone quickly. A more subtle approach might be to allow the initial damage to remain the same and lull the victim into thinking he can survive the attack, then inflicting great harm with the secondary damage.

BASE DAMAGE	NEW DAMAGE	ADJUST DC TO MAKE BY
0	1	+1
1	1d2	+1
1d2	1d3	+2
1d3	1d4	+2
1d4	1d6	+3
1d6	1d8	+4
1d8	1d10	+5

The DC adjustment for adding an additional die starts at the "0" base damage level and counts cumulatively upward from there. Thus, adding 1d4 additional points of damage to a poison that inflicts 1d4 already would begin at a new damage level of one and count upward to 1d4, adding each DC increase. The total would be +6 (+1+1+2+2). This increase applies to either initial or secondary damage only. If the poison-maker wishes to increase both ranges, figure the DC increases independently.

Reducing the damage: A poisoner might need to craft his weapon quickly, might have little material with which to work, or might even wish to sell a less effective product to allow the victim a chance to kill his attacker instead! In this case, reduce the DC to make.

BASE DAMAGE	NEW DAMAGE	ADJUST DC TO MAKE BY
1	0	-1
1d2	1	-1
1d3	1d2	-2
1d4	1d3	-2
1d6	1d4	-3
1d8	1d6	-3
1d10	1d8	-4

SLAVES

As despicable as the custom of slavery might be, human nations on Tellene routinely practice slavery. From the wicked Brolenese to the class-conscious Kalamarans, adventurers will encounter slavery throughout their careers. Other races, especially goblinoids, propagate the system by capturing and selling slaves, as well.

A character might purchase slaves to emancipate them, to make use of their skills, to further an adventure, to fit in with the campaign flavor or to enhance a disguise as slavers. In this eventuality, you need to know how much a slave is worth. Begin with the Base Cost on Table 7-4 and add modifiers for exceptional ability scores. Then multiply by the Age Multiplier and the Race Multiplier. Finally, the DM will raise or reduce values that do not reflect the local economy and availability.

Slaves are made, not born. Typically, a person becomes a slave in one of four ways. First, the character might be sentenced to slavery as punishment for a crime. In this case, the slave belongs to the king or his duly appointed representative, but she might be given away as a gift or a concession. Secondly, a person captured in war might be made a slave of his captor. These two circumstances describe the majority of the slaves on Tellene. Third, a character could voluntarily enter slavery (or an adult might sell her own children) in order to pay a debt. Tragic stories centered around this theme are common, especially in Kalamar. Lastly, a person might be made a slave illegally, by being captured and sold in another country.

Since slavery is so prevalent, most societies have laws for their treatment, or (more likely) penalties for injuring or killing slaves. In most cases, slaves are considered property, not people. Killing your own slaves is usually legal (albeit foolish); killing another person's slaves is not legal.

Slaves are normally available along with other trade goods in the central market, although their potentially high price guarantees that they have special treatment (armed guards, well-crafted manacles, alarms, etc.).



A slaver auctioning off his captives.

C. Cleveland '02

TABLE 7-4: SLAVE COST

SKILL LEVEL	BASE COST
unskilled ¹	10 gp
laborer ²	25 gp/NPC level
craftsman ³	75 gp/NPC level
scholar ⁴	60 gp/NPC level
adventurer	100 gp/character level

1. an untrained youth or a person with no useful skills and average strength
 2. adult with no skills considered exceptional
 3. slave has ranks in at least one useful Craft skill
 4. slave has ranks in at least one Knowledge skill

AGE	MULTIPLIER
Young	x1/2
Adult	x1
Middle-aged	x3/4
Old	x1/2
Venerable	x1/4

EXCEPTIONAL ABILITY SCORES

TOTAL ABILITY MODIFIERS	ADD
1-3	+5 gp
4-6	+10 gp
7-12	+25 gp
13-24	+100 gp
25+	+200 gp

To find a slave's total ability modifiers, find the sum of all the character's ability score modifiers. Thus, a laborer with Str 16, Dex 12, Con 17, Int 8, Wis 10, Cha 10 will have a total of +6 (+3 for Str; +1 for Dex; +3 for Con; -1 for Int and no modifier for Wis or Cha), increasing his value by 10 gp.

RACE	MULTIPLIER	RATIONALE
Dwarf	x2	Dwarves are tough, durable and have long lives. They often wind up in mines, where they naturally excel. They are also popular craftsmen, working alone or as assistants to other smiths (any type: blacksmith, whitesmith, weaponsmith, etc.)
Elf	x3	Elves are excellent craftsmen, have the longest lives and are generally attractive. They make valuable slaves across Tellene, especially filling domestic and pleasure roles. Slave scholars are commonly elven.
Gnome	x1.5	Gnomes have many advantages, with their one glaring weakness being their lack of strength. They are used in a variety of roles, including scholar, craftsman, artisan and laborer.
Half-elf	x1	Longer-lived than humans, they tend to waywardness and are often untrustworthy. Half-elves typically serve in the same roles as elves, but they appear in all capacities. Owners soon discover that half-elves become bored with any one task and their performance dulls to the point of uselessness.
Half-hobgoblin	x1.5	The sil-karg are not good-looking, but they are capable of following orders. Half-hobgoblin slaves tend to be laborers.
Half-orc	x1	Half-orcs are unattractive, short-lived and stupid, but they are strong and durable. Half-orc slaves serve as laborers, farmers, etc.
Halfling	x0.75	Halflings are small, but they still eat a lot. They are weak and hard to keep under control, but they are also sturdy and long-lived. They make poor laborers but good craftsmen and artisans.
Hobgoblin	x1.5	Hobgoblins are strong and tough. Their free life is often not unlike slavery, so they willingly obey those who earn their respect. They can be relatively trusted soldiers, hard laborers and reliable farmers.
Human	x1	Humans are adaptable to many different locales and temperatures, and may be trained to do almost anything. However, many humans prize freedom over all else, as some slavers have found to their dismay.

TOOLS AND RELATED GEAR

This section lists a few exotic and mundane items for characters in the lands of Tellene.

Astrolabe: The astrolabe is an ancient but effective device used to determine a ship's position by, in essence, creating a miniature map of the heavens. It can also be used to determine the positions of various celestial bodies, measure the time of day or night, or determine the altitude of celestial bodies. An astrolabe consists of several movable disks that let the navigator set the appropriate date and time, and allows him to compare the stars in the sky to the star map on the astrolabe. The astrolabe is a very accurate navigational instrument, and grants a +5 bonus on Profession (navigator) checks when used.

Candle, Timekeeping: This is a candle with graduated markings to indicate how long the candle has been burning. Timekeeping candles may be made of tallow or wax. A timekeeping candle may be a standard 1-hour candle (1 cp wax or 3 cp tallow) or 12-hour candle (1 gp wax or 2 gp tallow). Like standard candles, they illuminate a 5-foot radius.

Capture Hood: Capture hoods are large leather or canvas open-ended sacks. Usually 5 feet long, they have a 'top' or 'rim' fitted with rows of belts or straps. Members of the watchman

class usually throw these hoods over the head of someone resisting arrest. This blinds and hampers them, and if necessary, the straps can be tightened to transform the person into a helpless bundle. The arrested person can either be lead through the streets by ropes (and even held 'between' watchmen who hold the lines tight, so they cannot reach anyone), dragged by means of ropes or slung on a pole (through the straps) for carrying. Watchmen typically do this only to subdue violent or dangerous persons.

Charts, Navigational: Various maps, charts, and tables used to convert the data gained from other instruments into useful navigational data are essential to the professional navigator. Cheap, poor-quality charts often have distortions or flat-out inaccuracies (for example, listing a region of water as safe to travel despite dangerous reefs), while high-quality maps made by professional cartographers are much more accurate.

If the navigator has no charts or information about the region the ship is traveling to, she must rely on her general geographical knowledge and hope that she points her ship in the right direction.

Poor Quality Charts: These charts are often made by people with little or no knowledge of cartography. They tend to be

TABLE 7-6: TOOLS AND RELATED GEAR

ITEM	COST	WEIGHT
Astrolabe	100 gp	4 lb.
Candle, timekeeping	varies	-
Capture Hood	7 gp	1 1/2 lb.
Chart, average quality	20 gp	3 lb.
Chart, good quality	50 gp	3 lb.
Chart, amazing quality	100 gp	3 lb.
Compass	75 gp	1 lb.
Dead reckoning gear	20 gp	5 lb.
Lead-Collar	20 gp	3 lb.
Map, local (nearby landmarks)	1 gp	-
Map, regional (nearby towns, cities, etc)	10 gp	-
Map, national (entire kingdom)	20 gp	-
Map, continent	50 gp	-
Map, known world	100 gp	-
Mini-Blade	5 cp	-
Navigator's Kit	250 gp	8 lb.
Outfitting bundle, basic excursion	10 gp	7 lb.
Outfitting bundle, extended excursion	25 gp	16 lb.
Outfitting bundle, prolonged excursion	50 gp	25 lb.
Outfitting bundle, basic dungeoneering	15 gp	16 lb.
Outfitting bundle, extended dungeoneering	30 gp	35 lb.
Outfitting bundle, basic overland	20 gp	30 lb.
Outfitting bundle, extended overland	35 gp	75 lb.
Navigator's Kit	250 gp	8 lb.
Pilgrimage badges	1 cp	-
Quadrant	15 gp	3 lb.
Spellbook, waterproof	+50 gp	-
Spellbook, wizard's (blank) parchment	15 gp	3 lb.
Spellbook, wizard's (blank) vellum	45 gp	3 lb.
Spellbook, wizard's (blank) paper	90 gp	3 lb.

wildly inaccurate, and may even include pure guesswork. Most hand-drawn maps to buried swag fall into this category. At best, they give a +5 circumstance bonus to Profession (navigator) checks.

Average Quality Charts: Made by an apprentice or journeyman cartographer, these charts are usually far more accurate than those made by untrained cartographers. All the data is based on actual nautical research (though some of that research itself may be spotty). These charts give a +10 circumstance bonus to Profession (navigator) checks.

Good Quality Charts: Master cartographers often travel to the locations they are mapping and check the data firsthand. These charts are the standard for most well to do merchants and royal navies. These charts give a +15 circumstance bonus to Profession (navigator) checks.

Amazing Quality Charts: Quite simply the finest charts money can buy, these are as accurate as the mapmakers of Tellene can produce. Some might even be made with magical assistance, and a rare few are actually enchanted in their own right. Unless stated otherwise, magic maps are always considered to be Amazing quality. These charts give a +20 circumstance bonus to Profession (navigator) checks.

Compass: The most basic of navigational instruments, the compass contains a magnetic needle that always points north, allowing a navigator to determine her current course. Unfortunately, without some other tool, she cannot determine where she is, so a compass cannot be used on its own to

navigate. A compass grants a +2 bonus to Profession (navigator) checks.

Dead Reckoning Gear: This set of navigational equipment includes a compass, a logbook, and a crude form of speedometer which uses the time it takes a bit of flotsam thrown overboard at the bow to reach the stern to calculate a vessel's approximate speed. Each day, heading and speed are entered into the logbook, and the navigator uses that to calculate the ship's distance and bearing from a known point (such as the ship's port of sail) to estimate the ship's position. Profession (navigator) checks gain a +3 bonus while using dead reckoning.

Finger Cymbals: These small brass cymbals fit on the dancer's fingers, and with them he can tap out a rhythm. The dancers have also been known to use them to communicate to each other during a performance.

Lead-Collar: A lead-collar is a locking, slide-to-size-before-padlocking stout metal neckband set with four rings (spaced around the outside), to which are affixed at least three 6-foot lengths of chain. These are used by two or more watchmen to lead a prisoner or hold him between them, or by a single officer who loops and locks the chains around the prisoner's hands (usually behind his back) and uses the run of chain down from the collar as a 'handle.'

Watchmen have orders not to affix a prisoner in any position where he can strangle or have his neck broken (even if trying to injure himself). Even so, fleeing prisoners whose dangling chains caught on something have suffered serious and even fatal injuries. There have even been cases where it is rumored the watchman responded very slowly to rescue a choking prisoner of known 'bad' character.

Map: Maps of various quality are available throughout Tellene, though maps made by the Temple of the Stars are widely held to be the most accurate. The prices shown here are for maps made by the Temple of the Stars (or the most reliable independent cartographers). Lower quality maps, or those made by others, are almost always cheaper.

Mini-Blade: This generic term refers to a very small (and usually very sharp) blade that can be held (with care!) between the fingers or in the "edge of the hand". A sharp, filed down coin can also be used in this way. The thief uses the mini-blade to cut a soft container – most often a purse or pouch – so that the thief can get at what is inside it. This is the most effective technique for getting at coins, gems, etc., inside a purse with drawn and tied strings.

A mini-blade provides a +1 circumstance bonus to Sleight of Hand checks when attempting to lift a small object attached to a creature. If used in combat, a hit with a mini-blade is treated as an unarmed strike, and deals damage as an unarmed strike with an additional +1 point of damage for the blade.

Navigator's Kit: This kit includes an astrolabe, compass and quadrant, as well as basic measuring tools and good quality charts of the local region.

Outfitting Bundle, Basic Excursion: This pack contains one flask of water, one loaf of bread, dried fish, sausage, three pieces

of fruit, three vegetables, needle/thread, 10 feet of hemp rope and a whetstone, with the consumable items lasting three days.

Outfitting Bundle, Extended Excursion: This pack contains three flasks of water, four loaves of bread, sausage, six pieces of fruit, five potatoes, three carrots, one onion, needle/thread, 10 feet of hemp rope, one flask lamp oil, whetstone and a wool blanket, with the consumable items lasting seven days.

Outfitting Bundle, Prolonged Excursion: This pack contains three flasks of water, one flask of cut ale, eight loaves of bread, two blocks of hard cheese, pickled fish, blood sausage, five days worth of trail rations, one jar of honey, one jar of jam, pressed dates, one dozen eggs, 5 pounds of smoked venison, needle/thread, 10 feet of hemp rope, whetstone, flint and steel, a tinderbox and two flasks of lamp oil, with the consumable items lasting fourteen days.

Outfitting Bundle, Basic Dungeoneering: This pack contains one flask of water, one loaf of bread, sausage links, one wedge of cheese, one apple, needle/thread, 10 feet of hemp rope, whetstone, five pitons and ten torches, with the consumable items lasting one day.

Outfitting Bundle, Extended Dungeoneering: This pack contains one flask of water, two loaves of bread, one jar of honey, one jar of nuts, three days worth of trail rations, three potatoes, one radish, smoked beef, whetstone, ten pitons, twenty torches, two flasks of lamp oil and a piece of chalk, with the consumable items lasting for three days.

Outfitting Bundle, Basic Overland Excursion: This pack contains one flask of water, one wedge of cheese, smoked venison, one loaf of bread, peppered sausage, one apple, two carrots, two bags of oats (horse feed), one woolen blanket, one chopper and 10 feet of hemp rope, with the consumable items lasting for two days.

Outfitting Bundle, Extended Overland Excursion: This pack contains two flasks of water, two loaves of bread, five pickled eggs, smoked sausage, five pieces of fruit, five vegetables, 10 feet of hemp rope, whetstone and six bags of oats (horse feed), with the consumable items lasting for about seven days.

Pilgrimage Badges: These devices are simple affairs (usually stiff woven cloth) that may be pinned or clasped onto a traveler's outer garments. It identifies the wearer as belonging to a particular religion, in hopes that he or she will find hospitality from other members of the same religion and, ideally, freedom from assault as a faithful servant of the gods. The latter purpose is rarely effective, as brigands have little regard for such devices. Even so, it is said that assaulting a peaceful, religious pilgrim bearing such a device will cause a curse to befall the instigator. For example, one such curse might impose a -1 penalty to all skill checks until the offender atones in the eyes of the gods. It is up to the DM to determine whether these curses exist, as well as their exact effect and duration.

Quadrant: This simple device is shaped like a quarter circle and has a small, weighted string hanging down from it. A navigator sights a star along one of the edges, then notes where along the circular edge the string hangs. This gives him the

angle to the star which, when compared to star charts, gives his position. The quadrant is more accurate than the cross-staff but less so than the astrolabe. A quadrant grants a +4 bonus on Profession (navigator) checks when used.

Spellbook, Waterproof: This spellbook has been specially oiled and treated to resist water damage. It is a popular item among ship mages.

Spellbook, Wizard's (Blank): The standard spellbook contains 100 blank parchment pages with a leather cover. (For more information, see Arcane Spells in the *DE&D Player's Handbook*.) Spellcasters in the Elos and Khydoban deserts (near a water source), Reanaaria and Elos bays, the Svimohzish coast, southern Kalamaran rivers and within a 50-mile radius of those areas may even find papyrus spellbooks. These versions are equivalent to the standard spellbook in page count and cost. For three times the cost of the parchment version, a spellcaster may purchase a spellbook with 125 blank vellum pages.

Spellcasters in Imperial Kalamar, central and southern Brandobia and some elven cities may have access to spellbooks with paper pages. Such spellbooks cost six times as much as parchment, but have 200 blank pages.

NEW WEAPONS & ARMOR

Non-humans use a bewildering variety of tools to defend themselves and their homes from hungry monsters, aggressive neighbors and ambitious warlords. These weapons are tailored to fit the size, lifestyle and fighting habits of the specific non-humans.

Baton: This blunt, wand-like practice sword is made of ash wood or whalebone and frequently used in tournaments and friendly competitions in many human kingdoms. These competitions are only for squires and young knights who hope to show off their skills for more mature knights and nobles. A baton can only deal nonlethal damage.

Bear Claw: This small mace sees widespread use among gnomes and halflings, although a few elves mimic the design with their own full-sized versions. The mace's head is knobbed and resembles a bear's claw. Spikes and paint sometimes draw out the similarity. The bear claw usually has a short handle; a slightly longer one with a thong at the end serves as the mounted version. The statistics are identical.

Formerly popular among nomadic non-humans, the bear claw still sees use as a cheap weapon in times when a large number of people must be armed quickly. In cases of extreme urgency, the similarity to the namesake is sometimes lost.

Bill Knife: The bill knife is a dagger shaped like a billhook, with a forward curve and the cutting edge on the inside. The handle is usually wood with no guard. Most of the time, the weapon looks like a bill (the pole arm) that has lost most of its haft. Ornate versions that more closely resemble a tiny exotic sword exist, but they are rare.

The bill knife is especially popular in agricultural settlements, although it is common enough that anyone who needs a

TABLE 7-7: MELEE WEAPONS

	COST	DMG (S)	DMG (M)	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
SIMPLE WEAPONS							
Light Melee Weapons							
BILL KNIFE	2 GP	1d3	1d4	x2	-	1/2 LB.	PIERCING OR SLASHING
GNOMISH MACE	6 GP	1d3	1d4	x3	-	7 LB.	BLUDGEONING
TIGER CLAW	2 GP	1d3	1d4	x2	-	1 LB.	SLASHING
One-Handed Melee Weapons							
BEAR CLAW	4 GP	1d3	1d4	x2	-	3 LB.	BLUDGEONING OR SLASHING
CHOPPER	7 GP	1d3	1d4	x3	-	3 LB.	SLASHING
PIG STICK*	—	1d2	1d3	x2	-	1 LB.	BLUDGEONING
MARTIAL WEAPONS							
LIGHT MELEE WEAPONS							
TEAR KNIFE	2 SP	1d2	1d3	x2	10 FT.	—	PIERCING
One-Handed Melee Weapons							
BATON*	5 GP	1d3	1d4	x2	-	2 LB.	BLUDGEONING
LEAF BLADE	10 GP	1d4	1d6	19-20/x2	-	2 LB.	PIERCING
PONY CLUB	5 SP	1d4	1d6	x3	-	5 LB.	BLUDGEONING
Two-Handed Melee Weapons							
DUELING SWORD	10 GP	1d4	1d8	19-20/x2	-	6 LB.	SLASHING
EXOTIC WEAPONS							
One-Handed Melee Weapons							
DORNAN	15 GP	1d4/1d6	1d6/1d8	19-20/x2	-	6 LB.	PIERCING OR SLASHING
TRIDENT, HALF	20 GP	1d6	1d8	x2	-	4 LB.	PIERCING
Two-Handed Melee Weapons							
CHAIN, STAR	15 GP	1d4	1d6	x2	-	8 LB.	SLASHING
MALAKBAR	60 GP	1d6/1d8	1d8/1d10	x2/x3	-	20 LB.	BLUDGEONING AND SLASHING; OR PIERCING
Ranged Weapons							
BOLA	10 GP	1d4/1d4	1d6/1d6	x2	10 FT.	5 LB.	BLUDGEONING
EYE CLOSER	10 GP	SPECIAL	SPECIAL	SPECIAL	5 FT.	1 LB.	SPECIAL
THROWING IRONS	4 GP	1d4	1d6	19-20/x2	10 FT.	1 LB.	PIERCING
THROWING STICKS*	1 GP	1d3	1d4	x2	10 FT.	1 LB.	BLUDGEONING

*Indicates weapon deals nonlethal damage.

short blade might carry one. Of all the non-humans, halflings use the bill knives most often. The bill knife, like other weapons with a forward curve, makes a poor missile weapon. The bill knife is most commonly used in the Young Kingdoms and northern Kalamar.

Bola: Primarily a Dejy weapon, the bola consists of three long leather straps with a leather sack attached to each end. Inside each sack is a heavy round weight of stone or iron. The bola is thrown by spinning the weapon around the head, then throwing it low to wrap around the legs of the victim, the weight of the balls cinching the straps tightly around the legs. With its 10-foot length, and a skilled thrower, the bola can be a very effective weapon. Other variations include throwing the bola to bind the enemy's arms at his sides, crushing or strangling the windpipe, or wrapping the bola around the head to

crush the skull. Northern Fhokki versions are lighter, for use against small birds and game animals.

This weapon can be used as if fighting with two weapons, but the wielder incurs the normal attack penalties, as if using a one-handed weapon and a light weapon (see Two-Weapon Fighting, in the *D&D Player's Handbook*). If using the bola in one hand, it cannot be used as a double weapon, and can only be used against an adjacent opponent. As a reach weapon, the bola can strike opponents 10 feet away, and can be used against an adjacent opponent. However, in this case it cannot be used as a double weapon.

A bola gives a +2 bonus to the wielder's attack rolls when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if the wielder fails to disarm his enemy). This weapon can also be used to make trip attacks. If

the wielder is tripped during his own trip attempt, he can drop the weapon and avoid being tripped himself.

When using a bola, the wielder receives a +2 bonus on his opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the attempt fails). The wielder may use the Weapon Finesse feat to apply his Dexterity modifier to attack rolls, instead of his Strength modifier.

Chain, Star: The star chain is a 5 to 10 foot long Malavla (Dejy) chain whip. One end is a ring, and on the other is attached a weighted, star-shaped slashing blade. The star chain is most effective against unarmored opponents. The star chain has reach, allowing you to strike opponents 10 feet away. Unlike many other weapons with reach, the star chain can be used against an adjacent opponent.

Because the chain may wrap around an opponent's limbs, it can be used to make trip attacks. If the wielder is tripped during his own trip attempt, he may drop the chain to avoid being tripped himself.

When using a star chain, the wielder receives a +1 bonus on his opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the attempt fails). The wielder may use the Weapon Finesse feat to apply his Dexterity modifier to attack rolls, instead of his Strength modifier.

Chopper: The chopper is a shorter version of the machete. It has a heavy, short blade with a single edge and often has a serrated back. Recent versions have a tip that points forward,

allowing for some thrusting ability, although older choppers have a tip that curves away from the edge.

Widely used by non-human archers, crossbowmen and slingers, the chopper is considered a light weapon. Among non-humans, this weapon serves as a useful, common sword. While it does not have an especially sharp edge, the blade is both sturdy and durable. The weapon can survive years of use and abuse that would destroy a prettier, flashier weapon. Originally developed to remove foliage in Fulakar's Tarisato/Obakasek campaign, trade choppers have found their way into Svimohzia as well.

Dornan: This ancient parrying weapon is found in the ruins of the Khydoban Desert. The dornan resembles two opposite facing short spears attached to a buckler. Affixed to the buckler itself is a double-edged blade slightly shorter than a short sword.

The dornan is a double weapon, allowing you to strike with either spear end or the bladed buckler. This weapon can be used as if fighting with two weapons, but the wielder incurs the normal attack penalties, as if using a one-handed weapon and a light weapon (see Two-Weapon Fighting, in the *D&D Player's Handbook*). Each spearhead is a piercing weapon, and the buckler blade is used as a slashing weapon. The buckler also gives the wielder a +1 bonus to his Armor Class, so long as he only attacks with one end of the dornan per round.

Dueling Sword: The dueling sword is an ancient dwarven weapon, with a design dating back to early iron swords. The blade is wide and thin, with a singled cutting edge and a dull, rounded tip. The weapon has long, straight guards and often



Chapter 7: Equipment

has an overextended tang jutting past a handle made of ornamental stone.

The weapon is now nearly out of use, except as a ceremonial weapon or for extremely formal, ritual duels on rare occasions. Many older dwarven homes have a dueling sword tucked away as a family heirloom. Certain orders of knighthood or royal dwarven families still make use of the dueling sword, especially in Karasta and the Malachite Heights.

Eye Closer: This small, hollow box-like device is a most unusual weapon. One end of the box is fitted with a mouthpiece and the opposite side ends in a short tube. The eye closer can be opened and filled with any number of powders (poisons, dust or ground glass, for example). These powders are then blown into the eyes of a nearby opponent to cause temporary blindness (dust) for 1d4 rounds, or permanent blindness (ground glass or poison). Assassins have been known to disguise it as a musical instrument.

Gnomish Mace: The gnomish mace has a smooth head and a thin steel handle with a smaller smooth ball at the butt as a counterweight. The head is solid iron and capable of inflicting murderous damage and the grip is small enough so that the weapon is comfortable for small folk.

Gnomes sometimes call this weapon a “blind beholder” and while they are capable of using it, most prefer their trusty picks. The gnomish mace is most common with gnomish clerics of the Founder.

Leaf Blade: The leaf blade is a short sword with a wide blade near the crossguard that grows slightly wider before tapering to

a sharp point after about two feet. The guard, when it has one, is wooden, as is the handle, although the handle might also have a covering of leather or hemp.

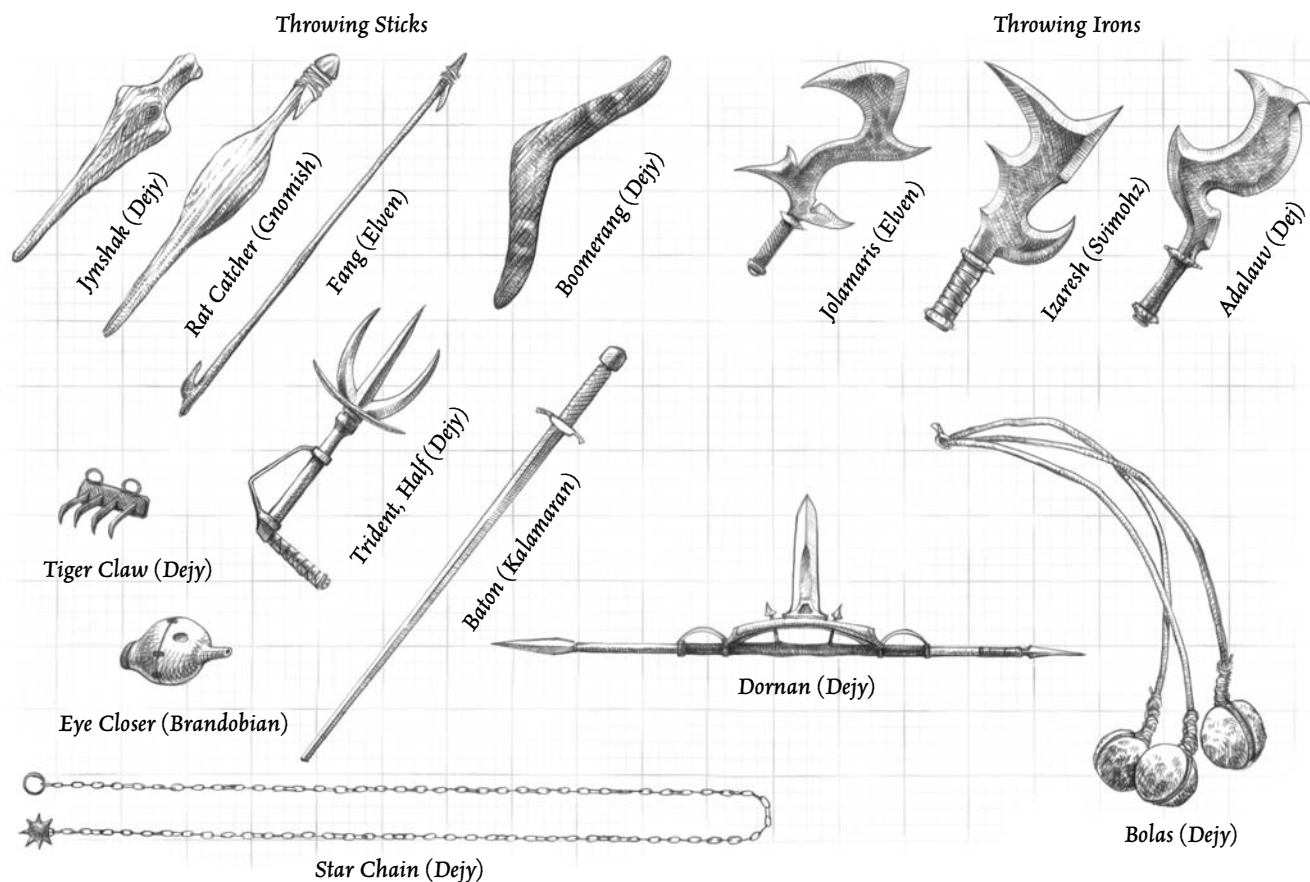
Elves use these weapons in great numbers because it can be used with the Weapon Finesse feat. Elves, who most often fight orcs or hobgoblins, prefer this quick, lightweight weapon to the human-designed short sword.

Malakbar: A malakbar is a combination of a blade and a heavy mace. The wielder holds the weapon above his head, swinging with the mace end first and then spinning the blade end down on the opponent. The mace end can damage an opponent, but serves mostly as a counterbalance for the blade. Originally designed by hobgoblin craftsmen, now this weapon sometimes sees use in other lands.

The malakbar requires an Exotic Weapon Proficiency feat and even then, the user may only use one of the attack modes in a round unless his base attack bonus allows a second attack (+6 or higher) or he has the Two-Weapon Fighting feat.

Pig Stick: The pig stick is a tapered rod about two feet long made of light, flexible wood. Halfling farmers use this tool to keep their farm animals in line. The halfling can slap a target with a resounding whack that leaves a fierce sting. In times of great need these tools serve as inexpensive, if clumsy, weapons. Pig sticks inflict only subdual damage. Halflings across Tellene use pig sticks when they can find no better weapons.

Pony Club: This steel-headed hammer serves as a mounted weapon for the rare occasions that the short folk ride into battle. The pony club is a two-headed hammer on a handle about two



feet long, with a ring about halfway down one side. The rider uses the ring to strap the weapon to the saddle in case he loses his grip while mounted.

Halflings claim credit for this innovation and they are the most likely users, but gnomes also use the pony club. Despite its size, halflings and gnomes can use it one-handed from the back of a moving mount. When on foot or when the mount is stationary, the weapon requires two hands.

Tear Knives: Halflings make use of these curiously shaped knives. A tear knife appears as a flat drop of water or a tear, with the pointed end curved sharply. It has a razor edge all the way around. The design takes advantage of the halfling racial bonus with thrown weapons.

Tear knives are easy to conceal and thus are popular with rogues, especially burglars. Their sharp edges are also useful for cutting strings, straps or thin rope. Due to the danger of a stray nick (and perhaps general morals), halflings never poison them.

Throwing Irons: These are primarily Svimohzish steel weapons with multiple blades, forks and barbs. Many different varieties exist, but the basic shape is that of a flat piece of steel with a small handle that has many sharpened protrusions. The irons are usually not shaped to represent anything specific, only to have as many sharp edges as possible. To increase accuracy, throwing irons are thrown horizontally. Types of throwing irons include the “*adalaav*” of the Malavla (Dejy), the Meznamishii “*izaresh*” and the wood elf “*jolamaris*.”

Throwing Sticks: Used throughout the lands of Tellene, throwing sticks are the oldest missile weapons of all. However, the throwing sticks of today are not simple rough branches or sticks, but carved and balanced weapons used for hunting small

game. Two specific types of throwing sticks are the “jynshak” of the Obakasek (Dejy) and the gnomish “rat catcher.”

Tiger Claw: The tiger claw is an iron bar about 4 inches long to which are attached two to three curved and occasionally serrated blades. The tiger claw is worn by placing the pinky and forefinger through the ring attached to each end of the bar, and grasping the bar in the hand. The blades point forward and rest between the fingers. Rogues favor the tiger claw for its ease of concealment. The tiger claw is most often found with the Dejy tribes around the Khydoban Desert, as well as the goblins of the Obakasek Jungle. An opponent cannot disarm you of the claw with a disarm action. An attack with the claw is considered an armed attack. The price and weight given in the table are for a single claw only. A monk using a claw can strike with his unarmed base attack, including his more favorable number of attacks per round, along with other applicable attack modifiers.

Trident, Half: This smaller version of the normal trident originated on the island of Malavla. It features a leather wrapped grip. The half trident cannot be used as a ranged weapon.

AMMUNITION

The Range Modifier in Table 7—6 indicates the adjustment to the range increment given in the *Player's Handbook* (page 99). For example, a ball arrow shot from a shortbow would have a range increment of 45 feet, but a range increment of 75 feet if shot from a longbow.

Ball Arrow: The tip of this arrow is a solid round ball, designed to damage creatures that resist piercing weapons. Their tips are ungainly and cause erratic flight, giving the user a -2 circumstance penalty to all attacks made with them. A ball arrow delivers 1d4 points of damage as a bludgeoning weapon.

Bird Arrow: Bird arrows are meant to be swift so that they can strike birds on the wing. They are short and lightly fletched to reduce drag. Their tips are tiny to maintain balance. Bird arrows are terribly inaccurate by their nature, incurring a -2 circumstance penalty to all attacks made with them because of their awkwardness. On the other hand, a flying target gains neither dodge nor Dexterity bonuses to AC to avoid the arrow because it moves so quickly. However, the mere use of a bird arrow is not sufficient to allow a sneak attack (although the attacker might still qualify for a sneak attack otherwise).

Needle Bolt: The needle bolt has a special hollow head that injects a poison or other substance. When it strikes a victim, the victim must make a Fortitude save or be affected by the contents. The bolt most commonly appears in hand crossbows, but recently has begun to show up in larger crossbows as well.

Screecher Arrow: This arrow is not used in combat. Its head is shaped like a whistle and the missile emits a shrill, high-pitched shriek when fired. The screecher arrow does 1 point of damage on a successful hit.



The malakbar is a strange but effective weapon.

TABLE 7-8: AMMUNITION

AMMUNITION	COST	DAMAGE	CRITICAL	RANGE MODIFIER
Ball arrow	1 gp	1d4	20/x3	-25%
Bird arrow	1 gp	1d6	20/x2	-10%
Screecher arrow	5 sp	1	20/x2	-20%
Splinter arrow	2 sp	1d6 (nonlethal)	20/x3	x1
Tiger Claw arrow	1 gp	as normal, slashing	19-20/x2	x1
Needle bolt	2 sp	1d4	19-20/x2	-10%
Thunder bolt	10 gp	1 (deafening)	20/x2	x1
Sculpted shot	4 sp	as normal	20/x2	+20%

Sculpted Shot: This large lead sling projectile is carefully crafted and dimpled in a special pattern for greater speed, distance and accuracy. Some shots bear extravagant paintings, some of which are very artistic, while others are humorous or belligerent. The makers sometimes add signatures, scriptures or even insults for the intended target.

Since the sculpted shot takes several times longer to make than a common lump of lead, it costs more, but the pickiest slingers make frequent use of them for competition or in desperate situations.

Splinter Arrow: This arrow is composed of several thin shafts bound together by a blunt head. Upon impact, the tip inflicts a painful sting and the arrow shatters. They are used for warnings and in duels. A splinter arrow arrow deals 1d6 points of subdual damage. They are awkward to use, causing the archer to suffer a -2 circumstance penalty to his attack roll.

Thunder Bolt: Thunder bolts are common weapons of the dwarves in the Legasa Peaks, but they appear on both sides of the mountain range for a considerable distance.

The thunder bolt is a crossbow bolt of any size that has a small amount of the material used in a thunderstone placed behind the weapon's head. When it strikes a target, the impact detonates the thunderstone, but the area of effect is small. The

sonic attack deafens only the creature hit by the bolt, and the Fortitude save is DC 12 instead of DC 15. The bolt shatters on impact, inflicting only 1 point of damage.

Tiger Claw Arrow: This broad head inflicts slashing damage instead of piercing. Its critical range changes from 20 to 19-20 and the multiplier is x2 instead of x3. Aside from the increased cost, a tiger claw arrow is otherwise identical to normal arrows.

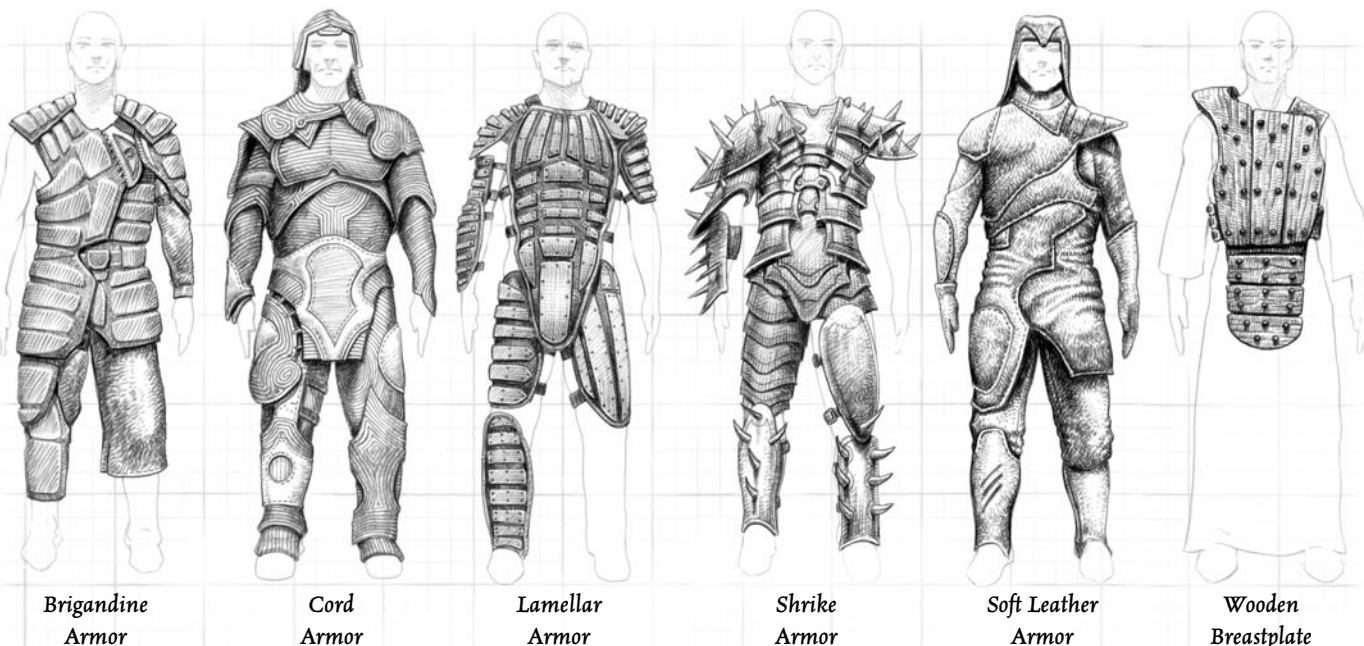
ARMOR

Brigandine: Brigandine armor is a medium armor that encloses sturdy metal plates between strips of leather for a comfortable suit of armor that resists corrosion well while providing some measure of protection. The arm and leg pieces use smaller metal plates, sacrificing protection for mobility.

Coat or jack: This armor is a quilted jacket that can be worn over other ordinary clothing. It incorporates metal plates woven into the fabric and is sometimes reinforced with leather pouches to hold the metal plates and reduce ripping of the fabric. It is often extravagantly decorated to distract observers into believing it is ordinary clothing and not armor at all. The watchmen of Geanavue wear jacks over their chemise.

It can be worn over other armor to stack its armor bonus, but doing so reduces the maximum Dex bonus of the underlying armor by 3 (a negative number results in a Dex penalty equal to that number). The armor check penalty, arcane spell failure and weight associated with the jack are cumulative with the underlying armor, and when running you move only triple your speed, not quadruple.

Cord: Cord armor is made from tough vines or ropes twisted into wiry cords. The thick cords deter edges and points fairly well, although they provide little defense against bludgeoning



weapons. It is most common among barbarians and shamans from jungle areas such as the Vohven.

Dark Elven Chainmail: Like the elven chainmail, dark elven chainmail of Tellene is not automatically made from mithral. This armor uses the same principal as standard chainmail but incorporates a design of tightly woven and slightly heavier overlapping metal rings. It is hard to come by, as the dark elves are the only ones who know how to produce it – and they are certainly not interested in trading it to others. Dark elven chainmail comes with a set of gauntlets.

Dwarven Plate: This full body suit of hardened plate is the ultimate in armor protection. While it does not allow good freedom of movement, it is very difficult to penetrate. Only the dwarves know how to make it, and they jealously guard its secret. It is never sized for anyone larger than a dwarf. Many humans, Kalamarans in particular, resent this and refer to dwarves in this armor as “waddling cauldrons.” Like the elven and dark elven chainmail of Tellene, dwarven plate is normally made of iron, not adamantite (as it is in the D&D *Dungeon Master's Guide*).

Elven Chainmail: Unlike the elven chain listed in the D&D *Dungeon Master's Guide*, elven chainmail on Tellene is not automatically made from mithral. In fact, elven chainmail uses a specific, artistic pattern to tiny groups of four interlocked metal rings. These rings form the center of a square of larger rings to hold the design together. The larger rings are then reinforced with a straight bar that bisects the ring. This complex design allows better freedom of movement, spell casting and lighter weight relative to the standard chainmail

design. Although some elves may share these suits of armor with certain important human allies, it is not something they typically sell or trade. Elven chainmail comes with a set of gauntlets.

Halfling Cord: This is a tightly woven suit of cord armor that only the halflings have mastered construction of, and they guard the secret of its construction from all prying eyes. As such, the statistics listed define the halfling-sized version only.

It is surprisingly flexible and allows for a higher maximum Dex bonus, but its overall bulk tends to increase the armor check penalty when compared to regular cord armor. It is generally ornately decorated with artistic woven patterns as the halfling craftsmen take great pride in their work. This armor is said to have originated with the azravan (golden halflings) who are its primary wearers. The Lopoliri amberhairs are fond of crown-shaped helmets and tend to decorate their cord armor with small pieces of hide or plate from the dinosaurs, rocs and other ancient creatures that inhabit their lands.

Lamellar: Lamellar armor consists of metal strips against a backing of leather or padded cloth. This medium armor protects well without hindering movement as much as some heavier armors. Lamellar is airy enough to be worn in hot climates longer than chainmail or other types of all-metal armor.

Lamellar is sometimes fitted with wooden strips and plates instead of metal. While this offers little better overall protection than a typical suit of hide armor, those who are limited to non-metal armor sometimes like to take advantage of the fast removal property of lamellar armor. Alternatively, some druids



Tinker's
(shown gnome-sized)

Halfling Cord

Elven Chainmail

Dark Elven Chainmail

Dwarven Plate

TABLE 7-9: ARMOR

	COST	ARMOR BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE	SPEED (30 FT.)	SPEED (20FT.)	WEIGHT
LIGHT ARMOR								
Soft leather	10 gp	+1	+9	0	5%	30 ft.	20 ft.	5 lbs.
Breastplate, wood	25 gp	+2	+2	-3	20%	30 ft.	20 ft.	20 lbs.
Cord	30 gp	+2	+5	-1	15%	30 ft.	20 ft.	15 lbs.
Tinker's	30 gp	+3	+4	-1	15%	30 ft.	20 ft.	30 lbs.
Halfling cord ¹	50 gp	+3	+6	-2	15%	-	20 ft.	10 lbs.
MEDIUM ARMOR								
Brigandine	120 gp	+4	+3	-3	20%	20 ft.	15 ft.	30 lbs.
Coat or jack	100 gp	+4	+3	-4	20%	20 ft.	15 ft.	30 lbs.
Lamellar	200 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lbs.
Lamellar, wood	250 gp	+3	+4	-4	25%	20 ft.	15 ft.	30 lbs.
Elven chainmail	300 gp	+5	+4	-4	25%	20 ft.	15 ft.	35 lbs.
Dark elven chainmail	450 gp	+6	+1	-5	30%	20 ft.	15 ft.	45 lbs.
HEAVY ARMOR								
Shrike ²	750 gp	+6	+0	-7	40%	20 ft.	15 ft.	45 lbs.
Dwarven plate	3,000 gp	+9	+0	-8	45%	20 ft.	15 ft.	55 lbs.

¹ These stats define Small halfling armor only.

² You can only move triple your speed, not quadruple, when running in shrike armor.

TABLE 7-10: DONNING ARMOR

ARMOR	DON	DON HASTILY	REMOVE
Breastplate, wood	1 min.	5 rds.	1 min. ¹
Brigandine	4 min. ¹	1 min.	1 min. ¹
Coat or jack	3 rds.	1 rd.	2 rds.
Cord	1 min.	5 rds.	1 min. ¹
Dark elven chainmail	4 min. ¹	1 min.	1 min. ¹
Dwarven plate	4 min. ²	4 min. ¹	1d4+2 min. ¹
Elven chainmail	4 min. ¹	1 min.	1 min. ¹
Halfling cord	1 min.	5 rds.	1 min. ¹
Lamellar	2 min.	5 rds.	5 rds.
Lamellar, wood	2 min.	5 rds.	5 rds.
Shrike	4 min. ¹	1 min.	1 min. ¹
Soft Leather	1 min.	5 rds.	1 min. ¹
Tinker's	1 min.	6 rds.	1 min. ¹

¹ With help from someone doing nothing else, cut the necessary time in half.

² This armor requires an assistant to don it properly; otherwise it can only be donned hastily.

wear wooden lamellar armor made from darkwood (see the *D&D Dungeon Master's Guide*) or with the *ironwood* spell cast upon the wooden strips and plates. The wooden version requires two craftsmen (an armorer and a carpenter) working together on this project – thus, the price is higher.

Shrike: This armor is a specialized suit of spiked steel armor. If the wearer uses an overrun action to knock an opponent over, she may make a free attack (1d4, crit 19-20/x2) with the armor if the opponent chooses not to avoid her. Shrike armor is a specialty of Kalamaran and Tokite knights, but imitations are becoming popular across Tellene.

Soft Leather: Uncured leather that covers nearly the entire body, the primary purpose of soft leather armor is to protect the wearer from thorny plants or angry insects rather than hostile sword-swinging enemies. In an emergency, however, peasants

don what they have. The armor covers virtually everything except for the eyes, nose and mouth. It appears in different styles in both the central and eastern Young Kingdoms and in the Reanaaria Bay region.

Wooden Breastplate: A wooden breastplate is bulky and only feebly deflects blows. Its primary use is by druids, who enchant it with the *ironwood* spell. The statistics shown here are for its unenchanted version. Once subject to *ironwood*, it functions as a normal breastplate.

Tinker's Armor: Originally developed by a gnomish inventor, tinker's armor may now be found in variety of sizes for humans and other humanoids. Tinker's armor consists of a standard suit of leather armor covered with a variety of pouches, pockets, compartments and loops for storing or hanging tools and equipment. Because of its ability to carry weight, it is made of slightly more durable leather, though its carrying capacity limits movement somewhat. The compartments of this armor can typically carry up to about 4 cubic feet of small items, with loops and clips to carry at least six hanging pouches as well.

COINAGE OF TELLENE

The coinage of Tellene varies widely, depending on where in the Sovereign Lands they were minted. For example, all Brandobian (including Pel Brolenon) and Kalamaran kingdoms, as well as each city around Reanaaria Bay, use a standard size, shape and weight of coinage minted with platinum, gold, silver and copper. In other lands and city-states, the coins may be standardized, or they may vary in size (often with the largest being worth the least) depending on region. Svimohzia's coins vary in size, but its coins are not even round – instead, they have

TABLE 7-11: COINAGE OF TELLENE

Brandobia	Copper	Silver	Gold	Platinum	Other
Cosdol	Minor	Flash	Rune	Blesen	-
Delnondrian (Islands)		uses Brandobian coinage			Kuasa
Eldor	Stone	Marine	Sovereign	Monarch	-
Mendarn	Rube	Gent	Lord	Dremmin	-
Pel Brolenon	Slave	Challenger	Fist	Dominance	-
Kalamar	Copper	Silver	Gold	Platinum	Other
Basir		uses Kalamaran coinage			
Dodera		uses Kalamaran coinage			
Kalamar	Sesater	Denarus	Arus	Solidus	Galokar (2 sp)
Karasta (Dwarven)	Rebel	Patriot	Barrowcoin	Durgrum	-
O'Par	Sage	Kuwar	Royal	Ukadoran	-
Pekal	Copper	Seefarth	Victory	Kingspiece	-
Tarisato		uses Kalamaran coinage			
Tokis		uses Kalamaran coinage			
Reanaaria Bay	Copper	Silver	Gold	Platinum	Other
Baethel	Ally	Draah	Staatuir	-	-
Dynaj	Trooper	Kojen	Gilter	-	Kycho (5 gp)
Geonavue	Small	Rosaara	Glint	-	-
Giilia	Nightpiece	Shadow	Coldcoin	-	-
Saaniema	Liiraa	Poloi	Republic	-	-
Thygasha	Jyjan	Sandpiece	Sun	Prince	-
Xaarum	Single	Baron	Duke	-	-
Zoa	Spender	Guilder	Elder	Fleetcoin	-
Svimohzia	Copper	Silver	Gold	Platinum	Other
Ahznomahn	Cheap	Hawker	Anvim	Zova	-
Bronish	Tollpiece	Bard	Dragon	Vromlond	-
Meznamish	Sealcoin	Vhohm	Miznor	Mewzhor	-
Ozhvinmish	Zarvim	Dancer	Champion	Sanovar	-
Ul-Karg (Kargi)	Bandit	Chieftain	Tuuakh	-	-
Vrandol		uses Mendarn coinage			
Zazahni	Onzar	Azhvar	Leshvim	Svohr	
Wild Lands	Copper	Silver	Gold	Platinum	Other
Daruk	Miner	Mount	Tandar	Voray	Kovnor (1.5 cp)
Draska (Dwarven)	Anvil	Heir	King	Damburd	-
Fymar	Vorayl	Alikarr	Bull	-	-
Narr-Rytarr	Ranger	Blaze	Jormin	-	-
Paru'Bor	Peasant	Knight	Noble	Ragil	-
Shyff	Arkurr	Wright	Falkorr	Gulkarr	-
Shynabyth	Sotar	Loon	Bythen	Kylshar	-
Skarrna	Yolk	Axe	Falvan	Norath	-
Slen	Painpiece	Scar	Biter	Kennwrot	-
Tharggy	Aylvar	Moon	Queen	-	-
Thybaj	Vrycoin	Giant	Dothok	Shajo	-
Young Kingdoms	Copper	Silver	Gold	Platinum	Other
Ek'Gakel	Nomad	Merchant	Chancellor	-	-
Ek'Kasel	Morita	Vanamar	Sakeran	Bolosa	-
Korak	Raider	Soldier	Crusader	Trucecoin	Caval (5 sp)
Miclenon		uses Eldoran coinage			
Norga-Krangrel (Krangi)	Eye	Glory	Throne	-	Stirrga (5 sp)
P'Bapar	Foriba	Guard	Tower	Lanam	-
Prompeldia	Mark	Sliver	Goodpiece	Score	-
Shyta-na-Doby	Cork	Tannic	Vintner	Zyeth	-

The Kuasa is a stone "coin" worth 50 gp and 10 ft. in diameter.

The Galokar is an orichalcum coin worth 2 sp.

The Kycho is a glass coin worth 5 sp.

The Kovnor is a larger copper coin worth 5 cp.

The Caval is an electrum coin worth 5 sp.

The Stirrga is a bronze coin worth 5 sp.

Coins may also be named after concrete things or abstract ideas. For example, the Kingdom of Cosdol, with its higher concentration of wizards and sorcerers, has coins named after various magical aspects.

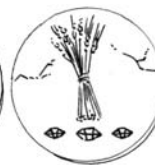
Characters may notice that while some coins have racial names appropriate to the area where the coins were minted, other coins in the same area are called by their names in Merchant's Tongue. This is due to the common use of Merchant's Tongue among, well, merchants. Some new coin names stick, and pass into common speech, while other coins retain their older names. Even more information about the coins and monetary practices of Tellene can be found in *Goods and Gear*.



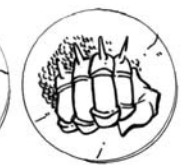
Cosdol



Eldor



Mendarn



Pel Brolenon



Kalamar



Karasta



O'Par



Pekal



Geonavue



Giilia



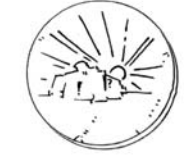
Thygasha



Baethel



Zoa



Saaniema



Xaarum



Dynaj

Sample coins from various regions

eight slightly rounded sides. Most elven cities, as well as gnomish and halfling settlements, rely primarily on barter.

Coins are typically named after a famous historical figure or leader from the area. Of course, as new rulers come to power, coins are occasionally renamed, as the new monarch attempts to build his own legacy or erase that of his predecessor.

Chapter 8 Combat

"The best answer to anger is a fist."

— Orcish saying

FIGHTING SCHOOLS

The military forces of Tellene engage in battles on multiple fronts. Nations strive to field the highest number of soldiers while struggling to provide them with the best supplies, arms, armor and training. They seek to meet the overall challenge of defending their borders by fielding mounted units and troops with ranged attacks.

Behind the scenes, another type of battle goes on: the development of skills and abilities that your soldiers use to defeat your foes. Smaller armies especially must use their troops wisely, lest the enemy overwhelm them with the sheer weight of numbers. In the area of skill development, humans and their allies often have a crushing advantage over their humanoid foes.

The civilized nations strive to develop better skills among their soldiers by teaching them secret fighting techniques and styles. Famous warriors command high salaries by training soldiers for an army. Not only fighters qualify for this prestigious position. Paladins, rangers, monks, barbarians and even clerics fill this role across the Sovereign Lands.

Within the game, these people teach basic training for troops: the ability to move in formation, the use of weapons and armor (and how to care for these necessities), combat techniques and discipline. They develop the physical skills of their soldiers through exercise. The experienced and the well-read instruct officers in the areas of tactics, strategy, leadership and logistics.

Concerning actual game mechanics, these instructors provide soldiers with the opportunity to learn weapon proficiencies, spend skill points and learn feats. (All fighting schools also teach the prerequisites for any feats listed.) Troops do not automatically learn these things, but certain backgrounds provide a reasonable basis for knowing them. You might wish to include attendance at one of these schools as part of your

character's history. Maybe you were kicked out, possibly you left to gain experience and plan to return as a teacher, or perhaps you met a rival at the school who has spurred you on ever since.

Baruta's Gladiator School

Baruta is a former four-time champion of the arena in Bet Kalamar who believes that "a little slavery never hurt anyone." He purchases slaves liberally, searching for potential champions. He sells or trades those who do not meet his exacting standards to others with less need for physical perfection.

At present, Baruta owns over 200 slaves, with 180 of those in training and the balance supporting the school as cooks, servants or guards. His compound in Bet Kalamar includes a four-story barracks, his own two-story home, a smithy and an outdoor kitchen. A tall fence keeps out unwelcome visitors, spies from other schools and prevents slaves from wandering off.

The school's reputation is outstanding. Baruta himself is widely recognized in the city; his champion slaves wear an identifying brass band around their upper arms. The band displays a pair of axes, the weapons with which Baruta defeated the majority of his opponents. Having spent time in Baruta's stable is a source of pride for many warriors throughout the vast Kalamaran Empire.

Baruta's program includes substantial martial training. Common weapons and fighting styles include Baruta's own trademark pair of hand axes, sword and dagger, longsword, rapier, dire flail and spiked gauntlets. Fighters who express an interest can learn to use any weapon, the more exotic the better.

Feats taught include Acrobatic, Armor Proficiency (light), Combat Expertise, Dodge, Exotic Weapon Proficiency, Eyes of Fury, Hammer and Anvil, Improved Disarm, Immovability, Improved Initiative, Improved Unarmed Strike, Power Attack, Push, Steadfast, Targeted Attack, Toughness, Two-Weapon Fighting, Weapon Finesse and Weapon Focus.

Koraki Coalition of Swordmasters

A dwarven fighter named Kurtha operates this school and serves as head swordmaster. While he is specialized in the axe and personally prefers it over other weapons, he endorses the sword as the soldier's main weapon. Kurtha's building appears tiny when entered. There, visitors see a small office run by a small dwarf surrounded by many scrolls, parchments and books. The clerk and one or more instructors interview prospective students before they allow entrance to the school proper through a trapdoor that leads into a cavernous underground arena.

The school does not cater to beginners. Its students consist primarily of veteran soldiers, adventurers and mercenaries. While most students come to increase their chance of survival on the battlefield, some join to learn special techniques for fighting monsters. Still others wish to compare themselves to other fighters.

Graduates of this school (also known as swordmasters) are trained in many exotic fighting styles and tactics. All weapons are taught here, and graduates are encouraged to learn as many weapons as they can. Feats taught at the school include Alertness, Armor Proficiency (heavy), Blind-fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Expert Tactician, Great Cleave, Hammer and Anvil, Improved Critical, Improved Disarm, Improved Feint, Improved Trip, Improved Two-Weapon Fighting, Knock Prone, Know Your Enemy, Mobility, Power Attack, Quick Draw, Smashing Blow, Sunder, Targeted Attack, Two-Weapon Fighting, Weapon Focus and Weapon Specialization (to fighters only).

Royal Marine Academy

While not as famous as the academy in Eldor, Mendarn's Royal Marine Academy is a growing force on Tellene's western coast. Its recent growth directly relates to the diligent care of Captain Inon Torist, a hoary old salt who twice drove off dragon attacks while at sea. Motivated by his tireless drive for excellence, he has the ability to take the initiative in any situation.

Marine training takes a minimum of 16 weeks, with some specialists spending over six months at the Academy. The barracks house hundreds of marines at a time, while other buildings serve as mess hall, armory, instructor's quarters and a visitor's building. Occupants of the visitor's building typically include special instructors, nobility or foreign dignitaries that the King might wish to house outside of the capital.

Graduates of the Academy know how to fight in a variety of situations: aboard ship, boarding, defending, under water, assaulting a beach or select land-only missions such as guarding high profile nobility in foreign lands. They train with a wide variety of weapons: short sword, shortspear, crossbow, cutlass, dagger, light pick and net. They are proficient with only light armor and few of them use shields.

Feats taught at the Academy include Alertness, Armor Proficiency (light), Athletic, Combat Reflexes, Dodge, Explorer, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Spring Attack, Weapon Finesse and Weapon Focus.

Depending on the Marine's specific job, he might also gain ranks in Balance, Climb, Heal, Hide, Move Silently, Profession (engineer), Profession (sailor), Spellcraft, Swim or Survival.

CAREER PATHS

Creating a fighter presents little difficulty. Assign your highest ability score to Strength, then go with Constitution and Dexterity, and dump the low scores in your other abilities with disregard. Buy the best armor you can afford, get a weapon, buy a ranged weapon if you can still afford one, and head out in search of the gold, killing anything that gets in the way.

Creating an interesting hero with outstanding combat skills is a bit more challenging. Working with a model, or at least an idea of the direction you want your character to follow, provides some focus. A Chors barbarian that charges headlong into the enemy ranks, promising blood and glory for the Battle Rager presents quite a different image from a serene gladiator, resting his trident shaft over his shoulder while he stoically awaits whatever danger lurks behind the arena's opposite gate.

Whether you play a paladin, a ranger or a good old-fashioned fighter, it helps to have certain goals in mind when you create the character or advance in level and want to choose feats and distribute skill points. These examples show how warriors across Tellene compare to each other in attitude, skills and their approach to combat.

Chors Light Cavalry

The Chors are the less savage remnants of a once fierce tribe of Deji warriors. Now inclined to trade with or ignore their neighbors, the Chors struck fear into the hearts of Kalamaran and Fhokki people alike until the 3rd Century IR. In 233 IR, Saint Shamur the Golden, cleric of the Shimmering One, brought his religion to the plains. While he did not convert all of the Chors, his teachings did convince them that the civilized folk produced things of value that should not be destroyed without cause. Unprovoked raids out of the Wild Lands slowed from a flood to a weak trickle.

The average Chors fighter is nonetheless a skilled and experienced foe. Their typical progression of feats goes as follows:

1st feat	Born to the Saddle
2nd feat	Mounted Combat
3rd feat	Ride-By Attack or Point Blank Shot
4th feat	Power Attack or Mounted Archery
5th feat	Improved Bull Rush or Rapid Shot

Vital skills include Balance, Handle Animal, Ride, Spot and Survival.



Eldoran Marine

Famous throughout Tellene for his ruggedness and his courage, the Eldoran marine fights on land and sea. While primarily known for fighting at sea aboard the large galleys favored by all of Brandobia, boats can deliver them to any point on the mainland as well. Their willingness to die for their king strikes fear and confusion into their enemies, while their ingenious love of exploration and discovery earns them respect.

The average Eldoran marine is independent and shows strong personal initiative. The typical order of feats is as follows:

- 1st feat Toughness
- 2nd feat Weapon Focus
- 3rd feat Combat Reflexes
- 4th feat Undying
- 5th feat Final Strike

Vital skills include Climb, Disable Device, Jump, Swim and Use Rope.

Hobgoblin Soldiers of Norga-Krangrel

Hobgoblins, in general, respect only strength. As every hobgoblin must undergo strict military training, they have a long and glorious martial tradition. While they serve under superior officers, their leaders must constantly prove themselves on the field to retain their positions. Though most prefer swift, decisive battles, they also appreciate a prolonged test of heroic proportions.

The foot soldiers of Norga-Krangrel have no time for cowardly mounted tactics or extensive use of ranged weapons, nor do they seek to subdue or capture opponents in most circumstances. They prefer to do their killing up close and personal, within range of the smell of freshly spilled blood. These hobgoblins live for toe-to-toe stands against respectable opponents.

Hobgoblin infantry fight in well-organized, established maneuvers (making frequent use of flanking maneuvers), though each individual may seem at times to be a bloodthirsty maniac. Koraki and Kasite leaders respect the military leaders in Norga-Krangrel, who are known for innovative tactics and daring attacks. Most agree (if pressed) that the average individual hobgoblin soldier outmatches the average individual human soldier.

The average hobgoblin seeks advancement through personal glory in battle. Though some sil-karg undergo standard hobgoblin military training, they do not train soldiers of other races, all of whom they consider natural enemies. The typical order of feats is as follows:

- 1st feat Iron Touch of Kruk-Ma-Kali
- 2nd feat Hammer and Anvil
- 3rd feat Power Attack
- 4th feat Cleave
- 5th feat Great Cleave

Vital skills include Climb, Intimidate and Jump. Some hobgoblin soldiers also work on improving their Balance, Listen and Spot skills.

Kalamaran Soldier

Once feared and respected by warriors across Tellene, centuries of poor training and neglect dropped the Kalamaran foot soldier from the pinnacle of military prowess to that of mere regular infantry. Unfortunately for the Empire's neighbors, as Kabori rose in power, so did the legion's foot soldier return to prominence. Relentless training, hard work and superior resources have all contributed to the rejuvenated infantryman.

As in days of yore, today the Empire's lowly foot soldier is a tough warrior. Training affords these soldiers the opportunity to recognize strength, stamina and high morale and to use them to advantage on the field of battle.

The average Kalamaran fighter is a strong and disciplined soldier. The typical order of feat progression is:

- 1st feat Power Attack
- 2nd feat Fearless
- 3rd feat Cleave
- 4th feat Knock Prone
- 5th feat Ram

Vital skills include Climb, Intimidate, Jump and Tumble.

Swordsman of the Circle

Once merely a fencing club formed by the Circle of Six (the six noble Geanavese houses of Arioohon, Celaarivan, Daraan, Malasiikaar, Muahuuro, and Velauril), the Swords of the Circle eventually evolved into a routine meeting of the elder nobles of those houses.

Due to the informal and localized nature of this society, admittance is very difficult. The candidate must be sponsored by a member, the candidate must be a member of the nobility of Geanavue, and the present members of the club must accept the candidate's membership unanimously. Past exceptions have only included accomplished duelists of noble blood that also happen to be quite wealthy and landowners in the own right.

The Swords of the Circle are most useful in a social context. Indeed, the characters would have little use of the gentlemen composing the group, if in a fight against giants. However, if the task consisted of breaking a comrade out of prison, getting in touch with Lord Haar, or making political deals within the established order, the Swords of the Circle would prove invaluable.

The average member of the Swords of the Circle is an accomplished duelist of high prowess. The typical order of feat progression is:

- 1st feat Lightning Reflexes
- 2nd feat Weapon Focus
- 3rd feat Combat Expertise
- 4th feat Improved Feint
- 5th feat Masterful Parry

Vital skills include Bluff, Diplomacy, Intimidate and Knowledge (nobility and royalty). Some members also work on improving their Balance, Listen, Sense Motive and Spot skills.

Tharggy Infantry

The women of Tharggy have come a long way in a short time. Indeed, staving off the largest and most organized military force on Tellene motivated them to learn the art of war. In defending their independence, they immediately realized that the shock troop tactics upon which their men so heavily relied would not be as successful for them as for the husbands and fathers killed in the first wars with the Empire. A Kalamaran infantryman faced his most feared moment when the men of Tharggy crashed into the legion's front ranks.

Instead, the women adapted a cooperative style that allows them to concentrate their attacks against a single foe, dispatch him quickly, then move on to the next. Against the veteran troops of the Kalamaran Empire, this strategy worked very well. It proved even more effective against the giant humanoids that perennially pillage their outlying villages.

The average Tharggy fighter is a clever woman skilled with her sword and prepared to defend her home at any time. Her typical order of feats is as follows:

- 1st feat Sisterhood of Arms
- 2nd feat Hammer and Anvil
- 3rd feat Guardian
- 4th feat Quick Draw or Combat Expertise
- 5th feat Rapid Ready or Improved Disarm

Vital skills include Bluff, Heal, and Sense Motive.

Watchman of Bet Kalamar

Like their soldiers, the watchmen of Bet Kalamar are tough, strong and disciplined. Unfortunately, so are many of the city's criminals. In fact, the city is home to several of the largest thieves' guilds, temples to the Vicelord, and hundreds of beggars that wander the streets, avoiding the watchmen and following merchants and craftsmen like shadows. Mercenary groups full of thugs and assassins often pass through Bet Kalamar in search of wealth and power. The many criminal offenders, and the harsh feudal style of the Empire, means that the Bet Kalamaran Watch has developed a cynical attitude, as well as a combat style that relies on deadly force and overwhelming numbers.

Most of these watchmen train with the local military or other experienced members of the Watch. Note that the watchman career path is a series of bonus feats given by the class, and the watchman gains these feats even if he does not have the prerequisites (see the watchman class in Chapter Two: Classes).

The typical Bet Kalamaran watchman is an aggressive and hardy combatant. The typical order of feats is as follows:

- 1st feat Shield Proficiency
- 2nd feat Improved Shield Bash
- 3rd feat Weapon Focus
- 4th feat Power Attack
- 5th feat Hammer and Anvil

Vital skills include Bluff, Gather Information, Intimidate, Knowledge (local), and Search.

Watchman of Geanavue

The members of Geanavue's Watch are well known for their moral strength, training, and courage. Most watchmen train with the local police force or military, though retired watchmen may pass on their techniques to a few worthy students. Note that the watchman career path is a series of bonus feats given by the class, and follows certain rules that other career paths do not (see the watchman class in Chapter Two: Classes). For example, the watchman gains these feats even if he does not have the prerequisites. Also, due to its emphasis on grappling and swift movement, the benefits of these feats apply only when the Geanavese watchman wears light or no armor. The watchman loses all benefits of the feat when wearing medium or heavy armor. (This may differ for the career paths of other cities at the DM's option.)

Chapter 8: Combat

The archetypal Geanavese watchman is a virtuous and intrepid fighter. The typical order of feats is as follows:

- 1st feat Improved Unarmed Strike
- 2nd feat Improved Grapple
- 3rd feat Combat Expertise
- 4th feat Quick Draw
- 5th feat Improved Disarm

Vital skills include Diplomacy, Gather Information, Knowledge (local), Search and Sense Motive.

Zazahni Mercenary Crossbowman

Zazahni's notorious mercenary crossbowmen have been the deciding factor in major battles for the last two generations. Their reputation for honoring a contract, their steadfastness in battle and their willingness to go anywhere and fight anyone made them a famous force in a short time. They always bring excellent equipment with them, including good armor, a supply of bolts and shields.

Before the veterans induct a newcomer as a full soldier, the trainee must spend time as a shield-bearer for a seasoned crossbowman. The shield bearer wears a short cape and light armor, and carries a large melee weapon (such as an axe or a greatsword) in case an enemy manages to get in close.

The average Zazahni crossbowman is well-trained, well-equipped and ably led. The typical order of feats is as follows:

- 1st feat Improved Initiative
- 2nd feat Point Blank Shot
- 3rd feat Precise Shot
- 4th feat Rapid Shot
- 5th feat Far Shot

Vital skills include Craft (bowmaking), Hide, Spot and Tumble.

ADDITIONAL COMBAT OPTIONS

KICK

A kick is an unarmed strike that you make with your foot. A Medium character's kick inflicts 1d6 points of nonlethal damage (Small characters inflict 1d4). Using a kick attack in the same round as making a normal attack incurs the same penalty as if you were using two weapons. The feats that offset some of the penalties for using two weapons do not apply to kicks. A kick attack counts as a light weapon (for purposes of two-weapon attack penalties and other conditions).

As with other unarmed attacks, you may attack with a -4 penalty to inflict normal damage instead of nonlethal damage. In addition, the awkwardness of such a kick attacks incurs a -2 circumstance penalty to attack rolls.

SHIELD DISARM

As a melee attack, you may make a shield disarm attempt. A shield disarm attempt provokes an attack of opportunity from the defender. You make an attack roll against your opponent's AC. If you succeed, you knock your opponent's shield away, removing the shield's benefit to your opponent's Armor Class until your next action. The shield disarm is very effective as part of a team effort. Often, a quick rogue with the Improved Initiative feat attacks first, knocking the shield aside. Powerful fighters and other characters with heavy weapons come in afterward and strike for large amounts of damage. The fighters often use the Power Attack feat to deliver particularly devastating blows.

THROW

As per the *D&D Player's Handbook*, once you are grappling with an opponent (regardless of who started the grapple), you can make an opposed grapple check. If you win, you can damage your opponent, start a pin, break another's pin or escape.

Throwing your opponent is another option. You may only throw an opponent of your size category or smaller. You must roll your grapple check to escape with a -4 circumstance penalty. If you succeed, you throw your opponent up to one square (five feet) per point of Strength modifier (with a minimum of one square) in any direction you choose. The opponent falls prone in that square and suffers 1d6 points of nonlethal damage. If you fail, you are still grappling.

UNBALANCE

You may attempt to knock your opponent off balance with a melee attack. As a full-attack action, you make a melee touch attack against your opponent. If you succeed, your opponent must make a Balance skill check opposed by your Strength check. If you win the opposed roll, the opponent loses her Dexterity bonus to any checks (including Armor Class, Weapon Finesse and Balance checks) until her next action.

Chapter 9

Adventuring

Creatures of dark evil roam the lands in search of prey, while others rule a terrified populace from the safety of their throne rooms. Meanwhile, elven warriors battle an expansionist kingdom to protect their forest home, dwarven rebels plot the overthrow of their human conquerors, and hobgoblin armies grow increasingly powerful day by day. Spies and spellcasters seek knowledge and power for themselves and those they serve, and strands of their web-like plots reach into cities and towns across the continent. Ruins of ancient empires lie buried beneath burning desert sands, and their stories told in smoky back rooms attract brave fools eager for excitement and quick wealth. The streets are full of fighters and rogues eager to draw steel and strike for little cause, and war between kingdoms is a constant occurrence. The courts of the nobility also hold mystery and intrigue, provided one can master social pressures greater than the threat of a giant's club or a dragon's fang. Yes, a campaign set in the lands of Tellene offers a vast wealth of possibilities for adventure.

This chapter briefly describes the six major regions of Tellene, including information on their kingdoms, organizations and special sites. For further details on the history, geography, religions, cities and peoples of Tellene, consult the *Kingdoms of Kalamar* campaign setting sourcebook. Players interested in fleshing out the history of their character and his or her family, as well as learning the beliefs common to characters of that race and region, should peruse the *Player's Primer*.

ANCIENT HISTORY

Legends say that in distant days, the dwarves, elves, gnomes and halflings inhabited the main continent of Tellene, and many of their great civilizations rose and fell over the millennia. However, most humans of that time were simple hunters and gatherers, living off the resources of the great Svimohzish Isle to the south. Then, over time, certain tribes occasionally migrated away from the Isle, crossing to the main continent by

means of a land bridge that periodically rose from the waves. For the humanoids, the arrival of these new creatures mattered little, for the bounty of Tellene was such that it could support many races, and they often helped the new humans to prosper, teaching them the arts of agriculture, magic and such. Little did they know what the future would hold, and that the humans would thrive, establishing great kingdoms throughout the unsettled lands.

BRANDOBIA

With few enemies to challenge them, save small groups of unorganized gnolls, a tribe of humans quickly settled the entire western coast of the mainland – to become known as Brandobia. Humanoids were welcomed at first, for the elves taught the Brandobians the basics of magic, seamanship, shipbuilding, and age-old fighting tactics, while halflings taught them advanced farming techniques. Yet, eventually, human arrogance took over and those with 'true' Brandobian blood began to take power.

In time, the Brandobians began to persecute their humanoid neighbors and all foreigners, even non-Brandobian humans. The elves withdrew into the Lendelwood, but the Brandobians were not content with this and soon mounted an attack, though the elves easily defeated them. Humiliated, the Brandobian king insulted the elven ruler, but the elven king merely laughed, blessing the human with fruitful loins. His queen soon gave birth to triplet boys who, as they matured, fought amongst themselves and eventually divided Brandobia into three separate kingdoms – Cosdol, Eldor and Mendarn. A fourth realm to the south, which outsiders often consider part of Brandobia, is known as Pel Brolenon.

Cosdol: When Brandobia divided, those skilled in the use of magic (mostly elves and half-elves) fled to this northern land. Today, Cosdol's population is a mostly peaceful collection of magicians and merchants, almost entirely made up of humans,

Chapter 9: Adventuring

elves and half-elves. Player characters traveling to Cosdol often seek out the powerful magic schools and guilds based in the capital city, Cosolen. The Cosolen Military Academy is also a popular destination for characters of all classes (see Chapter 8: Combat).

Eldor: Fiercely proud of its ancestry and racial heritage, Eldor is quite dangerous for foreigners. The country barely tolerates the mere presence of humanoids, and even non-Eldoran humans must register at the gate of any Eldoran city or be hunted down and expelled. The Royal Marines are the heroes of the seaside city of Dalen, and player characters may occasionally need access to their extensive maps, records and charts. Some adventurers also pass through the city of Inolen in hopes of obtaining the Duke's most recent commission or covert mission against Pel Brolenon, or to explore a series of monster-ridden caves along the Edros Bay. Meanwhile, the city of Unvolen offers adventure in the form of smuggling (or catching smugglers), battling (or helping) an elven attack, or making strides in the government.

Lathlanian, City of the Wood: This city of wood and high elves lies deep within Lendelwood, bordering the eastern edge of Eldor and a bit of Cosdol. Visitors are not usually welcome,

and unexpected intruders are often killed as they enter the forest. Elven player characters may have family or friends here, or seek to help in the war with Eldor. Druids are formidable powers here, and a character seeking a Lathlan druid leader or spiritual guide may certainly find one.

Mendarn: Though not as fanatical as Eldoran humans, in regards to racial purity, Mendarns frown upon interracial marriages and most races keep to their own kind. Large numbers of halflings farm, fish or pan for gold in the rivers, and dwarves and gnomes mine the local hills and downs, trading the precious stones for food and textiles. A few elves are also in evidence. Player characters in hopes of learning their future may seek out Desgen the Timelord, in Ospolen, or find jobs protecting merchant caravans, ferrying messages between the city and the elves, or working for the elves to protect their sanctuary.

Pel Brolenon: Pel Brolenon (also known as "the Pel") was founded by a group of humanoids and sympathetic humans who fled Brandobia in fear for their 'racially impure' lives, just before Brandobia's civil war. Then, only a decade afterwards, a scouting party unwittingly broke a magical seal and released the Overlord, an evil deity imprisoned there by other gods millennia before. The Overlord immediately made followers of the valley people, and the new Theocracy of Pel Brolenon has since become the single largest source of slaves (of every race and culture) on Tellene. Characters may join with the slavers, or fight against them alongside the Brotherhood of the Broken Chain. They might also visit Vrendolen to seek out the Golden Alliance, search for a missing person taken captive, or pursue a stolen artifact taken by Bringers of the New Order.

KALAMAR

After their journey over the land bridge to the mainland, the tribe soon to be known as the Kalamaran people settled down to become a kingdom of simple farmers and ranchers. Then, after encountering a settlement of dwarves who traded with them for the secret of bronze, everything changed. Armed with this new knowledge, they easily crushed any force that dared oppose them. After securing the jungle border to the south, the Kalamaran leaders spied on the countries to the north, but were turned back by the local barbarians, as well as by sub-zero temperatures and heavy snow. Declaring the north a worthless wasteland, the Kalamarans focused their attention on the lands of Brandobia.

After the battle, the Brandobians retained all lands west of the Legasa Mountains, but conceded P'Bapar Pass and the Legasa Peaks to



Traveling Merchants see much of Tellene

the Kalamarans. Foreseeing his inability to control such an enormous land, the Kalamaran emperor divided the land into smaller kingdoms and duchies that were to pay fealty directly to Kalamar. Two noble houses each declared their own senior member as the new Emperor, and the land was thrown into a bloody civil war.

During the next seventy years, commonly known as the Age of Great Anguish, the Empire crumbled into fragmented kingdoms ruled by lesser lords with each monarch attempting to assume the Imperial throne. However, one petty lord from the south, Prince Thedorus, had a small army of loyal troops including many dwarves from the Ka'Asa Mountains - and the secret of steel. With his troops' steel weapons and armor, King Thedorus I vanquished the remaining lords and reunited the Empire, reigning for the next fifty-seven years. Yet, little more than a week after his death, the land was thrown into another civil war.

The next several years, known as the Time of Misfortune, were marked by a return to conditions not unlike those of the Age of Great Anguish. Over the next three centuries, the once great Empire slowly deteriorated to less than half its original size. During the last 200 years, incompetent, insane or drunken emperors dominated the Bakar dynasty. These feeble rulers allowed dependent duchies to openly defy the Crown and eventually the western and northern lands began to declare independence. While some of these provinces (Basir, Doderia, O'Par, Tarisato, and Tokis) remain under the nominal control or guidance of the Kalamaran Empire, others became completely independent (see Pekal, and the Young Kingdoms, below).

Kalamar: The Kingdom of Kalamar, the largest and most populous nation on Tellene, is the central kingdom of the Vast Kalamaran Empire. Once the most powerful force for good and justice, the Vast Empire has declined to an unspeakable state of decadence. Even their former dwarven allies have been enslaved, and their great city occupied. As such, dwarves and gnomes are rarely seen very far east, because they fear being mistaken for escaped slaves. Many elves and half-elves live within Kalamar, although the elves typically stay within the confines of the forests. Halflings are quite rare. Hobgoblins and monstrous races are common as Kalamaran soldiery, though independent tribes are sometimes seen raiding the countryside.

Adventure in Kalamar comes in many forms. Plots to overthrow Emperor Kabori, brigand raids, border skirmishes and peasant uprisings are, while not necessarily routine, not uncommon. Also, creative burglars, scheming nobles, haughty ambassadors and arrogant soldiers all have plans and desires involving wealth and power, and all have someone who wishes to stop them.

Basir: This small, yet affluent land is the naval power of the Kalamaran Empire. Laws are fair and just, and racial tolerance is high here. Dwarven and gnomish miners are common, as are halfling farmers. Elves in the Edosi Forest claim allegiance to

their city of Doulathanorian, but are on mostly friendly terms with Basir.

Adventurers may enter Basir on their way to Doulathanorian, hire a ship to some foreign land, or even seek out the dark side of the capital city Bet Urala. Rough sailors cause much trouble along the slums and wharfs, while smugglers and a widespread thieves' guild do business in a bustling marketplace that rivals those of most other cities (in business, if not in size).

Doderia: The northeastern corner and smallest province of the Empire, the Duchy of Doderia serves as an Imperial staging area for launching assaults into Tharggy and Paru'Bor. Humanoids are rare, with the exception of a few halfling farmers and dwarven traitors, and all are unpopular. Wizards are rare here. Citizens have great respect for the military, but they do not trust outsiders. Dwarven retaliatory strikes do not help matters.

The capital city of Bet Doderia claims one of the oldest thieves' guilds on Tellene, as well as production of fine arms and armor, and is a frequent meeting place for spies, undercover military operatives and secret police. Some members of the military encourage Basiran dancers, bards, and other artistic characters to visit, partly for the enjoyment of the troops, and partly to balance the city's emphasis on the army.

Doulathanorian, City of Peril: This gray elf city lies deep in the Edosi Forest. The Empire periodically attempts to subdue it, but success is tenuous at best, and the woods remain a haven for those fleeing Imperial tyranny. Its citizens are belligerent to strangers, at least until convinced of their peaceful intentions, but are always quite vocal about their dislike of Basir and the Empire. For those seeking adventure, the forest also contains numerous faerie creatures, deep unexplored springs, bands of renegades and brigands, and several types of monstrous insects and vermin.

Karasta, Refuge of Exiles: After the famous Battle of Kadir Ridge, the dwarven kingdom of Karasta became a "protectorate" of the Empire, producing huge quantities of obsidian, iron, gold and diamonds, as well as other goods. Nearly 4,000 Kalamaran soldiers, officials and their families live here, along with over 21,000 mountain dwarves. So far, the human soldiers and spellcasters (along with a number of dwarven traitors) continue to rule, but a full-scale rebellion is inevitable. Many dwarves and gnomes still wage guerilla warfare upon the Empire, and a trustworthy adventurer would be strongly welcomed as an ally, while one of evil intent could wreak havoc on a dwarven uprising. In addition, an adventurer could explore for years and still not discover all the places worth noting in Karasta, from the underground lakes, rivers, waterfalls, fountains and whirlpools to the great catacombs and caverns and beyond.

O'Par: The Duchy of O'Par declared neutral status and slipped away from the Empire about 83 years ago, and continues its survival by playing a game of politics and intrigue with its warring neighbors. Most citizens are human, though humanoids (both common and monstrous) and dwarven

refugees from Doderia can also be found here. Most citizens are reluctant to talk about themselves, though they eagerly (sometimes rudely) ask questions. They are wary of visitors and even those who move into the city discover that acceptance takes years to earn. Foreign raiders and armies often pass through O'Par unhindered (rarely bothering the locals), and adventurers could easily find mercenary work with one or the other. The capital city, Bet Bireli, is an ideal place to hire spies, assassins and other unsavory specialists. It is also a perfect place to such people to hide from their enemies. It is a sure bet that a character with a dangerous enemy would do worse than to head to Bet Bireli, either to head that person off, or to take action of his own.

Pekal: Just over 100 years ago, having had enough of the oppressive Empire, the Principality of Pekal revolted. Today, they are one of the Empire's main political enemies, and have been at war with neighboring Tokis for the last decade. The last two years have seen mostly border skirmishes, but Pekal would surely have been overrun if not for the aid from Cilorealon, Paru'Bor and Tharggy, as well as the local spellcasters. Pekal has a reputation for racial tolerance and harmony, and many humanoids (mostly halflings, gnomes and elves) live here. Adventure in Pekal could come in many forms, though most player characters may visit the capital city of Bet Rogala, which boasts more wizards than anywhere else on Tellene. Its College of Magic claims two-dozen instructors and possibly fifty dedicated students at any one time, and its graduates often become leaders of the city and the nation.

Tarisato: This southernmost Imperial land consists of nine fiefs, each lord answering to the Emperor. The lords tolerate the few hobgoblins and other humanoids that live here, but the greatest threat to this land (and thrill to adventurers) is the Obakasek Jungle, with its seemingly endless numbers of blood-thirsty creatures. The few adventuring parties that returned from expeditions into the jungle claim to have seen great encampments of goblins, lizard-like creatures larger than houses, and a mysterious hooded figure, among other tales of terror.

Tokis: Although Tokis is the largest kingdom under the influence of Kalamar, it faces a starving population (due to recent locust migrations), frequent assaults by Pekalese raiders, and an ill-equipped army. People here have a desperate attitude, welcoming strangers with insincere words of welcome, but they treat them fairly. Few humanoids live here, save for halflings who make up about 15% of the capital city of Bet Seder. Adventurers can easily find work as mercenaries, pirates, privateers, thieves, smugglers and gladiators. Characters seeking fast horses often come to the city of Gaketa, as their steeds are highly prized for quickness and stamina. (See *Dangerous Denizens: the Monsters of Tellene* for more about the Gaketan breed.)

REANAARIA BAY

Many years ago, the ancestors of the modern Reanaarians were a tribe of hunters who followed the migration of wild game. Soon, groups of gnolls and ogres began to prey on, and then assault, the humans. The Reanaarians fled, eventually finding themselves stuck between the now-impassable mountains and the harsh, rocky seacoast of Reanaaria Bay. Here, they lived in relative seclusion, save for their encounters with a small tribe of gnomes from the mountains to the north, who taught them the basics of tier farming and irrigation, and a mysterious seafaring race of elves, who gave the knowledge of shipbuilding, sailing and stellar navigation, before moving on.

The Reanaarians became great sailors and eventually colonized much of the bay area. Today, the colonies are small city-states, each governed by a single ruler or king. The land holds little strategic value, and peace usually dominates the area. (The northern regions are an exception in that they have some agricultural and strategic value and thus are subject to invasion.)

Trade is king in Reanaaria Bay, and racial and religious tolerance is quite high. Gnomes and halflings are quite common here, and dwarves come down from the mountains and trade gems and metals for lumber, clothing and food. Elves and half-elves are less common, and hobgoblins rare.

Aasaer, City of Pirates: Aasaer is a pock on the face of the bay. Seedy taverns litter every corner, murder victims rot in the alleys, and prostitutes crowd the doorways. Despite its cosmetic flaws, gold flows freely in the streets, and nearly everyone can guess the value of a gem by eye. A character seeking adventure as a pirate could hardly find a better place. Whether he is shanghaied, or joins of his own free will, is a different matter.

Baethel: Half of this gnomish monarchy's population is human, with a few hundred elves, and the architecture here is uniquely designed for its citizens. Most buildings have two entrances of different sizes, and chairs to different scales and two different levels of windows. Adventurers may stop in Baethel on their way to the gnomish lands in the nearby Nanakary Forest, or to pay tribute to (or raid) the Sixteen Tombs, the spiraling underground mausoleums of the gnomish nobility.

City-State of Dynaj: This human city is one of the last standing examples of an ancient Deji Empire, predating even the migration of other humans from the Svimohezish Isle. Giant stone buildings tower above the streets, while crumbling stone walls and iron gates provide more mute examples of its unknown history. Dynaj tolerates all religions, but the most prevalent is the Congregation of the Dead, whose influence is visible in the architecture and layout of the city. Multi-story mausoleums and monuments to the dead are prevalent, and the greatest crime here is grave robbing. Adventurers often journey to Dynaj, for an abundance of undead can be found in the nearby Khydoban Desert, and many seek to slay, hire, or do business with the rumored undead kingdom in the burning sands.

City-State of Geanavue: The people are friendly and welcome strangers, although they prefer that those who wish to trade do so at Loona, the dockside town through which all of Geanavue's trade moves. By keeping most of the rougher element in Loona, Geanavue maintains the reputation of being a pacifist city, where trouble dares not come. In truth, this is hardly the case. Crime is omnipresent, but subtle. Corpses make their way into the sewers rather than the open streets, nobles and guild masters use their influence to heap fortune on their friends or bring ruin on their enemies, clerics of evil gods spread hate and rumors, and innocent citizens disappear without a trace.

Adventurers have a belligerent reputation and are widely considered "thieves just lurking for their chance," but they also the source of surprising and free-spending wealth. This makes them welcome in the inns, taverns and shops of the city. Welcome, but watched. Adventurers also end up here by following rumors of fire giants from the Sotai Gaglia Headlands and a recent rash of attendant creatures, such as hell hounds and salamanders. Local dwarves also tell stories of a hydra, or possibly a pyrohydra, that has taken up residence in one of the mountains.

Giilia, City of Bats: This small city has answered to the absolute rule of Esmaran, an elven vampire, for the last 200 years. Once a month, she makes a public ritual out of slaying a person (preferably a stranger), draining his body of blood and feeding him to her ghosts. Esmaran's sole concession to benign rule is that she allows free worship by her subjects. The few good-aligned priests minister with a mixture of hope and fear; hope for improvement and fear that if they come too close to achieving success that Esmaran will have them eaten by ghouls. Giilia's citizens are a somber and unhappy lot, with mixed feelings toward strangers. On one hand, they fear that which they do not know, while on the other, they fear that a reprieve from their situation will not come from within.

Besides the immediate need for heroes to destroy the undead villains in the city, the area is ripe for adventurers. A huge underground cavern system just over a mile west of the city has yet to be fully explored by anyone, and is rumored to contain monstrous creatures of all types. In addition, the Sotai Gaglia Headlands have a reputation for being the stomping grounds for tribes of goblins and bugbears.

Saaniema: This city is the last bastion of a brief empire, the only such militaristic expansion in recorded history on this coast of the bay. Inspired by Bezian, a local wizard who created several new spells to drive away pirates, several local towns agreed to pool their militias under his leadership. Bezian and the combined soldiers were wildly successful, but after establishing a huge fortress on the nearby Island of Ucea and dominating the towns around him by force, a storm giant squashed his army, and the empire collapsed into the fragmented villages the area always supported.

Humans make up the majority of the population, with the rest being mostly half-elves and elves. Strangers and their coins

are always welcome, although the young men test braggarts with challenges to wrestling matches, and rudeness from foreigners is not tolerated. The rocky Island of Ucea is a frequent draw for adventurers looking for a relatively "safe" challenge, for it houses such predators as giant scorpions, dire rats, otyughs, and green slimes. There are also rumors that magical items from Bezian's time may still be found amongst the ruins of his fortress – another draw for adventurers.

Thygasha, City of Hope: Like the city-state of Dynaj, Thygasha is one of the last standing examples of the ancient Deji Empire from the Khydoban Desert. Strangely, city dwellers repeatedly suffer terrifying nightmares in the middle of the night, followed by serene and pleasant dreams near dawn. As such, the city is a mecca for followers of the Church of the Silver Mist and the Temple of Sleepless Nights. These opposing factions often battle in the streets and in their own magical ways, and any adventurer might find work in the service of one of the feuding temples. Those of proper inclination might also serve as assassins or leg breakers for one of several local crime lords, or search out one of the rumored abandoned and haunted mines, farms and homesteads of the area.

Xaarum: This dirty, impoverished city is composed of humans, gnomes and halflings. Although the city claims the entire Fautee Forest and the plains for 50 miles, including the nearby twin Asiotuxoo Islands ("Butterfly Islands" in Merchant's Tongue), these lands are effectively independent, and resist Xaarum's claim of government by ignoring it. Few adventurers find strong needs to travel here, but spellsingers frequent this city for two particular reasons. The first is Voolain, a gnome whose life's work is creating and implementing a system of musical notation and of cataloging as many songs as she can find. The second is Miazaar, who appears as the nightly entertainment at the Dwarf's Load Inn. Travelers often reminisce that her voice is the thing they remember best about a visit to Xaarum. Miazaar has received invitations to sing at numerous capitals around the world, but she is content to croon to her guests in secluded Xaarum.

Zoa: Humanoids of all types are common in this large, cosmopolitan city. (Even the ruling council is composed of half-elves, an elf, a dwarf, a gnome and six Reanaarians.) Of the dozen, the elf known as Werlen holds by far the most power. He has been on the council for 200 years and has guided the city-state from a peaceful bayside village of timbers to one of the richest places on the planet. Because it produces surpluses of all of its own basic needs, Zoa imports exotic luxuries and oddities not available for hundreds of miles. The market is a festive, busy place where nearly anything can be traded (even minor magical items appear here, along with observant guards). At least two slave auctions take place each day, one in the morning, and one in the afternoon. Strangely, thieves caught in the marketplace are not often turned in to the authorities. The merchants (and eager bystanders) beat thieves bloody and laugh the incident off.

Chapter 9: Adventuring

Adventurers seeking exotic or stolen items might have luck in Zoa, where goods from around the world might have traded hands a dozen times. Because foreigners are commonplace in the city, Zoa is also an ideal place to hide from unwanted attention. Refugees from across Kalamar and Svimohzia flock to the city to hide among its ever-changing masses. Also, more than a few famous wizards have lived in Zoa, including Ziliana Abeilua, a prodigious writer whose most famous work is "Making the Perfect Man," a two-volume treatise on golems and other magical constructs.

SVIMOHZIA

The clans that remained on the Isle, rather than journeying across the now-sunken land bridge, lived predominantly in small villages, each with an elder who acted as tribal leader. Eventually, however, a village allied with dwarven warriors (and their secret of iron) rose to power and conquered much of the Isle. The first king, Miznoh I, set up his court in the land of Meznamish, claiming rulership over a Meznamishii Empire. Aside from Meznamish itself, the Empire contained three duchies (Ahznomahn, Ozhvinmish and Zazahni) owning allegiance to the King.

Then, after fifteen generations of relative peace, an army of hobgoblins swept out from the southwest, conquering all in their path. In response, then-current King Vhohmi III commanded his dwarven allies, as well as the dukes of Ozhvinmish, Zazahni and Ahznomahn to engage the hobgob-

lins. Zazahni responded quickly, as did half of the Ozhvinmishii troops (the other half became distracted by the beer and women at the undefended forts of northern Zazahni and began what they called "protective occupation"). Meanwhile, Ahznomahn responded by declaring its independence and seceding from the Kingdom. Although the hobgoblins were eventually pushed back to the southwest (where they remain today as the Kingdom of Ul-Karg), all was not at peace.

The surviving dwarves cut their mining production in half and raised their prices, and the Meznamish economy began to tumble. Distant Ahznomahn, with its new sea markets, quickly became the new economic power of the island. With Meznamish in tatters, Ozhvinmish also declared itself independent and elected its own king. Zazahni remained loyal to Meznamish for only four more years before also declaring itself independent.

Today, the kingdoms of Ahznomahn, Meznamish, Ozhvinmish and Zazahni still maintain their borders, while the dwarves keep much to themselves, deep within the mountains. However, the hobgoblin Kingdom of Ul-Karg rules much of the southwest, and two Brandobian colonies (Bronish and Vrandol) can be found on the Isle's western edge.

Ahznomahn: Well-to-do merchants, wealthy barons and rich landholders run this small confederacy, in a government based not on divine kingly providence, but on wealth. However, much of the wealth is concentrated on an offshore island and the capital city of Zha-nehmish - seemingly a huge summer playground for the wealthy people (as well as several thousand



Svimohz adventurers consult the Dragon of Bronish

transients) from across Tellene. Here too, the University of Zha gathers the greatest teachers from around the world. Meanwhile, shaman-led savages and bloodthirsty jungle trolls constantly harass the farms and homes that border the Vohven Jungle, while strange reptilian or fish-like creatures in the southern reaches of the Awhom Forest are said to practice evil rites and foul magic that threatens to harm the very land itself. Adventurers seeking knowledge, luxury, political intrigue or great danger can find all they need here in Ahznomahn.

Bronish: Refugees from Mendarn and Pel Brolenon founded this independent state about a century ago. It is a mix of Brandobians, Meznams and halflings, who simply wish to live free from the disputes and politics of the outside world. Although it is geographically isolated and has little wealth, it is protected from Pel Brolenese slavers by an alliance with a great gold dragon living in the nearby mountains. The townsfolk treat the dragon as a god and those who have had the honor of viewing the creature tell grand tales of its magnificence. Characters seeking draconic knowledge or assistance may do well to visit Bronish.

Meznamish: Although the Kingdom of Meznamish once controlled almost the entire Svimohzish Isle, their current borders are quite small. However, many humanoids live in and around Meznamish, including tens of thousands of dwarves, many gnomes and reclusive elves, as well as a few halflings. Although on good terms with Zazahni and Ozhvinmish, Meznamish still bears open hostility toward Ahznomahn, and characters looking for adventure as spies or diplomats may do well to stop here. In addition, the Meznamishii navy (and local pirates) is always seeking recruits, rogues of all sorts commit brazen crimes, and the temple of the True often conducts quests to apprehend criminals or discover stolen information and goods.

Ozhvinmish: Modern Ozhvinmish is the largest of the Svimohzish nations, so much so that it actually operates like two separate states, with the king directly ruling the western state while a steward from one of the other royal houses manages the eastern province. It also maintains the largest organized army. There are few humanoids here, and the citizens treat strangers politely but coolly. Because of the rising merchant classes in the eastern province, characters may wish to involve themselves in their protection or theft. In the western state, adventure comes in all forms, from brigands and rogues to political intrigue, to the threats coming out of the Awhom Forest. As treasure hunters and adventurers bring out ancient artifacts, the humanoids and monsters in the forest become bolder and more belligerent. While no one locally believes the goblins or ogres can claim to have created these artifacts, they do fear the humanoids are merely pawns of a greater race, one thought to be long dead. What this race might be, none can guess, for the artifacts show no images of their creators.

Ul-Karg: Since the war, the hobgoblins have founded three cities, mastered the art of sea travel, and even begun to trade with the outside world. Adventure here is considerable. Characters might rescue (or acquire) slaves, explore the ancient black building in the plague-filled city of Burzumagh, or travel into the mountains in search of a dark elf Empire. There are even rumors that the hobgoblins are preparing for an attack on Zazahni or Meznamish, and a clever adventurer might find a way to help strengthen (or weaken) their military might.

Vrandol: Pel Brolenese slavers actually founded this colony, later conquered by Mendarn. Among other activities, an adventurer might trade slaves with the hobgoblins, investigate mysterious raiding bands striking at the free villages nearby, make contacts with Brolenese spies, or study the mysteries of the old temple to the Overlord that still remains from the colony's previous owners.

Zazahni: This central nation of the Svimohzish Isle is a feudal state with the land divided into various dukedoms, and has been in the midst of a civil war for almost 70 years. Today, over two-dozen noble families still compete to place a new ruler on the throne. The lure of adventure attracts many characters to Zazahni, whether with dreams of kingship and an empire of their own, outrageous wealth earned from selling the hides and eggs of creatures in the adjacent Vohven Jungle, or merely spreading blood and destruction in the great civil war.

THE WILD LANDS

To escape the more hostile tribes of early humans, the Fhokki traveled north to the sub-arctic regions west of Lake Jorakk. Then, over the next several generations, a minor ice age changed the climate. Heavy snowfall and extremely cold temperatures became prevalent throughout the year. The leaders were split over whether to stay or retreat south; in the end, half of the Fhokki set off southward in search of a more suitable homeland.

After many trials and tribulations (including pushing many of the native Deji people out of the plains), this mass of Fhokki migrators then divided into two distinct groups. The smaller group, the Skarrns, settled Reanaaria Bay on the eastern edge of the Vrykarr Mountains, exploring west into the foothills and low peaks of the Vrykarrs. The Skarrns befriended the local dwarves and gnomes and helped push back the warring giants of the land (a conflict that continues off and on to this day). The larger group, the Drhokkers, wandered north to the southern part of the Rytarr Forest, eventually spreading east to the edge of the Narraji Forest.

The Targgas, the Fhokki who remained in the cold north, eventually left the northern plains as well, migrating east to the Jorakk Mountains and the north shore of Lake Jorakk. Thwarted by large numbers of orcs, they too split into two distinct groups. Those who turned south found themselves facing several years of war with the native Deji, until they eventually succeeding in settling the Shynako Hills and inter-

mixing with friendly local Deji tribes to become known as the Thars. Those who retreated to the north found their former home now occupied by various tribes of humanoids. This started a three-year-long war that ended with the humanoids being pushed all the way back west to the Khorren Woods and the Torakki (as these Fhokki now called themselves) controlling most of the northern plains as well as the western shores of Lake Jorakk. By this time, the ice age of the northern plains was breaking and the vast herds of game animals were returning. The Torakki scorned those Fhokki that migrated, calling them weak and faithless. While all Fhokki can trace their heritage to the same ancient tribe, there remains a definite distrust, even a dislike, between the Torakki and the other tribes.

Today, the Wild Lands contain Fhokki, Deji and mixed Fhokki-Deji nations, including the Lands of Drhokker, Shynabyth, the Lands of Skarnna, Slen, Tharggy, Thybaj and the Lands of Torakk. The nation of Paru'Bor also has a significant Kalamaran influence. The hidden city of the dwarves, Draska, is rumored to lie somewhere in the mountains of the Wild Lands.

Draska, the Hidden City: From the outside, little is evident of this dwarven monarchy of 17,000, except for an occasional stream of smoke from the forges and smelters underneath the mountains. Often as not, the smoke is miles away, diverted by a cunning system of chimneys to conceal the actual mines. The primary concern of the dwarves is the raiding Slen berserkers, who prove to be a far more dangerous threat than the orcs they displaced. Draska is tied by treaty and trade to Shynabyth, and provides it with arms, armor and infantry for battling both Slen and Paru'Bor. Elves are not welcome.

Brash adventurers seeking entrance to Draska must face powerful magicks, wards and traps. Any thieves hoping to pilfer valuable items of dwarven craftsmanship should also beware – Draska's strict law upholds the extensive use of maiming and exile as punishment for thievery.

Drhokker: A variety of races and religions make their homes in the Lands of Drhokker, which is not a nation, but a loose confederation of towns and villages sworn to a mutual protection pact. Because of an alliance with the Deji horsemen, Drhokker has the finest cavalry on Tellene (with the exception of the horse clans themselves) and remain Tellene's sole source of heavy war-horses. On rare occasions, one may encounter a dwarven caravan from Draska, but otherwise humanoids are not very prevalent.

The Drhokkeran plains are home to wild horses of all types and sizes, and a character who could catch and break one of these would be a mighty horseman indeed. The boisterous Fhokki get into frequent and bloody fights, which visitors find disconcerting but which adventurers might find highly enjoyable. Characters hoping to deal with extraplanar creatures should seek out the village of Trarr, which sages insist stands at a delicate juncture between the planes.

Paru'Bor: Life in this principality is very structured, for all Paruvian cities are divided into districts based on social status.

The Courts of Justice is the Paruvian national church, and all people are instructed in the teachings of the Truthseekers at an early age. Most of its inhabitants are human, many a hybrid of Kalamaran, Fhokki and Deji. Fewer than 5% of the population are dwarves.

Clerics hoping to convert a Paruvian to another faith, or establish a temple, may face a little (or a lot of) persecution of Paru'Bor, depending on his or her faith. Even the thieves' guild is quite modest and subdued in this rigidly religious and socially structured country. However, traders and wares from across the Sovereign Lands sell in the markets, and a clever character could find more than a few illegal items here, despite vigorous government suppression.

Shynabyth: For more than 500 years, Shynabyth has fought to retake their lost homeland from Paru'Bor. In addition, Shynabyth has also been fighting the twisted Theocracy of Slen for the last 20 years. Unfortunately, the general populace carries the cost of this war, and so life in Shynabyth is very hard. Furthermore, King Joto does not tolerate organized religion of any sort. He does not believe in divine powers, prohibiting all forms of worship (and causing many in his kingdom to think he is mad).

As such, a thriving black market exists for foreign goods, holy symbols, and religious canons – anything forbidden by King Joto. Adventurers hoping to establish a religion would face many obstacles, but also garner many secret allies. Some believe the kingdom waits only for a strong man to overthrow the monarchy (or at least the current king).

Skarnna: Eight battle lords, called Skryvalkkers, rule the land here. It is said that the lesser Skryvalkkers claim tracts of open land to the north, where the people farm the virgin soil and raise livestock, while the more powerful Skryvalkkers lord over the coastal areas where fishing and whaling are common occupations.

Many adventurers are surprised to learn that this rustic land is a hotbed of intrigue. The Sentinels of the True Way are rumored to be secretly active hereabouts, pirates use the coastal area as bases of operation and places to fence goods, and even the House of Knives and the thieves' guild are reportedly at work for the above, as well as the Skryvalkkers.

Slen: This theocracy began as a church of the Ministry of Misery, on the slopes of the Deshada Mountains. Eventually, led by the sadistic Order of Agony, the sadistic Deji tribe conquered and enslaved the surrounding Fhokki clans. This formidable army of depraved and fearless lunatics constantly battle with Shynabyth for control of the northern Gadra Uplands.

Little is known about the Theocracy, for few travelers willingly enter the frozen land - and fewer still ever leave. Disguise is perhaps the best course of action for foolhardy adventurers intent on venturing within. Wizards are required to register, clerics of other religions are sacrificed, and other strangers often only survive so long as they can stay out of sight.

Tharggy: Women hold almost all positions of power here. It has been so since the last war with Kalamar, when almost every male from the age of 12 to 55 was slain and the women forced to handle the duties of state. The queendom is on good terms with O'Par and Thybaj, but Queen Defyn still considers the country to be at war with Doderia.

Adventurers in search of political intrigue could do worse than to apply for a position in Her Majesty's spy network. Likewise, characters seeking a position in the army or with the clerics of the Old Man should rank Tharggy among their first choices.

Thybaj: A sole monarch, the Shajody (chieftain), rules this kingdom of relative peace and isolation. The Thybaj basin is an area ideal for agriculture and grazing, and is rich in mineral wealth. Dwarves, elves, gnomes and halflings are prevalent in Thybaj, as is religious diversity.

The plump sheep and cattle, unfortunately, have a tendency to attract giants and other humanoids from the mountains. In addition, adventurers can find excitement and mystery lurking in all sorts of places (such as monsters in the city's old gravel pit, and the huge weathered skeleton at the Giant's Fall Gorge).

Torakk: Torakk lacks a central government or a supreme ruler. Instead, loosely organized families (aronaks) govern themselves and operate as a distinct unit. Aronaks frequently war with each other over the perceived borders of their hunting territory.

There is no shortage of danger in the cold wasteland of Torakk. As well as the danger of being caught between two warring aronaks, the Theocracy of Slen continually raids aronaks for sacrificial victims, while the orcs and ogres of the Jorakk Mountains also assault the human inhabitants.

THE YOUNG KINGDOMS

The history of the Young Kingdoms began when, to quench his nephew Voleln's lust for power and remove him as a threat to the crown, King Andovel of Brandobia decided to grant Voleln all land east of the Legasa Peaks. The solution was perfect; the lad could rule these worthless and uncharted wastelands as his own in the name of the Brandobian Empire. Voleln's legions soon enslaved or drove out many of the peaceful Dejy tribes they encountered, and he named the land the Eastern Brandobian Empire. Yet, when the empire tried to expand further northeast, they encountered new tribes of elves and dwarves - and were soundly defeated.

While the elves and dwarves returned to their normal way of life, the empire prepared for renewed warfare against them. Suddenly, armies of hobgoblins marched forth from the Ashul Weald and goblins streamed down from the Brindonwood, sweeping through the fledgling empire and crushing all who dared stand before them.

However, the goblins did not enjoy their place in the social strata of the new hobgoblin kingdom, for they were barely



Danger abounds throughout the Young Kingdoms.

better than the human and humanoid slaves, and productivity rapidly declined. After the great hobgoblin King Kruk-Ma-Kali was assassinated, the previously united hobgoblin tribes fell into civil war, while roving bands of Deji, scattered Brandobians and groups of elves, dwarves and halflings continuously assaulted them, eventually driving the hobgoblins south to what is now Norga-Krangrel. In time, the Brandobians set up another kingdom in the central plains and rebuilt the Eastern Brandobian Empire.

Shortly thereafter, emissaries of Kalamar arrived, requesting that the Eastern Brandobian Empire submit or be destroyed. The Brandobians refused, and a mere three months later, their emperor's head decorated the western gate of P'Bapar. The lands now became the newest part of the Kalamaran Empire. A generation later, Kalamar divided the lands into separate kingdoms and duchies, each of which gained their freedom from Kalamar and today are ruled independently.

Cilorealon: The Kalalali Forest and its elven city of Cilorealon have always been ruled by elves, but were only acknowledged as such when Kalamar was defeated in its attempt to subjugate the elves during the great westward expansion. After centuries of isolation, the elves have taken a more active hand in the lands surrounding the Kalalali, aiding both Pekal and Paru'Bor in their struggles. Although the elves often entertain guests of various woodland races, they do not trade much with humans, and none live inside the city. Only a couple of hundred humans live in the elf-claimed lands outside the city. Cilorealon is a popular meeting place for druids in this part of Tellene, and all fortunate few who have been able to wander its streets remark that they have never seen such beauty.

Ek'Gakel: After several brigands disguised themselves as Deji nomads and attacked a merchant caravan, Ek'Gakel has been in complete disarray. Gakite patrols attack all Deji on sight, while roving bands of Deji braves attack each other, as well as any Gakite military units. Worse, because the military now patrol for Deji, the orc numbers in the Brindonwood are growing at an alarming rate. The lands outside the cities are not safe for travelers, and adventurers can find adventure and excitement simply by traveling, or guiding other travelers, through this dangerous land.

Ek'Kasel: This small kingdom was the last to declare its independence from Kalamar, but in reality, they never fully seceded. Kalamar secretly supplies arms and horses to help Ek'Kasel in its constant wars with Norga-Krangrel. Every male enters the military to serve a minimum of three years, and nearly all Ek'Kasel livestock and foodstuffs are tended and produced by women. If not working to produce food, women tend to be prominent healers, members of the College of Alchemy (in the capital city of Bet Kasel), merchants, or members of the local government.

Adventurers with combat skills will be welcomed in Ek'Kasel if they will contribute to the war effort in any way. Spellcasters, particularly evokers, are well regarded in Ek'Gakel, and it seems

all soldiers know the value of a fireball spell on the battlefield, even if most are unable to cast it themselves.

Korak: Korak is a militocracy in a constant state of war. Without Korak as a buffer, the Young Kingdoms would have fallen to the hobgoblins centuries ago. Every general who assumes the Koraki command swears an oath of office: "Never surrender, whatever the cost." General Garnak believes the hobgoblins are preparing for an assault of Kalamaran proportions. Adventurers can serve as soldiers, spies or nearly any other position that suits their unique talents. However, the hobgoblins are not the only threat. A combined force of lizard-folk, troglodytes, and yuan-ti lurks in the Tharakka Morass, and the city of Fopasido recently acquired widespread infamy when a mercenary band hired to investigate the disappearance of a mining colony discovered a dark elf war party being assembled underneath the Legasa Peaks.

Norga-Krangrel: While all humanoids are welcome within Norga-Krangrel, humans, elves, dwarves, gnomes and halflings are only found in isolated sections. Such visitors who attempt to travel about may find that, at the very least, prices for food and lodging are tripled, guards harass them several times per day, and hobgoblin children fling stones and sticks at them. Characters who are outlawed, hunted, or in hiding have a much harder time - and clerics of the national evil religion, the Church of Endless Night, will be sure to mention these outlaws at the next service...

P'Bapar: Humans (Kalamaran, Brandobian, and Deji) are in the majority, but plenty of dwarves, elves, gnomes and halflings live in this independent city-state. Except for a few humanoid incursions on the eastern and northern fronts and numerous bandit raids drawn like flies to the rich trade center, the largest threats come from monsters in the mountains. Traveling merchants bring plenty of their own protection, and adventurers can easily find work hiring on for a season or a journey at a time with the merchant caravans heading out of the city. Mercenary bands are also a fixture of P'Bapar. Despite the ease of finding protection for caravans, it is said that one caravan in twelve never makes it through the pass.

Shyta-na-Doby, City of Wine: Once a primitive Deji settlement, the independent "city of wine" now exports the best drinks in the known world. Yet, in this haven of the Passionate Peoplehood (clerics of the Laughter, god of passion and wine), the thieves' guild is surprisingly active and violent. It is also said that strange animal calls over the Shadesh Bay unnerve fishermen, while rumors about dark elves making forays to the surface come from the wood elves in the east, and angry Deji fleeing from the south bring words of anger and war. In addition, locals report orc war bands in greater frequency and in ever increasing numbers from the southern Brindonwood (see the Ek'Gakel entry above).

CITIES OF THE ELOS DESERT

Also included among the Young Kingdoms are the cities of the Elos Desert, bordered on the north by Norga-Krangrel, the Elos Bay to the east, the Straits of Svimohzia to the south, and the Elenon Mountains to the west. With the exception of Dijishy (which lies in the Elenons), these cities dot the coastline, connecting the great Elos Road that runs east from Alnarma to Ehzhimahn and Miclenon, then north to Shrogga-pravaaz and Prompeldia.

Alnarma: This tiny, yet cosmopolitan, port town is the first stop on the Elos Road for travelers leaving Pel Brolenon (or the last stop when leaving the Young Kingdoms). It is an important stop for Brolenese and other merchant caravans looking for slaves, gems, or other exports. An adventurer can make a decent living simply guarding merchants traveling between Alnarma and Ehzhimahn. Of course, there are dangers, such as clerics of the Overlord and Brolenese slavers, plus kobolds and wyverns from the nearby Sliv Elenon Mountains, and gnolls and thri-reen in the desert itself.

Dijishy, City of History: Resting on a rocky Elenon Mountain ridge some 70 feet above the level of the desert, this self-sufficient city-state takes its water from thin mountain streams, and most of its other goods from local shepherds and desert caravans. Bards often desire to visit this isolated city for its great sanctuary of knowledge - the oldest library on Tellene - hoping to find exciting stories about fearless heroes, angry gods, and cursed lovers. Clerics of the Eye Opener come to trade riddles with the (mostly) peaceful sphinxes of the desert. The area is also a monster hunter's paradise. Leucrotta, gnolls, and yuan-ti prowl to the south; giant eagles, bugbears, ogres, and manticores live in the Elenon mountains; and the Sliv Elenons breed kobolds, trolls, and wyverns.

Ehzhimahn, Spire City: This former Meznamishii colony boasts such a huge proliferation of glimmering spires, domes, and cones on its buildings. Its people trade with merfolk in the adjacent bay, make famous glassware, and live mostly at peace. However, pirates from the bay and monsters from the frontier do present occasional threats, as do the local thieves' guilds. Visiting spellcasters may wish to seek out (or avoid) the local spellcasters' guild, the Celestial Dawn, which openly enforces its own arcane laws throughout the city.

Miclenon: This Brandobian/Dejy colony was established after the breakup of the Brandobian Empire. Despite its political and economic loyalty to Eldor, the city fiercely maintains its own culture. The people have fireside dances nightly that harken to primeval times with the intensity of their erotic themes, while hunters make sacrifices before venturing into the broken terrain north of the city. The colony also has a small cell of rebels who wish "to free themselves of the Imperial yoke", but for the time being, Miclenon is firmly Eldoran.

Prompeldia, City of Thieves: This independent city is the first stop on the Elos Road for travelers leaving the Young Kingdoms (or the last stop for those leaving Pel Brolenon). Prompeldia

wakes slowly, but it builds to a crescendo of racket by the middle of the day as hammering smiths, bickering merchants, and blaring musicians vie for attention in the streets. The noise continues into late at night as the activity turns from bustling work to vigorous entertainment. Government-sponsored protection rackets, a huge thieves' guild with thousands of members worldwide, the largest independent slave market outside of the Pel, famous gambling houses, and a market filled with goods both mundane and exotic are but a few of the intrigues Prompeldia holds for outsiders.

Shrogga-pravaaz, City of Giants: The city is reputed to have a mixture of buildings sized for humanoids as small as kobolds and as large as ogres side by side, as well as hobgoblins, gnolls, bugbears, and ogres. The gates, however, are massive and ominously suggest that even larger creatures might reside inside... Like other cities populated mostly by evil citizens, walking into Shrogga-pravaaz does not mean instant death for adventurers. It does, however, mean that they cannot rely on authorities to protect them if they are offended or threatened, nor are they likely to be able to rely on benevolent clerics who might cast life-saving spells on them without large amounts of cash being handed over up front.

ORGANIZATIONS OF TELLENE

Several independent organizations operate amid the populace, their influence on society varying with the strength of the local government. The Dungeon Master can find more detailed information about each organization in the Kingdoms of Kalamar campaign setting sourcebook.

Blackfoot Society: This loose-knit group of anti-monarchists dispute the popularly held belief that royal families have the divine right to rule. Their goal is the overthrow of all monarchies, whether oppressive or benevolent. As can be expected, support is greatest where living and economic conditions are the worst, or where tyrannical rule oppresses the commoners. Members of the society can be identified by the black dye applied to the soles of their feet. However, they are careful to hide this mark from the eyes of their enemies.

Brotherhood of the Broken Chain: This group's only goal is to abolish slavery from the face of Tellene. Working both overtly and covertly, brothers infiltrate slave rings, ambush slave merchants, smuggle arms and instigate slave rebellions. Adventurers affiliated with the Face of the Free (the church of the Guardian) have the same goals as the members of the Brotherhood, and are more likely to join them if the occasion arises.

Disciples of Avrynnner: It is said that this secret organization was founded by the first students of Avrynnner the Mind Master, persecuted by wizards who refused to believe he could not teach this new magic to others. They study, practice and teach the use of psionics, and oppose all that are bent on the destruction and enslavement of other psionists. They reveal themselves only

to other psionics or those who have the power and do not yet know it.

Disciples of the Creator: The members of this religious group worship a deity they call the Creator, whom they say was responsible for the creation of all the other gods commonly worshipped by the peoples of Tellene. Immediately after the disappearance of the Creator, so they claim, agents of those responsible for her demise began to burn down temples, smash shrines, desecrate altars, and butcher her priests and followers as sacrifices to other gods. Supposedly, those who survived went into hiding, and today's members are mostly composed of their descendants. They believe that the Creator is not truly dead and will one day make her presence known again. In the interim, they work in secrecy to thwart the evil endeavors of those religions whose gods they believe were responsible for the disappearance of the Creator.

Guardians of the Hidden Flame: This group of Imperial dissidents is rumored to be arming and training peasants for combat, in hopes of overthrowing Emperor Kabori and his regime. Little is known about the clandestine activities of the Guardians, and adventurers seeking to battle or join them may find it difficult, if not nigh impossible, to do so. Most common folk doubt whether they actually exist at all.

Golden Alliance: The largest merchants' guild on Tellene, this organization is composed of rich and influential merchants who seek wealth and power through all forms of legal and illegal trade. The Golden Alliance is known to dominate trade in Brandobia, and on the Svimohzish Isle. The Alliance has its own fleet of merchant and slave ships, and is said to have agreements with many pirates. The Golden Alliance is also very active in politics and matters of state. Many adventurers often seek employment with the Golden Alliance, as guards for traveling merchants or their goods.

Pirates: Sea-faring vessels are an important means of trade, travel and political maneuvering, and allow many and varied cultures to share the benefits of the sea. These benefits, however, are not without price. Sudden storms and sea monsters often make the open oceans a dangerous place. But by far the most common threat comes from the cold-blooded pirates who stalk the sea. Two groups in particular are worth noting: the pirates of Reanaaria Bay (more organized and devious than pirates encountered elsewhere) and the pirates of the Straits of Svimohzia (a vicious, cold-blooded breed of scum). Characters interested in a life on the open seas may wish to see *Salt and Sea Dogs*: the Pirates of Tellene for further details.

Secret Network of the Blue Salamander: The leaders of this large secular organization are obsessed with power. They aim for world domination and will settle for nothing less. Those who stand in their way are brought to their knees or crushed. The Network employs humans, demi-humans and non-humans from all social strata, and uses any means necessary to achieve their goals. An adventurer who desires power over all else may be a perfect recruit for the Network.

Sentinels of the True Way: Claim only a desire to return the world to simpler times; this organization seeks to destroy sorcery and wizardly magic in all forms, including magical creatures, items and other accoutrements. Despite this fact, some Sentinels have been known to employ such items to defend themselves against magic, or so it is said. Besides barbarians, this group is known to have many halfling and dwarven members, and be very popular in the Wild Lands and in Ek'Gakel.

"DUNGEONS" IN TELLENE

A "dungeon" is traditionally an underground chamber in which prisoners are incarcerated, but many adventurers use the term to apply to just about anything underground, particularly if it is populated with monsters rather than prisoners. Mines, ruins, caves, passages and subterranean homes all apply. Even dark tree-covered jungles and swamps, aboveground temples and desert ruins might also apply, depending on your point of view.

By this adventurer's definition, there are dozens of dungeons across Tellene, some of which have long ago been looted, while others have lain undisturbed for centuries. Several are explored in existing Kingdoms of Kalamar products, while others are left for the DM's shaping hand. Only a few of these are listed here, for the dark wonders of Tellene are many.

Alubelok Swamp: This vast overgrown bog lying at the headwaters of the Ridara River is a predominantly evil place. Murky creeks, sheltered from the intrusion of daylight by gigantic ferns, flow aimlessly for leagues. Brigands skilled in plying small watercraft inhabit the fringes of this mire, as do several types of humanoids. The northwestern edge is fairly safe and used for rice growing, as Basiran patrols keep this area free of danger. The Ridara River is also kept safe for merchants traveling to and from the port city of Sobeteta, but the gloomy inner recesses of Alubelok are avoided even by these fearless souls, for unspeakable horrors dwell herein. See the *Secrets of the Alubelok Coast* supplement for further details.

Arboretum of Clahz: Deep in the heart of the Vohven Jungle, it is said, a druid has collected flora and fauna species unknown elsewhere in the realm. (Supposedly, the plants eat the animals!) This may be where the Vohven's intelligent vegetable creatures originated. Those interested may wish to see the *Garden of the Plantmaster* adventure module.

Bat Caves of Giilia: A cave complex just over a mile west of the city of Giilia holds one of the largest colonies of bats on Tellene. Sixteen million bats live in a huge underground cavern system that has yet to be fully explored by anyone, even the dwarves. Giilian myth says that mind flayers live in the deepest part of the complex, but the people of Giilia do not like to spread the rumor. They have enough monsters of their own without making up stories about others.

Caverns of Karasta: With its ancient tombs and dusty rune-covered doors, this dwarven city's age is much more solid and tangible than that of an elven city, with its flowers and carved wood, or a human city of thrown-together bricks and mortar. Here, tombs of kings dead for 30 generations – dwarven generations – line the walls in hidden caves, and inscriptions ancient before the first Kalamarans wandered across the land bridge still sit unread since their carving.

Kolokar's Barrier: When complete, this great stone barrier stood 20 to 30 feet high, 15 to 20 feet wide and stretched some 400 miles, protecting the northeastern Kalamaran border from a barbarian invasion. Watchtowers (or existing fortifications expanded) lay every few hundred yards to house soldiers and provisions. Each tower had a cellar and some even had a dungeon or catacombs beneath the cellar. Like the Kalamaran Empire, much of Kolokar's Barrier has fallen into a state of disrepair. Large portions have crumbled or have been knocked down. Dejy and Fhokki barbarians now control sections of the Barrier and the watch towers not controlled by Paru'Bor and O'Par. Paru'Bor controls and maintains a northern stretch of the Barrier and it has proved invaluable in defending against the frequent skirmishes with Shynabyth. Some abandoned towers are inhabited by humanoids or monsters.

Legasa Peaks: The zenith of the Elenon Mountains, these colossal peaks stretch from the P'Bapar Pass in the north to the origins of both the Lendel and Ek'Ridar rivers at their southern slopes. No pass exists through this range. The caves and valleys of the eastern slopes shelter a wide variety of terrible monsters and reputedly spectacular jewels.

Lost Tomb of Kruk-Ma-Kali: They say the treasure hoards of Kruk-Ma-Kali, the greatest king of the hobgoblins and one of history's mightiest warlords, rivaled those of the Kalamaran Empire at its height. They say his most loyal followers took the greater portion of it for his Tomb, and that it lies there still, waiting for those that can prove their worth by overcoming the many obstacles left to guard the treasure.

Serious-minded scholars now speculate that his Tomb is a myth. However, rumors never die, and the lure of the Lost Tomb continues to draw those who believe that they can overcome the deadly trials and reap the magnificent rewards. However, only the greatest of heroes can wrest the treasures of the ancient king away from his grip. Dungeon Masters should see *The Lost Tomb of Kruk-Ma-Kali* adventure module for further details.

Queen Simura's Maze: The tale of Queen Simura, ruler of Pekal, begins three hundred years ago in a time of prosperity. Unfortunately, when beloved her consort died, the distraught queen turned to the study of necromancy and the service of the Harvesters, ordering the construction of a cunning dungeon maze beneath her palace. In her insanity, she had it filled with arcane and subtle traps that she believed her beloved consort would solve upon his return from the grave.

As her studies continued, the peacefully buried began to rise from their graves and roam the land. In an orgy of slaughter that lasted four days and four nights, the dead terrorized the living. Finding themselves incapable of defeating the Queen and her Harvester allies in their own domain, the warriors of good opted to seal them into what would become their tomb. The mighty knights razed the palace and sealed the dungeons beneath with their magicks.

As time passed, the stories of Queen Simura faded from fact into legend, and rumors of the great wealth and magicks beneath the remaining ruins grew fewer. Yet, the tomb still exists, waiting for an unwary soul to break the seal. Dungeon Masters should see the *Deathright* adventure module for further details.

Sands of the Khydoban: The Khydoban Desert (also known as the Dead Lands) is a hot, sparsely inhabited, sand dune-filled expanse, where both natural and supernatural dangers combine to create the most dangerous terrain known on Tellene. Where in ancient times, birds and animals roamed over a lush and verdant paradise, strange monsters now assault the remaining desert dwellers. Worse, it is rumored that somewhere in the Dead Lands lies an entire country populated with undead and ruled by a lich lord. Although these rumors are unsubstantiated, certain merchants head east from Dynaj with full cargoes, returning with empty wagons and pockets lined with gold.

Sewers of Geanavue: Law-abiding Geanavese often trade exciting tales about the monster-haunted, outlaw-roamed sewers under the city, but very few of them have ever seen the dark, wet and noisome world that underlies their cellars. The springs beneath the city feed keep the sludge flowing, and countless sluice pipes (including some that are now disused or walled off, and are therefore 'dry') connect to the sewers.

By means of these small tunnels, the cellars and/or the privies ("jakes") of most buildings in Geanavue connect to the city sewers. These lesser connections (not shown in full on any map) provide an ever-changing labyrinth much used by thieves, murderers and smugglers as well as otherwise law-abiding guild members desiring to conduct certain unobserved activities. Such covert doings include visits to certain other persons for trysts or to conduct shady business, and exchanges of stolen or extremely valuable goods.

Many adventurers are drawn here by the many rumors of wealth and adventure to be found here, boating or climbing their way through the tunnels to reach such locations as the Bone Cellar, the Pool of Gems, the Old Cellars, the Pool of the Dead, and the Lake of Skeletons, to mention only a few. More information on the sewers of Geanavue can be found in the supplement entitled *Geanavue: the Stones of Peace*.

Towers of Bet Kalamar: The city of Bet Kalamar has hundreds of marble towers and spiraling buildings that climb higher than most fortresses. Built two centuries ago in a more decadent age, when the lords and ladies of Kalamar measured social status by

the height of their homes, the towers were the foundation of a race to the sky.

Eventually, towers fell out of popularity, and the building frenzy subsided, but many of the towers remain. However, because of their narrowness and great height, some areas of the city are extremely unstable, and certain sections are strewn with rubble from fallen structures. In these areas, ruined towers lean heavily against neighboring abandoned buildings, resembling dungeons far more than city streets. They are sometimes populated by thieves, criminals, giant rats or worse.

Tunnels of Draska: The tunnels underneath the dwarven city of Draska open up to natural caves that extend for a long trek beneath the surface. Many of these caves are still living and the passage of water through them prevents the dwarves from exploring them fully. No doubt many perils lie within the untried tunnels beneath the earth, but the Starry Vault is a sight worth the danger. The Starry Vault is a revered cave with bright crystals embedded on all sides. Draskans consider the Vault under the reflected light of a single candle to be the most beautiful sight on all of Tellene.

TRAVELING THE ROADS OF TELLENE

In the past, Kalamar, Brandobia and Meznamish each created a system of roads. These roads were instrumental to the rise of these nations to prominence and are now indispensable to the legions of merchants that travel across the Sovereign Lands. In addition, chanting pilgrims, simple farmers and hardened mercenaries use these roads to move from one city to another in streams slowed only by the most violent of storms.

Roads in Kalamar are nothing short of engineering marvels. Rulakan began construction of the roads and Kolokar continued the work, but civil engineers during the reign of Thedorus perfected and completed the task. The Kalamaran military engineers built these highways to handle heavy military traffic, constructing them of well-fitted paving stones supported by over three feet of packed stone, gravel and cement. These roads enabled the legionnaires to move their troops and equipment great distances in a fraction of the time it would have taken otherwise. The cambered and surprisingly straight roads boasted drainage ditches (on either side) to deter flooding and damage during the rainy seasons. Some thirty to forty feet wide, a complete legion, including the necessary supply trains, cavalry and siege engines, could comfortably move along its length.

During the uprisings of Kolokar's reign, whole contingents became lost or traveled miles in the wrong direction (in one instance, an entire regiment of Basiran spearmen went missing for six days). Shortly thereafter, to keep soldiers and others from becoming lost, signs were placed at each intersection to show clearly which road to take and the approximate mileage to the next destination. Furthermore, mile markers run the length

of each such road, marking not only the distance traveled, but also the mileage to and the name of the nearest town in each direction. Finally, the engineers created a second ditch as an outer safety zone limit by uprooting (and constantly clearing) any trees or bushes between the safety ditch and the road. This prevented surprise attack from the undergrowth by highway robbers on unsuspecting travelers.

In the end, well-kept main roads ran between major cities, important strategic towns and military installations. Secondary roads of approximately the same size but made of flattened earth ran between towns and larger villages. These, too, designed by the legionnaires, followed a straight course and had drainage and safety-zone ditches. Finally, the tertiary tracks connected small villages and farming communities. Consisting of little more than a wagon-wheel rut path, these meandered almost randomly.

Today, the road systems in the Kalamaran Empire, the Young Kingdoms and southwestern Wild Lands follow generally the same design. In fact, the highways all remain intact, although the ones around Daruk, southern Shynabyth and western Tharggy lie in dire need of repair; the flagstones of entire stretches of these highways have been carried off for other uses. Outside of the main highways, the road systems of the Young Kingdoms have mostly deteriorated. The secondary roads have all but washed away, leaving nothing but a pothole-ridden, uneven and overgrown mess. The tertiary roads disappear if left unused for more than two years, but inside the boundaries of the Empire, the roads remain in good repair. The Emperor draws on prison and slave labor and even inactive infantry to maintain his highways.

Unlike the Kalamaran roads, Brandobian highways had their beginnings in trade, not war. Their roads are narrow, but well maintained. In fact, many hundreds of miles of the larger highways have fences along them to keep out herd animals. The basic Brandobian highway consists of a base in solid flagstone, the most common roads having ditches beside them for drainage. Their beautiful flagstone-hexed patterns, now partially overgrown with weeds, crisscross the land west of the Legasas from Cosolen to the southern edge of Mendarn. While northern Cosdol is still largely roadless, merchants throughout Eldor, Mendarn and southern Cosdol use the well-traveled routes that facilitate trade between the cities and towns. Pel Brolenon's roads show lesser quality, as the hex stones are not closely aligned, and the earth underneath is not as smooth. However, the Brolenese deploy slaves to maintain the roads; they keep them free of weeds and replace broken hexes when necessary. Outside of the Pel, harsh weather in the form of copious precipitation takes its toll on the roads. Thus, only major highways between cities and large towns are useable for their entire length. The elements have claimed portions of secondary routes and constantly eliminate and re-direct the tertiary paths, causing many a confused traveler to become lost.

King Miznoh and his lineage created the avenues of Meznamish. Originally constructed for the purpose of moving troops, these roads range from 20 to 40 feet in width. The area to either side is typically clear for 50 feet, reducing the likelihood of ambush. During Meznamish's era of expansion, her armies expanded the system of roads until they covered the northern half of the island. Civil wars in Zazahni have largely destroyed that nation's roads, however, and the Ahznomahni roads suffer from neglect. The highways of Ozhvinmish and Meznamish still bustle with activity and move traffic quickly and relatively safely across the island.

TRAVELING THE WATERS OF TELLENE

Player characters on Tellene may own ships, provided they can afford the cost to build or purchase one – not to mention the dock fees and other tariffs. Characters may also book passage on a ship, and can travel to areas too remote or inaccessible by land. Though most ships do not specialize in transporting passengers, many have the capability to take a few along with their cargo. The permanent, low wooden towers that are found usually aft on a ship are known as 'castles.' Some ships have castles both fore and aft. They are mainly used in combat situations for



Shipboard travel is not usually comfortable.

either attack or defense. If a ship's hull is severely damaged, it must put into a dock (or beach itself, though this always causes further damage) before it can be repaired.

Dynaj is the nearest safe harbor for ships damaged in the whirlpools of the Sea of the Dead, which makes it attractive for both opportunists seeking to collect salvage rights as well as captains whose ships are in need of repair. Despite this pressing need, the city's docks are barely adequate for the job. The shipwrights are mediocre, barely able to service a large seafaring ship. Many Reanaarese captains prefer to trust to fate before letting a Dynaj shipwright even touch their ships.

Unlike Dynaj, any watercraft made in Shyff sells for up to twice the price of a similar vessel from another port. Consider these ships to be masterwork tools that give their bonus to Profession (sailor). The citizens of Shyff sell these vessels to anyone, but they force known pirates to pay extra. Shyff's reputation for outstanding shipbuilding is legendary. Ships over 100 years old bearing her trademark swan emblem still sail as far away as Dowond-Brandel.

Typically, non-humans avoid sea travel. In the case of elves, for example, their main kingdoms are landlocked, leaving them no room for naval expansion. Sailing ships of humanoid construction do exist but, aside from river-going boats, are uncommon. They are typically little more than racial variations on the ships listed below.

The DM will determine what ships are available in your campaign (typically those ships in the *D&D Dungeon Master's Guide*), though we recommend that you also reference *Salt and Sea Dogs: the Pirates of Tellene*, which contains details on ship construction, special accessories and augmentations, ship templates, ship combat and maneuverability, weather hazards, and more.

HIRED TRANSPORTATION

The commoner generally travels little, if at all, beyond his own community. Nobles and religious officials will occasionally travel to promote themselves or those they serve. Merchants and sailors travel often, but only along heavily used, carefully planned routes. Adventurers, however, are constantly on the move, and seek treasure and excitement throughout both the wild and civilized lands.

This section lists a variety of methods that people of all types need to know when traveling throughout Tellene.

Coach/Sled/Wagon Fee: The price listed is for a ride in a coach, sled or wagon that trans-

ports people and cargo between towns. For rides within a town, a single copper piece is usually enough.

Dock Fee: The dock fee is the cost a ship must pay to moor itself at a dock. This may be a set price or a variable fee. For example, the town of Dakyno, located where the Jenshyta and Jendasha rivers meet, contains the Kingdom of Thybaj's largest marketplace. Here, boats bound for Tharggy must pay a toll based upon the value of their cargo. Ship captains are frequently forced to moor their vessels for the night as they wait for a Dothoki (a government official) to assess the amount of the toll due.

In general, the characters may assume dock fees of 5 sp per ton of cargo. If the ship is not hauling cargo, use 1 sp per foot of the ship's length.

Gate Toll: In large, walled cities, a toll is sometimes charged to enter (and less often to exit). How wealthy or important a traveler seems will often determine the magnitude of the entrance fee. Of course, any extra money collected will quickly disappear into the gatekeeper's sizable purse, making this a very lucrative position to hold. The typical gate fee for the average adventurer is 1 gp for a market town, and 10 to 50 sp along less active trading routes. Commoners (or those able to hide their wealth) usually only pay one to 10 copper pieces.

Messenger Fee: This cost includes both runners and horse-riding messengers, if necessary. If a character can convince someone to carry a message to the place they were going anyway (such as a crewmember on a ship), the cost is generally halved.

Palanquin Fee: Palanquins are the most expensive type of personal transportation available within a city, and never travel outside the city unless accompanied by a significant force of armed guards. Only in the very largest cities will they be available for hire, and they are choosy about their clientele. Unless an adventurer is cleaned up and is dressed as a noble, an exorbitant extra fee may be charged or service may be refused altogether.

Many nobles have elaborate, decorated palanquins filled with silk and pillows, and permanently retain strong men to carry it. The palanquin can hold two persons, or up to 400 pounds, and is carried by four to six bearers. These two-person "cabins" are popular with Brandobian nobles, especially men of the more lecherous variety. For a chair bearer to be caught reporting on his master's activities would almost certainly mean banishment from the city, and possibly death.

Rickshaw/Sedan Chair Fee: This is still a rather expensive type of citywide transport found in the cities of northeast Svimohzia. Neither conveyance ever travels outside of a city, though they will gladly pick up anyone who can pay.

River Toll: These are less common than gate or road tolls, though they do exist. For example, the Golden Alliance generates huge amounts of income by charging merchants tolls for use of the Renador River at the city of Bet Regor. The tolls are steep and many merchants prefer overland routes that avoid the

city, only to discover strategically placed road tariffs that rival the tolls.

In Premolen, to give another example, a huge beam stands ready to swing across the northern river entrance to the city. The gate guards charge no fee to enter the city on foot, but a boat fee of 1 gp per foot of keel length applies to merchant vessels. Premolen's main income comes from taxation of this river traffic. Boats pay five times the rates that wagons pay for the same cargo. Some merchants attempt to beach their vessels just outside of town and unload most of the cargo, but those discovered face banishment from the city.

Road Toll: Road tolls are charged to use frequently traveled roads that are well kept and well guarded (typically by the king's or local lord's men). This toll helps the kingdom to pay for both the patrols and the road's upkeep.

Tariff: Tariff is a general name for any fee charged to merchants importing or exporting goods from a city or country. Two areas to be wary of are Ahznomahn and Zazahni, both in Svimohzia. Ahznomahn's main economic support comes from trade and the substantial import and export tariffs on all goods. The only thing keeping Zazahni from total economic collapse is the tariffs they collect from north-south trade.

As a general guideline, a merchant tariff is 2% of the total worth of the goods.

TABLE 9-1: HIRED TRANSPORTATION

TYPE	COST
Coach/Sled/Wagon	3 cp per mile
Dock Fee	see text
Gate Toll	see text
Messenger	2 cp per mile
Palanquin	1 sp per mile
Rickshaw	4 cp per mile
River Toll	see text
Road Toll	1 cp
Sedan Chair	4 cp per mile
Ship's Passage	1 sp per mile
Tariff	see text

LODGING

A wide variety of sleeping accommodations are available for rent in the various cities, towns, villages and rural settlements of Tellene. Prices likewise vary depending on availability and the cost of living in the local economy. Unfortunately, some unscrupulous innkeepers also vary prices depending on the apparent wealth or race of their patrons. Many of these innkeepers are not above trying to swindle an extra gold piece or two by gouging wealthy adventurers (whom they believe will probably die in their next dungeon foray anyway). However, in the absence of any other influencing factors or guidance in specific scenarios, use Table 9-2: Rented Accommodations as a pricing guideline.

In very poor areas, one might expect to pay about half the listed cost (and expect leaky roofs, rats, and serious drafts), while in wealthy areas a character might expect to pay as much as four

times the listed cost. The aptly named “common rooms” are similar to barracks, and anyone who pays their entrance fee may stay there for the night. Semi-private rooms generally have two to four beds (often in bunk style) and are rented for a flat cost, no matter how many people stay there. Semi-private rooms have locks. One private room is also rented for the flat cost, not by the number of individuals staying there. However, private rooms are generally small and only can comfortably accommodate a single person. Private rooms come with locks and a chamber pot.

In the largest cites of Imperial Kalamar, a citizen might live in an inulas, or “island”, as it is known in Merchant’s Tongue. However, this type of island is not a piece of land surrounded by water, but a four- to seven-story apartment building constructed mostly of brick or masonry. The ground floor is limited to shops or other commercial businesses, with the next one or two floors often having large, luxurious apartments. The size, quality and cost of the apartments decreases with each level, so the poorest tenants always reside on the upper floors, usually in crowded and dirty conditions. Apartment houses are more prone to destruction by collapse or fire than any other listed building.

For apartment rates, use the monthly city room rates on Table 9-2: Rented Accommodations. Treat the lower floors as opulent rooms, and the highest floors as poor rooms. Floors in-between can be treated as common rooms.

TABLE 9-2: RENTED ACCOMMODATIONS

ITEM	COST
Apartment	see text
Bath	3 cp
City rooms (per month)	
Opulent	100 gp
Common	20 gp
Poor	5 sp
Inn, stay 1 day, poor	1 sp
Inn, stay 1 day, common room	2 sp
Inn, stay 1 day, private room	2 gp
Inn, stay 1 day, semi-private room	5 sp
Inn, stay 1 week, poor	2 sp
Inn, stay 1 week, common room	13 sp
Inn, stay 1 week, private room	13 gp
Inn, stay 1 week, semi-private room	34 sp
Inn, stay 1 month, common room	5 gp
Inn, stay 1 month, private room	50 gp
Inn, stay 1 month, semi-private room	13 gp
Separate latrine for rooms, monthly	2 gp
Stabling per day (includes grain!)	5 sp

PERILS OF THE ROAD: DISEASES OF THE SOVEREIGN LANDS

“When the King of Affliction has smothered Tellene in pestilence, he will remember his flock and will grant the Pestilent Ones the power to control all who would choose to live.” – Mugluck, orc cleric of the Rotlord

Aside from encounters with monsters, hostile people or inclement weather, travel on the roads and wilderness of Tellene offers another hazard to adventurers: disease. Disease, plagues and pestilence are common in medieval realms such as the Sovereign Lands. Factors such as lack of advanced sanitation, lack of knowledge of the methods of disease transmission and simple ignorance all add up to very a deadly sum.

There are two religious groups in the Sovereign Lands that have helped curb disease, at least in cities and towns: the Builders of Law of the Founder’s Creation and the Brothers of Logic of the Fraternal Order of Aptitude. The Builders of Law have been constructing and improving sewage and sanitation systems for centuries, which contributes to the cleanliness of the cities that benefit from their works. The Brothers of Logic have studied diseases in their attempts to quantify everything in the universe; their work with herbs and natural medicines has also contributed greatly to the eradication of disease and the halting of plagues. Unfortunately, the activities of another faith of the Sovereign Lands has more than made up for the positive effects of the efforts of the two aforementioned groups: the Pestilent Ones of the Conventicle of Affliction.

The Conventicle of Affliction exists for one purpose: to spread disease and the horrors that it causes as far and wide as possible. In so doing they have created and unleashed diseases that have extirpated whole tribes and cities. The diseases they create are usually remarkably resistant to natural and magical cures, though fortunately the worst diseases tend to be rare, as they kill off the entire afflicted population and then die off when they have no where else to go. However, some of the most advanced diseases can lie dormant for decades or even centuries while waiting for a living victim, and thus disease can strike anywhere at any time in the Sovereign Lands.

Infection: Catching Diseases

Catching a disease is usually a matter of luck (or ill-luck). Few diseases are actually able to hunt for victims; they must be carried in some way, or they lie in wait in moist, hot and filthy areas. Many vermin carry diseases, though the vermin themselves are not necessarily affected. Some diseases travel through the air, while others come from eating afflicted meat, drinking contaminated water or touching afflicted people. The occurrence of disease is up to the Dungeon Master.

Curing Diseases

Various precautions against disease exist; some may be valid while others may just be old wives tales. Some diseases have natural cures, or at least remedies, while only a remove disease spell or similar ability may cure others. Some possible remedies for the diseases described in this book are also available in the Lands of Mystery adventure module.

THE BLACK PLAGUE (A.K.A. KISS OF THE ROTLORD)

The Black Plague is found throughout Tellene. It is believed to have originated during the War of the Gods thousands of years ago when it was unleashed by the Rotlord on the followers of his enemies. It is one of the most potent common diseases extant today, due to its virulence, ease of transport and difficulty of cure. It is most common in urban areas, especially large cities that lack good sanitation.

How is the Disease Contracted? Fleas that live on rats, mice and similar creatures carry the Black Plague. The fleas leap from their current carrier to humans and then the disease leaps from the fleas to the human victim. Contrary to popular belief, the disease is not carried by air or vapors, and thus rose petals and scents do not ward off the plague.

Who Carries the Disease? Elves are naturally immune to the Black Plague. Other demihumans and humans are susceptible to the plague, as well as humanoids.

Stages of the Disease

Stage One: Symptoms include fever; itching and blackened skin around lymph nodes is the disease's first sign.

Stage Two: Symptoms include tiredness, dizziness, fever and swollen lymph nodes.

Stage Three: Victim is bedridden; symptoms include continued fever and chills; severe, bloody cough; large, painful puss-filled buboes; blackened, infected lymph nodes; and swollen glands.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly.

The Black Plague: Infection Contact; DC 16; Incubation 1d6 days; Damage 1d6 Str, 1d6 Con, 1d2 Int. The victim must make three successful Fortitude saving throws in a row to recover from the Black Plague.

THE BLUE DEATH (A.K.A. KENNAD'S VENGEANCE)

This is a rare disease found in arctic and sub-arctic regions, notably in the Lands of Torakk, the Jorakk Mountains and the Dashahn Mountains, though it has been found in northern Cosdol and the northern Brindonwood as well. It is active during the short northern summers and lies dormant during the winter.

How is the Disease Contracted? The Blue Death is found in the ponds that form on the northern plains and forests during the summer months. Contact with infected water or drinking it has the same effect, as does eating the flesh of an afflicted creature; merely touching an afflicted being does not constitute exposure.

Stages of the Disease

Stage One: Begins 4d6 hours after infection. Symptoms include a chill that no fire will warm.

Stage Two: Symptoms include aching joints; the chill is now noticeable by others as the skin starts to turn bluish-white. The victim no longer sweats even under extreme physical strain.

Stage Three: Symptoms include frost forming on the victims' skin, which turns ice blue; victims' hair starts turning blue, as do the whites of his eyes and his irises.

Stage Four: Symptoms are the same as stage three, only far more painful as the victims' skin shatters cracks, rifts form at joints whenever the victim moves. When the victim's Constitution reaches zero, he freezes and turns into ice, as though dipped in liquid nitrogen.

The Blue Death: Infection Ingested; DC 18; Incubation 4d6 hours; Damage 1d4 Dex, 1d4 Con.

THE DANCING DEATH

The Dancing Death is an uncommon disease found almost exclusively in the Brandobian lands; it has been surmised that a Pestilent One in the region created the disease in Eldor and that it thus far has not spread elsewhere because of the surrounding mountain ranges and seas.

How is the Disease Contracted?

The Dancing Death can be contracted only by the touch of an afflicted being in Stage One or Stage Two. By Stages Three and Four, the disease has altered to the point where it is no longer contagious. Rumors say that if the ashes of one that has died due to the disease are put into a drink, the drinker thereof will contract the disease.

Who Carries the Disease?

This disease affects only humans, demihumans and humanoids. Animals are not affected.

Stages of the Disease

Stage One: Symptoms include random ticks and jerky reactions.

Stage Two: Symptoms include loss of appetite, queasiness of the stomach and increased ticks and involuntary movements.

Stage Three: Symptoms include frothing at the mouth, involuntary movement and speech, usually loud, nonsensical chanting and muttering.

Stage Four: Symptoms are the same as Stage Three, only magnified to the point where the herky-jerky movement of the victims makes it look as though he is "dancing." Victims stumble and shuffle about in a mad, screaming, frothing mania; victims "dance" until their Constitution reaches zero, at which point they die.

The Dancing Death: Infection Contact; DC 16; Incubation 1d6+6 hours; Damage 1d3 Dex, 1d3 Con.

GOBLIN POX (A.K.A. MAGE BANE, BABBLING SICKNESS)

Goblin Pox is found in regions with high goblin populations. It is most commonly found among forest or swamp dwelling goblins. It is rarely encountered outside of goblin communities.

How is the Disease Contracted? Goblin Pox is passed through the air, usually through coughs or through the explosive expressions of the guttural goblinoid language. It is highly contagious.

Who Carries the Disease? This disease affects humans and most humanoids, but dwarves, gnomes, halflings and hobgoblins are immune. Known carriers are usually slain on sight, though in Kalamar they are unmolested if they wear red robes and white masks, and ring bells to warn of their coming.

Stages of the Disease

Stage One: Symptoms include a slight rash and small red spots on the skin.

Stage Two: Symptoms include rashes, large red splotches on the skin, fever and dizziness.

Stage Three: Symptoms include rashes, large red splotches, babbling and muttering, and a general mental malaise.

Stage Four: At this stage, the victim's brain begins to turn to mush. Rashes cover 100% of the victim's body, most of which is also covered in horrible red splotches.

Goblin Pox: Infection Inhaled; DC 14; Incubation 1d3 days; Damage 1d4 Int. When damaged, the character must succeed another saving throw or 1 point of temporary Intelligence damage is a permanent drain instead.

ORC SHINGLES (A.K.A. SLOW ROT, SWINE RASH)

Orc Shingles is found throughout the Young Kingdoms and the Wild Lands. It is an old and common disease, found among the lower classes, mostly beggars. It may also be found near large orc populations worldwide.

How is the Disease Contracted? Orc Shingles is contracted by touch; specifically, touching an afflicted being on an afflicted spot of skin.

Who Carries the Disease? This disease can only affect humans, demihumans and humanoids.

Stages of the Disease

Stage One: Symptoms include itchy skin and a slight rash.

Stage Two: Symptoms include rashes on 50% of the body, large boils, and open, oozing sores.

Stage Three: Symptoms include rashes on 75% of the body, very large bleeding boils, open, infected oozing sores, and a general physical weakness.

Stage Four: At this stage, the victim's skin begins to liquefy. Rashes cover 100% of the victim's body, most of which is covered in sores and boils.

Orc Shingles: Infection Contact; DC 14; Incubation 1d6 days; Damage 1d6 Con, 1d2 Cha. When damaged, the character must succeed another saving throw or 1 point of temporary Charisma damage is a permanent drain instead.

THE ROTTING DEATH (A.K.A. GREEN ROT)

The Rotting Death is an uncommon tropical or sub-tropical disease that can flare up in temperate regions during hot and humid summers. It is found among jungle or swamp dwelling populations.

How is the Disease Contracted? The Rotting Death travels by contact with an infected being or through contact with items that were held (or worn) by infected beings within the last 24 hours. The Rotting Death also lies in wait in still pools of water. Touching or drinking such water can contract it.

Who Carries the Disease? Any race can carry the disease. Known carriers in Svimeohzia are required to wear green robes, continually sound gongs, and avoid entering cities and towns, but are usually unmolested otherwise. Carriers in Kalamar and Reanaaria are usually slain when discovered, normally with flaming arrows, as fire supposedly slays the disease.

Stages of the Disease

Stage One: Symptoms include itching and runny nose, slight fever.

Stage Two: Symptoms include extreme itching, a greenish rash with boils, and weakness.

Stage Three: Symptoms include rotting flesh, and muscle and a horrible stench.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly.

The Rotting Death: Infection Contact; DC 14; Incubation 1d3 days; Damage 1d4-1 Str, 1d4-1 Con, 1d4-1 Cha. When damaged, the character must succeed another saving throw or 1 point of temporary Strength and Charisma damage is permanently drained instead.

THE ROTTING FLESH DISEASE OF GHARR

The Rotting Flesh disease is (currently) only found in the village of Bhorr's Bend in the Narraja Forest. A Pestilent One named Gharr developed it in order to wreak revenge upon the people of Bhorr's Bend. It is an extremely potent and vile disease. Should the disease come to the attention of other Pestilent Ones, or become introduced into the water sources of large towns and cities, it could cause the deaths of thousands.

How is the Disease Contracted? The disease is transmitted through fouled waters; other methods may be possible.

Who Carries the Disease? Any human, humanoid or animal can contract this disease.

Stages of the Disease

Stage One: Symptoms include mild cramping and heartburn.

Stage Two: Symptoms include major cramping, heartburn and horrid breath.

Stage Three: Symptoms include crippling abdominal pain and horrendous gas, breath smells like rotting meat, difficult to eat or drink, or concentrate on doing anything.

Rotting Flesh Disease: Infection Ingested; DC 16; Incubation 1 day; Damage 1d6 Con, 1d3 Str.

PLAYER CHARACTER NOBILITY

"A noble is an amazing creature. He works harder at idleness than most men work to live." – *Anonymous peasant*

In your campaign, it might happen that your character gains enough prestige, power and influence to be granted land and a noble title (or even earn a crown) on her own merit. A charismatic leader could reunite the fractured dukes of Zazahni, a Malavlan hereditary chieftain could rebel against Eldor, declaring her people independent, or a sil-karg warlord could carve a new kingdom out of Norga-Krangrel and the Elos Desert.

However, before a character is knighted (or granted even higher status) by a noble, that noble must consider several things. Of highest priority is the would-be noble's loyalty. The noble must reflect upon the character's religion, personal goals, past history and associates (including other PCs). Nobles do not grant title to those who would earn them new enemies or call into question their own loyalty to their superiors.

Knights (sometimes called Baronets) are not hereditary nobles. The children of a knight (or a knight and a dame) are freemen, but not nobility. Knights can be either landed (owning land) or unlanded. If a knight is landed, he is responsible for turning over a portion of his land's resources in taxes (usually only a few small farms). In either case, a knight's primary duty is military service. However, it is possible to avoid even that; often, the knight can escape military service by paying a scutage, or tax, to his liege. Theoretically, the summoning noble can use the scutage to hire mercenaries or better equip other troops. In times of emergency, nobles do not allow scutage; only a personal appearance suffices. A knight's failure to appear when summoned marks him as a traitor and earns him an execution (when caught). Desperate lords might order a call to arms for the sole purpose of collecting scutages. Such an act might be compared to extortion, but in reality, it is merely another tool of statecraft.

Barons are the lowest rank of noble whose children automatically inherit noble status. They typically rule a fief the size of a village or several small farms. Generally poor relative to the rest of the aristocracy, barons earn barely more than a successful craftsman or artisan. However, they have far greater legal rights and options than such workers.

Counts rule small cities, large towns or several small towns. Counts are wealthy and more powerful than barons. They hold the loyalty of anywhere from three or four barons to a dozen in certain regions. A count's land is known as a county.

Dukes rule cities, many towns or a large region of the nation. Dukes are often related to the sovereign, if distantly, and command great power. An archduke is simply a duke who rules an especially large duchy. Archduke E'Dos Kalanasi II rules P'Bapar, for example, an independent city with a large region under its direct influence.

Princes might be either hereditary independent nobles or royal family members. Like the previous titles, the title of prince connotes subservience to a higher authority. If there is a prince, people know that he answers to a king.

The king is the ruling sovereign of a region. In lawless Zazahni, also known as the "land of a thousand kings," the kings are actually dukes who fight over which one of them will eventually become a real king.

NOBILITY IN BRANDOBIA

The ruling monarchs of former Brandobia are accustomed to a strong central government, with power residing not in archdukes and princes, but in Ministers appointed by the king based on proven ability. Background and family do come into play, but not as much as in other nations. Player characters can gain great political and social power without the necessity of a grant of land and oath of personal loyalty that accompanies accepting a noble title. On the other hand, poor execution of a position might result in severe or even lethal punishment.

The kings of Eldor, Mendarn and Cosdol demand that all princes, dukes and most counts renew their oath of fealty at a special holiday in the early spring. The date of the holiday changes, but typically falls around the 15th of Renewal in Eldor and two weeks later, near the beginning of Sowing, in Cosdol and Mendarn. Besides the principal purpose of reminding the nobility where their loyalties lie, this gathering gives the monarchs the opportunity to drag the nobles out of their castles for a few weeks. This conveniently keeps them away from their own power bases and forces them to travel across the kingdom at their own expense.

NOBILITY IN THE KALAMARAN EMPIRE

Emperor Kabori has made two things quite clear: he expects competence, and he has no loyalty to any family - including his own. While the traditional familial powers find this lack of adherence to custom a serious affront, few dare argue the point in public. On the other hand, the attitude has created an entire new layer of nobility that is young, motivated and full of fresh ideas. The invigoration of the staid nobility has certainly had a positive impact on the Empire, and it has reversed the degeneration that has gone on since the departure of so many kingdoms.

While this new nobility is mostly comprised of soldiers who have proven themselves in battle, enough of these new nobles rose from the ranks of adventurers that a wide variety of folk have moved into the Kalamaran kingdoms, hoping to earn themselves a title. If opportunities do not fall in the laps of these would-be gentry, the less patient instigate trouble, hoping to be noticed by the right lord.

NOBILITY IN REANAARIA BAY

Reanaaria Bay differs from most of Tellene in that the oldest continuous monarchies rule smaller, nonhuman "nations." Halfling and gnome settlements report to a "king" who rules a

clan of only a few hundred. The human and mixed settlements are usually independent cities ruled by an elected mayor and appointed aides. Successful adventurers with excellent diplomatic skills could rise to power here.

Another type of nobility can be found in Skarrna, which is culturally Fhokki. Skarrna follows the Fhokki traditions of powerful rulers with close personal contact with their vassals, and loyalty reinforced by frequent cultural and social activities. The eight Skarrnid leaders, called 'Skryvalkkers' or 'battle lords', have formed a bond of mutual protection (both military and economic). Each Skryvalkker has a council seat (one of eight total) to which he traditionally sends a representative (though he attends important meetings himself). Aside from the battle lords, there is no nobility in Skarrna. The best a player character could hope for in Skarrna would be a position as aide to a Skryvalkker, although in times of upheaval anything could be possible for a mighty warlord in the right place at the right time.

NOBILITY IN SVMIOHZIA

The same closely related families that have ruled since Meznamish's brief empire comprise the current nobility of Svimohzia, and gaining access to this tight fraternity is extremely difficult. The situation is somewhat more lax in Zazahni, whose royal family was eradicated some time ago. The nobles marry solely for political reasons, changing their alliances as often as they change their wives. Since nearly all nobles in Zazahni keep concubines or mistresses, nominal heirs are actually born of commoners more often than not. Outsiders who prove their loyalty to extremely suspicious lords might be able to gain a small amount of trust in Zazahni.

Ul-Karg is the exception. Hobgoblin lords keep their position only as long as they maintain it. The king does not care who pays the taxes, as long as they are paid. Additional taxes (that is, bribes) are encouraged, if not actively solicited.

NOBILITY IN THE WILD LANDS

With the exception of Tharggy, Thybaj and Shynabyth, kingship in the Wild Lands lasts for as long as you have the army to maintain it. Few civilized lands have endured more than a generation or two. Titles and lands are commonly given out, sometimes even to people of questionable administrative ability, with a caveat: you may be the lord there if you seize the land from the king's enemy.

The enemy might be a rival monarch, a rebellious vassal or an upstart warlord.

To complicate matters, estates are typically divided among all the children upon the passing of the parents. Unclear borders, the lack of a written will, or outright greed cause conflict in these divisions, resulting in greater chaos within the state. Periodically, a strong leader conquers the lands of his weaker neighbors, collecting these estates into areas similar to what they were a few generations before. Thybaj neatly manages to avoid this problem, for the position of Shajody (chieftain) is not a hereditary seat. The former Shajody chooses a trusted friend as his replacement, hopefully before his retirement or death.

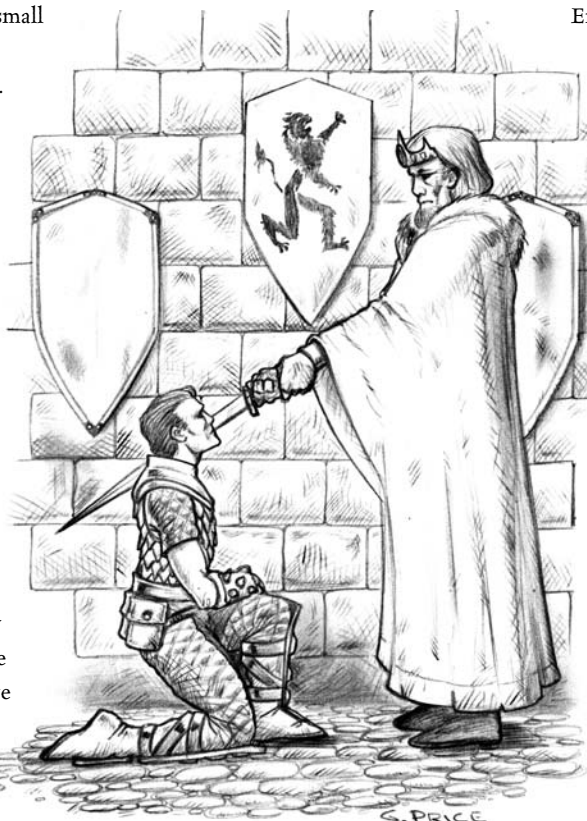
Taxes in the Wild Lands are commonly given in units of trade: 3,000 head of cattle, 20 bushels of wheat or a wagonload of pig iron. Lords from the "civilized" lands might thus call a particular noble the "king of pigs" or other derisive titles. Despite their scorn, the Wild Lands are rich in mineral and animal wealth, and the strong monarch can draw a fortune from the ground. That is, of course, if he can protect the folk who do the work and maintain enough order to facilitate the trade necessary to turn lumber into gold.

NOBILITY IN THE YOUNG KINGDOMS

The initial rulers of the modern Young Kingdoms were mostly provincial governors under the Kalamaran Empire. As communication from the shrinking Empire (and enforcement in the form of Imperial Soldiery) became more infrequent, these governors gained power and eventually autonomy. With governments modeled after the Kalamaran

Empire's, the Young Kingdoms have some of the most stable and yet flexible on Tellene.

P'Bapar, Ek'Kasel, Pekar and Paru'Bor are governed by monarchs, while Korak is a militocracy and Ek'Gakel is ruled by a chancellor elected to a lifelong office. Neither of the latter two countries has a noble class, though for all intents and purposes, Ek'Gakel's merchant class functions as one, as does Korak's officer class. Player characters will find it easiest to climb the ranks in these latter two countries as wealth and military skills can earn rank without the hitch of approval by a perhaps disinterested or demanding noble.



An adventurer receives knighthood.

DM'S NOTE: ADVENTURING NOBLES

It is hard to imagine a ruling noble rising from her throne in order to enter a filthy dungeon. Even so, it is not entirely uncommon for a noble's heirs or relatives to move among the people in order to handle various affairs personally. A player character might be the younger brother or youngest daughter of a ruling noble, someone who has a definite and sincere interest in making sure the throne is secure and the noble's goals are pursued. In fact, the adventurer's relative on the throne might harbor a secret envy for his cousin, free to come and go as he pleases, and able to handle things directly instead of having to rely on others.

A noble's adventures might revolve around ensuring that the tax (several wagons of wheat, rye, barley or cloth) arrives where it belongs on time, collecting the same taxes from vassals, rounding up unlanded knights for military service, responding to pleas for help from commoners, correcting the behavior of vassals who do not portray their liege in a positive way (such as the greedy baron who sets up illegal tolls or allows smugglers through his lands) or slaying monsters that eat peasants and livestock indiscriminately.

Other adventures might involve less combat and more role-playing, emphasizing the area's culture. A character might have to take a gift to a liege, appeal to a temple for aid, remind the local merchant guild that wealth does not equate to rights by ordering it out of a city, oversee the construction of a fortress or tower (at the character's expense, of course) or arrange a wedding.

Noble player characters do present several problems, including the noble character ordering the other PCs around, drawing on extreme financial or other resources, or always being able to call in a favor in order to save the party. Letting the player know that other players do not appreciate uncooperative behavior usually settles the first problem. The problems of excessive monetary and other resources can be a bit trickier. Until the party attains a level wealth at which they need not rely on NPCs for their *remove curse* and *greater restoration* spells, these NPCs are vital. Instead, use this "favor" as a springboard for an adventure. For example:

DM: "Okay, your cousin the abbot says he can use his divine magic to restore your Strength. Instead of casting a spell, though, he shifts his weight from foot to foot and reminds you about how much face he - and the rest of the family, ahem - lost when that holy relic was stolen from the temple last month. It wouldn't really be wise for him, he explains, to do favors for any family members unless the Censor and Twelve Candles of Palabras were returned by the festival of Summer's End. That's in nine days, you know..."



A noble orders his troops into battle.

Chapter 10

Spells

"A spell already cast is a battle already won."

– *Koval the Magnificent*

Recently, scholars of Tellene's magic have noticed certain patterns that help determine where a spell originated. Animal descriptives usually indicate origin on the island of Svimohzia, while naval terms and names come from Pekal and the College of Magic in Bet Rogala. Artistic spell names likely originate from Reanaaria Bay (although musical spell names are probably created by elves). It is common for a spell to be known by different names in different areas.

Note that certain spells from the *D&D Player's Handbook* are named after characters from the Greyhawk world of Oerth. Obviously, those characters never existed on Tellene, but their spells do. The explanation for this is that wizards with similar talents and specialties invented similar or identical spells. When these spell names are used, replace the Greyhawk name with their counterpart on Tellene. For example, *Bigby's clenched fist* is known on Tellene as *Koval's clenched fist*. Other new spellcasters, such as Cluo and Taatiir, are specific to the Kingdoms of

Kalamar campaign setting. Only spellcasters who have famous spells named after them are listed here; many other spellcasters can be found in the pages of the *Kingdoms of Kalamar campaign setting sourcebook* and other guidebooks to Tellene.

SCALABLE SPELLS

In the listing of new spells below, you may notice that some spells (such as *end*) include an extra note that this particular spell is scalable. These scalable spells allow the caster to increase the relative power level of either that particular spell or another (see each scalable spell's text for details), making them much more effective. Once a spellcaster knows the spell, she may use any spell slot available to her to cast it. Scalable spells must be prepared at the desired level the spell will be cast from.

For example, let's look at the scalable 1st-level spell *graced by saints*, which restores a number of hit points per spell level, for a number of rounds equal to the cleric's caster level. Mark's half-hobgoblin fighter plans to enter a challenging fight the next day, and will probably be taking damage frequently. Hoping to reinforce him, Samantha's 7th-level cleric decides to prepare *graced by saints*. If she prepares it as a standard 1st-level spell, it will restore 1 hit point per round for 7 rounds – probably not enough. Samantha could instead prepare it as a 2nd-level spell (2 hit points per round for 7 rounds), or a 3rd-level spell (3 hit points per round for 7 rounds), but decides to prepare it at her current maximum spell level (4th). When she casts it, it will restore Mark's fighter with 4 hit points per round for 7 rounds.

Another example is the scalable spell *spellscatter*. Bret, who is playing a 12th-level elven sorcerer, will be entering into an arcane duel with a wizard. He thinks about preparing *spellscatter* at 6th level, causing his opponent to lose 1d3 prepared spells of 3rd level (half the spell level of *spellscatter*) when

TABLE 10-1: FAMOUS SPELLCASTERS

GREYHAWK	KINGDOMS OF KALAMAR
Bigby	Koval, a belligerent Fhokki chieftain who liked his spells big and powerful.
Drawmij	Hurra, a Slennish native that predated that nation's founding.
Evard	Alaki, a Reanaarian wizard who briefly seized control of Geanavue.
Leomund	Faotissun, a famed half-elven wizard adventurer.
Melf	Folnester, a cruel Brandobian invoker.
Mordenkainen	Dorama, a Kalamaran duchess from the Time of Misfortune.
Nystul	Miaza, an illusionist from Dynaj known for her subtle touch.
Otiluke	Emmuk, a Slennish outcast and famed alchemist.
Otto	Azsol, a dwarven sage from the earliest meeting of men and dwarves.
Rary	Shasseril, an elven enchantress.
Tasha	Jandy, a gnomish wizard known for her colorful spells.
Tenser	Lerasonul, the most famous graduate of the College of Magic in Bet Rogala.
(none)	Cluo, a Svimohz wizard who imprisoned a powerful vampire lord.
(none)	Sarmar, a greedy Brolenese slaver and sorcerer.
(none)	Skay, a Tharggy spellsinger who liked to attack her enemies from a distance.
(none)	Taatiir, the sadistic Reanaarian evoker who tutored the infamous Alaki.

Chapter 10: Spells

he casts it. Instead, he decides to save his 6th-level slot for something else, and prepares *spellscatter* at 5th-level, which will cause his opponent to lose 1d3 spells of 2nd-level (half the spell level of *spellscatter*, rounded down). He casts it on his opponent but, unfortunately for Bret, the wizard decides to return the attack and devastates him with a *fireball* spell (a 3rd-level spell). If only he had gone with his first instincts...

NEW SPELLS

BARD SPELLS

3RD-LEVEL BARD SPELLS

Song of Sickness: Creatures become nauseated for 4+1d4 rounds.

4TH-LEVEL BARD SPELLS

Sarmar's Coin Beacon: Allows the caster to trace a metal object on the same plane.

5TH-LEVEL BARD SPELLS

Curse Contagion: Curses a target with bad luck for 1 round, then moves to a new target.

BASIRAN DANCER SPELLS

Basiran dancers may cast any spell from the list below, as well as any of the following spells from the *D&D Player's Handbook*: *animal trance*, *blinding beauty*, *blink*, *blur*, *break enchantment*, *bull's strength*, *cat's grace*, *charm monster*, *charm person*, *dancing lights*, *daylight*, *daze*, *detect thoughts*, *dimension door*, *dispel magic*, *displacement*, *dominate person*, *dream*, *eagle's splendor*, *enthrall*, *expeditious retreat*, *eyebite*, *false vision*, *feather fall*, *fear*, *flare*, *ghost sound*, *hypnotism*, *hypnotic pattern*, *legend lore*, *light*, *mage armor*, *major image*, *mass suggestion*, *message*, *mind fog*, *minor image*, *mislead*, *modify memory*, *moon blade*, *persistent image*, *prestidigitation*, *project image*, *rainbow pattern*, *remove curse*, *resistance*, *sculpt sound*, *silent image*, *suggestion*, *veil*, or *ventriloquism*. These spells are summarized by level, along with the full description of the Basiran dancer class, in Chapter Two: Classes. Additional spells can be found in *Stealth and Style: A Variant Class Guidebook to the Infiltrator and Basiran Dancer*.

A Dungeon Master may allow Basiran dancers to use certain spells from other supplements, such as the *D&D Spell Compendium*, as he or she sees fit. New spells should come primarily from the enchantment (charm) and illusion schools.

1ST-LEVEL BASIRAN DANCER SPELLS

Daydream: Distracts a creature.

2ND-LEVEL BASIRAN DANCER SPELLS

End [scalable]: Dispel a spell that you cast.

3RD-LEVEL BASIRAN DANCER SPELLS

Blazing Star: Creates a blinding flash of light.

Chromatic Crown: Gives the caster Spell Resistance equal to 10+ caster level.

4TH-LEVEL BASIRAN DANCER SPELLS

Blinding Beauty: Gives a creature +6 enhancement bonus to Charisma.

5TH-LEVEL BASIRAN DANCER SPELLS

Wave in Motion: Gives the caster transportation over water.

6TH-LEVEL BASIRAN DANCER SPELLS

Wave of Destruction: Items within the area of effect crack and break.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Spot Invisible: The caster can glimpse an invisible creature.

1ST-LEVEL CLERIC SPELLS

Deterrence: Protects an object from attack.

Disinter: Brings to the surface any item buried by the caster.

End [scalable]: Dispel a spell that you cast.

Faith Shield: Gives a bonus to Armor Class.

Flash of Lightning: Blinds creatures for 1 round/level.

Forbid: Prohibits a creature from taking a specific action.

Graced by Saints [scalable]: A creature heals at an accelerated rate.

Silken Grasp: The caster becomes more adept at grabbing opponents.

2ND-LEVEL CLERIC SPELLS

Exile: Causes a creature to leave your area.

Hammerfist: Transforms the caster's fists into warhammers.

Icy Hands: Sends a blast of cold from the caster's hands.

Thunderclap: Deals 1d4 points of damage per level of the caster (5d4 max).

Wall of Thought: Creates an invisible wall.

3RD-LEVEL CLERIC SPELLS

Detect Lycanthrope: Allows the caster to detect the number, direction and type of lycanthrope in the area.

One Heart: Gives two or more characters the highest base saves of the group.

Piercing the Veil: Identifies a celestial or fiend no matter what shape it takes.

4TH-LEVEL CLERIC SPELLS

Curse Contagion: Curses a target with bad luck for 1 round, then moves to a new target.

Sarmar's Coin Beacon: Allows the caster to trace a metal object on the same plane.

Veshemo Wanes: Causes all lycanthropes to transform.

Wave in Motion: Gives the caster transportation over water.

Wisdom of the Ancients: Gives the caster bonuses to Intelligence, Wisdom and Charisma.

5TH-LEVEL CLERIC SPELLS

Banish Undeath: Remove the undead trait from a creature.

Glimpse of the Future: The caster gains a brief vision of a future event.

Shadowskin: Target's skin becomes black, giving a bonus to hide in shadows.

6TH-LEVEL CLERIC SPELL

Area of Night: Creates an area of seemingly natural darkness.

Circle of Dread: Creatures get -6 to skill checks and -2 to all saving throws.

7TH-LEVEL CLERIC SPELLS

Protected Portal: Protects a portal from wrongful entry.

8TH-LEVEL CLERIC SPELLS

Freeze: Freezes a creature or object.

Know True Name: Reveals the true name of a fiend to the caster.

Moonthrust: A ray destroys an undead creature.

Numbing Cloud: A cloud that saps heat from creatures and objects.

Obscurity: Makes the target unnoticeable.

9TH-LEVEL CLERIC SPELLS

Amnesia: A creature loses all memories, i.e. skills, feats, spells.

Divine Stasis: Places an object or creature in suspended animation.

Dusk: Creates night in a 100 feet radius of the caster.

Echo of the Whirlwind: The caster attacks and defends at greater speeds.

Infernal Wind: Deals 20d6 points of cold damage.

Natural Death: One creature ages rapidly and dies.

Unforgettable Terror: Cause a creature to panic for 1d6 minutes.

Wrath of the Heavens: Creates hurricane-like effects.

NEW DOMAINS

Being many, the gods of Tellene have a variety of interests and spheres of influence. The domains listed in the D&D Player's Handbook do not cover all these areas, so additional, unique domains were added to represent the spheres they influence. These new domains follow all the rules presented for domains in the description of the cleric class in the D&D Player's Handbook. A cleric chooses any two of the available domains listed for his deity, and should choose his or her weapon according to the "Weapon" column of Table 6-2: Deities of Tellene.

Naturally, the clerics of Tellene have access to certain unique domains, as well as many of the domains listed in the D&D Player's Handbook and the *Spell Compendium*. The names of potential domains and where they can be found are listed below in Table 10-2: Deity Domains.

ASSASSINATION DOMAIN

Deity: The Seller of Souls

Granted Power: You gain Point Blank Shot or Weapon Focus as a bonus feat.

ASSASSINATION DOMAIN SPELLS

1 **Undetectable Alignment.** Hides alignment for 24 hours.

2 **Detect Thoughts.** You can listen to "exterior" thoughts.

3 **Dispel Magic.** End spells or magical abilities, or counter spells.

4 **Poison.** Inflict poison with melee touch attack.

5 **Scrying.** Observe creature from far away.

6 **Word of Recall.** Teleports you back to your sanctuary.

7 **Destruction.** Slays a creature and consumes its remains.

8 **Discern Location.** Learn location of an object or creature.

9 **Shapechange.** Assume form and abilities of another creature.

BUILDER DOMAIN

Deity: The Founder

Granted Power: You gain Great Fortitude as a bonus feat.

BUILDER DOMAIN SPELLS

1 **Bless.** Allies gain +1 morale bonus to attacks.

2 **Make Whole.** Completely repairs an object.

3 **Stone Shape.** Reshape stone to fit your purpose.

4 **Faotissun's Tiny Hut.**** Create sphere of force around yourself.

5 **Wall of Stone.** Creates a wall of rock (5-ft.square/level).

6 **Transmute Mud to Rock.** Transform mud or quicksand to stone.

7 **Stone Tell.** Gain the ability to speak with stones.

8 **Maw of Stone.*** Single natural opening or natural chamber becomes animated.

9 **Polymorph Any Object.** Change object or creature into another form.

CHILL DOMAIN

Deities: The Flaymaster.

Granted Power: You gain resistance to cold 5.

CHILL DOMAIN SPELLS

1 **Chill Touch.** Touch deals 1d6 damage and possibly 1 Str damage.

2 **Icy Hands.*** Sends a blast of cold from the caster's hands.

3 **Sleet Storm.** Hampers vision and movement.

4 **Ice Storm.** Falling hail deals 5d6 damage in 40 ft. area.

5 **Cone of Cold.** Cold damage of 1d6 points/level.

6 **Planar Ally** (ice elemental only). Summon ice elemental of up to 16 HD.

7 **Freeze.*** Freezes a creature or object.

8 **Numbing Cloud.*** A cloud that saps heat from creatures and objects.

9 **Infernal Wind.*** Deals 20d6 points of cold damage.

TABLE 10-2: AVAILABLE DOMAINS

ALIGNMENT	DEITY	UNIQUE	PLAYER'S HANDBOOK	SPELL COMPENDIUM
LG	Knight of the Gods	Valiant	Good, Law, Protection, War	
LG	The Holy Mother	Home	Good, Healing, Law	Family
LG	The Speaker of the Word	Ethics	Good, Knowledge, Law, Strength	
LG	The True	Truth	Good, Knowledge, Law, Protection	
LG	The Eternal Lantern	Sentinel	Fire, Good, Law, Sun	
NG	The Raiser	Life	Good, Healing, Plant, Protection	
NG	The Peacemaker	Warding	Good, Healing, Protection	Community
NG	The Pure One	Love	Good, Healing	Charm, Community
NG	Lord of Silver Linings	Mercy	Good, Healing, Luck	Purification
NG	The Traveler	Journey	Good, Sun, Travel	Portal
CG	The Guardian	Guarding	Chaos, Good, Protection, Travel	
CG	Raconteur	Raconteur	Chaos, Good, Knowledge, Luck	
CG	The Shimmering One	Moon (Veshemo)	Chaos, Good, Moon (Diadlai)*	Moon (Pelselond)**
CG	The Great Huntress	Hunting	Animal, Chaos, Good, Luck	
CG	The Coddler	Inspiration	Chaos, Good, Healing, Protection	
LN	The Founder	Builder	Earth, Law, Protection	Metal
LN	The Mule	Pondering	Knowledge, Law, Magic	Craft
LN	Powermaster	Invigoration	Healing, Knowledge, Law, Strength	
LN	The Old Man	Strategy	Law, Strength, War	Courage
LN	Eye Opener	Sagacity	Knowledge, Law, Travel	Mind
N	Mother of the Elements	Elemental	Air, Earth, Fire, Water	
N	The Riftmaster	Timing	Knowledge, Magic,	Balance, Spell
N	The Bear	Nature	Animal, Plant	Renewal, Summoner
N	The Landlord	Profit	Knowledge, Luck, Trickery	Trade
N	Fate Scribe	Destiny	Knowledge, Magic	Oracle, Time
CN	Battle Rager	Ferocity	Chaos, Strength, War	Force
CN	Watcher	Observation	Chaos, Knowledge, Travel	Mentalism
CN	The Storm Lord	Tempest	Air, Chaos, Strength, Water	
CN	Risk	Stealth	Chaos, Luck, Trickery	Competition
CN	The Laugher	Expressive	Chaos, Destruction, Plant, Trickery	
LE	The Corrupter	Injustice	Evil, Law	Greed, Wealth
LE	The Overlord	Oppression	Evil, Law, Strength	Domination
LE	The Dark One	Void	Earth, Evil, Law	Darkness
LE	The Flaymaster	Chill	Cold, Destruction, Evil, Law	
NE	Harvester of Souls	Underworld	Death, Destruction, Evil	Deathbound
NE	Locust Lord	Locust	Destruction, Evil, Fire, Plant	
NE	Emperor of Scorn	Scorn	Evil, Knowledge, Strength	Hatred
NE	The Seller of Souls	Assassination	Death, Evil, Trickery	Celerity
CE	Rotlord	Decay	Chaos, Death, Destruction, Evil	
CE	The Confuser of Ways	Oblivion	Chaos, Evil, Trickery	Madness
CE	Prince of Terror	Terror	Chaos, Evil, Trickery	Illusion
CE	Creator of Strife	Misfortune, Tempest	Chaos, Destruction, Evil	
CE	The Vicelord	Vice	Animal, Chaos, Evil, Trickery	

*see the Elf domain in the *D&D Player's Handbook*

**see the Moon domain in the *D&D Spell Compendium*

DECAY DOMAIN

Deity: Rotlord

Granted Power: You can turn or destroy plant creatures as a good cleric turns undead. Use these abilities a number of times per day equal to 3 + your Cha modifier.

DECAY DOMAIN SPELLS

- 1 **Disguise Self.** Make yourself look different.
- 2 **Desecrate.** Imbue an area with negative energy.
- 3 **Contagion.** Creature contracts a disease.
- 4 **Bestow Curse.** Target subject with one of three curse types.
- 5 **Blight.** Wither a single plant..
- 6 **Contagion Cloud.*** Creatures within the cloud immediately contract a disease.

7 **Animal Shapes** (dire rat only). Polymorph creature into a dire rat.

8 **Horrid Wilting.** Evaporate water (up to 1d8 damage/level) from creatures.

9 **Symbol of Disease.*** All creatures within the radius contract a disease.

DESTINY DOMAIN

Deity: Fate Scribe

Granted Power (Su): Once per day, you can reroll your damage dealt (from an ability, spell or weapon) and take the better of the two rolls.

DESTINY DOMAIN SPELLS

- 1 **Deathwatch.** Determine the condition of creatures near death.
- 2 **Augury.** Learn whether an action's results will be good or bad.
- 3 **Suggestion.** Influence a target's actions.
- 4 **Divination.** Learn a useful piece of advice.
- 5 **Commune.** Deity provides "yes" or "no" answers to questions.
- 6 **Geas/Quest.** Creature takes 3d6 damage if it does not attempt quest.
- 7 **Vision.** Quickly learn legends about important place, creature or thing.
- 8 **Moment of Prescience.** Gain insight bonus equal to your caster level.
- 9 **Miracle.** Request powerful effect from your deity.

ELEMENTAL DOMAIN

Deity: Mother of the Elements

Granted Power (Su): Once per day as a free action, choose one elemental type (Air, Earth, Fire or Water). You gain a +2 morale bonus on attack rolls, saving throws and Armor Class for 1 minute against that type.

ELEMENTAL DOMAIN SPELLS

- 1 **Endure Elements.** Suffer no harm from hot or cold locations.
- 2 **Shatter.** Loud ringing noise breaks nonmagical objects and crystalline creatures.
- 3 **Protection from Energy.** Spell absorbs energy damage.
- 4 **Dismissal.** Force an extraplanar creature back to its plane.
- 5 **Plane Shift.** Transport to another dimension.
- 6 **Forbiddance.** Seal an area against all planar travel.
- 7 **Mother's Manipulation.**** Target suffers acid, cold, electricity, fire or sonic damage over an extended period.
- 8 **Planar Ally (Greater)** (elemental only). Conjure elementals of up to 18 HD.
- 9 **Summon Nature's Ally IX** (elder elemental only). Summon one or more elder elementals.

ETHICS DOMAIN

Deity: The Speaker of the Word

Granted Power: You gain a +4 bonus on dispel checks.

ETHICS DOMAIN SPELLS

- 1 **Comprehend Languages.** Read or understand unknown languages.
- 2 **Align Weapon.** Make a weapon good, evil, lawful or chaotic.
- 3 **Magic Circle against Chaos.** Gain protection from chaos spell in 10-ft. radius for 10 min./level.
- 4 **Tongues.** Creature can speak and understand language.
- 5 **Mark of Justice.** Give subject rune that activates with certain behavior.

6 **Banishment.** Banish extraplanar creatures (2 HD/level).

7 **Holy Word.** Nongood creatures may be deafened, blinded, paralyzed, killed (or combinations thereof).

8 **Antimagic Field.** 10-ft. radius barrier guards against most magical effects.

9 **Storm of Vengeance.** Storm cloud rains thunder, lightning, hail, rain and wind.

EXPRESSIVE DOMAIN

Deity: The Laugher

Granted Power: You cast all mind-affecting spells from the enchantment school at +1 caster level.

EMOTIONAL DOMAIN SPELLS

- 1 **Jandy's Hideous Laughter.**** Subject suffers uncontrollable laughter.
- 2 **Scare.** Creatures of less than 6 HD become frightened.
- 3 **Rage.** Creatures gain +2 on Str and Con, +2 on Will saves, -2 AC penalty.
- 4 **Crushing Despair.** Cause subject to feel great sadness.
- 5 **Heroism (Greater).** Bestow +4 bonus on attacks, saves and skill checks.
- 6 **Charm Monster (Mass).** Monsters believe you are their friend and ally.
- 7 **Repulsion.** Invisible field prevents creatures from approaching you.
- 8 **Symbol of Insanity.** Creatures within symbol's radius become insane.
- 9 **Sympathy.** Object or location attracts creature of type or alignment.

FEROCITY DOMAIN

Deity: Battle Rager

Granted Power (Su): Once per day, you may add your cleric level as a bonus to the damage roll on a successful attack. You must declare this action before making the attack.

FEROCITY DOMAIN SPELLS

- 1 **Remove Fear.** Free creatures from temporary paralysis or related magic.
- 2 **Rage.** Creatures gain +2 on Str and Con, +2 on Will saves, -2 AC penalty.
- 3 **Keen Edge.** Increase weapon's threat range.
- 4 **Divine Power.** You receive +6 to Str, +1 hp/level, and an attack bonus.
- 5 **Righteous Might.** Increase your height, weight and other physical bonuses.
- 6 **Bear's Endurance (Mass).** Multiple creatures gain +4 Con bonus.
- 7 **Word of Chaos.** Nonchaotic creatures suffer a variety of ill effects.
- 8 **Mind Blank.** Protect subject from thought-reading.
- 9 **Soul Bind.** Imprison soul in a gem.

Chapter 10: Spells

GUARDING DOMAIN

Deity: The Guardian

Granted Power: You gain a +2 bonus on saving throws against charm and compulsion effects.

GUARDING DOMAIN SPELLS

- 1 **Resistance.** Creature gains +1 bonus on saves.
- 2 **Bear's Endurance.** Creature gains +4 Con bonus.
- 3 **Prayer.** You and allies gain +1 bonus on attacks, weapon damage, saves and skill checks; allies suffer -1 penalty.
- 4 **Protection from Arrows.** Subject gains DR 10/magic against ranged weapons.
- 5 **Break Enchantment.** Free creatures from curses, enchantments, and transmutations.
- 6 **Wall of Force.** Create invisible wall that blocks creatures and spells.
- 7 **Sequester.** Protect creature from divinations and other forms of sight.
- 8 **Mind Blank.** Protect subject from thought-reading.
- 9 **Protection from Spells.** Gain +8 bonus on saves against spells and spell-like abilities.

HOME DOMAIN

Deity: The Holy Mother

Granted Power (Su): Once per day as a free action, you can inspire a number of allies equal to your Charisma bonus (minimum one creature), giving them a +2 morale bonus on saving throws, attack rolls, damage rolls, ability checks and skill checks. This effect lasts for a number of rounds equal to your Charisma bonus (minimum one round) and only functions while you are conscious.

HOME DOMAIN SPELLS

- 1 **Bless.** Allies gain +1 morale bonus to attacks.
- 2 **Calm Emotions.** You calm agitated creatures.
- 3 **Prayer.** You and allies gain +1 bonus on attacks, weapon damage, saves and skill checks; allies suffer -1 penalty.
- 4 **Repel Vermin.** Create invisible barrier to hold back vermin.
- 5 **Hallow.** Makes a particular location holy.
- 6 **Heroes' Feast.** Conjure feast that cures and restores hp.
- 7 **Repulsion.** Invisible field prevents creatures from approaching you.
- 8 **Spell Immunity (Greater).** Creature is immune to one spell/four levels.
- 9 **Heal (Mass).** You can restore 10 hit points of damage/level and remove certain adverse conditions for multiple creatures.

HUNTING DOMAIN

Deity: The Great Huntress

Granted Power: Once per day for a number of minutes equal to your cleric level, you may add your Charisma modifier to your Hide, Move Silently, Spot and Survival checks. Activating this ability is a free action.

HUNTING DOMAIN SPELLS

- 1 **Magic Weapon.** Weapon gains +1 bonus on attack and damage rolls.
- 2 **Hold Animal.** Paralyze and freeze animal in place.
- 3 **Folnester's Acid Arrow.**** Magical arrow deals 2d4 points of acid damage.
- 4 **Flame Arrow.** You turn ammunition into fiery projectiles.
- 5 **Locate Creature.** Locate a known or familiar creature.
- 6 **Hunting Hound.*** You conjure a magical hound composed of black fog.
- 7 **Cat's Grace (Mass).** Creatures gain +4 bonus to Dexterity.
- 8 **Prismatic Arrow.*** Apply one of seven prismatic powers to a single arrow.
- 9 **Discern Location.** Learn location of an object or creature.

INJUSTICE DOMAIN

Deity: The Corrupter

Granted Power: You gain a +4 bonus on saving throws against discern lies.

INJUSTICE DOMAIN SPELLS

- 1 **Doom.** Cause a creature to become shaken with fear.
- 2 **Detect Thoughts.** You can listen to "exterior" thoughts.
- 3 **Bestow Curse.** Target subject with one of three curse types.
- 4 **Modify Memory.** Alter a subject's memory.
- 5 **Dominate Person.** You can enchant a person to follow your commands.
- 6 **Geas/Quest.** Creature takes 3d6 damage if it does not attempt quest.
- 7 **Blasphemy.** Nonevil creatures within area suffer ill effects.
- 8 **Trap the Soul.** Force a creature's body and soul into a gem.
- 9 **Imprisonment.** Entomb a creature in suspended animation.

INSPIRATION DOMAIN

Deity: The Coddler

Granted Power (Ex): Your deity grants you a +1 bonus on all opposed checks you make.

INSPIRATION DOMAIN SPELLS

- 1 **Remove Fear.** Free creatures from temporary paralysis or related magic.
- 2 **Inspiration.*** Receive bonus to Intelligence of 1d4+1 points.
- 3 **Neutralize Poison.** Detoxify venom in a creature or object.
- 4 **Tongues.** Creature can speak and understand language.
- 5 **Symbol of Sleep.** Creatures within range of the symbol become catatonic.
- 6 **Geas/Quest.** Creature takes 3d6 damage if it does not attempt quest.
- 7 **Owl's Wisdom (Mass).** Creatures gain +4 Wisdom bonus.
- 8 **Sequester.** Protect creature from divinations and other forms of sight.
- 9 **Temporal Stasis.** Subject falls into suspended animation.

INVIGORATION DOMAIN

Deity: Powermaster

Granted Power (Sp): Once per day as a standard action, you can bestow a mental ward on a number of creatures equal to your cleric level (minimum one creature) with a +4 bonus to their next Will saving throw. This benefit is an abjuration effect lasting for a number of minutes equal to your cleric level (minimum 1 minute).

INVIGORATION DOMAIN SPELLS

- 1 **Divine Favor.** Gain +1/3 caster levels on attack and weapon damage rolls.
- 2 **Resist Energy.** Subject gains resistance against certain energy type.
- 3 **Prayer.** You and allies gain +1 bonus on attacks, weapon damage, saves and skill checks; allies suffer -1 penalty.
- 4 **Death Ward.** Subject is immune to death spells and effects.
- 5 **Righteous Might.** Increase your height, weight and other physical bonuses.
- 6 **Bear's Endurance (Mass).** Multiple creatures gain +4 Con bonus.
- 7 **Restoration (Greater).** Dispel magical effects and negative levels.
- 8 **Spell Turning.** Spells and spell-like effects are turned back on the caster.
- 9 **Mind Blank.** Protect subject from thought reading.

JOURNEY DOMAIN

Deity: The Traveler

Granted Power: Your base land speed improves by +1 foot per cleric level. You lose this benefit whenever you wear any armor heavier than light, or when you carry a medium or heavy load.

JOURNEY DOMAIN SPELLS

- 1 **Longstrider.** Increase your base land speed by 10 feet.
- 2 **Water Walk.** Tread on any liquid as if it were ground.
- 3 **Haste.** Receive +4 AC bonus and take extra partial action.
- 4 **Air Walk.** Walk on air as if on solid ground.
- 5 **Tree Stride.** Move from one tree to another.
- 6 **Wild Walk.** Body becomes a cloudlike vapor.
- 7 **Ethereal Jaunt.** You and your equipment become ethereal.
- 8 **Phase Door.** Create ethereal passage through wood, plaster or stone.
- 9 **Gate.** Create passage between dimensions.

LIFE DOMAIN

Deity: The Raiser

Granted Power: You gain Widen Spell as a bonus feat.

LIFE DOMAIN SPELLS

- 1 **Bless.** Allies gain +1 morale bonus to attacks..
- 2 **Make Whole.** Completely repairs an object.
- 3 **Create Food and Water.** Create simple food that lasts for 24 hours.
- 4 **Death Ward.** Subject is immune to death spells and effects.

5 **Raise Dead.** Restore life to a deceased creature.

6 **Heroes' Feast.** Conjure feast that cures and restores hp.

7 **Resurrection.** Restore any deceased creature to life.

8 **Heal (Mass).** You can restore 10 hit points of damage/level and remove certain adverse conditions for multiple creatures.

9 **True Resurrection.** Resurrect even a creature dead for 10 years/level.

LOCUST DOMAIN

Deity: Locust Lord

Granted Power: Rebuke or command insects (solitary or swarms) as an evil cleric rebukes or commands undead. You can use this ability a number of times per day equal to 3+ your Cha modifier.

LOCUST DOMAIN SPELLS

- 1 **Burning Hands.** Creatures take 1d4 points/level of fire damage (max 5d4).
- 2 **Summon Swarm.** Summon a swarm of bats, rats or spiders.
- 3 **Contagion.** Creature contracts a disease.
- 4 **Blight.** Wither a single plant.
- 5 **Insect Plague.** Summon a swarm of locusts.
- 6 **Disintegrate.** Deal 2d6 points of damage/level with a ray.
- 7 **Control Weather.** Alter the weather in a local area.
- 8 **Flying Horde*.** Summon forth multiple locust swarms.
- 9 **Sympathy.** Object or location attracts creature of type or alignment.

LOVE DOMAIN

Deity: The Pure One

Granted Power: Once per day, you can boost your Charisma by 2 points. Activating this ability is a free action. The effect lasts for a number of minutes equal to your cleric level.

LOVE DOMAIN SPELLS

- 1 **Charm Person.** Humanoid believes you are its friend and ally.
- 2 **Shield Other.** Wounds of other creature are transferred to you.
- 3 **Suggestion.** Influence a target's actions.
- 4 **Selfless Love.*** Two creatures fall deeply in love with each other.
- 5 **Atonement.** Remove burden of evil misdeeds from a creature.
- 6 **Break Enchantment.** Free creatures from curses, enchantments, and transmutations.
- 7 **Restoration (Greater).** Dispel magical effects and negative levels.
- 8 **Power Word Blind.** Speak a word to blind a creature.
- 9 **Refuge.** Object gains power to transport its possessor.

Chapter 10: Spells

MERCY DOMAIN

Deity: Lord of Silver Linings

Granted Power: You cast all conjuration (healing) spells at +2 caster level.

MERCY DOMAIN SPELLS

- 1 **Restoration (Lesser).** Dispel magical effects that reduce ability scores.
- 2 **Remove Curse.** Remove all curses on a creature or object.
- 3 **Remove Disease.** Cure all disease in a creature.
- 4 **Neutralize Poison.** Detoxify venom in a creature or object.
- 5 **Dispel Evil.** Gain +4 AC bonus, dispel enchantment or banish evil creature.
- 6 **Restoration (Greater).** Dispel magical effects and negative levels.
- 7 **Cure Serious Wounds (Mass).** Cures 3d8 points of damage +1/caster level.
- 8 **Holy Aura.** Bestow +4 AC, +4 to resistance, and SR 25 versus evil spells.
- 9 **Freedom.** Cancel out impeding magic.

MISFORTUNE DOMAIN

Deity: Creator of Strife

Granted Power (Su): Once per day, you can channel the power of the storm. This power grants you a +1 bonus to Strength and a +2 bonus on Will saves, but also gives you a -2 penalty to Armor Class. This effect lasts for a number of rounds equal to your cleric level (minimum 1 round) and cannot be ended prematurely. Activating this ability is a standard action.

MISFORTUNE DOMAIN SPELLS

- 1 **Bane.** Creatures suffer -1 on attacks and saving throws vs. fear.
- 2 **Misdirection.** Mislead the information from divination spells.
- 3 **Contagion.** Creature contracts a disease.
- 4 **Diminish Plants.** Stunt the growth of, or shrink plants.
- 5 **Mind Fog.** Mist weakens mental resistance of creatures inside it.
- 6 **Eyebite.** Make creature sickened, panicked, comatose, or combinations thereof.
- 7 **Harm.** Deal 10 points of damage/level with negative energy.
- 8 **Blasphemy.** Nonevil creatures within area suffer ill effects.
- 9 **Energy Drain.** Strike creature with 2d4 negative levels.

MOON (VESHEMO) DOMAIN

Deities: The Shimmering One.

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

MOON (VESHEMO) DOMAIN SPELLS

- 1 **Sleep.** Cause creatures (2d4 HD) to fall asleep.
- 2 **Eclipse.*** Cause a creature or object to radiate darkness.

3 **Detect Lycanthrope.*** Allows the caster to detect the number, direction and type of lycanthrope in the area.

4 **Shadowskin.*** Target's skin becomes as black as night, giving a bonus to hide.

5 **Veshemo Wanes.*** Causes all lycanthropes to transform.

6 **Rising Tides.*** Raise 20-ft. sq. area of water by 5 ft./level.

7 **Shadow Walk.** You can transport from shadow to shadow for faster travel.

8 **Moonthrust.*** A ray destroys an undead creature.

9 **Dusk.*** Creates night in a 100 feet radius of the caster.

NATURE DOMAIN

Deity: The Bear

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

NATURE DOMAIN SPELLS

- 1 **Detect Animals or Plants.** You can locate particular plants or animals.
- 2 **Resist Energy.** Subject gains resistance against certain energy type.
- 3 **Call Lightning.** Bolt of lightning deals 3d6 points of electricity damage.
- 4 **Dispel Magic.** End spells or magical abilities, or counter spells.
- 5 **Awaken.** Tree or animal gains human-like sentience.
- 6 **Antilife Shell.** 10-ft. radius energy field guards against living creatures.
- 7 **Changestaff.** Change quarterstaff into a treant.
- 8 **Cure Serious Wounds (Mass).** Cures 3d8 points of damage +1/caster level.
- 9 **Summon Nature's Ally IX.** Conjure a variety of creatures to fight.

OBLIVION DOMAIN

Deities: The Confuser of Ways

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

OBLIVION DOMAIN SPELLS

- 1 **Spellscatter.*** [scalable]. Target loses 1d3 prepared spells.
- 2 **Hypnotic Pattern.** Fascinates creatures (2d4+1 HD/level).
- 3 **Bestow Curse** (reduce Intelligence only). Decrease target's Intelligence by -6.
- 4 **Confusion.** Make subject confused for 1 round/level.
- 5 **Feeblemind.** Drop subject's Int to 1.
- 6 **Mind Fog.** Mist weakens mental resistance of creatures inside it.
- 7 **Mislead.** Makes you invisible and creates illusion of your double.
- 8 **Obscurity.*** Makes the target unnoticeable.
- 9 **Amnesia.*** Creature loses all memories, i.e. skills, feats and spells.

OBSERVATION DOMAIN

Deity: Watcher

Granted Power: You cast all divination spells at +2 caster level.

OBSERVATION DOMAIN SPELLS

- 1 **Comprehend Languages.** Read or understand unknown languages.
- 2 **Alter Self.** Assume the form of another creature.
- 3 **Haste.** Receive +4 AC bonus and take extra partial action.
- 4 **Invisibility (Greater).** Creature remains invisible even if attacked.
- 5 **Shadow Walk.** You can transport from shadow to shadow for faster travel.
- 6 **Find the Path.** Find the shortest route to a destination.
- 7 **Scrying (Greater).** Observe creature from far away and use spells through sensor.
- 8 **Cloak of Chaos.** Pattern of color protects creatures from attack.
- 9 **Time Stop.** Time ceases to flow for everyone but you.

OPPRESSION DOMAIN

Deity: Overlord

Granted Power (Sp): Once per day, you can cause despair in a number of foes equal to your cleric level, giving them a –2 penalty to ability checks, attack and damage rolls, saving throws and skill checks. Activating this ability is a standard action and requires one round to take effect, as your enemies must be able to hear you threaten or otherwise speak to them for 1 round. This effect lasts for a number of rounds equal to your Charisma bonus (minimum 1 round).

OPPRESSION DOMAIN SPELLS

- 1 **Ray of Enfeeblement.** Subject takes 1d6+1 Strength penalty/two levels.
- 2 **Scare.** Creatures of less than 6 HD become frightened.
- 3 **Ray of Exhaustion.** Ranged touch attack exhausts creature.
- 4 **Crushing Despair.** Cause subject to feel great sadness.
- 5 **Waves of Fatigue.** Negative energy makes creatures fatigued.
- 6 **Harm.** Deal 10 points of damage/level with negative energy.
- 7 **Eyebite** (panicked effect only). Make creature panicked for 1d4 rounds.
- 8 **Horrid Wilting.** Evaporate water (up to 1d8 damage/level) from creatures.
- 9 **Energy Drain.** Strike creature with 2d4 negative levels.

PONDERING DOMAIN

Deity: The Mule

Granted Power: Once per day, you can use a free action to give yourself a competence bonus on a Knowledge (arcana, history, religion or the planes) skill check equal to your

Charisma modifier (minimum bonus +1). This effect lasts for 1 minute per cleric level.

PONDERING DOMAIN SPELLS

- 1 **Protection From Chaos.** Blocks mind control and summoned creatures, and gain +2 AC and saves against chaos.
- 2 **Status.** Mentally monitor allies' position and condition.
- 3 **Hypnotic Pattern.** Fascinates creatures (2d4+1 HD/level).
- 4 **Wisdom of the Ancients.*** Gives the caster bonuses to Intelligence, Wisdom and Charisma.
- 5 **True Seeing.** See invisibility, secret doors, through darkness, etc.
- 6 **Major Creation.** Create object of mineral or vegetable matter.
- 7 **Fox's Cunning (Mass).** Creatures gain a +4 bonus to Intelligence.
- 8 **Teleport (Greater).** Instantly teleport without error to designated location.
- 9 **Time Stop.** Time ceases to flow for everyone but you.

PROFIT DOMAIN

Deity: The Landlord

Granted Power: You gain a +2 bonus on Appraise, Bluff or Diplomacy checks related to merchandise and other aspects of buying, selling and trading goods.

PROFIT DOMAIN SPELLS

- 1 **Comprehend Languages.** Read or understand unknown languages.
- 2 **Locate Object.** Sense direction of an object.
- 3 **Illusory Script.** Create script only readable by designated creatures.
- 4 **Discern Lies.** You know if a creature intentionally speaks a lie.
- 5 **Faotissun's Secret Chest.**** Hide a chest on the Ethereal Plane.
- 6 **Dispel Magic (Greater).** End spells or magical abilities, or counter spells.
- 7 **Scrying (Greater).** Observe creature from far away and use spells through sensor.
- 8 **Polymorph Any Object.** Change object or creature into another form.
- 9 **Dorama's Disjunction.**** Separate spells and effects into their components.

RACONTEUR DOMAIN

Deity: The Raconteur

Granted Power: You gain Lightning Reflexes as a bonus feat.

RACONTEUR DOMAIN SPELLS

- 1 **Silent Image.** Create visual illusion with no sound.
- 2 **Hypnotic Pattern.** Fascinates creatures (2d4+1 HD/level).
- 3 **Cat's Grace.** Creature gains +4 bonus to Dexterity.
- 4 **Shout.** Ear-splitting yell deafens other creatures.
- 5 **Fabricate.** Convert material into a finished product.

Chapter 10: Spells

6 **Azsol's Irresistable Dance.**** Subject cannot resist the urge to dance.

7 **Legend Lore.** Learn legends about important place, creature or thing.

8 **Cloak of Chaos.** Pattern of color protects creatures from attack.

9 **Prismatic Wall.** Create colorful wall with prismatic effects.

SAGACITY DOMAIN

Deity: Eye Opener

Granted Power: Once per day, you can subtract a number of points from your Strength score equal to or less than your cleric level. For every 2 points you subtract from your Strength score, add 1 point to your Wisdom score. You suffer all the effects of reduced Strength, including bonuses to melee attack and damage rolls, Strength checks and penalties on Strength-based skills. This trade between ability scores lasts for 1 round per cleric level and cannot be ended prematurely.

SAGACITY DOMAIN SPELLS

1 **Comprehend Languages.** Read or understand unknown languages.

2 **Detect Thoughts.** You can listen to "exterior" thoughts.

3 **Arcane Sight.** See magical auras within 120 feet.

4 **Arcane Eye.** Invisible sensor sends you information.

5 **True Seeing.** See invisibility, secret doors, through darkness, etc.

6 **Owl's Wisdom (Mass).** Multiple creatures gain +4 Wisdom bonus.

7 **Vision.** Quickly learn legends about important place, creature or thing.

8 **Prying Eyes (Greater).** Create levitating eyes that have true seeing.

9 **Foresight.** Receive warnings of impending danger.

SCORN DOMAIN

Deity: Emperor of Scorn

Granted Power: You can use alter self as a spell-like ability once per day. You also gain a +2 bonus on Knowledge (races) skill checks.

SCORN DOMAIN SPELLS

1 **Scorn.*** A target loses 1d4+1 points of Charisma.

2 **Desecrate.** Imbue an area with negative energy.

3 **Bestow Curse.** Target subject with one of three curse types.

4 **Intolerance.*** Creatures within range hate all members of the chosen species.

5 **Unhallow.** Makes a particular location unholy.

6 **Forbiddance.** Seal an area against all planar travel.

7 **Blasphemy.** Nonevil creatures within area suffer ill effects.

8 **Antipathy.** Object or location repels creature type or alignment.

9 **Dominate Monster.** You can enchant a monster to follow your commands.

SENTINEL DOMAIN

Deities: The Eternal Lantern.

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

SENTINEL DOMAIN SPELLS

1 **Protection From Evil.** Blocks mind control, elementals and outsiders, and gain +2 AC and saves against evil.

2 **Piercing the Veil.*** Identifies a celestial or fiend no matter what shape it takes.

3 **Magic Circle against Evil.** Gain protection from evil spell in 10-ft. radius for 10 min./level.

4 **Dispel Evil.** Gain +4 AC bonus, dispel enchantment or banish evil creature.

5 **True Seeing.** See invisibility, secret doors, through darkness, etc.

6 **Banishment.** Banish extraplanar creatures (2 HD/level).

7 **Know True Name.*** Reveals the true name of a fiend to the caster.

8 **Holy Aura.** Bestow +4 AC, +4 to resistance, and SR 25 versus evil spells.

9 **Astral Projection.** Project yourself and allies onto Astral Plane.

STEALTH DOMAIN

Deity: Risk

Granted Power: You gain a +2 bonus on Profession (gambler) checks and Search or Spot checks related to gambling (such as to notice loaded dice or marked cards).

STEALTH DOMAIN SPELLS

1 **Obscuring Mist.** Vapor obscures all sight.

2 **Silence.** Shrink a nonmagical item.

3 **Deeper Darkness.** Object radiates darkness (60-ft. radius, 1 day/level).

4 **Invisibility (Greater).** Creature remains invisible even if attacked.

5 **False Vision.** Srying spells receive a false image.

6 **Veil.** Make subjects appear as you wish.

7 **Project Image.** Create a shadowy version of yourself.

8 **Mind Blank.** Protect subject from thought-reading.

9 **Shapechange.** Assume form and abilities of another creature.

STRATEGY DOMAIN

Deity: The Old Man

Granted Power: You cast abjuration spells at +1 caster level. You also gain Skill Focus (Knowledge (fighting styles)) as a bonus feat.

STRATEGY DOMAIN SPELLS

1 **Deathwatch.** Determine the condition of creatures near death.

2 **Augury.** Learn whether an action's results will be good or bad.

3 **Misdirection.** Mislead the information from divination spells.

4 **Status.** Mentally monitor allies' position and condition.

5 **Detect Scrying.** Become aware of a scrying attempt to observe you.

6 **Dispel Magic (Greater).** End spells or magical abilities, or counter spells.

7 **Scrying (Greater).** Observe creature from far away and use spells through sensor.

8 **Moment of Prescience.** Gain insight bonus equal to your caster level.

9 **Heal (Mass).** You can restore 10 hit points of damage/level and remove certain adverse conditions for multiple creatures.

TEMPEST DOMAIN

Deities: The Storm Lord, The Creator of Strife.

Granted Power: You can see normally in fog and rain. Natural or magical wind effects treat you as if you were two size categories larger.

TEMPEST DOMAIN SPELLS

1 **Flash of Lightning.*** Creates a blinding sphere of light.

2 **Thunderclap.*** Deals 1d4 points of damage per level of the caster (5d4 max).

3 **Call Lightning.** Bolt of lightning deals 3d6 points of electricity damage.

4 **Sleet Storm.** Icy storm hampers vision and movement.

5 **Control Winds.** Alter the direction and speed of the local winds.

6 **Chain Lightning.** Lightning discharge deals 1d6 points of damage/level.

7 **Control Weather.** Alter the weather in a local area.

8 **Whirlwind.** Raging wind damages and picks up creatures.

9 **Wrath of the Heavens.*** Creates hurricane-like effects.

TERROR DOMAIN

Deities: Prince of Terror

Granted Power: You may use cause fear as a spell-like ability once per day. You also gain a +2 bonus on Intimidate checks.

TERROR DOMAIN SPELLS

1 **Cause Fear.** Cause creature to flee for 1d4 rounds.

2 **Scare.** Creatures of less than 6 HD become frightened.

3 **Fear.** Cause creatures to flee for 1 round/level.

4 **Crushing Despair.** Cause subject to feel great sadness.

5 **Phantasmal Killer.** Kill or deal 3d6 damage with illusion.

6 **Circle of Dread.*** Creatures get -6 to skill checks and -2 to all saving throws.

7 **Symbol of Fear.** Triggered runes cause fright in creature.

8 **Unforgettable Terror.*** Cause a creature to panic for 1d6 minutes.

9 **Weird.** Kill or deal 3d6 damage with illusion to all within 30 ft.

TIMING DOMAIN

Deities: The Riftmaster.

Granted Power: You gain the Expert Timing feat for free.

TIMING DOMAIN SPELLS

1 **Expeditious Retreat.** Your speed is doubled.

2 **Slow.** Creatures take only partial actions and suffer -2 to AC and -2 to melee attacks.

3 **Haste.** Receive +4 AC bonus and take extra partial action.

4 **Wisdom of the Ancients.*** Gives the caster bonuses to Intelligence, Wisdom and Charisma.

5 **Glimpse of the Future.*** A precognitive vision grants you a +20 insight bonus to a single attack roll, save or skill check within the next 24 hours.

6 **Flashback.*** Repeat an unsuccessful action with the same chance of success.

7 **Echo of the Whirlwind.*** The caster attacks and defends at greater speeds.

8 **Divine Stasis.*** Places an object or creature in suspended animation.

9 **Natural Death.*** One creature ages rapidly and dies.

TRUTH DOMAIN

Deity: The True

Granted Power: You receive a +4 bonus on saves against illusion spells or effects.

TRUTH DOMAIN SPELLS

1 **Detect Evil.** Sense the presence of evil (information improves per round).

2 **Zone of Truth.** Creatures within zone cannot speak lies.

3 **Dispel Magic.** End spells or magical abilities, or counter spells.

4 **Discern Lies.** You know if a creature intentionally speaks a lie.

5 **True Seeing.** See invisibility, secret doors, through darkness, etc.

6 **Command Truth.*** Creatures affected by this spell may speak only the truth.

7 **Dictum.** Cause nonlawful creature to suffer ill effect.

8 **Shield of Law.** Warded creatures gain protection from chaos.

9 **Soul Bind.** Imprison soul in a gem.

UNDERWORLD DOMAIN

Deity: Harvester of Souls

Granted Power: You gain a +6 bonus to your equivalent of turning checks to rebuke or command undead.

UNDERWORLD DOMAIN SPELLS

1 **Detect Undead.** You can detect the aura of undead creatures.

2 **Desecrate.** Imbue an area with negative energy.

3 **Animate Dead.** Turn bones or bodies into skeletons or zombies.

Chapter 10: Spells

- 4 **Enervation.** Chance to give target 1d4 negative levels.
- 5 **Unhallow.** Makes a particular location unholy.
- 6 **Antilife Shell.** 10-ft. radius energy field guards against living creatures.
- 7 **Control Undead.** Command undead creatures for a short period of time.
- 8 **Create Greater Undead.** Create shadows, wraiths, spectres or devourers.
- 9 **Energy Drain.** Strike creature with 2d4 negative levels.

VALIANT DOMAIN

Deity: Knight of the Gods

Granted Power: You gain Martial Weapon Proficiency and Weapon Focus as bonus feats for either the greatsword or the lance. (You must apply both feats to the same weapon.)

VALIANT DOMAIN SPELLS

- 1 **Divine Favor.** Gain +1/3 caster levels on attack and weapon damage rolls.
- 2 **Aid.** Target gets +1 bonus on attacks and saves against feat, plus bonus hp.
- 3 **Magic Vestment.** Imbue a suit of armor or shield with +1 AC/4 levels.
- 4 **Divine Power.** You receive +6 to Str, +1 hp/level, and an attack bonus.
- 5 **Disrupting Weapon.** Make a melee weapon deadly to undead creatures.
- 6 **Geas/Quest.** Creature takes 3d6 damage if it does not attempt quest.
- 7 **Holy Word.** Nongood creatures may be deafened, blinded, paralyzed, killed (or combinations thereof).
- 8 **Holy Aura.** Bestow +4 AC, +4 to resistance, and SR 25 versus evil spells.
- 9 **Miracle.** Request powerful effect from your deity.

VICE DOMAIN

Deity: The Vicelord

Granted Power: You can use charm person as a spell-like ability once per day. You also gain a +2 bonus on Bluff checks.

VICE DOMAIN SPELLS

- 1 **Undetectable Alignment.** Hides alignment for 24 hours.
- 2 **Suggestion.** Influence a target's actions.
- 3 **Remove Disease.** Cure all disease in a creature.
- 4 **Modify Memory.** Alter a subject's memory.
- 5 **Alaki's Black Tentacles.**** Conjures a field of 10-ft.-long black tentacles.
- 6 **Heroes' Feast.** Conjure feast that cures and restores hp.
- 7 **Blasphemy.** Nonevil creatures within area suffer ill effects.
- 8 **Binding.** Magical restraint holds a creature.
- 9 **Shapechange.** Assume form and abilities of another creature.

VOID DOMAIN

Deity: The Dark One

Granted Power: You may use darkvision as a spell-like ability once per day.

VOID DOMAIN SPELLS

- 1 **True Strike.** Gain +20 bonus to next attack roll.
- 2 **Darkness.** Object radiates darkness (20 ft. radius, 10 min./level)
- 3 **Blindness/Deafness.** Make a creature blind or deaf.
- 4 **Freedom of Movement.** Move and attack normally even when under impeding magic.
- 5 **Shadow Walk.** You can transport from shadow to shadow for faster travel.
- 6 **Prying Eyes.** Create multiple levitating eyes.
- 7 **Power Word Blind.** Speak a word to blind a creature.
- 8 **Shadow Evocation (Greater).** Create illusory version of 7th level or lower evocation spells.
- 9 **Shades.** Mimic conjuration spells of 8th level or lower.

WARDING DOMAIN

Deities: The Peacemaker.

Granted Power: One item you possess is protected by the alarm spell at all times. You may change which item is protected each time you gain a level.

WARDING DOMAIN SPELLS

- 1 **Deterrence.*** Protects an object from attack.
- 2 **Consecrate.** Bless area with positive energy to weaken undead.
- 3 **Glyph of Warding.** Inscription harms creatures that discharge it.
- 4 **Explosive Runes.** Runes deal 6d6 points of force damage when read.
- 5 **Hallow.** Makes a particular location holy.
- 6 **Glyph of Warding (Greater).** As glyph of warding, but with 10d8 damage or stored 6th-level spell.
- 7 **Protected Portal.*** Protects a portal from wrongful entry.
- 8 **Symbol of Death.** Triggered rune causes death.
- 9 **Antipathy.** Object or location repels creature type or alignment.

NEW DRUID AND SHAMAN SPELLS

0-LEVEL DRUID AND SHAMAN SPELL

Liana: Causes a vine to grow so that it can be used as a rope.

1ST-LEVEL DRUID AND SHAMAN SPELL

Summon Fey [scalable]: Summons a Fey creature.

2ND-LEVEL DRUID AND SHAMAN SPELL

Wild Sense: The caster gains the senses of a wild animal.

3RD-LEVEL DRUID AND SHAMAN SPELL

Wall of Fungus: Creates a wall of mottled green fungus.

4TH-LEVEL DRUID AND SHAMAN SPELL

Wild Pack: Summons a pack of war dogs.

5TH-LEVEL DRUID AND SHAMAN SPELL

Dust Storm: Creates a dust cloud that prevents sight.

6TH-LEVEL DRUID AND SHAMAN SPELLS

Draw Forth the Oak Spirit: Allows the caster to create a dryad.

Hunting Hound: You conjure a magical hound composed of black fog.

Woodiron: Iron or steel becomes wood.

8TH-LEVEL DRUID AND SHAMAN SPELLS

Flying Horde: Summon forth multiple locust swarms.

9TH-LEVEL DRUID AND SHAMAN SPELL

Divine Stasis: Places an object or creature in suspended animation.

NEW PALADIN SPELLS

1ST-LEVEL PALADIN SPELL

Graced by Saints [scalable]: Target creature heals at an accelerated rate.

4TH-LEVEL PALADIN SPELL

Weapon of the Deity: +1 to your weapon's attack and damage, plus a special ability.

NEW RANGER SPELLS

2ND-LEVEL RANGER SPELL

Wild Sense: The caster gains the senses of a wild animal.

4TH-LEVEL RANGER SPELL

Wild Pack: Summons a pack of war dogs.

NEW SORCERER AND WIZARD SPELLS

0-LEVEL SORCERER AND WIZARD SPELLS (CANTRIPS)

Daydream: Distracts a creature.

Eyes Open: Gives a bonus to saves versus sleep.

Jolt: Shocks a creature into dropping items.

Spot Invisible: The caster can glimpse an invisible creature.

Unnerve: Causes a creature to become shaken.

1ST-LEVEL SORCERER AND WIZARD SPELLS

A Moment Ago [scalable]: Duplicates the most recent spell from the last round.

Arcane Appearance: Causes a creature to seem like an arcane spellcaster.

Disinter: Brings to the surface any item buried by the caster.

Dorama's Battle Ward: Places an anti-magic aura around 2 combatants.

Enchantment Disruption: Depletes 1d6 charges from an item.

End [scalable]: Dispel a spell that you cast.

False Strike: A creature gets -20 to its next attack roll.

Pounding Stones: Inflicts 1d4 points of damage per level of the caster (5d4 max).

Silken Grasp: The caster becomes more adept at grabbing an opponent.

Stupor [scalable]: Target loses one prepared spell.

Tracker: Summons a dog for tracking.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Ambidexterity: Target suffers no penalties with off hand.

Bone Rot: Deals 2d6 damage to a corporeal undead (4d6 to skeletons).

Chromatic Rod: Creates a magical club that stuns opponents.

Claws of Darkness: Turn your hands into claws of shadow.

Exile: Causes a creature to leave your area.

Hammerfist: Transforms the caster's fists into warhammers.

Icy Hands: Sends a blast of cold from the caster's hands.

Imaginary Chains: Makes the affected creatures fell as if their items weighed double.

Inaudibility: Affected creatures make no sound except for speaking.

Scorn: A target loses 1d4+1 points of Charisma.

Spellscatter [scalable]: Target loses 1d3 prepared spells.

Summon Spirit: Creates an incorporeal creature.

Wall of Draining Shadows: Creates a wall of darkness that saps Strength.

Wall of Thought: Creates an invisible wall.

3RD-LEVEL SORCERER AND WIZARD SPELLS

Blazing Star: Creates a blinding flash of light.

Chromatic Crown: Gives the caster spell resistance equal to 10+ caster level.

Force Sphere: The caster is encompassed in a sphere of force.

Grounding: Transfers all electricity to a grounding point.

Ochre Cloud: Creates a cloud that saps Strength from those in it.

Sandstorm: Blocks all vision and reduces movement by half.

Slow Death: All creatures lose 1 hit point per round.

Spectral Assassin: Creates an assassin that attacks once for 5d6 points of damage.

Taint of Undeath: One target gains undead traits.

4TH-LEVEL SORCERER AND WIZARD SPELLS

Blinding Beauty: Gives a creature +6 enhancement bonus to Charisma.

Cluo's Closet: Creates an extra-dimensional space for food, equipment or prisoners.

Ethereal Lock: Prevents Ethereal creatures from shifting.

Fetching Carpet: Brings a creature to the caster.

Gold Lust: A creature tries to gain as much money as possible.

Sarmar's Coin Beacon: Allows the caster to trace a metal object on the same plane.

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Shadow Plate: Creates illusion of half plate around the target.

Shadowskin: Target's skin becomes black, giving a bonus to hide in shadows.

Shathy's Pestilence: Creates a gust of wind that numbs and decays creatures.

Skay's Flaming Bolt: Deals fire damage with one or more rays.

Sonic Shield: Aura causes damage to attackers and protects from acid or electricity-based attacks.

Wall of Fungus: Creates a wall of mottled green fungus.

Wall of Souls: Creates a wall that inflicts negative levels.

Wave in Motion: Gives the caster transportation over water.

5TH-LEVEL SORCERER AND WIZARD SPELLS

Area of Night: Creates an area of seemingly natural darkness.

Cloudsleep: Creates a cloud that puts targets within to sleep.

Curse Contagion: Curses target with bad luck for 1 round, then moves to a new target.

Night Fighter: Gain low light vision, emit no sound, and +4 bonus to Dexterity.

Off the Mirror: Creates a duplicate creature on another plane under the control of the caster.

Shock Wave: Deals 1d6 points of damage per level of the caster (15d6 max).

Spell Magnet: Creature becomes the target of all new spells.

Third Eye: Creates a third eye with special abilities.

6TH-LEVEL SORCERER AND WIZARD SPELLS

Dust Storm: Creates a dust cloud that prevents sight.

Flashback: Repeat an unsuccessful action with the same chance of success.

Lifesap: All creatures lose 1 level and the caster gains 5 hit points per level lost.

Rise from the Ashes: Restores an item's hit points.

World of Deafness: Deafens all but the caster.

7TH-LEVEL SORCERER AND WIZARD SPELL

Wave of Destruction: Items within the area crack and break.

9TH-LEVEL SORCERER AND WIZARD SPELLS

Taatiir's Tearing Talons: Creates claws under the control of the caster.

SPELLSINGER SPELLS

Spellsingers may cast any spell from the list below, as well as any of the following spells from the *D&D Player's Handbook*: aid, alarm, animal growth, animal trance, animate dead, animate plants, animate rope, animate objects, antipathy, arcane sight, arcane sight (greater), awaken, Azsul's irresistible dance**, banishment, bestow curse, binding, blasphemy, blight, blindness/deafness (deafness only), blink, blur, break enchantment, calm animals, calm emotions, charm animal, charm monster, charm monster (mass), charm person, cause fear, clairaudience/clairvoyance (clairaudience only), command, command (greater), command undead, comprehend languages, confusion, confusion (lesser), control plants, control undead, control water, control weather, control winds, creeping doom, crushing despair,

darkness, daydream, daylight, daze, daze monster, deep slumber, demand, detect magic, dictum, dimension door, discern location, disguise self, disintegrate, dismissal, dispel magic, dispel magic (greater), disrupt undead, dominate animal, dominate monster, dominate person, doom, Dorama's private sanctum**, earthquake, elemental swarm, Emmuk's telekinetic sphere**, energy drain, enervation, enlarge person, enlarge person (mass), enthrall, eyebite, fabricate, fear, feeblemind, flare, flesh to stone, fly, gate, geas (lesser), freedom, geas/quest, giant vermin, globe of invulnerability, globe of invulnerability (lesser), good hope, guards and wards, gust of wind, hallucinatory terrain, halt undead, haste, heroism, heroism (greater), hold animal, hold monster (mass), hold person, hold person (mass), hold monster, hold portal, horrid wilting, hypnotism, implosion, insanity, insect plague, invisibility purge, knock, light, limited wish, lullaby, mage hand, magic jar, make whole, mending, mind blank, mind fog, minor creation, mirror image, modify memory, mount, move earth, overland flight, passwall, phantom steed, planar binding, planar binding (greater), planar binding (lesser), plane shift, power word blind, power word kill, power word stun, prestidigitation, protection from energy, protection from spells, pyrotechnics, rage, read magic, reduce person, reduce person (mass), remove blindness/deafness (deafness only), remove curse, remove fear, repel metal or stone, repel vermin, repel wood, repulsion, resist energy, restoration, restoration (greater), restoration (lesser), scare, screen, scrying, sculpt sound, see invisibility, seeming, shatter, shield, shout, shout (greater), shrink item, sleep, slow, soften earth and stone, song of discord, sound burst, speak with animals, speak with dead, spell turning, stone to flesh, stoneskin, suggestion, suggestion (mass), summon monster i-ix, summon swarm, sympathetic vibration, sympathy, telekinesis, teleport, teleport (greater), teleport object, time stop, trap the soul, true seeing, undeath to death, veil, ventriloquism, wail of the banshee, wall of force, waves of exhaustion, waves of fatigue, wind wall, wish, word of recall, zone of silence, zone of truth.

**See Table 10-1: Famous Spellcasters.

These spells are summarized by level, along with the full description of the spellsinger class, in Chapter Two: Classes. A Dungeon Master may allow spellsingers to use certain spells from other supplements, such as the *D&D Spell Compendium*, as he or she sees fit. Many of these spells should come from the evocation school. Consider spells with the [Sonic] descriptor to be available for spellsingers of the lowest required level for that spell. (For example, a [Sonic] spell available to 3rd-level bards and 4th-level clerics would be a 3rd-level spellsinger spell.)

NEW SPELLSINGER SPELLS

0-LEVEL SPELLSINGER SPELLS (CANTRIPS)

Unnerve: Causes a creature to become shaken.

1ST-LEVEL SPELLSINGER SPELLS

Enchantment Disruption: Depletes 1d6 charges from an item.

Harmonic Cry: Causes creatures to become deafened, stunned or unconscious.

Harmonic Missile: Projectiles of sonic energy deals 1d4 points of sonic damage.

Stupor [scalable]: Target loses one prepared spell.

Yealan's Sonic Band: Provides increasing bonuses to Perform (song) checks.

2ND-LEVEL SPELLSINGER SPELLS

Inaudibility: Affected creatures make no sound except for speaking.

Song of Sickness: Creatures become nauseated for 4+1d4 rounds.

3RD-LEVEL SPELLSINGER SPELLS

Sonic Geyser: Explosion of sound deals 1d6 points/level to creatures and objects.

Thunderclap: Deals 1d4 points of damage per level of the caster (5d4 max).

4TH-LEVEL SPELLSINGER SPELLS

Sonic Shards: Shards deal 1d6 points of damage/level.

Sonic Shield: Aura causes damage to attackers and protects from acid or electricity-based attacks.

Wall of Harmonics: Wall deals sonic damage to all who pass through it.

5TH-LEVEL SPELLSINGER SPELLS

Scream of Pain: Cone deals 1d6 points of sonic damage per level.

6TH-LEVEL SPELLSINGER SPELLS

Circle of Dread: Creatures get -6 to skill checks and -2 to all saving throws.

Sonic Storm: Sonic hailstones deal 1d8 points of sonic damage per level.

Wave of Destruction: Items within the area of effect crack and break.

World of Deafness: Deafens all but the caster.

8TH-LEVEL SPELLSINGER SPELLS

Harmonic Ray: Ray deals 1d8 points of sonic damage/level.

Sonic Boom: Creatures and objects suffer backlash and 1d4 points of damage/level.

SPELL DESCRIPTIONS

The spells herein are presented in alphabetical order.

AMBIDEXTERITY

Transmutation

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

A sudden rush of blood seems to pulse through your hands.

The target of this spell ignores all penalties for using his or her off hand.

Material Component: A piece of cloth or leather sewn by an ambidextrous creature.

A MOMENT AGO

Transmutation [Scalable]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: One spell

Duration: One round

Saving Throw: See text

Spell Resistance: See text

Your mind seems suddenly sharp and active, as you summon your mental energy to reshape spell energy.

A *moment ago* allows you to duplicate exactly (including rolled damage) the effects of the most recent spell from the previous round that is at least one level lower than a *moment ago*. A *moment ago* only works on spells cast the previous round, and only on the most recent useable spell. All of the spell's choices - such as range, direction and number of targets - are identical. If the spell being copied allowed a saving throw or spell resistance, then those saves or resistance checks are re-rolled. Spells that require a material component or an XP sacrifice do not require them again when copied with a *moment ago*.

Material Component: A piece of parchment.

AMNESIA

Transmutation

Level: Cleric 9

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

With a snap of your fingers, the creature before you suddenly seems mentally adrift.

Amnesia causes a creature to lose all of its memories. The creature retains base attacks and saves. He loses all skill ranks (but is still considered trained in Trained Only skills) and feats as well as supernatural and spell-like class abilities. The creature forgets all friends, family members and acquaintances. Arcane and divine spellcasters lose all prepared spells, but do not lose their knowledge of spells (i.e. they can prepare spells after an appropriate period of time and rest). The character does not lose any levels and may begin adding skill points and feats by

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advancing in level. *Wish* and *miracle* are capable of restoring the creature's memories.

Material Component: 100 XP

ARCANE APPEARANCE

Illusion

Level: Sorcerer/wizard 1

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: One spell cast within 1 minute

Saving Throw: Will negates

Spell Resistance: Yes

The creature you target suddenly seems to be casting a spell.

This distraction causes a creature to apparently vocalize verbal components, use his hands to create somatic gestures and use material components to cast a spell. The real caster's movements and components are hidden and the next spell he casts apparently comes from the target of *arcane appearance*. Obviously, spells that create certain effects (such as *mirror image*) can give away the ruse, but it is otherwise proof against normal notice (a successful Spellcraft check against DC 20 minus the spell level reveals that the components make no sense).

AREA OF NIGHT

Evocation [Darkness]

Level: Cleric 6, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action



The arcane appearance spell makes this archer a target.

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

With a word and a tapping of the finger, the object you touch suddenly begins to radiate shadow, with the darkest area at its center.

This spell causes an object to radiate darkness within a shape (cone, square or sphere) and a radius to be determined by the caster (maximum 10 feet per caster level). Unlike *darkness*, this spell radiates what appears to be natural darkness, meaning that the nearer a person or object gets to the center of the effect, the darker the area appears. Any character or object (including normal lights and light-generating spells of less than 5th level) which crosses the center line will no longer be visible to anyone on the opposite side. To the character that actually crosses the line, the darkness appears to fade as he continues out of the area of effect.

BANISH UNDEATH

Necromancy

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

A flush of life seems suddenly restored to the undead menace before you.

Banish undead temporarily removes the undead trait from a creature. As long as the spell is in effect, the creature is susceptible to spells and effects that undead creatures normally ignore, such as mind-affecting spells and critical hits.

BLAZING STAR

Evocation

Level: Dancer 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: 40-ft. radius sphere

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

A bright burst of light suddenly explodes from an unexpected location!

A flash of light blinds anybody in the area of effect for 1d4 minutes. Creatures with darkvision or low-light vision are

especially susceptible and are blinded for twice the normal duration.

Material Component: A piece of flint.

BLINDING BEAUTY

Evocation

Level: Dancer 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Pointing a lock of dryad hair towards the creature, you whisper the word "Beautiful!" and watch as its splendor grows.

Blinding beauty gives the affected creature a +6 enhancement bonus to Charisma. All creatures viewing the target must make Will saves or continue to stare as if hypnotized. When the affected character or creature disappears from view, hypnotized subjects must make a Will save or be blinded for 24 hours afterward as their memory of the beautiful creature they witnessed fills their mind's eye.

Material Component: A lock of a dryad's hair.

BONE ROT

Necromancy

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to four undead creatures within 20 feet of each other.

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Suddenly, bits of flesh and bone seem to flake off the hideous zombies before you.

Bone rot is a specialized attack that damages corporeal undead by rotting their bodies past the point of usefulness. Undead creatures with a (more or less) intact body suffer 2d6 points of damage. Skeletal undead take 4d6 points of damage.

A normal body affected by *bone rot* cannot be animated.

Material Component: A few drops of warm water.

CHROMATIC CROWN

Abjuration

Level: Dancer 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

A brilliant halo of light rests atop your skull, flickering with ever-changing colors.

Chromatic crown creates a brilliant, ever-changing corona around your head. As long as it is present and visible, it affords some protection against magic. It provides you with spell resistance equal to 10 + your caster level. Once breached, the spell resistance is dispelled.

Material Component: A small glass crown.

CHROMATIC ROD

Conjuration (Creation)

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One rod

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

A shimmering club of flickering light suddenly appears in your hand.

Chromatic rod provides you with a weapon with which you can attack your enemies. This weapon takes the shape of a club. You make a touch attack against your target. If you hit, the rod releases a brilliant flash, stunning the target for 1 round unless



The bone rot spell saves a sorcerer's life.

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it makes a Will save (DC 15). If the rod leaves your hand or the spell duration expires, it disappears.

Material Component: A glass rod.

CIRCLE OF DREAD

Enchantment

Level: Cleric 6, spellsinger 6, Terror 6

Components: V, S, M

Casting Time: 1 standard action

Effect: 10-ft. radius around you

Duration: 10 minutes/level

Saving Throw: No

Spell Resistance: Yes

As you complete this spell, a sudden uneasiness seems to touch your assembled foes.

Creatures around you feel anxious and jumpy, prone to being startled at the smallest sound or touch. While in the circle's area, they suffer a -6 morale penalty to skill checks and -2 morale penalty to all saving throws. Creatures with 5 or fewer Hit Dice must make a Will save at DC 16 or leave the area.

CLAWS OF DARKNESS

Illusion (Shadow)

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes (see text)

Your hands and forearms elongate and change shape into featureless claws of inky blackness.

You draw material from the Plane of Shadow to turn your hands into claws. Starting on your next action, you may use the claws to make unarmed attacks as if they were natural weapons. (You attack with one claw and can use the other claw for an off-hand attack. If you have multiple attacks you use them normally when attacking with the claws.) Attacks with the claws are melee touch attacks. Each claw deals 1d4 points of cold damage. If you grapple an opponent, you deal claw damage with a successful grapple check, and the grappled target is under the effect of a slow spell for as long as you maintain the grapple unless the opponent makes a Fortitude save.

You can extend the claws up to 6 feet, which gives you natural reach of 10 feet, or retract them as a free action.

When the spell is in effect, you may not cast spells with anything other than verbal components, nor may you carry items with your hands. Any magic items worn on your hands are temporarily absorbed and cease functioning while the spell is active.

CLOUDSLEEP

Conjuration (Creation) [Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads 30 ft. wide and 20 ft. high

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

You bring forth a purple cloud of fog, taking those within it to the land of dreams.

Creatures of 3 or fewer Hit Dice fall unconscious upon contact with the fumes without a saving throw. Creatures that have from 4 to 6 Hit Dice must make a Fortitude save or fall asleep for 5d6 rounds. Creatures that make their saving throw and all creatures above 6 HD that might be affected are exhausted for as long as they stay in the cloud. *Cloudsleep* moves away from you at 10 feet per round, so figure its new spread each round.

CLUO'S CLOSET

Transmutation

Level: Sorcerer/wizard 4

Components: V, M

Casting Time: 2 rounds

Range: 60 yards

Area: 4 ft. by 4 ft. by 8 ft. cube

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You cast this spell and bring forth an extradimensional storage space – the perfect hiding place for all your most valued magical treasures.

Known as the *gateway to immortality* spell by loquacious spellcasters, this spell creates a small extradimensional area some 4 feet on a side and 8 feet high (a bar and several hangers can be included in the spell's area of effect if the caster so wishes). Once the spell is initially cast, the "closet" comes into being and can be called forth by speaking a chosen command word again at the same place (or within the range of the spell) where it was initially cast.

The closet seems to be a simple arch with a few feet of space behind it. So long as the caster concentrates on keeping the door open, it continues to exist. As soon as the caster ceases his concentration, the archway vanishes. Anything placed within the closet ceases to age once the small space vanishes into the Ethereal Plane. Time actually stops inside the closet, making it an excellent place to store any perishables or prisoners.

Material Component: When creating the initial closet, the caster needs 1,000 gp worth of ruby dust. Once the closet is

created, merely speaking a chosen command word causes it to reappear.

COMMAND TRUTH

Enchantment (Compulsion) [Mind-Affecting]

Level: Truth 6

Components: V, S, DF

Casting Time: 1 standard action

Range: 90 ft.

Area: Cone-shaped burst

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Raising your holy symbol, you command "Truth!" from all who stand before you.

All creatures affected by this spell may speak only the truth. The subject cannot deliberately tell a lie or evade a question, although it may still speak unintentional inaccuracies (such as repeating a lie it does not believe to be a lie).

CONTAGION CLOUD

Conjuration (Creation)

Level: Decay 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You point to a certain spot, and a thick, noxious green cloud billows forth.

All creatures within the cloud immediately (no incubation period) contract a disease chosen or rolled from the table below. Damage is dealt immediately. The DC listed is for subsequent saving throws (use *contagion cloud's* normal save DC for the initial saving throw). See Chapter 9: Adventuring for further descriptions and effects of these diseases.

Roll	Disease	DC	Damage
1	DM's choice*	-	-
2	Black Plague	16	1d6 Str, 1d6 Con, 1d2 Int
3	Blue Death	18	1d4 Dex, 1d4 Con
4	Dancing Death	16	1d3 Dex, 1d3 Con
5	Goblin Pox	14	1d4 Int
6	Orc Shingles	14	1d6 Con, 1d2 Cha
7	Rotting Death	14	1d4-1 Str, 1d4-1 Con, 1d4-1 Cha
8	Rotting Flesh	16	1d6 Con, 1d3 Str

*Choose disease from this table or diseases listed in the *Dungeon Master's Guide*.

In addition, the vapors obscure all sight, including darkvision, beyond 5 feet. Attacks against creatures within 5 feet have a 20% miss chance (concealment), and attacks against creatures further than 5 feet away have a 50% miss chance (total concealment).

A moderate wind (11+ mph) disperses the cloud in 12 rounds; a strong wind (21+ mph) disperses the cloud in 3 rounds, and a severe wind (31+ mph) disperses the cloud in 1 round. *Contagion cloud* cannot be made permanent with a *permanency* spell, and does not function underwater.

CURSE CONTAGION

Transmutation

Level: Bard 5, cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Medium

Effect: 20-ft. radius sphere

Duration: 1 minute/level

Saving Throw: No

Spell Resistance: Yes

You watch as the creature's shadow darkens, and his attacks seem to falter. Suddenly, the shadow lightens as he regains his vigor but, as you direct, another creature's shadow darken and his attacks lose their accuracy.

You bestow a curse that gives a single target in the area of effect a -4 luck penalty to all attacks for one round. After the initial round, *curse contagion* affects a different target of your choice within the original area of effect, changing targets on your initiative each round (choosing a new target is a free action) and continuing to do so for the duration of the spell. If no creatures are in the spell's area of effect on your initiative of any round, the spell ends. If you do not choose a target, the curse randomly selects a new target at the beginning of each round.

DAYDREAM

Enchantment (Charm) [Mind-Affecting]

Level: Sorcerer/wizard 0, dancer 1

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute

Saving Throw: Will negates

Spell Resistance: Yes

You clap your hands, and the creature begins to stare distractedly at nothing.

You cause a creature to become distracted. If it fails a Will saving throw, it suffers a -2 penalty to skill checks. If threatened with immediate danger, the creature recovers immediately.

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DETECT LYCANTHROPE

Divination

Level: Cleric 3, Moon (Veshemo) 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to one round/level

Saving Throw: None

Spell Resistance: No

Raising your holy symbol, you reach out with your mind in search of the strange aura that is both beast and man.

You determine whether a lycanthrope is within range. On the first round, you determine whether or not there are any lycanthropes. On the second round, you determine the number and direction of each lycanthrope. On the third and subsequent rounds, you determine one lycanthrope's exact type (werewolf, werebear, etc.) each round.

DETERRENCE

Abjuration

Level: Cleric 1, Warding 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Suddenly, the object seems to radiate an aura of strength and invincibility.

Deterrence works much like *sanctuary* (PHB), but it protects an item from attack instead of the spellcaster. If the item is used to attack a creature, *deterrence* is broken.

DISINTER

Transmutation

Level: Cleric 1, Earth 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One item

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The earth at your feet seems to move, as if some unknown creature were digging its way to the surface.

Disinter automatically brings to the surface any item that you buried or submerged, either by physical labor or by spell. If you did not bury or submerge the item, but you know its location,

the item rises to the surface as long as it is not in the possession or ownership of another creature. *Disinter* does not retrieve objects restrained by stone or metal, or other objects that you could not dig through with a shovel.

DIVINE STASIS

Transmutation

Level: Cleric 9, druid/shaman 9, Timing 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

You alter the flow of time so that it ignores the creature you touched.

This spell allows the caster to make a melee touch attack on an object or creature. Success indicates that the subject is placed into a state of suspended animation. Time ceases to flow for the subject and its condition becomes fixed. The subject does not grow older. Its body functions virtually cease and no force or effect can harm it. This state persists until the magic is removed by a successful *dispel magic* spell.

If a living creature or object is to be affected by the spell, it may be no more than 2 size categories larger than the caster. If an inanimate object is to be affected by the spell, its volume may not exceed 10 cubic feet. In either case, the recipient of the spell must have some religious significance to the faith of the caster.



A Svimohz sorcerer uses *disinter* to retrieve the Spear of Shauku.

Material Component: A powder composed of diamond, emerald, ruby and sapphire dust with a total value of at least 5,000 gp.

DORAMA'S BATTLE WARD

Abjuration

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: 6 ft./level

Target: All creatures within a 10 ft. by 10 ft. area

Duration: 2 rounds/level

Saving Throw: Will negates

Spell Resistance: Yes

With an utterance and a flick of your wrist, a nimbus of light seems to wash over, then vanish from the combatants.

This spell creates an anti-magic aura around combat between two or more opponents. No magic will affect any combatant unless he disengages from the fight for one full round. This includes both spells cast during the melee and magic items employed during the melee. Once the battle is over (or the spell duration expires), the spell ends.

DRAW FORTH THE OAK SPIRIT

Transmutation

Level: Druid/shaman 6

Components: V, S, M, DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)



A druid binds a dryad to an oak for its protection.

Target: One oak tree

Duration: Permanent

Saving Throw: None

Spell Resistance: No

The nebulous form of a dryad appears in front of the tree, growing slightly more solid as each moment passes.

While oak trees develop an extension of their spirit that becomes a dryad when they reach sufficient age and fulfil certain conditions, powerful druids are capable of creating them to protect younger or smaller oaks that must be defended.

Draw forth the oak spirit creates such a bond and uses the oak's spirit to create a dryad bound to that tree. The dryad is a normal fey as described in the *D&D Monster Manual*.

Material Component: 100 XP.

DUSK

Transmutation

Level: Cleric 9, Moon (Veshemo) 9

Components: V, S, DF

Casting Time: 1 standard action

Area: 100-ft. radius around caster

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

Night seems to fall around you, the moon and stars becoming visible in the sky above.

Those inside the area are affected as if it were night - their vision is limited, they see stars and moon in the sky, etc. The spell affects undead and other creatures as if the night were real.

Besides the visual effects, *dusk* affects creatures within the area as if night had fallen. Living creatures other than the caster (unless nocturnal) are fatigued. The caster, on the other hand, feels invigorated and refreshed, gaining a Dexterity and Constitution bonus of +2.

DUST STORM

Conjuration (Creation)

Level: Druid/shaman 5, sorcerer/wizard 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Cloud 100 ft. wide and 40 ft. high

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

A great wind springs to life, scattering and blowing fine dust in a raging fury.

Dust storm creates a huge cloud that prevents sight. The cloud obscures all sight, including darkvision, beyond 5 feet. Creatures within 5 feet suffer a 20% miss chance on their

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attacks, while creatures further away suffer a 50% miss chance and cannot use sight to locate the target).

Furthermore, the choking dust affects breathing as does smoke (creatures in the area must succeed at a Fortitude save against DC 15 + 1 per previous check or spend that round choking and coughing). A character that chokes for two consecutive rounds takes 1d6 points of nonlethal damage.

ECHO OF THE WHIRLWIND

Transmutation

Level: Cleric 9, Timing 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: One round/level (D)

Creatures and objects in the area seem to slow to a crawl. You feel as if you could pluck an arrow from the sky as easily as you could take an apple from a tree.

Your personal time frame slows relative to those around you. You gain a +5 haste bonus to AC, you may make an attack against each target within reach at your base attack value (as if you had the Whirlwind Attack feat) and you gain a +3 dodge bonus to AC against ranged weapons. You also gain the feat Lightning Reflexes for the duration of the spell. You are immune to the slow spell (slow does not counter echo of the whirlwind), and you gain a +4 bonus to initiative.

ECLIPSE

Evocation [Darkness]

Level: Moon (Veshemo) 2

Components: V, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 10 min./level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes

With a prayer, you grasp your holy symbol firmly in your hand. In an instant, a cloud of shadowy illumination overwhelms the target.

This spell functions like darkness, except that it has greater range and may target creatures as well as objects. Creatures targeted by eclipse may attempt a Will save to reduce the duration to 1 round.

ENCHANTMENT DISRUPTION

Abjuration

Level: Sorcerer/wizard 1, spellsinger 1

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 10-ft. radius sphere

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Suddenly, all nearby magic items give off several small sparks, seemingly as if touched by electricity.

Charged items in the area lose 1d6 charges per caster level (5d6 maximum). Items usable a certain number of times per day items are considered used once per caster level, up to their maximum usage. *Enchantment disruption* does not affect minor or major artifacts.

Focus: A non-magical metal wand.

END

Abjuration [Scalable]

Level: Cleric 1, dancer 2, sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One spell

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a single word, the effects of your other spell cease.

End dispels a spell that you cast of at least one level lower than end itself. Spellcasters use it to terminate spells that they cannot otherwise dismiss.

ETHEREAL LOCK

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 10-ft.-radius sphere

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The ethereal creature blinks at you, surprised, as the dagger plunges into its chest.

Ethereal lock prevents any creatures on the Ethereal Plane from shifting to the Prime Material Plane or creatures on the Prime Material Plane from becoming ethereal within its area of effect.

Material Component: An empty bottle.

EXILE

Enchantment (Charm) [Mind-Affecting]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

As the creature backs away from you, then begins to run, it gives you an angry glare.

You cause a creature to retreat as fast as possible (without the use of magic) until it is at least 300 feet from you. The creature does not return for the duration of the spell.

Material Component: A paper fan.

EYES OPEN

Abjuration
Level: Sorcerer/wizard 0
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes per level
Saving Throw: Will negates (Harmless)
Spell Resistance: Yes

With a yell, you startle the creature, its unnatural desire for sleep now vanished.

The target gains a +4 resistance bonus to saves against magical or non-magical sleep effects.

FAITH SHIELD

Illusion/Phantasm
Level: Cleric 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level or until dispelled
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The creature you touch gains an immense feeling of invulnerability, effectively creating an imaginary shield that actually repels blows.

The recipient of a faith shield spell gains a +4 deflection bonus to AC. However, once the shield bearer takes damage, the shield is dispelled.

FALSE STRIKE

Transmutation
Level: Sorcerer/wizard 1
Components: V, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: One round
Saving Throw: Will negates

Spell Resistance: Yes

The creature strikes, but is unexpectedly thrown off-balance by your magic!

A target creature gets -20 to its next attack roll. If the target does not attack within the next round, the spell's effect is lost. The penalty affects determination of a critical (if the first roll is within a threat range) as well.

Focus: A thick convex lens.

FETCHING CARPET

Transmutation
Level: Sorcerer/wizard 4
Components: V, S, F
Casting Time: 1 full round
Range: The carpet travels up to 5 miles each way
Effect: One carpet up to 4 ft. wide by 6 ft. long
Duration: Up to one hour/level
Saving Throw: None
Spell Resistance: No

As you watch, the carpet takes flight, heading for its target at incredible speed.

This spell enchants a normal carpet to travel to a creature known to the caster and wait for that creature to step upon it. The carpet leaves the caster at 180 feet per round, in the straightest line possible toward the creature described. When it arrives, it hovers just above the ground within 10 feet of the creature for up to the spell's duration. If the creature steps on the carpet, the carpet whisks it away to the spellcaster, again by the most direct route. The carpet carries a maximum of 5 pounds on the trip to the creature (to allow for scrolls, signet rings, or other identifying marks and badges) and up to 100 pounds per caster level on the return trip.

Focus: An exotic carpet worth at least 200 gp.

FLASHBACK

Transmutation
Level: Sorcerer/wizard 6, Timing 6
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target: One creature
Duration: 24 hours (D)
Saving Throw: None
Spell Resistance: No

Time seems to wind back upon itself, giving you another chance to act.

By means of this spell, any single unsuccessful action may be attempted again with the same chance of success. For example, a failed hit in combat could be repeated, an incorrect guess to a question could be repeated as if the first answer had never been given, a rogue who fails to pick a lock may try again, etc. After

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the spell is cast, it lasts for 24 hours or until discharged. Any time within that period the caster may invoke the effect regardless of his or her initiative count. This does not count as an action. However, the caster must do so immediately (within one initiative count) after the failed action in order for the spell to take effect.

Note that this spell cannot be used to "erase" a successful action that failed to produce desirable results (such as successfully opening a sealed casket only to find a vampire inside).

Material Component: A bit of mithral worth at least 100 gp.

FLASH OF LIGHTNING

Evocation

Level: Cleric 1, Tempest 1

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: 10-ft. radius sphere

Duration: 1 round/level

Save: Will negates

Spell Resistance: Yes

Striking two pieces of flint together and speaking but a single word, you blind your enemies with a brilliant light.

The brilliant flash this spell creates blinds everyone within it for 1 round/caster level.

Material Component: Two pieces of flint.

FLYING HORDE

Conjuration (Summoning)

Level: Druid/shaman 8, Locust 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One swarm of locusts per two caster levels

Duration: 2 min./level

Saving Throw: None

Spell Resistance: None

A shadow falls over the field, as the hungry locusts attack.

You summon forth one or more locust swarms (to a maximum of 12 swarms at 24th level). The swarms need not appear adjacent to each other, but must appear within range of the spell. They may also be summoned to share the area of other creatures. See the *D&D Monster Manual* for information about locust swarms.

A swarm will attack any creature in its area, but remains stationary unless commanded to move. You may command one or more swarms to move by taking a standard action to do so. If you command a swarm to move more than 100 feet +10 ft./level away from you, or if you move more than that distance from the swarm, the swarm remains stationary but will not take your orders until you again move within that distance.

Material Component: The dried body of a locust.

FORBID

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Cleric 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The creature struggles against your command, but to no avail. It cannot proceed.

You choose a certain type of action, which all creatures within the cone are prohibited from taking. You can choose the action from the following list:

Attack: On its turn, the creature must refrain from directly attacking another character. However, it may attack objects not held by the character (such as a tree or wall that might fall on its enemy) and otherwise acts normally.

Cast: On its turn, the creature may not cast a spell (from a prepared spell, spell slot, or so on). It may use magic items, spell-like abilities, or other abilities that resemble spells but do not require verbal, somatic or material components.

Speak: The creature may not speak for 1 round.

Walk: The creature may not walk (or run, charge, rush, amble, stride, etc.) in any direction for 1 round.

FORCE SPHERE

Evocation

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Area: 5-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

A flickering globe of pale, swirling yellow light surrounds you, pushing those you pass aside.

Many spellcasters consider *force sphere* an impractical but impressive spell. It creates a light outward force that radiates from the caster's body. It presses against loose objects under 10 pounds, moving them outward. Unlocked doors open, objects are pushed away and people are jostled aside in a crowd. The spell's effect also provides a +2 deflection bonus to AC.

Material Component: Two matching lodestones.

FREEZE

Transmutation

Level: Chill 7, cleric 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object up to two sizes larger than the caster

Duration: One hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

With but a word and a gesture, your foe is frozen solid, with a layer of frost covering him from head to toe.

This spell freezes a target that fails his save. The target is frozen solid but thaws at the spell's expiration or dispelling. If the target fails a second saving throw at the spell's expiration, it takes 5d8 points of damage from the painful process.

GLIMPSE OF THE FUTURE

Divination

Level: Cleric 5, Timing 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours or until discharged

You experience a brief, fragmented vision of a future event.

At any time during the next 24 hours, you can choose to add a +20 insight bonus to an attack roll, saving throw or skill check you make (you must announce your intention before the die roll). Once the spell is cast, activating the effect is a free action. You cannot have multiple glimpse of the future spells active simultaneously.



Gold lust gets the better of this dwarven fighter.

GOLD LUST

Enchantment (Charm) [Mind-Affecting]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One person

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You target your intended subject, and suddenly notice the gleam of greed in its eyes.

This charm incites greed in a humanoid of Medium size or smaller. For the duration of the spell, the creature accepts bribes, sells equipment, provides services, or does whatever he can for money. The creature does not forget the value of the items or services she sells, nor does her alignment change. Self-preservation instincts also remain unaffected. *Gold lust* cannot cause a person to sell or give a weapon to anyone who has harmed him within the last hour.

Material Component: A gold coin.

GRACED BY SAINTS

Evocation

Level: Cleric 1, paladin 1 [Scalable]

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

The subject's cheeks gain the ruddy glow of health, as a surge of life speeds through the body.

You allow a creature to recover from wounds with supernatural speed. The affected creature heals very quickly. Each round he recovers a number of hit points equal to the spell level at which the caster uses *graced by saints*. The spell lasts for a number of rounds equal to the cleric's caster level.

Thus, an 8th-level caster who uses *graced by saints* as a 4th-level spell causes the target to heal 4 hit points per round for 8 rounds, for a total of 32 hit points. A 20th-level cleric casting it as a 1st-level spell causes the target to heal 1 hit point per round for twenty rounds.

GROUNDING

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: 50-ft. radius

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Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Pressing the copper rod into the ground, you intone the magical words. A blue glow passes quickly through the rod, and the air seems to crackle with energy.

This enchantment brings into existence a magical grounding point to which any electricity (e.g. lightning bolts, spark showers) is preferentially drawn. While active, any electrical spells passing through or originating within a 50-foot radius of the epicenter is harmlessly discharged to the ground.

Material Component: A rod or staff constructed of pure copper, which is driven into the ground during execution of the spell.

HAMMERFIST

Transmutation

Level: Cleric 2, Earth 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

As you complete the spell, your hands grow heavy, enlarging into sturdy iron warhammers. You feel no pain or unwieldiness.

Both of your hands turn into warhammer heads. You may use them to attack with no two-weapon fighting penalties (see the *D&D Player's Handbook*) for the duration of the spell. If your character has feats that enhance his skill at using warhammers, he gains those bonuses or abilities while this spell is in effect.

Focus: A steel warhammer.

HARMONIC CRY

Evocation [Sonic]

Level: Spellsinger 1

Components: V

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

You sing a short musical scale at an extremely high pitch. Suddenly, you see those before you begin to waver, a concerned look on their faces as they start to topple to the ground.

This spell causes creatures to become deafened, possibly also stunned and perhaps even becoming unconscious. Each creature within the cone is affected according to its Hit Dice.

2 HD or less: the creature is unconscious, deafened and stunned for 2d4 rounds, then deafened and stunned for 1d4 rounds, and then deafened and stunned for 1 round. (Only living creatures can be knocked unconscious.)

3 or 4 HD: The creature is deafened and stunned for 1d4 rounds, then deafened and stunned for 1 round.

5 or 6 HD: The creature is stunned for 1 round, then deafened for 1 round.

7 or more HD: The creature is deafened for 1 round.

Creatures that are already deaf or otherwise unable to hear are not affected by harmonic cry.

HARMONIC MISSILE

Conjuration (Creation) [Sonic]

Level: Spellsinger 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to five creatures, no two of which may be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: No

With a song on your lips and joy in your heart, you project a missile of sonic energy at your foe.

A rocket-like projectile of sonic energy launches forth from your mouth and strikes the target, dealing 1d4 points of sonic damage. The projectile strikes unerringly if the target has less than total cover or concealment. Specific parts of a creature



A spellsinger uses hammerfist against a gnoll.

cannot be singled out. A target that fails its saving throw becomes deafened for 1 round.

For every two caster levels, you gain an additional projectile—two at 4th level, three at 6th level, four at 8th level, and the maximum of five at 10th level or higher. If you shoot multiple projectiles, you can have them strike a single creature or several creatures. A single projectile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

HARMONIC RAY

Evocation [Sonic]

Level: Spellsinger 8

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None or Fortitude partial; see text

Spell Resistance: Yes

As your mouth opens and your song begins, the air ripples visibly as a stream of sonic energy issues forth to strike down your enemy.

A harmonic ray issues forth from your mouth. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d8 points of sonic damage per caster level (maximum 25d8). A character with Hit Dice of two-thirds your level or more suffers only half damage if it succeeds at a Fortitude save.

HUNTING HOUND

Conjuration (Creation)

Level: Druid 6, Hunting 6

Components: V, S, M

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One phantasmal hound

Duration: 1 hour/level or until discharged, then 1 round/caster level

Saving Throw: None

Spell Resistance: No

Throwing your spell components to the ground, you speak the word "Come." From the ground, black fog flows, congealing into a small black hound with wisps of fog constantly roiling off its body.

You conjure a magical hound that appears as a semisolid creature composed of black fog. It remains standing where conjured until you command it to track. The hunting hound tracks by scent as a hunting dog from *Dangerous Denizens* (or, if you do not have that supplement, a standard dog from the *D&D Monster Manual*), but with a total of +20 on its Survival check. It is unaffected by penalties due to the size of tracked creatures, poor visibility or the tracked party hiding its trail. The caster

may concentrate to see through the hunting hound's eyes, with no effect on the hound itself.

If the hunting hound comes within 25 feet of an enemy, it halts, silently alerting the caster by means of a mental "bark." If an enemy comes within 5 feet of the hunting hound, it bites (+3 attack bonus, 1d6+3 points of piercing damage) once per round. The hunting hound's bite is readied to occur on the enemy's turn, and is treated as a magic weapon for determining damage reduction.

The initial spell duration is 1 hour per caster level, but this becomes 1 round per caster level once the hound bites. A hunting hound cannot be attacked, but can be dispelled. If the caster and hunting hound are ever more than 100 feet apart, the spell ends.

Material Component: A piece of canine fur, a bit of black cloth, and a drop of water.

ICY HANDS

Transmutation [Cold]

Level: Chill 2, cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 10 ft

Area: Semicircular blast of ice 10 ft. long, centered on your hands.

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: yes

With a sound like the cracking of ice on a frozen pond, a glistening sheen of frost begins to coat your hands. Your foes look aghast as a blast of ice hurtles towards them.

Icy hands covers your hands in frost and then expels a fan-shaped blast toward your enemies. You must hold your hands with your fingers spread and your thumbs touching. The fan of ice is as thick as your thumbs. Any creature in the area of the blast takes 1d4 points of damage per your caster level (maximum 5d4). Any liquids such as wine, ale, or water struck by the blast are frozen solid.

IMAGINARY CHAINS

Enchantment (Charm) [Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: 20-ft. radius sphere

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

With a word of power, your enemies slow down, pulling themselves forward as if dragging heavy chains behind them.

Creatures in the area of effect feel that all of their carried items weigh twice as much as normal. Thus, they might reduce

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their movement, discard items or take other actions to remove some of the extra weight.

INAUDIBILITY

Illusion (Glamer)

Level: Sorcerer/wizard 2, spellsinger 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lbs./level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Rubbing an ear with a piece of cloth and speaking the magic words, you hide the sound of your movements.

Inaudibility works like invisibility, but it affects sound, not light. The creature affected by the spell emits no sound from movement or bumping up against objects. She can still speak if she chooses.

Material Component: A piece of cloth.

INFERNAL WIND

Evocation [Cold]

Level: Chill 9, Cleric 9

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

An icy wind whirls about your enemies, freezing the blood in their veins and shattering their bodies like a piece of ice crushed beneath your boot.

A blast of wind inflicts 20d6 points of agonizing cold damage. Any creature brought to dying or dead by the infernal wind freezes and shatters into tiny fragments. Creatures not killed outright by the cold damage are numbed, suffering a -4 penalty to Dexterity for 1 minute per caster level. A successful Reflex save negates the numbness and Dexterity loss, but does not reduce damage.

Material Component: A piece of ice.

INSPIRATION

Transmutation

Level: Coddler 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Holding the focus above your comrade's head, you speak a few words and watch as his astuteness seems to grow before your very eyes.

The subject becomes more intelligent. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to skill rolls and other uses of the Intelligence modifier. High Intelligence does not affect spell memorization unless the spellcaster has the increased Intelligence for at least 8 hours prior to preparing spells and the time necessary to prepare spells. When *inspiration* expires, excess spells are lost at random.

INTOLERANCE

Enchantment (Compulsion) [Mind-Affecting]

Level: Scorn 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature/level, no two of which may be more than 30 feet apart.

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Pinching the elf's hair between your fingers, you recite the spell and watch as the subjects begin to bristle with hate.

Choose a single human or humanoid race (Brandobian, rock gnome, wood elf, Kors hobgoblin, etc.). Each creature within range (provided it fails its saving throw) suddenly finds itself hating all members of the chosen species. Each affected character gains a bonus (equal to the caster's cleric level) on opposed checks against Bluff, Diplomacy and Intimidate skills checks made by a character of that race. They react to any member of that race as they would to any hated enemy. Affected NPCs are considered hostile (see the Diplomacy skill in the PHB). If the creature is of the race to be hated, it is unaffected by this spell (it cannot hate itself).

Material Component: A few strands of hair from a member of the to-be-hated race.

JOLT

Evocation

Level: Sorcerer/wizard 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You stand far below, observing the escaping prisoner climb the rope ladder at great speed. With a smile, you speak the magic words to the piece of cotton held in your cupped hand, then watch as the creature shouts with pain, releases its grip, and begins the long fall to the ground.

Jolt creates a brief but painful electrical charge. Any creature with 4 HD or less struck by the charge takes no damage, but must succeed at a Fortitude save or drop any items held (including weapons, ladder rungs, ropes, etc.).

Material Component: A piece of cotton.

KNOW TRUE NAME

Enchantment [Mind-Affecting, Compulsion]

Level: Cleric 8, Sentinel 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One fiend

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The hideous creature glares at you from the other side of the circle, clearly fighting to resist your spell. Then, spitting the words at you, it speaks its true name – a brutal conglomeration of consonants and vowels that make your ears ache with the hearing.

You force a fiend to tell you its true name. Once you know a fiend's true name, all spells that you cast at that creature have their save DCs increased by +4. You also gain a +4 on all checks to penetrate that creature's spell resistance.



A jolt spell delivers shocking consequences.

LIANA

Transmutation

Level: Druid/shaman 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One rope up to 25 feet long

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

You point at the huge clump of fungus on the cavern wall and speak the words. From its mass suddenly erupts a vine, growing to the desired length. Cutting it off, you smile – a perfect rope for lowering to your comrades in the pit.

You cause a length of vine to grow from the area's natural vegetation. You can cut a length of vine up to 25 feet long to use as a rope. After one hour, the vine becomes brittle and useless. Until then, it functions as a normal length of hemp rope.

LIFESAP

Necromancy

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: 0

Effect: 10-ft. radius

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You speak the ancient words and watch as your foes cry out in agony. You feel suddenly more powerful, your body pulsing with energy.

All creatures within 10 feet of you must succeed at a Fortitude save or gain one negative level. For each level lost this way, you gain 5 temporary hit points. You lose these temporary hit points at the end of the spell's duration.

MAW OF STONE

Transmutation

Level: Builder 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One cave mouth or natural chamber up to 15 ft. high and wide

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Your spell brings the rock walls to life, ready to crush your enemies as you desire.

You cause a single natural opening or natural chamber to become animated. The opening or chamber cannot move, but it

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can attack. You can order it to attack any creature, or a specific type of creature. You also can order it to attack under a specific circumstance, such as when creatures try to leave or when they touch something.

An animated opening can only attack creatures that try to move through it. An animated chamber can attack every creature inside. Only one *maw of stone* can be in effect on a particular opening or chamber at a time.

The animated opening or chamber has a Strength score of 30. Its attack bonus is equal to your level + your Wisdom modifier +7 for its Strength. If it has any single dimension (height, length, or width) of 8 feet or more, it has a -1 size penalty on attack rolls for being Large.

An animated opening can make one grapple attack each round against a creature passing through. If it succeeds with its grab attempt, it makes a grapple check and deals 2d6+10 points of normal damage with a successful hold. A Large opening gains a +4 special size modifier and deals 2d8+10 points of damage.

An animated chamber works the same way, except that it can make a separate attack against every creature inside. The animated stone has an Armor Class of 15, or 14 if Large (-1 size), and a hardness of 8. An opening has 40 hit points (60 if Large). A chamber has 60 hit points (90 if Large).

MOONTHRUST

Evocation

Level: Cleric 8, Moon (Veshemo) 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One undead creature

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

As you evoke the spell, a thin ray of white-blue light blasts from your palm, striking down the shambling undead creature.

Moonthrust creates a ray that strikes an undead creature (the caster must make a ranged touch attack). The undead must make a Will save or be destroyed (reduced to 0 hit points). Even if it makes the save, it is rendered immobile and helpless for one round.

MOTHER'S MANIPULATION

Transmutation

Level: Elemental 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Invoking the power of your god, you stretch out your hand to your enemy and watch as the brilliant bolt of energy slams into your opponent. Your foe staggers, then looks horrified as the energy does not dissipate, but continues to crackle across his body.

When you cast *Mother's manipulation*, you must succeed on a ranged touch attack with the ray to strike a target. If the attack succeeds, the target suffers energy damage (acid, cold, electricity, fire or sonic; caster's choice) over an extended period. The affected creature initially suffers 1d4 points of energy damage per caster level, then continues to suffer 1d4 points of energy damage per caster level each round thereafter. The caster may choose to alter the energy type at the beginning of each round.

Each round after the first, on the caster's turn, the creature can attempt a Fortitude saving throw to end the effect. A heal, restoration or greater restoration spell will also end the effect.

NATURAL DEATH

Necromancy

Level: Cleric 9, Timing 9

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes



The natural death spell saves an elf from a nasty fate.

With a wave of your hand and a mutter of an ancient incantation, the target creature begins to age rapidly before your eyes. Its skin becomes like parchment, its hair and nails grow long, until it collapses to the ground like a withered heap of flesh and bone.

Natural death causes the target to age rapidly, experiencing a natural death from which it cannot be resurrected. The spell has no effect on undead, constructs or outsiders.

Material Component: The remains of any object over 200 years old.

NIGHT FIGHTER

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to one creature/level

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

Gesturing with the whisker, you imagine your allies walking unflinchingly through a pitch-dark maze. The spell complete, the whisker disintegrates in your hand.

All creatures affected become excellent fighters for secret missions in the dark. They gain low-light vision, emit no sound from movement or bumping up against objects, and gain a +4 enhancement bonus to AC, Reflex saves and other applications of the Dexterity modifier.

Material Component: A cat's whisker.

NUMBING CLOUD

Evocation (Cold)

Level: Chill 8, cleric 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius sphere

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Up from the ground comes a pale white mist, clinging to all creatures and objects within it, sapping the heat from their frames.

Numbing cloud creates a mist that draws the heat out of all creatures and objects inside it. A living creature that fails its saving throw suffers a -6 Dexterity penalty due to numbness and suffers 1d4 points of cold damage per caster level (to a maximum of 20d4). The numbness lasts for one hour. Visibility within the cloud is limited to half the normal distance. You may concentrate to move the cloud up to 30-ft. per round. If you do not concentrate, the cloud stays where it is.

OBSCURITY

Transmutation

Level: Cleric 8, Oblivion 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Effect: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

A ripple of unholy energy courses through your body, as dark magicks hide your presence from those around you.

The subject becomes completely forgettable, the perfect spy. The character is initially unnoticeable. Any character that might see the subject must make a Will save (DC 10 + *obscurity's* spell level + the caster's ability score modifier) to even notice him. Any creature he addresses automatically notices him, however. Fortunately, characters that do see or even speak with the character remember nothing about him once he is out of sight.

If the subject attacks anyone, the creature struck (or enspelled) immediately notices the subject but must make a Will save after the attack to remember where it came from. Visual or other clues might point to the character from whom the attack originated.

OCHRE CLOUD

Conjuration (Creation)

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud that spreads 60-ft. radius, 40 ft. high

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A reddish-brown cloud swallows up all within it, draining their potency and vigor.

Living creatures caught within the debilitating *ochre cloud* suffer a -2d6 enhancement penalty to Strength, to a minimum of 1. The penalty lasts for as long as the creature remains in the cloud and 1d6 rounds after leaving the cloud.

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OFF THE MIRROR

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your spell creates a duplicate of the target creature, similar to the true form in all aspects save that its image and handedness are as if you accidentally copied the creature's mirror image. Simultaneously, the true creature is whisked onto the Ethereal Plane in a swarm of flickering lights.

Off the mirror creates a duplicate of a creature and places the target creature in another plane. This other plane overlaps the creature's place on this plane and is large enough to hold the creature. Creatures familiar with the original might recognize the duplicate with a successful Spot check opposed by your caster level check +10. (The DM may adjust this bonus for creatures very familiar with the original.) While the duplicate has all of the original's knowledge and abilities, the duplicate is opposite-handed from the original and scars and other identifying features are on the wrong side. The duplicate is under your complete control.

Material Component: Silver mirror worth 1,000 gp.

ONE HEART

Evocation

Level: Cleric 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to one character/level in a 20-ft. radius

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

As you complete the spell, you watch your allies regard each other with new respect, their shared energy making their defenses even stronger than before.

One heart targets two or more characters in the stated area. Each character gains a resistance bonus to saving throws, enough to give them all saves equal to the highest base saves among the group. Thus, if a fighter's base saves are Fortitude +5, Reflex +2, Will +2 and a wizard has Fortitude +2, Reflex +2, Will +6, then the fighter gains no bonus to Fortitude or Reflex saves and a +4 bonus to Will. The wizard gains a +3 resistance bonus to his Fortitude saves.

PIERCING THE VEIL

Divination

Level: Cleric 3, Sentinel 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One fiend

Duration: 1 day per level

Saving Throw: No

Spell Resistance: Yes

With a gesture, you reach out to the target creature, the word "Reveal" muttered beneath your breath. Soon you will know whether this creature is truly the fiend you have been seeking...

You must succeed in a ranged touch attack to identify a suspected celestial or fiend. If you do, you know the identity of a celestial, half-celestial, fiend or half-fiend. For the duration of the spell, you automatically recognize the creature even when it is shapechanged or disguised.

POUNDING STONES

Transmutation [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

With a toss of your hand and words of power on your lips, you toss your small handful of gravel at the target creature. Suddenly, the loose stones and pebbles around the creature rise from the ground and hurtle towards it as if carried by a whirlwind with a personal grudge.

Pounding stones causes loose rocks in the area to fly at the target, inflicting 1d4 points of damage per caster level (maximum 5d4).

Material Component: A handful of gravel or sand.

PRISMATIC ARROW

Abjuration

Level: Hunting 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One arrow touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The prismatic energy shimmers along the arrow readied in your bow, ready to fly forth and strike the enemy with its touch.

You apply one of seven powers (see *prismatic spray* in the PHB) to a single arrow touched. This power remains active for the duration of the spell, or until the arrow is shot from the bow to affect the stricken target (not necessarily the desired target if the character is a bad shot...), whichever comes first. While the ability is active, the arrow appears to be made of shimmering light of the indicated color, but still feels solid to the touch.

Material Component: A wooden arrow of appropriate length to the bow.

PROTECTED PORTAL

Transmutation

Level: Cleric 7, Warding 7

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One portal less than 10 ft. by 10 ft.

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You stand before the door of your room, drawing arcane symbols in the air with a gold key and intertwining the names of your allies into the magical words. Once the spell is complete, you realize that only your chosen allies can enter this room freely; all others will find only the false, extradimensional room you have prepared for them.

People who walk through the chosen door (arch, etc.) without the caster's permission are instead teleported to another plane, where they find a small room similar to *Dorama's magnificent mansion*. The caster names acceptable people when he casts the spell; all others find the false room.

Material Component: A gold key.

RISE FROM THE ASHES

Transmutation

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One item

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you cast this spell, the melted puddle of gold before you reforms into a goblet, as if time were running in reverse at your bidding.

Rise from the ashes restores up to 100 hit points of damage inflicted by fire upon an item. It can even restore completely destroyed items, provided the spell is cast within an hour of their destruction by fire.

Material Component: A pinch of lime.

RISING TIDES

Transmutation [Water]

Level: Moon (Veshemo) 6

Components: V, S, DF

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 20 ft./level by 20 ft./level by 5 ft./level (S)

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: No

Raising your holy symbol over your head and beseeching aid from your god, you watch as the waves begin to rise, then tower over you.

The *rising tides* spell forces water to increase its height by as much as 5 feet per caster level, within a square area with sides of up to 20 feet per caster level. This area may be altered by reducing one horizontal dimension by half and doubling the other horizontal dimension. Ships that do not exceed the raised area in length and are raised in this manner may remain on top of the water or slide down the side (caster's choice). The caster may move the raised water over adjacent water at a rate of 30 feet, or spill this water onto adjacent dry land.

SANDSTORM

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Sandstorm 60 ft. wide and 30 ft. high

Duration: One round/level



A sandstorm spell halts an adventuring party.

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Saving Throw: None

Spell Resistance: No

By flinging a handful of sand and whispering some arcane words, you cause a great wind to arise, blowing sand with amazing ferocity.

Sandstorm blocks all sight within its area (including darkvision). Movement through the area is reduced to half normal due to the winds and blowing sand. The sand extinguishes all fires it encompasses as well.

Material Component: A handful of sand.

SARMAR'S COIN BEACON

Divination

Level: Bard 4, cleric 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: One metal object

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

You cast the spell and, to your eyes, the item glows with a bright orange light.

This rare spell allows the caster to magically 'mark' a specific metal item. He must touch the item during spellcasting. One usually casts *Sarmar's coin beacon* on coins, but it also functions on the blade of a sword or any other item composed mostly of metal. The target of the spell must be a single, specific item.

The marking is invisible to all except the caster, any other creatures who directly touch the caster during casting, and beings employing detect magic or a similar spell.

To affected persons, the marked object appears to 'glow.' This is a mental effect, unimpaired by intervening objects, darkness or the covering or containment of the item, but extends only as far as normal vision.

For the duration of the spell, you and other affected beings can trace the movements of the marked item, as long as it remains on the same plane as the caster. Even if the item is far beyond normal visual range (so that it does not seem to glow), those attuned to it can 'feel' the precise direction of the item from their present location (though no hint of its distance is given).

The tracing effect can be ended by dispel magic, the destruction of the item's original state (the melting of a coin, for instance), or the placing of any (other) lasting enchantment on the marked object. This latter property of the spell prevents the marked object from being used as a 'trap from afar,' but also prevents beings with powerful magic from tracing an active beacon dweomer back to the caster.

Material Components: A length of spider's web and an eyelash from the caster.

SCORN

Illusion (Glamer)

Level: Scorn 1, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

With a quiet whisper of contempt and a wink at the subject, you pinch the hair between your fingers, then release it. As the hair falls to the floor, you gain a certain sense of satisfaction that the subject's failures will come back to haunt him.

You cause a creature to appear deserving of scorn and derision. The target temporarily loses 1d4+1 points of Charisma each time it fails any saving throw.

Material Component: Hair from a jackal or skunk.

SCREAM OF PAIN

Evocation [Sonic]

Level: Spellsinger 5

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

You sing a high-pitched melody, causing your foes to scream in pain as the song assaults their ears.

Scream of pain creates an area of sonic vibrations, originating at your mouth and extending outward in a cone. It deals 1d6 points of sonic damage per caster level (maximum 15d6).

SELFLESS LOVE

Enchantment (Compulsion) [Mind-Affecting]

Level: Love 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. level)

Target: Two living creatures, neither of which may be more than 30 ft. apart.

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Whispering a melodious phrase, you point at the two subjects and watch with delight as they protectively move towards each other.

This spell causes two creatures to fall deeply in love with each other. This love is unconditional and self-sacrificing, but does not awaken new sexual desires that did not already exist. For

example, a human and hobgoblin might be affected by this spell, but this love could be fraternal without being sexual, unless the desire for this particular creature or race already existed.

Treat the target's attitude as helpful; see the Diplomacy skill in the PHB. If either creature is threatening the other when this spell is cast, they receive a +5 bonus on their saving throw.

Selfless love counters and dispels intolerance.

SHADOW PLATE

Illusion (Shadow)

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal or touch

Target: You or creature touched

Duration: See text

Saving Throw: Will negates (harmless), Will disbelieves

Spell Resistance: Yes (harmless)

Whispering the words of the spell, you touch the small piece of tempered bronze to the subject's chest. Instantly, the subject appears to be girded in ornate, black half-plate armor inlaid with filigree of silver and gold.

This ancient spell allows the spell caster to conjure up a virtual suit of armor. The subject seemingly acquires a full suit of half-plate that, unless actively disbelieved by an opponent, provides a real measure of defense. Until dispelled, the subject is treated as if she were actually clad in half-plate armor (+7 AC bonus). In addition, the enchantment absorbs 1 point of damage per level of the caster. When it has sustained damage beyond its capacity, the enchantment is broken.

Material Component: A small piece of tempered bronze.

SHADOWSKIN

Necromancy

Level: Cleric 5, Moon (Veshemo) 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour per level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: No

With a magical word, you wad up the cloth into a small ball and hold it in the direction of the subject. Suddenly, its body seems bathed in darkness as its skin turns as black as pitch, and its form becomes somewhat blurred.

The target creature's skin becomes black and indistinct. The creature gains a +8 circumstance bonus to Hide checks. This bonus does not stack with other bonuses for camouflage or other coloration. The creature also gains a +4 resistance bonus to saves against effects delivered by the touch of undead. Lastly,

the creature gains a +2 bonus to saves against energy drains not delivered by the touch of undead.

Material Component: A shred of clothing stolen from a thief.

SHATHY'S PESTILENCE

Necromancy

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Line-shaped breeze of light wind emanating from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude partial

Spell Resistance: Yes

The breeze gusts forth from your outstretched hands as you spit the words of plague, inflicting disease over all creatures in its path.

This spell creates a light breeze of air (in game terms, a 10-ft. cube) that originates from you and infects all creatures in its path. Anyone in the path must make a Fortitude save or become numb (-2 to all attacks and Dexterity based skill checks). Numbed creatures must make a second Fortitude save or begin to decay. Decaying creatures lose 1d4 hit points per day and do not heal wounds normally. Those afflicted may attempt another saving throw every day to avoid suffering the effects for that day, but the decay may continue on subsequent days.

The pestilence can be removed by *remove disease*, *dispel magic* or healed using the normal methods for healing disease. Paladins, undead, outsiders and constructs are immune to Shathy's pestilence.

SHOCK WAVE

Evocation [Electricity]

Level: Sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

You grip the amber and extend it towards your foes as you speak the ancient words. Suddenly, a wave of electricity seems to burst forth from your hand.

Shock wave electrifies a large area, inflicting damage on any creatures it touches. Creatures within the area take 1d6 points of damage per caster level (maximum 15d6).

Focus: A cone-shaped piece of amber.

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SILKEN GRASP

Transmutation

Level: Cleric 1, sorcerer/wizard 1, Strength 1

Components: V, F/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Wrapping the piece of silk around your finger and speaking the magic words, you feel great might and quickness spread through your hands and arms.

You gain great strength and a subtle touch for grabbing an opponent. If you make a successful touch attack against an opponent, you gain a +20 bonus on the initial opposed grapple check to establish a hold.

Focus: A piece of silk.

SKAY'S FLAMING BOLT

Evocation [Flame]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

An orange ray springs from your hand, and the air fills with the scent of burning flesh.

When you cast this spell, you can fire one ray, plus an additional ray per three caster levels (maximum six rays at 18th level). You must succeed at a ranged touch attack with each ray to strike the same or different targets within range, and all rays must be fired simultaneously.

Each ray inflicts 1d4 points of fire damage per level (10d4 maximum). The target must also succeed at a Reflex save or catch on fire, taking 1d4 points of fire damage per round until the fire is extinguished (with a DC 15 Reflex save, or immersing in water or earth, etc.)

Material Component: A partially burnt twig.

SLOW DEATH

Necromancy

Level: Death 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: 30-ft.-radius emanation centered on you

Duration: Concentration

Saving Throw: None

Spell Resistance: Yes

Your body shudders as a dark aura surrounds you and then rapidly expands to cover a much larger area. The smell of death in the air is strong.

Everyone in the area (including you) loses 1 hit point per round.

SONG OF SICKNESS

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 3, spellsinger 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You sing a song of such filth that few have heard the likes of before.

Creatures in the cone must succeed at a Fortitude save or become nauseated for 4+1d4 rounds. A creature that makes its initial Fortitude save suffers no ill effects. A creature that fails its initial save can attempt a new saving throw each round until it succeeds or the song of sickness expires.

SONIC BOOM

Evocation [Sonic]

Level: Spellsinger 8

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A vicious burst of sound echoes forth from your open mouth, your enemies falling like dominoes before you.

All creatures and objects inside the cone suffer 1d4 points of damage per caster level and are affected as if by an incredible backlash of force. Medium or smaller creatures are blown away, Large creatures are knocked down, and Huge creatures are checked. A character that succeeds at a Fortitude save suffers only half damage, and ignores the backlash. Gargantuan or Colossal creatures also ignore the backlash.

SONIC GEYSER

Evocation [Sonic]

Level: Spellsinger 3

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A harsh musical note streaks forth from your open mouth in the shape of a glowing, blue-white dart. Striking the ground, it detonates with a cacophony of clanging bell-like sounds.

A sonic geyser is an explosion of sound that deals 1d6 points of sonic damage per caster level (maximum 10d6) to every creature within the area. Any exposed brittle or crystalline object or crystalline creature also takes this damage. An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

You determine the range at which the sonic geyser is to erupt. A glowing, blue-white dart streaks from your mouth and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the sonic geyser at that point. (An early impact results in an early detonation.) If you attempt to send the dart through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the dart strikes the barrier and detonates prematurely.

SONIC SHARDS

Transmutation [Sonic]

Level: Spellsinger 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature/level

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You sing a quick, staccato medley in the direction of your targets. As you watch, the spell transforms the sound of your notes into a spray of solid, needle-like energy shards that deal damage to the targets you selected.

You make a normal ranged attack against each target separately, taking no penalty for lack of proficiency. The shards deal a total of 1d6 points of damage per caster level (maximum 20d6), but you can divide this damage among the targets you select. You must choose how to divide the damage before making your attack rolls. For example, a 4th-level caster might select to deal 4d6 points to one target, 2d6 points each to two separate targets, and so on.

A creature that takes damage from the shards is also deafened for 2d4 rounds. A successful Fortitude save negates this deafness.

SONIC SHIELD

Evocation [Sonic]

Level: Spellsinger 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You complete the spell and watch in satisfaction as the swirling, mist-like aura surrounds you.

The spell wreathes you in a swirling aura and causes damage to each creature that attacks you in melee. The aura also protects you from either acid-based or electricity-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (maximum +15). This damage is sonic-based. If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach such as longswords, are not subject to this damage if they attack you.

When casting this spell, you appear surrounded by an aura, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the aura is determined randomly (50% chance of either color) - green or purple if the acid shield is employed, white or yellow if the shock shield is cast. The special powers of each version are as follows.

Acid Shield: The aura is stinging to the touch. You take only half damage from acid-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Shock Shield: The aura is tingling to the touch. You take only half damage from electricity-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Arcane Material Component: A drop of acid for the acid shield or a dried bit of eel for the shock shield.

SONIC STORM

Evocation [Sonic]

Level: Spellsinger 6

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (20-ft. radius, 20 ft. high)

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

You complete the casting, and listen as the pounding hail of sonic energy begins to rain down on the area.

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You cause everyone in the area to hear and feel a pounding rain of hailstones. The *sonic storm* deals 1d8 points of sonic damage per caster level (maximum 15d8) to each creature in the area.

SPECTRAL ASSASSIN

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief

Spell Resistance: Yes

You speak the words of this spell, pointing at the subject. Immediately, there appears a shadowy, black-clad humanoid ready to plunge a brutal-looking knife into the subject's back.

Spectral assassin creates an image of a black-clad figure intent on destroying the target. It makes a single touch attack with a bonus of +1 per caster level to inflict 5d6 points of nonlethal damage.

SPELL MAGNET

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You invoke the abjuration, and watch as the subject's body is covered with arcane runes, drawing in all spells in the area.

The creature becomes the automatic new target for any spells cast within 100 feet of him. Any spellcaster using a spell must choose the creature as his target if the spell affects a target. If the spell affects an area, the area must include the creature you targeted with *spell magnet*, if possible.

Material Component: A pair of magnets.

SPELLSCATTER

Transmutation [Scalable]

Level: Oblivion 1, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You feel a brief stab of pain in your forehead, and then look with pleasure as a similar pain affects your foe. Just wait, you think, until he realizes his prepared spells are gone...

Spellscatter causes a target to lose 1d3 prepared spells. These spells are no higher than half the spell level of *spellscatter*. Sorcerers and bards lose 1d3 spell slots, as if they had cast those spells.

Material Component: 50 XP

SPOT INVISIBLE

Divination

Level: Cleric 0, sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You close your eyes as you mutter the incantation, opening them to the sight of a blurred figure at the edge of the clearing.

You are able to catch a momentary glimpse of an invisible creature if it is within your line of sight, and within 60 feet of you, at the time you cast the spell. You cannot identify features other than general shape and size category (you know which squares the creature occupies).

Unless the creature moves from that spot (out of its occupied squares), you can target it with a missile weapon or melee attack without suffering the normal 50% miss chance for attacking an invisible creature.

STUPOR

Enchantment [Scalable, Mind-Affecting]

Level: Sorcerer/wizard 1, spellsinger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You concentrate on the spellcaster before you, and grin as you see a flicker of dismay cross his face.

You cause a spellcaster to lose a single prepared spell at random. The spell is always of a lower level than *stupor*'s level. Sorcerers and bards lose a spell slot as if they had cast a spell of that level.

Material Component: A lock without a key.

SUMMON FEY

Conjuration (Summoning) [Scalable]

Level: Druid/shaman 1

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A golden flare of energy echoes upon the field, fading quickly to reveal the graceful form of the fey.

You summon a fey creature with Hit Dice equal to or less than *summon fey's* level.

Material Component: A pat of butter.

SUMMON SPIRIT

Illusion

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Visual figment that cannot exceed one 10-ft. cube

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

With a few muttered words and an arcane gesture, the faint image of an incorporeal being rises from the rotten floor and drifts up the cobwebbed stairs.

Summon spirit creates an image of an incorporeal human or humanoid that moves as the spellcaster wishes. Any creatures it touches feel a chill but take no damage. If the caster ceases concentration on it, the image moves randomly throughout the spell's range. It moves through walls or furnishings and does not appear to attack, only to fly silently through the air.

The image moves 40 feet per round. It vanishes after taking 10 or more points of damage, although it resists damage as an incorporeal creature (see the *D&D Monster Manual*).

SYMBOL OF DISEASE

Necromancy [Evil]

Level: Decay 9

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: None (for initial infection); Fortitude partial afterwards

Spell Resistance: No

As your fingers finish tracing the symbol in the air, the smell of putrid flesh covers your victims.

This spell functions like *symbol of death* (see the *D&D Player's Handbook*), except that all creatures within the radius of the symbol of disease instead immediately contract a disease (as the *contagion cloud* spell). Damage is dealt immediately, and each subsequent day. A creature is allowed a Fortitude saving throw each subsequent day to avoid half that day's damage. However, successful saves do not allow the character to recover - this disease can only be removed by casting either a *break enchantment* spell or *remove curse* spell (DC 20 for either). Afterwards, a *heal*, *remove disease* or similar spell provides a final cure.

Unlike *symbol of death*, *symbol of disease* has no hit point limit. Once activated, it remains active for 10 minutes per caster level. This spell can be made permanent with a *permanency* spell.

TAATIIR'S TEARING TALONS

Evocation

Level: Sorcerer/wizard 9, Strength 9

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three 10-ft. claws

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: Yes

Uttering arcane words first combined by the great Taatiir, you watch in glee as three great black claws appear ahead of you. As they attack your foes, you almost shudder at the screams.

This spell creates three claws that appear between you and one opponent, and thereafter move as directed by you. (You direct them as a free action, but they must always move in near-unison, either floating in the same direction, converging on a single spot or raking the same target.) They are black in color, Large size, and resemble bird feet with three talons.

The claws can move up to 60 feet and attack in the same round. The caster may vary the distance each claw moves, but they must move in a heading no more than 20 degrees different from each other. *Taatiir's tearing talons* can pass through each other and their caster harmlessly - as if they were intangible, but they are solid in all other respects (a talon overlapping a talon attacks as only a single talon; damages are not doubled). Since you direct these hands, their ability to notice or attack invisible or concealed creatures matches yours.

The claws attack once per round, always striking at the same target. Their attack bonus equals your caster level plus the relevant ability (Intelligence for wizards, Wisdom for clerics and Charisma for sorcerers), +11 for the claw's Strength score, -1 for being Large. Roll separately for each claw.

Each claw does 1d10+12 points of damage. They can mark rock (casters can cause them to scratch messages), score

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through an inch of metal or glass per round, score through 3 inches of bone, chitin or wood per round, and readily penetrate and harm all flesh, hide and vegetable matter they touch. If the claws are all moving in a narrow area (such as a passage), they provide a +4 AC bonus for the target of all attacks directed 'through' them.

Arcane Focus: A leather glove, whose fingers and thumb have been tarred. Drops of human blood (the caster's own will suffice) must be mixed with this tar for the glove to function. In addition, shards or slivers of either glass or gemstone must be pressed into the tar so they adhere to the glove, at least one on each finger (though they need not be on the tips of the digits). The caster must wear the glove, and must have at least three operable fingers. If there are fewer (or there are not shards on each digit of the prepared glove), the spell fails; if more, the talons still have only three fingers each.

TAINT OF UNDEATH

Necromancy

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You watch in satisfaction as the creature gags, trying to breathe through unmoving lungs. Quickly regaining control, it turns to look at you with horror and menace in its now-dull eyes.

One target gains the traits - both immunities and liabilities - of the undead type (see the glossary in the *D&D Monster Manual*). While temporarily undead, the creature can be turned or even destroyed by clerics, is not subject to critical hits, etc.

Material Component: A bone from a previously animated skeleton or zombie.

THIRD EYE

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: Creates a third eye

Duration: 1 hour/level

You finish casting the spell, feeling your head throbs briefly as a new eye opens in the center of your forehead.

You create a new eye in your forehead. You can see through this eye, and it cannot be blinded by magic or damage that would affect your normal eyes. The eye also has darkvision to a range of 60 feet and sees invisible objects and creatures.

Material Component: A crab's eyestalk.

THUNDERCLAP

Evocation [Sonic]

Level: Cleric 2, spellsinger 3, Tempest 2

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

With a magical word and a bang on the drum, an immense peal of thunder erupts from the air before you.

Thunderclap inflicts 1d4 damage per level (5d4 maximum) and deafens creatures in the area of effect. Creatures recover from the deafness in 2d6 minutes. Those who make the Fortitude save suffer half damage and no deafness.

Material Component: A tiny drum.



A sorcerer activates the third eye spell.

TRACKER

Conjuration (Summoning)

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One animal

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You toss the dog collar to the ground and watch as a puff of acrid smoke erupts. Leaping nimbly from the smoke comes a dog, landing at your feet with a wag of its tail.

You summon a dog that is skilled at tracking by scent. The dog has 6 hit points and has average statistics for its race (see the *D&D Monster Manual*). The dog fights only if attacked. Dogs track by scent with +9 (+8 for racial bonus, +1 for Wisdom) on their Survival checks.

Material Component: A bit of dog hair or a leather collar.

UNFORGETTABLE TERROR

Enchantment

Level: Cleric 9, Terror 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Reaching into your enemy's mind, you implant the image of a terrible sight.

You cause a creature to panic for 1d6 minutes. The creature has a 50% chance to immediately drop what he's holding. The creature flees, choosing his path randomly and fleeing from other dangers. The creature suffers a -2 morale penalty on all saving throws. After 1d6 minutes, the creature is no longer panicked, but the fear never truly goes away.

Each night, the creature must make a Will save or be subject to the effects of a *nightmare* spell (with the same DC as the original *unforgettable terror*). Unlike casting *nightmare*, however, you do not have to enter a trance and wait until the victim sleeps, nor does a *dispel evil* spell harm you when cast on the dreaming subject. The creature's own memory brings the terror back, and the nightmares never cease until the creature is killed.

UNNERVE

Necromancy [Fear, Mind-Affecting]

Level: Sorcerer/wizard 0, spellsinger 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Letting loose the horrific words, you watch as nervousness grows visible upon the creature's face.

This spell causes a single target creature to become shaken unless it makes a saving throw. Creatures with 4 or more Hit Dice are immune to *unnerve*.

VESHEMO WANES

Abjuration

Level: Cleric 4, Moon (Veshemo) 4, sorcerer/wizard 4

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: All lycanthropes within a 30-ft. radius sphere

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You feel the tiny hairs on the back of your neck stand up as, in the area you designated, hair and fangs erupt from a surprising number of townsfolk!

Veshemo wanes exposes all lycanthropes within its area of effect by forcing them to change shape. Lycanthropes in animal or hybrid form assume their human form, while those already in their human form shift into hybrid form for a moment, then shift back. This transformation takes 1 round, and the subjects cannot take any actions but are not considered helpless.

Arcane Focus: A silver dagger.

WALL OF DRAINING SHADOWS

Necromancy

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One wall whose area is up to 5-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Casting the spell, you watch in satisfaction as a wall of moving shadows appears before you.

Wall of draining shadows creates an unbroken vertical wall composed what appear to be an opaque mass of flickering shadows. The wall blocks line of sight (including darkvision), cannot move and is immune to most damage types. *Dispel magic* will remove this barrier, as will a *Dorama's disjunction* spell, a *rod of cancellation* or a *sphere of annihilation*.

Anyone touching or passing through the wall of draining shadows suffers 1d6 points of Strength damage.

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WALL OF FUNGUS

Conjuration (Creation)

Level: Druid/shaman 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One wall of 10 ft. area/level and 3 in./level thick

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

As you wave your hands over the ground, a great wall of fungus rises at incredible speed.

Wall of fungus creates a soft, slightly yielding mottled green wall that is 10 feet high, 10 feet wide and 3 inches thick per caster level. While the foamy texture is safe to touch, abrading it (attacking, charging, climbing, etc.) causes spores to shoot out violently, inflicting damage within 10 feet of the area touched. The spores inflict 3d6 points of damage (Fortitude save for half) to living creatures. Multiple touches result in multiple damage, so if three arrows miss a target adjacent to the wall and strike the wall of fungus, the target is subject to three spore attacks.

Each 10-foot section of the wall has 1 hit point per inch of thickness. Creatures can hit the wall automatically (though hitting a specific area requires an attack roll against AC 10 + size modifier). A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 10 + caster level.



A Svimohzish adventurer investigates a wall of fungus.

The wall blocks line of sight and cannot move. *Dispel magic* will remove this barrier, as will a *Dorama's disjunction* spell, a rod of cancellation or a *sphere of annihilation*.

Material Component: A small mushroom.

WALL OF HARMONICS

Evocation [Sonic]

Level: Spellsinger 4

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of blue-white energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration +1 round/level

Saving Throw: None

Spell Resistance: Yes

The sound of playing flutes accompanies your magical song as a shimmering, blue-white wall springs into existence.

This spell causes a wall of shimmering blue-white energy to appear. A strange medley of sound, not unlike the playing of a multitude of flutes, is audible to those who pass within 30 feet. The wall deals 2d4 points of sonic damage to creatures within 10 feet and 1d4 points of sonic damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of sonic damage +1 point of sonic damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to constructs.

If you evoke the *wall of harmonics* so that it appears where creatures are, each creature takes damage as if passing through the wall. A strange medley of sound, not unlike the playing of a multitude of flutes, is audible to those who pass within 30 feet. The wall deals 2d4 points of sonic damage to creatures within 10 feet and 1d4 points of sonic damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of sonic damage +1 point of sonic damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to constructs.

If any 5-foot length of wall takes 20 points of electricity damage or more in 1 round, that length disappears.

WALL OF SOULS

Necromancy

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One wall whose area is up to 5-ft. square/level

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

You speak the words of ancient evil, and, with faint moans and cries, a mass of grayish, insubstantial swirling humanoid bodies rises up from the ground.

Wall of souls creates an unbroken, vertical wall composed of chalky material with the thickness and texture of a soap bubble. The soft sounds of moans and screams, as if by creatures being tortured, is audible to those who pass within 15 feet. Those who look closely at the wall can discern the anguished faces and writhing bodies of a variety of humanoids. The wall blocks line of sight, cannot move and is immune to most damage types. *Dispel magic* will remove this barrier, as will a *Dorama's disjunction* spell, a *rod of cancellation* or a *sphere of annihilation*.

Anyone passing through the *wall of souls* gains a negative level (Fortitude save negates).

WALL OF THOUGHT

Conjuration (Creation)

Level: Cleric 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One wall whose area is up to 5-ft. square/level

Duration: 10 min./level

Saving Throw: See text

Spell Resistance: Yes

A dim, translucent wall of blue energy leaps quickly into being, then fades away to nothingness almost as fast as it arrived.

Wall of thought creates an invisible, unbroken vertical wall that cannot move, is immune to most damage types, blocks ethereal and material creatures, blocks breath weapons and spells (except for gaze attacks, *dimension door*, *teleport* and similar effects) and is unaffected by *dispel magic*. Mental fortitude will breach this barrier, however (as will a *Dorama's disjunction* spell, a *rod of cancellation* or a *sphere of annihilation*).

A creature may force its way into the wall as a full-round action by making a Will save equal to (10 + caster level + caster's Intelligence modifier). Objects and creatures without an Intelligence score ignore the *wall of thought*.

WAVE OF DESTRUCTION

Transmutation

Level: Dancer 6, sorcerer/wizard 7, spellsinger 6

Components: V, S, M

Casting Time: 1 standard action

Range: 120 feet

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A warm breeze rushes forth from your location, and the sounds of cracking and breaking items soon reach your ears.

Items within the area of effect are subject to cracking and breaking. All items are affected as if struck by a break DC equal to 10 + the caster's level + the caster's ability modifier. Most creatures are unaffected, although they might feel a warm breeze blow over them. Constructs suffer 1d6 points of damage per caster level (maximum 20d6), with a Fortitude save for half damage.

Material Component: A glass vial and a rock.

WAVE IN MOTION

Transmutation

Level: Cleric 4, dancer 5, sorcerer/wizard 4, Water 3

Components: V, S, M

Casting Time: 1 standard action

Area: Personal

Target: You

Duration: 1 hour/level

Rubbing the scallop shell on your feet, you step onto the water and let the wave carry you over the bay.

Wave in motion creates a wave underneath the caster that carries him over the surface of the water. It has no effect if the caster is not in water or within 3 feet of a body of water. Over shallow water (under 200 feet deep), the caster moves at 30 feet. Over deep water (200 feet or deeper), the caster moves 60 feet per round. The spell carries the caster and up to 50 pounds of equipment and other living things per caster level.

Material Component: A scallop shell.

WILD PACK

Conjuration (Summoning)

Level: Druid/shaman 4, ranger 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 12 summoned dogs

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Drawing upon the power of nature, you summon a pack of twelve black war dogs to attack your foes or defend an area.

The animals are particularly fierce and gain an attack bonus equal to your Charisma modifier. If ordered to attack, the dogs fight intelligently; they attempt to flank enemies when possible, ready attack actions to disrupt spellcasters, etc. If ordered to defend, the dogs stand within 20 feet of the area and watch alertly for any intruders, first growling or barking to warn away, and then attacking. The dogs do not serve as mounts or trackers.

Eleven of the dogs are identical to hunting dogs that have been trained for war, while the leader is identical to a Saaniemian war dog (see *Dangerous Denizens: the Monsters of Tellene* for these creatures). If you do not have this supplement,

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use riding dogs from the *D&D Monster Manual*, with the leader having maximum hit points, Strength 18 (and therefore damage 1d6 +4) and AC 17 (+2 Dex, +5 natural).

WILD SENSE

Divination

Level: Druid/shaman 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

You feel a brief pain in your head as your visual, nasal and aural pathways shift. Suddenly, you can look, smell, and hear the world around you with an insight once only dreamed of.

You gain the keen senses of a wild animal. For the duration of wild sense, you gain a +4 enhancement bonus to Spot and Listen checks, and the ability to track by scent as if you have the Track feat. Make Survival checks to track as normal, but tracking by scent means you are unaffected by penalties due to the size of tracked creatures, poor visibility or the tracked party hiding its trail.

WISDOM OF THE ANCIENTS

Divination

Level: Cleric 4, Timing 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour

An insubstantial gray cloud seems to swirl about your head for a moment, but when your head clears, you discover a new appreciation of events and the world around you.

You gain a bonus to Wisdom, Intelligence and Charisma as if you were a venerable member of your race, but suffer no penalties to your physical ability scores. If you are already venerable, this spell provides a +2 enhancement bonus to Wisdom, Intelligence and Charisma. (See the details on aging in Chapter One: Races.)

WOODIRON

Transmutation

Level: Druid/shaman 6

Components: V, S, M

Casting Time: 1 minute/lb. transformed

Range: 0 ft.

Target: An iron or steel object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: See text

Spell Resistance: No

Following your sliding finger, a wood grain pattern spreads across the metal surface.

This spell has an effect similar to *ironwood* (PHB), except that the transformation is reversed. Objects of iron or steel become as soft as wood, burn easily and break like wood. Spells that affect wood (such as *wood shape*) do not function on *woodiron*. Spells that affect metal (such as *heat metal*) do affect *woodiron* items, but *woodiron* items are unaffected by rust, and mend will work as if cast on metal, not on wood. Magic items targeted by *woodiron* receive a saving throw to avoid transformation (see *Damaging Magic Items*, in the *D&D Dungeon Master's Guide*).

Material Component: Metal item to be touched.

WORLD OF DEAFNESS

Transmutation

Level: Sorcerer/wizard 6, spellsinger 6

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: 100-ft. radius centered on you

Duration: Concentration

Saving Throw: None

Spell Resistance: Yes



An ogre's iron weapon unexpectedly turns to wood.

Crackling thunder ripples through the area as you finish the spell, deafening everyone in the area.

When this spell is cast, everyone within the area of effect (except you) becomes deafened. (See the deafened condition summary in the *D&D Dungeon Master's Guide*.)

WRATH OF THE HEAVENS

Transmutation

Level: Cleric 9, Tempest 9

Components: V, S, M

Casting Time: 1 full-round action

Range: 0 ft.

Effect: 200-ft. radius around you

Duration: 1 minute

Saving Throw: See text

Spell Resistance: Yes

You cast the raindrop to the ground while you utter the words of power. Intense winds quickly rise up to dash your foes against the rocks, leaving you untouched and able to strike your remaining enemies with lightning from the heavens.

You embroil the area in hurricane force winds, causing a bolt of lightning to strike each round, while a blinding rain (reducing visibility to 10 feet) issues forth from the sky. You are unaffected by the winds. Each round, as a standard action, you may make a ranged touch attack to hit a target with a lightning bolt. The bolt inflicts 1d8 points of damage per level, up to 20d8 maximum (Reflex save for half).

Material Component: A raindrop.

YEALAN'S SONIC BAND

Enchantment (Charm) [Mind-Affecting]

Level: Spellsinger 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

As you finish your song, a sonic crown begins to hover just above your head, rotating too fast for the eye to discern more than a spinning silver band.

Rumored to have been created by the first spellsinger, Yealan Batania, this spell makes even poor singers seem professional. For the duration of this spell, you receive a +10 competence bonus on Perform (song) checks. This bonus increases to +20 for 5th-level casters and to a maximum of +30 for 9th-level casters.

More information on Yealan Batania and his followers can be found in *Friend and Foe: the Elves and Bugbears of Tellene*.

Chapter 11

Magic Items

"One magic item can do the work of many commoners. No magic item can do the work of a hero."

— Thejvan, Dejy wizard

Although the working of magic is a great mystery to the common folk of Tellene, the arcane arts are still part of the framework of the Sovereign Lands, although a framework that few have the capability to see. Remember that, while the mercenary band is a common theme of Tellene, the adventuring party is rare. The player characters are the heroes of the story, and are the persons who experience the battles with dragons, the discovery of ancient tombs and the use of magic items, while most common folk know only fear of such things - if they know anything at all.

The spellcasters of Tellene are creative and resourceful in their creation of magic items. Interesting, useful, dangerous, elusive — their magic items are exceptional and deserving of merit. There are no "magic item shops" where a character might purchase such an item. Only at centers of arcane learning, in the treasure hoards of vanquished foes, or in other similar locations should characters have a chance of finding the magical items presented here or in the *D&D Dungeon Master's Guide*.

ARMOR AND SHIELD SPECIAL ABILITY DESCRIPTIONS

These armor and shield special abilities supplement those found in the *D&D Dungeon Master's Guide*.

Blood: Armor of blood is colored a deep red hue and always feels sticky and wet to the touch. It provides a +2 resistance bonus to saving throws against necromancy spells. Armors and shields with this quality are common to Kalamar and Tokis.

Moderate Necromancy; CL 7th; Craft Magic Arms and Armor, *death ward*; Price +1 bonus.

Calm: The symbols covering this armor or shield evoke a sense of peace when activated. When invoked, the armor emits a *calm emotions* effect once per day. Items with this trait are found among the dwarves, especially those of hidden Draska.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armor, *calm emotions*; Price +1 bonus.

Darkness: Once per day, this armor creates a globe of *darkness* for 10 minutes. If the bearer does not have blindsight, he or she gains it for the duration of the *darkness*. Shields and armors of darkness exist across Tellene, especially in the Young Kingdoms (mostly small shields) and southern Svimohzia (light armors).

Faint Alteration and Evocation; CL 5th; Craft Magic Arms and Armor, *darkness*; Price +1 bonus.

Divinity: Armor of divinity provides a +1 morale bonus to attack rolls and +1 enhancement bonus to AC against evil creatures.

Moderate Enchantment and Abjuration; CL 9th; Craft Magic Arms and Armor, *bless*, *protection from evil*; Price +2 bonus.

Dodging Death: Once per day, if the wearer of this armor reaches a dying state (-1 to -9 hit points) he immediately receives the benefits of a *cure minor wounds* spell, stabilizing him and preventing him from dying.

Faint Conjunction; CL 1st; Craft Magic Arms and Armor, *cure minor wounds*; Price +1 bonus.

Fog: Armor of fog envelops the wearer in a wreath of pale swirling mists. The wearer of this armor gains the benefit of a *blur* spell in combat. Armors of fog are believed to have originated among the native elves of Cosdol, along Voldor Bay, although they occasionally appear across the northern lands.

Faint Illusion; CL 5th; Craft Magic Arms and Armor, *blur*; Price +1 bonus.

Ice-Walking: The wearer of this armor suffers no penalties to Balance, Climb, Jump or Tumble checks when on ice or snow. Walking across ice and snow imposes no penalties upon the

wearer and he or she leaves no tracks. The armor also warms the wearer as if he or she were affected by an *endure elements* spell. Ice-Walking armors are rumored to have first appeared in the Torakki lands and were originally created by shamans for barbarians who ranged far afield on their own.

Moderate abjuration and transmutation; CL 5; Craft Magic Arms and Armor; *cat's grace*, *endure elements*, *pass without trace*; Price +2 bonus.

Innocence: This armor makes its wearer appear harmless and innocuous. The wearer is protected by a *sanctuary* spell at all times. If the wearer takes actions that break the *sanctuary*, he can restore it as a free action on his initiative order. The first time each living attacker of good alignment strikes the wearer and inflicts normal damage (not nonlethal) the attacker must make a DC 15 Will save or suffer a temporary loss of 4 points of Charisma, representing the attacker's shame for striking the protected character. The Charisma loss lasts for 1 hour.

Moderate Abjuration and Necromancy; CL 9; Craft Magic Arms and Armor; *mark of justice*, *sanctuary*; Price +2 bonus.

Marching: A character wearing this armor can move long distances without tiring, as the armor constantly heals the hit point loss that they normally would receive. The character can walk for up to 12 hours per day before risking any nonlethal damage. Magical barding with this quality affords the mount a safe march of up to 12 hours, but the damage suffered for extending marching time is still real damage. Armors of marching were the exclusive creation of the Meznam army until dwarven spies stole their secret and quickly spread to the mainland via the Grottos.

Faint Evocation; CL 5th; Craft Magic Arms and Armor, *graced by saints*; Price +1 bonus.

Sainthood: This armor provides the wearer with a +2 resistance bonus to saves against spells cast by clerics of a specific deity. Known suits include armors that protect against the Deceiver, the Overlord and the Vicelord. All of these suits have been made primarily of metal, but they include chain, banded, full plate and splint mail.

Moderate Evocation; CL 6th; Craft Magic Arms and Armor, *divine favor*; Price +1 bonus.

Virtue: These suits of armor have all been identified as the work of a cult of a dead god. While the cult that produced these works of art is no longer active, their creations can still be found from time to time. Each suit of armor is a fabulous specimen, easily worth

three times the normal cost for armor of its type even before accounting for its magical properties. Decorative shells, ornamental gemstones and rare metals are just examples of some of the artwork that goes into designing a suit of this caliber. Armor of virtue grants the wearer a +4 bonus on any Fortitude save to resist a magical effect that reduces her Constitution. The wearer's Constitution cannot be reduced below 1 for as long as he or she wears the armor.

Strong Evocation; CL 13; Craft Magic Arms and Armor, *greater restoration*; Price +3 bonus.

Wrath: A large number of these armors were made by the Fhokki to defend against aggressive Deji neighbors before the coming of the Kalamarans, and they are perennial favorites for heroic Fhokki who seek to right injustices against their people. Armors with this quality give the wearer the effects of a *rage* spell (+2 morale bonus to Strength and Constitution, +1 morale bonus on Will saves, and a -2 penalty to AC) as well as the benefit of a *cat's grace* spell (+4 to Dexterity and +2 to AC) for 6 rounds, once per day.

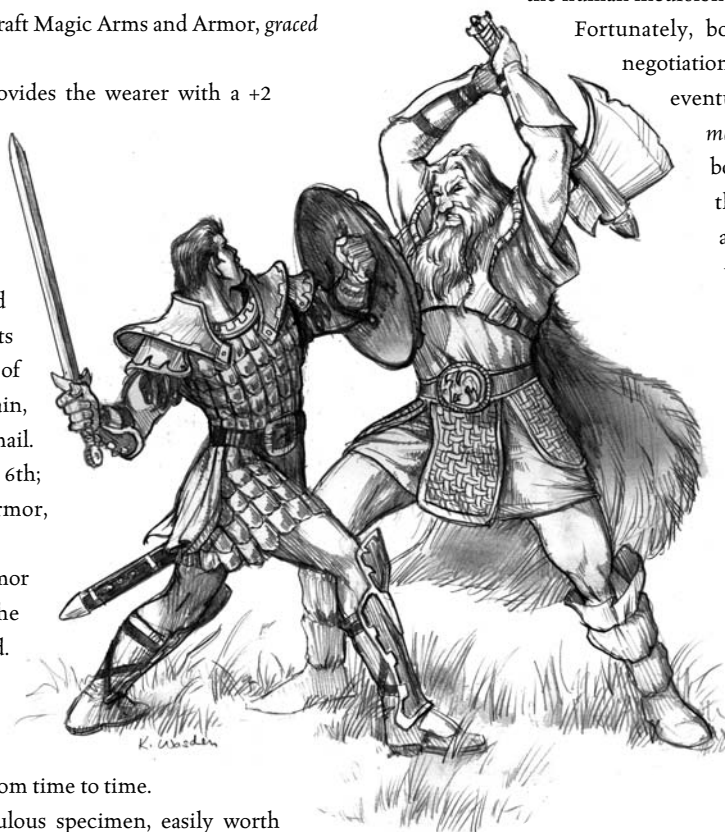
Faint Enchantment and Transmutation; CL 5; Craft Magical Arms and Armor, *cat's grace*, *rage*; Price +2 bonus.

SPECIFIC ARMORS & SHIELDS

The following armored suits and shields are typically found with the specific qualities noted here.

Armor of Heroes: It is said that a faction of gnomes originally constructed seven suits of this armor to fight against the human incursion in the Reanaaria Bay region.

Fortunately, both sides entered peaceful negotiations instead, but the suits were eventually lost. This +3 *banded mail* provides a +2 morale bonus to the wearer's saving throws and any characters allied to the wearer as long as they are within 30 feet. They see him as brave and dashing and they seek to impress him with their courage. The armor also provides allies with a +2 resistance bonus to saving throws against magical fear effects. Should the bearer fall victim to a magical fear attack or voluntarily withdraw from a battle these abilities are negated for 24 hours.



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Moderate Abjuration; CL 9; Craft Magic Arms and Armor, *remove fear*; Price 19,400 gp.

Arrow-Wall: This shield bears dwarven designs and glyphs to ward against thieves and assassins, the worst criminals in dwarven culture. This round +2 *heavy wooden shield* gives the bearer *protection from arrows* (40 hit points total) when in use. This special property can be used twice per day.

Moderate Abjuration; CL 6; Craft Magic Arms and Armor, *protection from arrows*; Price 10,557 gp.

Lord Muroil's Mail: Lord Muroil was a half-elven noble of the early Kalamaran Empire, in the days when that empire once ruled over the Young Kingdoms. He was the chief provocateur behind a rebellion, 200 years before the time was ripe, in the area that later became Korak. He rallied nearly a thousand youths to a bloody and futile stand against legions of heavy footmen at the banks of the Banader River. This heavy suit of full plate is mismatched and clumsy to wear. The wearer has a 25% chance to negate additional damage from a critical hit or sneak attack, and also gains a +4 bonus to Strength and a +2 bonus to all Ride and Intimidate checks.

Strong Enchantment; CL 12th; Craft Magical Arms and Armor, *bull's strength*; Price 42,450 gp.

Mail of Time: A Prompeldian dandy fascinated with the properties of quicksilver created the mail of time as his masterpiece. This +2 *chain shirt* grants the wearer *freedom of movement* twice per day, and once per day the wearer can *haste* himself as the spell.

Moderate Abjuration; CL 9th; Craft Magic Arms and Armor, *freedom of movement*, *haste*; Price 29,810 gp.

Skin of Stone-Turning: The magical discoveries in the ancient field of stone-turning are lost, except for this fine example occasionally found in the Fyban Forest and Jenth Ridges. This suit of ashen +1 *leather armor* is as comfortable to wear as a thin cotton tunic, and once per day can provide the effects of a *stoneskin* spell (70 hit points) against weapons or constructs made of stone. The wearer also gains a +2 circumstance bonus to Hide checks made in rocky locations.

Moderate Abjuration; CL 7th; Craft Magic Arms and Armor, *stoneskin*; Price 11,640 gp.

WEAPONS

The wise folk of Tellene have invented a great variety of weapons that rely on a mechanic similar to the deadly *vorpai sword*, spreading these weapons across the Sovereign Lands. Like the *vorpai sword*, their special effects occur when the wielder scores a critical hit.

Blinding: This deadly weapon strikes an enemy permanently blind if the attacker scores a critical hit. The creature struck may attempt a Fortitude save at DC 13 to resist the effect.

Faint Necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness*; Price +2 bonus.

Champions: Universally attractive and eye-catching weapons, these weapons follow the design of the nobility. (For example, in Kalamar, there are many champion short swords, while the dwarves usually design greataxes for their champion weapons). The weapon's wielder gains a +2 enhancement bonus to Charisma, and he gains the use of a *command* spell (Will save DC 13; once per day).

Faint Enchantment; CL 5th; Craft Magic Arms and Armor, *command*, *eagle's splendor*; Price +2 bonus.

Cowardice: If the attacker succeeds with a critical hit, this weapon strikes the target with magical *fear*. The victim must make a Will save at DC 16 to resist the fear.

Moderate Necromancy; CL 8th; Craft Magic Arms and Armor, *fear*; Price +3 bonus.

Destruction: This weapon, usually a club or hammer, has no exceptional properties that arise in normal combat. However, when used against a construct or an item (with the Improved Sunder feat, for example), it inflicts an additional 2d6 points of damage. These items appear most often in the Wild Lands and the Elos Desert.

Moderate Evocation; CL 7th; Craft Magic Arms and Armor, *shatter*; Price +2 bonus.

Magic-Drinking: This weapon is the bane of magical defenses. The target struck must make a Will save (DC 18) or be affected by a targeted *dispel magic* spell. If any spells are dispelled, the magic-drinking weapon gains a temporary +1 enhancement bonus that lasts for 10 minutes. The effect is not cumulative and the +1 bonus can only be gained once per targeted *dispel magic*.

Moderate Abjuration; CL 7th; Craft Magic Arms and Armor, *dispel magic*, *vampiric touch*; Price +2 bonus.

Purifier: The purifier is a special weapon that removes poison from a creature. If the weapon touches a creature that has already suffered the primary effects of a poison (requires a successful attack roll against the creature's touch AC), the creature receives a +2 resistance bonus to its Fortitude save to resist secondary effects. If a purifier weapon strikes a venomous creature, the target must make a Fortitude save (DC 15) or have its poison reserves drained. It cannot use its poison for 1 hour after the draining effect.

Moderate Conjunction; CL 7th; Craft Magic Arms and Armor, *neutralize poison*; Price +1 bonus.

Shield-Breaker: The wielder of this weapon gains the Improved Sunder feat while using it. Furthermore, when used to attack a shield directly, the shield's hardness is treated as if it were 2 points less.

Faint Evocation; CL 5; Craft Magic Arms and Armor, *shatter*; Price +1 bonus.

Stinger: On a critical hit, a stinger weapon poisons a creature. The poison initially deals 1d3 points of temporary Strength damage, with secondary damage of 1d3 temporary Constitution damage. A Fortitude save (DC 13) is needed to resist the effects.

Moderate Necromancy; CL 7th; Craft Magic Arms and Armor, *poison*; Price +2 bonus.

SPECIFIC WEAPONS

Bow of Eagle's Sight: This +1 long bow of pale wood appears well used, with the center smooth from much handling. The wood shows many scratches and nicks. The bow automatically arches in the user's hand to correctly account for wind and distance. Arrows fired from it suffer no penalties for range, up to the maximum range normally allowed to the weapon.

Faint Divination; CL 5; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price 32,375 gp.

Dagger of Disease: This serrated +1 dagger inflicts a *contagion* spell unless the target succeeds at a Fortitude save (DC 14). Each dagger made inflicts its own specific disease, and subsequent saves are dependant upon the individual disease. The subject contracts the disease immediately, with no incubation period. Upon creation, the caster must select a disease from the list provided for *contagion*, or from the list of Tellene-specific diseases from Chapter 9: Adventuring, in this book. Once selected the disease cannot be changed.

Moderate Necromancy; CL 7th; Craft Magic Arms and Armor, *contagion*; Price 56,302 gp.

Light of the Moon: This +2 greatsword is also known as "lycanthrope slayer." Each one of these weapons is attuned to a specific type of lycanthrope (werebear, wererat, werewolf, etc.), and any such lycanthrope struck by it must immediately change shape to its human, animal or hybrid form (DM's choice). Other types of lycanthropes may make a Will saving throw (DC 16) to resist the change.

Faint Evocation; CL 3rd; Create Magic Arms and Armor, *Veshemo wanes*; Price 64,350 gp.

Sword of the Fey: This rapier functions as a normal weapon in the hands of any being without elven blood. In the hands of an elf, the sword manifests its true nature. This +2 rapier grants the user the uncanny dodge class ability of a 4th-level rogue. Furthermore, the Sword of the Fey adds a +2 competence bonus to Hide and Move Silently skills when in hand.

Faint Illusion and Transmutation; CL 3rd; Craft Magic Arms and Armor, *cat's grace, invisibility*; Price 20,720 gp.

Spear of Shauku: This +1 short spear has a thick ebony shaft, a flat broad head and a bronze butt. It ignores any armor bonuses to AC, piercing through even full plate as if it did not exist. The spear's wielder makes all melee attacks as of they were touch attacks. This weapon only harms living matter and therefore will not cause damage to undead, constructs, or objects.

Moderate Transmutation; CL 16th; Craft Magic Arms and Armor, *gaseous form, hammerfist*; Price 32,302 gp.

Command: The ring of *command* is a thick, attractive band of pure gold. It gives the wearer the ability to use *command* once per day as well as a continuous +2 competence bonus on Intimidate checks.

Strong Enchantment; CL 12th; Forge Ring, *command*; creator must have 5 or more ranks in Intimidate; Price 3,100 gp.

Fitness: The wearer of a ring of *fitness* is immune to the normal aches and pains caused by exercise. She gains a +2 resistance bonus to Fortitude saves to resist disease and poison. She also gains a +2 competence bonus on Climb and Jump checks.

Strong Conjunction; CL 12th; Forge Ring, *delay poison, resistance*; Price 6,200 gp.

Illumination: The ring of *illumination* bestows upon its wearer the ability to create a globe of *light* (as per the *light* spell) centered upon the ring itself. A newly created ring has 40 charges. After 10 charges are expended, the radius drops to 15 feet. After 20 total charges are used the radius drops to 10 feet. Once the ring has been used 30 times the radius of the light drops to a mere 5 feet. When all of the charges are expended, the ring becomes non-magical.

Faint Evocation; CL 12th; Forge Ring, *light*; Price 3,600 gp.

Improved Invisibility: The wearer of this ring may activate a charge to cloak himself in *greater invisibility* as the spell of the same name. A newly created ring has 50 charges. When all the charges are expended, the ring becomes a non-magical ring.

Moderate Illusion; CL 7; Forge Ring, *greater invisibility*; Price 22,200 gp.

Loyalty: This strange ring of silver allows the wearer to *polymorph* into a dog up to three times per day. The dog may be of any breed but must conform to the statistics of a normal dog per the *D&D Monster Manual*, or the hunting dog in *Dangerous Denizens: the Monsters of Tellene* (wearer's choice). When in her normal form the wearer gains a +2 competence bonus to Listen and Handle Animal checks.

Strong Transmutation; CL 12th; Forge Ring, *polymorph*; Price 47,850 gp.

Memory: The wearer of this convenient ring is blessed with excellent memory for details. She gains a +2 circumstance bonus to all Knowledge checks.

Moderate Transmutation; CL 8th; Forge Ring, *Eidetic Memory, modify memory*; creator must have 5 or more ranks in at least five Knowledge skills; Price 5,200 gp.

Reeking: The wearer of this slimy ring emits a horrific odor at all times. All living creatures within 30 feet must make a DC 13 Fortitude save or suffer from effects identical to a *stinking cloud* spell. This effect lasts for 5 rounds and can be called upon once per day.

Moderate Conjunction; CL 5th; Forge Ring, *stinking cloud*; Price 6,000 gp.

Solitude: This ring of dulled bronze is a recent creation of Brolenese wizards who find themselves being swarmed by escaped slaves. Twice per day, the wearer can use *repulsion* to

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keep creatures from advancing closer than 20 feet for up to 12 rounds. Creatures that make a DC 19 Will save can advance normally.

Strong Abjuration; CL 12th; Forge Ring, *repulsion*; Price 57,600 gp.

Tracklessness: Brigands and rogues covet the ring of *tracklessness*, especially in wilderness situations. It is impossible to track a person's footprints if he or she is wearing this ring.

Faint Transmutation; CL 1st; Forge Ring, *pass without trace*; Price 2,000 gp.

Underground Survival: Believed to have originally been a hauling creation, the ring gives its wearer the ability to *stone shape* once per day. It also grants the blindsight ability at all times and a +2 competence bonus to Listen checks.

Strong Transmutation; CL 12th; Forge Ring, ranged blindsight, *stone shape*; Price 24,340 gp.

Weapon Master: The wearer of this ring gains the Weapon Finesse feat, but only with a certain weapon, usually the rapier or a whip. Different rings may be created for different weapons, or the caster may create a ring that applies the Weapon Finesse feat to a spellcaster's ranged touch attack.

Moderate Alteration; CL 12th; Forge Ring, creator must have Weapon Finesse feat; Price 5,000 gp.

RODS

Brilliance: This heavy scepter of twisted white gold has a head of jet and platinum chasing, with the shining sun symbol of the Eternal Lantern. Its bearer effectively gains +2 levels for turning/rebuking undead and always affects the maximum Hit Dice possible.

Moderate Transmutation; CL 14th; Craft Rod, creator must be able to turn undead, Maximize Spell feat; Price 25,000 gp.

Continuity: The bearer of this short black rod gains a supernatural level of confidence and concentration. The holder gains +10 on Concentration checks.

Moderate Alteration; CL 10th; Craft Rod, creator must have 10 or more ranks in Concentration; Price 10,000 gp.

STAVES

Deceit: This thin and supple piece of pine bears scant decoration. Its freshly hewn scent never leaves it, despite wear and the presence of other odors. It allows the wielder to use the following spells: *alter self* (1 charge), *mirage arcana* (1 charge), *nondetection* (1 charge), *obscure object* (1 charge) and *seeming* (2 charges, DC 17).

Strong illusion; CL 11th; Craft Staff, *alter self*, *mirage arcana*, *nondetection*, *obscure object*, *seeming*; Price 77,343 gp.

Shepherd's Staff: Named after its design as well as its usefulness, this crook makes a wizard more self-reliant when in the wilderness. The Shepherd's Staff allows the following spells,

each using one charge: *Faotissun's secure shelter* (for protection), *scare* (for defense), and *mount* (for travel).

Moderate conjuration; CL 7th; Craft Staff, *Faotissun's secure shelter*, *mount*, *scare*; Price 31,500 gp

Sea and Storm: This lightweight, tapered staff is waterproofed and usually wrapped with cloth or leather to provide a sure grip. It allows the wielder to use the following spells: *control weather* (2 charges), *lightning bolt* (1 charge), and *gust of wind* (1 charge).

Strong transmutation; CL 13; Craft Staff, *control weather*, *lightning bolt*, *gust of wind*; Price 65,813 gp.

WONDROUS ITEMS

Bag of Beetles: This bag holds numerous jade beetles inlaid with gold, each with an apparent value of 5 gp. When the bag is placed on the ground and the proper command word spoken, a swarm of beetles crawl out of the bag and move to attack your enemies as per the spell *summon swarm*. This power may be used once per day and the beetles will attack for 14 rounds before retreating back to the bag. The bag also holds four beetles of pure gold with a value of 50 gp each. These special beetles grow to Huge size and have the same statistics as bullets.

Strong Conjuration; CL 14th; Craft Wondrous Item, *summon monster vii*, *summon swarm*; Price 36,400 gp.

Belanar's Acorn: This ordinary-looking acorn, when planted, grows into a full-size treant within 1 round. The treant fights for the person who planted it for 4d6 rounds, then it returns to acorn form, the magic used up. If not commanded to fight, the



treant offers guidance and counsel. Consider the treant to have normal Intelligence and Wisdom scores (no ability modifier), 10 ranks in Knowledge (religion), 12 ranks in Spellcraft and 18 ranks in Knowledge (nature). If asked for advice instead of combat, the treant stays and converses for up to one hour.

Moderate Conjunction; CL 7; Craft Wondrous Item, *summon natures ally iv*; Price 1,600 gp.

Belt of Deftness: This thin, stylish belt gives the wearer a +2 enhancement bonus to Dexterity and a +2 competence bonus to Disable Device and Sleight of Hand checks.

Faint Alteration; CL 5th; Craft Wondrous Item, *cat's grace*; Price 8,800 gp.

Bottle of Enchantment: This thin bottle enchants pure fluids that are placed in it. The result is a potion that depends on the type of fluid left in the bottle. The liquid must be poured into the bottle and left there for a week. After the end of the week, the new potion may be placed into another container for storage.

FLUID	POTION
Blood	<i>Cure moderate wounds</i>
Pure water	<i>Cure light wounds</i>
Sea water	<i>Water breathing</i>
Wine	<i>Heroism</i>

Moderate Transmutation; CL 8th; Craft Wondrous Item, *cure light wounds*, *cure moderate wounds*, *heroism*, *water breathing*; Price 144,000 gp.

Bracelet of Attunement: Divine spells cast by a character wearing one of these bracelets are harder to resist because of the character's unusual spirituality and self-awareness. The saving throw DCs against spells cast by the wearer increase by +1.

Strong Enchantment; CL 12th; Craft Wondrous Item; Spell Focus, creator must be a divine caster; Price 2,000 gp.

Bracelet of Secrets: Arcane spells cast by a character wearing one of these bracelets are harder to resist because the character taps into rare sources of power that amplify her spells. Saving throw DCs against spells cast by the wearer are increased by +1.

Strong Enchantment; CL 12th; Craft Wondrous Item, Spell Focus, creator must be an arcane spellcaster; Price 2,000 gp.

Bracers of Tracelessness: These bracers were the secret of Galana Songbird, a P'Baparan bard who was also that city's worst burglar. They allow the wearer to use *expeditious retreat*, *gaseous form* and *dimension door* once each per day. The wearer may also use *ethereal jaunt* once per week.

Strong Transmutation; CL 13; Craft Wondrous Item, *dimension door*, *ethereal jaunt*, *expeditious retreat*, *gaseous form*; Market Value: 48,400 gp.

Burglar's Keys: These common bronze keys allow the user to open locks as with the *knock* spell. Each key can be used once, and then serves only as a normal padlock key. A newly discovered ring of these items contains 1d6+6 keys.

Faint Transmutation; CL 3; Craft Wondrous Item, *knock*; Price 300 gp per key.

Candle of Hope: This fat wax candle provides the benefits of a *prayer* spell when lit. If a divine spellcaster lights the candle, it

summons a celestial lion to fight for him as well. Each candle is usable for up to 1 hour.

Faint Conjunction; CL 7th; Craft Wondrous Item, *prayer*, *summon monster iv*; Price 2,500 gp.

Cloak of Worship: The wearer of this deep purple cloak gains a +8 enhancement bonus to her Charisma score. This cloak is only effective against humanoid creatures.

Strong Enchantment; CL 10th; Prerequisite: Craft Wondrous Item, *eagle's splendor*; Price 57,600 gp.

Crystal Flask: This decorative bottle seems to contain an aromatic liquid of some kind. When poured, its contents evaporate within 1 round, and the gas assumes the form of an invisible stalker that responds to the bidding of the person who opened the bottle. After performing this task, the invisible stalker returns to the Elemental Plane of Air. The flask does not function again for 30 days.

Moderate Conjunction; CL 7th; Craft Wondrous Item; *lesser planar ally*; Price 14,500 gp.

Djahn's Key: Nicknamed after the Deji name for the Riftmaster, for its magical ability to bypass problem doors, Djahn's Key is primarily used in massive battles or sieges. It is a four-person battering ram in the shape of a key. Once per day for 18 rounds, the Key automatically deals 20 points of structural damage when successfully striking a fortification. It is considered a +5 weapon for purposes of to-hit calculations. It cannot target individuals.

Overwhelming Evocation; CL 18th; Craft Wondrous Item, *Koval's crushing hand*; Price 107,650 gp.

Dress of Temptation: The wearer of this magical garment gains a +4 competence bonus to Bluff checks when attempting to seduce a character of the opposite sex.

Faint Enchantment; CL 3rd; Craft Wondrous Item, *charm person*; Price 1,600 gp.

Elixir of Absolution: This thick liquid acts as an *atonement* spell for removing penalties incurred by unintentional acts against a character's alignment. If the character willingly performed the misdeed he may endure a *geas/quest* of the GM's choice, pay 500 XP and then receive the atonement he seeks. If the GM decides that the character is insincere in his atonement, the character still receives the *geas/quest* and loses the 500 XP, but does not receive the benefit of the spell.

Moderate Abjuration; CL 9th; Craft Wondrous Item, *atonement*; Price 4,750 gp.

Elixir of Blood: Drinking this liquid allows a creature to gain certain abilities of another race for the remainder of their life. The type of creature is determined by the creator of the elixir and is typically a common race with specific racial traits such as elf, dwarf, or hobgoblin. Once imbibed, the drinker is considered to have the blood indicated for the purposes of using or being affected by magical items. A halfling that drinks an *elixir of elf blood* may use a *sword of the fey* and is subject to taking extra damage from an elfbane weapon. Conversely, the halfling would not longer be able to use halfling magical items or be

subject to a halflingbane weapon. Drinking another *elixir of blood* from a different race overrides any previous one.

Moderate Transmutation; CL 15th; Craft Wondrous Item, *polymorph any object*; Price 6,000 gp.

Elixir of Subversion: This vile tasting green liquid enhances the charm and wit of an individual, allowing them a better chance at coercing a person. However, the character must be in the process of inciting rebellion, encouraging others to break laws, cause a riot, or lie to conceal such activities. This liquid provides a +10 competence bonus to such Bluff, Diplomacy and Intimidate skills for 1 hour.

Faint Transmutation; CL 5; Craft Wondrous Item, *eagle's splendor*; Price 450 gp.

Elixir of the Winds: Imbibing this bubbly concoction lifts the drinker in many ways. The elixir grants *cat's grace* to the drinker as well as a +2 resistance bonus on all saves against gas or wind-based attacks (such as a *stinking cloud* or the whirlwind attack from an air elemental) for 6 minutes.

Moderate Transmutation; CL 6th; Craft Wondrous Item, *cat's grace*; Price 2,100 gp.

Fey Robe: This sheer garment is both comfortable and attractive. The wearer gains a +4 competence bonus to Hide and Move Silently checks made in woodland settings. He can also use *locate creature* and *speak with plants* each once per day.

Moderate Divination; CL 7th; Craft Wondrous Item, *locate creature, speak with plants*; Price 19,600 gp.

Figurine of Wondrous Power: The figurines supplement the figurines of wondrous power from the *D&D Dungeon Master's Guide*.

Gold Nightingale: When ordered, the nightingale becomes a mobile, lifelike bird that appears to be a construct. The nightingale sings on command, producing harmonious, peaceful sounds that dispel *fear* in all creatures within a 50 foot radius around the nightingale. The nightingale can be used once per day for no more than one hour.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate object, bless*; Price 9,200 gp.

Hematite Bat: This finely crafted shiny piece of hematite becomes a Tiny flying bat upon command. The bat is capable of carrying a written message or other small object anywhere the owner knows or can describe. While in flight, the bat radiates *fear* in a 30-foot radius as a 9th level caster. The bat functions for six hours at a time, but no more than once per week.

Moderate transmutation; CL 11th; *animal messenger, animate object, cause fear*; Price 13,750 gp.

Jade Serpent: The jade form of this creature is a coiled viper, alert but non-threatening. Upon command, it assumes the form of a Large viper that can be ordered to guard an item or location up to 1,000 square feet in size. The serpent guards the location for up to 24 hours, attacking if anything larger than Tiny size approaches other than the person who ordered it to guard. It can be used once per week.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate object*; Price. 9,960 gp.

Tin Ox: Upon command, this clunky piece of tin becomes a normal-sized animal of great strength and endurance. The ox carries as much as a draft horse, but it can pull up to 7,000 pounds across the ground or 14,000 pounds in a good wagon (as if Strength 29). The ox functions for up to 12 hours at a time once every three days.

Moderate transmutation; CL 11th; *animate object*; Price 12,000 gp.

Gem of Illusion: This gem contains a programmed image that can be used once per day. The user places the gem on the ground or other surface, speaks a command word (from up to 30 feet away) and the image appears. Typical images include a beholder lashing out with its eye rays, a medusa, or an obvious wraith stalking the area.

Strong illusion; CL 11th; Craft Wondrous Item, *programmed illusion*; Price 23,760 gp.

Helm of Heroism: The wearer of this helmet can invoke a *prayer* spell that lasts for 12 rounds, twice per day.

Strong enchantment; CL 12th; Craft Wondrous Item; *prayer*; Price 25,920 gp.

Illusionary Mail: This is not actually a suit of armor, but a cloak that creates an illusion of a suit of armor. While it has no actual effect on combat, it could serve to convince an opponent not to attack or to deceive a viewer concerning the wearer's class.

Faint illusion; CL 3rd; *minor image*; Price 12,000 gp.

Lamp of Vermin Removal: This lantern produces normal light when lit. It also kills all vermin with less than 2 HD within 30 feet, except for those magically created or conjured. The vermin must make a Fortitude save at DC 14 to avoid death. Created or conjured vermin remain at least 30 feet from the lantern, but it does not otherwise harm them.

Moderate abjuration; CL 7th; Craft Wondrous Item, *repel vermin*; Price 56,000 gp.

Lyre of the Liar: A character playing the *lyre of the liar* (sometimes referred to as the liar's lyre) gains a +2 bonus to Perform checks when using the instrument. The possessor also gains a +2 competency bonus to Bluff checks when lying.

Faint abjuration; CL 5th; Craft Wondrous Item, *nondetection*, creator must have 5 or more ranks in Bluff; Price 1,200 gp.

Mosla's Rings: These attractive gold rings come in pairs. They are typically made for a specific couple and are sometimes given as gifts by the wealthy. Whenever one wearer is dying, he is teleported to the presence of the other. The dying character appears within sight up to 30 feet away, and the other character is instantly aware when he arrives, even if sleeping. (Rumors of a rarer version that teleports the other ring's wearer to the location of the dying character remains unconfirmed.)

Moderate evocation; CL 11th; Craft Wondrous Item, *contingency, teleport*; Price 144,000 gp per pair.

Risk's Dice: A pair of these dice (when rattled in their bag as a free action) grant the bearer a *cat's grace* spell that lasts for 3 minutes, once per day.

Moderate transmutation; CL 3rd; Craft Wondrous Item, creator must have access to the Luck Domain; Price 2,400 gp.

Shantuk Skull: The Shantuk people were a mythical race of humans that, according to the Reanaarians, learned to cheat death. The myth probably refers to the ancient Deji of the Khydoban, whose expertise in preserving the dead left their corpses extremely life-like. These magical skulls might be mounted on a rod, attached to a chain and worn at the waist, or simply held in the hand. The wearer (or holder) gains a +3 resistance bonus to all saves against Necromancy spells.

Moderate necromancy; CL 7th; Craft Wondrous Item; Price 2,250 gp.

Silent Hammer: This useful tool makes no sound when it strikes.

Faint illusion; CL 3rd; Craft Wondrous Item, silence; Price 4,800 gp.

Symbol of Piety: This holy symbol is useful to followers of the god it represents. Dedicated tithe-paying followers that brandish it to ward off harm (usually requiring one hand and a standard action) gain a +1 sacred or profane bonus to all saves for the next minute. The symbol of a good deity grants a sacred bonus, while an evil one grants a profane bonus. The symbols of true neutral deities grant either a sacred or profane bonus (wielder's choice).

Faint evocation; CL 3rd; Craft Wondrous Item, *resistance*; Price 600 gp.

Tableware of Poison Removal: A short-lived, somewhat paranoid Fhokki warlord commissioned this set of tableware consisting of one silver cup and plate. The cup removes all poisons from beverages drunk from it and the plate does the same for food served from it. The cup and plate must be used together in order for the magic to function. Ironically, the warlord was killed by a poisoned dagger.

Moderate conjuration; CL 7th; Craft Wondrous Item, *neutralize poison*; Price 56,000 gp.

Vestment of Purity: The wearer of these specially blessed and enchanted robes unique to her faith gains a +4 enhancement bonus to checks to turn/rebuke undead. Each vestment applies only to clerics of a specific god. Clerics of other gods gain no bonuses and clergy of opposed deities suffer a -4 penalty to all turn/rebuke checks.

Moderate Evocation; CL 7th; Craft Wondrous Item, Maximize Spell feat, creator must be able to turn/rebuke undead; Price 20,000 gp.

Yatak Robe: This +2 *robe of the deep desert* provides extraordinary protection from the harsh conditions of this climate. The wearer gains a +4 competence bonus to Survival checks while in a desert. She also gains a +2 resistance bonus to saves vs. hunger, thirst and exhaustion while in a desert.

Moderate transmutation; CL 8th, Craft Wondrous Item, creator must have +5 ranks in Survival, *mage armor*, *resistance*; Price 13,600 gp.

Zoan Pipes: These musical reed instruments produce shrill, delicate sounds favored by halflings. The enchanted version produce a pleasant, slightly hypnotic effect that gives a -2 circumstance modifier to the Will saves of all listeners within 30 feet. Although there is no save to resist the effects of the pipes, spell resistance does apply normally. The effect of the pipes lasts for 1 round after the playing ceases.

Moderate necromancy; CL 7th; Craft Wondrous Item, creator must have the Perform (wind instruments) skill, *bestow curse*; Price 28,000 gp.

CURSED ITEMS

Cursed magical items are an epidemic on Tellene. Evil gods, mortals driven by lust for power and wicked fiends create items that tempt characters to use them, only to discover that their drawbacks outweigh any value the item might offer. Often, these drawbacks prove fatal for the user.

Bear Claw Necklace: This attractive necklace made of bear claws, a common trade item among the Torakki folk, appears innocuous. When its wearer enters combat, however, she is filled with rage and becomes a primeval, reckless savage. She drops all weapons and shield and attacks with tooth and nail. Monks who wear it lose the benefits of their martial training and must use their base attack bonus instead of their unarmed combat bonus. Worse, the monk loses her increased damage, inflicting only normal barehanded damage. The character attacks until she dies, she kills at least one opponent, or no other creatures are within sight.

Moderate enchantment; CL 7th; Craft Wondrous item, *bestow curse*; Price 28,000 gp.

Belt of Ogre Intelligence: This beaten piece of leather causes the wearer to lose 2d6 points of Intelligence when it is worn, if the wearer makes a Will save (DC 16), the loss is temporary and he can remove the belt when his Intelligence returns. A remove curse allows the wearer to remove the belt and restores the lost Intelligence immediately, regardless of the success of the saving throw.

Moderate enchantment; CL 9th; Craft Wondrous Item, *bestow curse*, *feeblemind*; Price 45,000 gp

Chain Shirt of Sinking: When immersed in water, this suit of armor gives its wearer a -20 circumstance modifier to Swim checks. The chain shirt provides a +2 enhancement bonus to AC when the wearer is on land. When fully submerged in water, however, the bonus becomes -2. Only a *remove curse* spell allows the wearer to remove the item.

CL 5th; Craft Wondrous Item, *bestow curse*, *enlarge*; Price 18,000 gp.

Helm of Soul Stealing: The helmet turns the wearer into a superb fighter at the expense of her personality. The wearer

gains +2 enhancement bonuses to Strength, Dexterity and Constitution. She gains the feats Cleave and Combat Reflexes, as well as a +1 morale bonus to attacks. Each time the wearer enters combat, she must make a Will save or permanently lose one point of Charisma. The initial save is DC 18, and with each subsequent save the DC increases by 1. This reduction in Charisma continues until the character reaches 0 Charisma.

Strong transmutation; CL 12th; *Lerasonul's transformation*; Price 36,000 gp.

Mirror of Vanity: This deceptive mirror acts as a scrying device, exactly as a *crystal ball with see invisibility*. When used, however, its user must make a Will save at DC 17 or suffer a permanent 1 point Charisma loss. Each time the mirror is used, the save DC increases by 1. When her Charisma reaches 0, she collapses with her face against it in a coma-like state. Many sages say the original *mirror of vanity* was the focal point of a folk tale about Queen Simura, and began some 300 years ago in Pekal, while others believe the tale speaks of a Brandobian princess that ruled there in earlier times.

Moderate divination; CL 9th; Craft Wondrous Item, *bestow curse, dominate*; Price 44,000 gp.

Slen's Breath: This hooded cloak appears to be a comfortable fur garment. When first put on, its wearer suffers 10d6 points of cold damage, and continues to take 1d6 points of cold damage each round. When the damage proves fatal, she exhales a breath of frosty air, then freezes into a rigid corpse.

Moderate evocation; CL 10th; Craft Wondrous Item, *bestow curse, cone of cold*; Price 21,000 gp.



Mizraith's Maelstrom in action.

MINOR ARTIFACTS

Most, although perhaps not all, minor artifacts on Tellene are unique items.

Mizraith's Maelstrom: This staff of great power is named after its most famed user, not its creator. Mizraith of Cosdol used its powers to brutal effect against his enemies. Once activated by a command word, the rod emits a *fireball* each round in a random direction to maximum range (or until it strikes a target). The *fireball* travels from the head of the staff parallel to the ground, so if the owner stands and holds it, she might be within its line of fire. Each *fireball* has a 10% chance to function as if enhanced by the *Enlarge Spell* feat. Each also has a 10% chance of being of being maximized. A given *fireball* may be both enlarged and maximized.

The Maelstrom continues to shoot *fireballs* until a second command word is given.

Overwhelming evocation; CL 19th; Weight: 5 lbs.

Ummer Horn: The ummer is a large, belligerent goat that lives on the rocky slopes of the P'Rorul Peaks. Its horn appears on orc drinking vessels, units of trade and blaring musical instruments. The magical *ummer horn* takes the form of the latter.

The echoing blasts of the *ummer horn* sound to a range of one mile if blown outdoors. All creatures within 300 feet must make a DC 16 Will save or be driven into a battle frenzy, attacking enemies first and then each other when all enemies are dead. Creatures affected by this bloodlust now attack with a +2 morale bonus to attack and damage rolls. The frenzy lasts for one hour, after which affected creatures become exhausted. Orcish warlords typically sound a blast before battle and order their followers not to resist the urge.

Overwhelming enchantment; CL 18th; Weight: 7 lbs.

MAJOR ARTIFACTS

With even common magic items being uncommon on Tellene, and minor artifacts being incredibly rare, these major artifacts are the stuff that legends are made of.

Book of Souls: This ancient tome was originally an attempt by a necromancer to record the identity of unknown dead with whom she spoke. It grew in both scope and content until the list of names grew so long that inscribing it even in the massive book required magical enhancement. It is now a ragged, worn manual of about 800 pages with grayed wooden covers (originally black). Its binding is bronze, as is the broken lock that hangs uselessly from the straps that close it.

The *Book of Souls* gives characters using it a +2 circumstance bonus to all Knowledge skill checks if the topic includes death or a dead race, a past culture or a lost city (but not an individual).

The book's owner can read aloud a name in the book to summon that dead individual. That individual appears as a ghost. The person summoning the ghost does not directly command it, but the summoner can give the ghost orders as per a *geas/quest* spell and the undead must obey. Summoning the dead is debilitating and inflicts the summoner with 1d4 points of temporary Constitution damage.

Anyone who casts *speak with dead* on the *Book of Souls* is assaulted by a cacophony of responses from dead creatures. The spellcaster must make a Will save (DC 18) or be confused. After recovering from the confusion, the spellcaster may question a single soul from the congregation that responded about what it knew in life. Answers from random names tend to be useless, however.

Anyone who uses the book to summon a creature has his name added to the list upon his own death. If the book lists a given character's name, that character cannot be brought back from the dead by *raise dead*, *resurrection*, *true resurrection* or even *miracle*. Summoning all of the millions of souls contained within it is said to destroy the *Book of Souls*.

Crown of Miznoh: The tales of Miznoh's conquest of Svimohzia are well known among even the most casual historians. However, few commoners on the island know about Miznoh's talent for administration. They know him as the warrior-king, the Slayer of Serpents and the Conqueror of Men. Miznoh's successful rise to power overshadows the death of two dragons and the virtual disappearance of orcs and trolls from the region for over two hundred years.

Miznoh's initially good relationship with the dwarves of the Tanezh Mountains reached its peak when the dwarves gave him a crown of fantastic might. They gave him the crown in return for his promise to help them defend against their hated ancestral enemies, the Kargi hobgoblins to the southwest of their mountain homes. Instead, he took the crown and used it to help him dominate the human tribes to the east and promptly exiled the dwarves and shuttled gnomes into squalid villages. In the later years of his successful rule, Miznoh became complacent and allowed his own personal security to lapse. Finally, he was struck down at the hands of assassins who some speculate were sent by a faction of bitter dwarves. His crown disappeared but never returned to hands of the dwarves, a fact that dwarves cite as evidence of their innocence in the matter.

His son Suzar found himself a king without a crown but now in charge of a vast kingdom. He commissioned a new one (now called the Mashira Crown) at high price from the dwarves to demonstrate his sincerity in asking them to return to the kingdom. Thereafter his family showered the riches of Svimohzia upon the dwarves to make up for his father's treachery and to keep the trading relationship with the dwarves flowing smoothly.

The Crown of Miznoh is mentioned in a ship's manifest leaving Zha-Nehzmish after Ahznomahn gained its indepen-

dence, although the crown apparently never arrived at Zoa, the ship's final destination. It has since been seen on the mainland thrice and back on Svimohzia once, the last appearance said to be 50 years ago in the hands of a gnomish sage in the north.

A character that possesses the Crown usually feels confident and energetic. Whenever the character has the opportunity to pursue a long-term goal that he or she considers beneficial, the character must make a Will save at DC 20 or pursue the goal, regardless of hazardous effects or repercussions. The DM should restrict the Crown's control of the character in this way to a single major goal of the character. The Crown of Miznoh cannot be broken by anyone other than Miznoh himself. Since he is long dead, that might present a problem to those who would seek to destroy it.

The Crown is made of gold, with six different precious stones (ruby, sapphire, diamond, emerald, jacinth and opal), each arising from the crown at a point. Stilted images show the king at different stage of his life (including his death, in a prophetic design by the Crown's creator). Some tellings of the legend say that Miznoh killed the maker for his audacity, but the stories conflict. The Crown bears a velvet lining to provide a pleasant and comfortable fit. The Crown has six primary powers, each associated with a different gem. In all cases, caster level is 20th.

Diamond: The Crown gives its wearer *true seeing* three times per day. When the wearer activates this effect, the diamond sparkles brightly, providing a clear white light in a 10-foot radius for 1 minute.

Emerald: Once per day, the emerald provides the crown's wearer with *freedom of movement*. When this power is invoked, the emerald spreads a rich green light in a 10-foot radius for 1 minute.

Jacinth: Once per day, the wearer can invoke *invisibility purge*. This power causes the jacinth to radiate a warm yellow glow in a 10-foot radius for 1 minute.

Opal: As long as it is worn, the Crown gives its wearer immunity to the spells *charm person*, *ray of enfeeblement*, *flame arrow* and *vampiric touch*. Treat this as spell immunity with unlimited duration. When a spellcaster casts one of these spells at the wearer, the opal emits a soft yellow glow, providing light in a 10-foot radius for 1 minute.

Ruby: In ancient Zazahni, the ruby represented royalty and nobility. Once per day, the crown allows its wearer to *dominate person*. This spell-like ability is invoked as a free action (treat it as a quickened *dominate person*). When the wearer uses this ability, the ruby flares, providing a red light in a 10-foot radius for 1 minute.

Sapphire: The Crown gives its wearer spell resistance 18. When it resists a spell, the sapphire flares, providing a deep blue light in a 10-foot radius for 1 minute.

GLOSSARY

- Adaran — Halfling name for the Knight of the Gods
 Adda — Dwarven name for The Great Huntress
 Adrabrintariel — Low Elven name for The Pure One
 Adraladdlaen — Low Elven name for the Holy Mother
 Adrededar — Low Elven name for The Guardian
 Adrenannon — Low Elven name for The Corruptor
 Adrupan — An herbal mixture that weakens the drinker
 Adurek — Dwarven term for hill dwarves
 Akdren-Ulkromar — Hobgoblin name for The Laughter
 Alabriria — Low Elven name for Powermaster
 Alaki — A Reanaarian wizard who briefly seized control of Geanavue
 Albabrililia — Low Elven name for The Great Huntress
 Albantar — Low Elven name for the Rotlord
 Albereclya — Low Elven name for The Landlord
 Alliance merchant — A prestige class for members of the Golden Alliance
 Alvear — Halfling name for the Rotlord
 Amberhairs — Another name for golden halflings
 Amities — Canon of The Peacemaker
 Aralarai — The Low Elven term for wood elves
 Ashaboran Renoraz — An Ashoshani parliament member and Alliance merchant
 A Thousand Doubts — Channeled ability that penalizes opponents' initiative
 Azravan — The Halfling term for golden halflings
 Azsul — A dwarven sage from the earliest meeting of men and dwarves
 Azurtal — A city of deep gnomes known for its high towers and powerful wizard's guild
 Azurtallan Salve — An alchemical mixture that makes the user's hands sticky
 Azzabrak-Kathal — Hobgoblin name for the Rotlord
 Baktar — Halfling name for The Coddler
 Balance, The — Canon of the Riftmaster
 Ball arrow — An arrow with a round ball rather than a pointed tip
 Banadar — Low Elven name for Raconteur
 Barag — Orcish name for the Holy Mother
 Barrier — Channeled ability that protects the cleric by providing elemental resistance
 Baruta — A former gladiator who has built a reputation training new combatants in Bet Kalamar
 Basiran dancer — A highly disciplined character class
 Baxeeri — Gnomish name for the Harvester of Souls
 Bear claw — A small mace used by gnomes and halflings
 Beguile — Channeled ability that makes it difficult for opponents to take action
 Benlarr — Dwarven name for the Prince of Terror
 Beraclya — Low Elven name for The Dark One
 Beraendar — Low Elven name for The Flaymaster
 Berereldar — Low Elven name for the Knight of the Gods
 Bill knife — A billhook-shaped dagger
 Birah — Halfling name for Raconteur
 Bird arrow — A swift arrow primarily used against flying creatures
 Birin — Halfling name for the Eternal Lantern
 Blackleaf — An alchemical mixture that kills plants
 Black Plague, The — A disease that is common in urban areas that have poor sanitation and a large vermin population
 Blanket of Darkness — Channeled ability that reduces the effectiveness of both magical and non-magical lights
 Blessings of the Land — Canon of The Raiser
 Blue Death, The — A rare disease that is found in arctic and sub-arctic regions, mostly in the lands of Torakk, the Jorakk Mountains and the Dashahn Mountains. It is passed through contact with infected water and not by physical contact with one afflicted
 Boerin — Halfling name for The Riftmaster
 Bok — Orcish name for the Lord of Silver Linings
 Bolg — Orcish name for the Creator of Strife
 Bolomo — An alchemical solvent
 Book of Endless Night — Canon of The Dark One
 Bounty hunter — A prestige class for those who bring fugitives to justice (or at least to law enforcement)
 Breath Taker — Another name for the poison known as zeakue
 Brigand — A character class that combines brute force, stealth and intimidation
 Brigandine armor — A type of armor made of sturdy metal plates between strips of leather
 Bugar — Orcish name for The Old Man
 Bugdush — Orcish name for Emperor of Scorn
 Bushnak — Orcish name for The Bear
 Calamassi — Low Elven name for the Speaker of the Word
 Calereria — Low Elven name for Emperor of Scorn
 Call to Arms — Channeled ability that can cause a cleric's opponents to attack each other
 Carrobredanten — Low Elven name for the Mother of the Elements
 Catastrophes — Canon of the Creator of Strife
 Celestial health potion — A popular herbal disease remedy
 Chadoka — An ancient deep gnome city built on multiple levels
 Chances — Canon of Risk
 Chaos Reigns — Channeled ability that confuses a target
 Cho — A large Deji tribe that lives along the Banader River valley
 Chopper — A short machete
 Chokevine milk — A poison found in the Eb'Sareb Swamp
 Cluo — A Svimohz wizard who imprisoned a powerful vampire lord
 Contabesi — Low Elven name for The Old Man
 Cord armor — A type of armor made from specially prepared vines or ropes

- Cornerstone — Channeled ability that gives you an additional feat temporarily
- Covral Thorn — A Brolenese pirate, slaver and meager wizard
- Cozer — Gnomish name for The Coddler
- Creation — Canon of Raconteur
- Curaxa — An alchemical corrosive
- Dalgul — Gnomish term for rock gnomes
- Dancing Death, The — An uncommon disease found almost exclusively in the Brandobian lands. It can be contracted by exposure to someone afflicted in either stage one or two
- Darabentariel — Low Elven name for The Mule
- Dari — Halfling name for The Raiser
- Dark elf — A treacherous subrace of elf, considered an abomination by the other elven subraces
- Darkened Sky — Channeled ability that summons dark thunderclouds
- Dataris the Chain Master — A former Tokite slave that became a famous Gladiator
- Dazulghaz-Vakh — Hobgoblin name for The Landlord
- Deep gnomes — A sullen and withdrawn subrace of gnome that dwells deep beneath the surface
- Defohy — A Dejay tribe of Paru'Bor and sometimes Ek'Gakel
- Denfort — Gnomish name for Eye Opener
- Devamaeriel — Low Elven name for The Shimmering One
- Dharkar the Golden — A dwarven wizard known for his life-like stone golems
- Divine Arrow — Channeled ability that awards the cleric a bonus to ranged attacks
- Dohas — Gnomish name for The Storm Lord
- Doisin — Dwarven name for Raconteur
- Dolkagh-Naz-Kelgar — Hobgoblin name for The Raiser
- Domaadrik-Kanar — Hobgoblin name for the Harvester of Souls
- Dorama — A Kalamaran duchess from the Time of Misfortune
- Dorn Shemmal — A lich and pirate, Captain of the sea Galleon Abyss
- Doulathan — Low Elven term for gray elves
- Dragonhide — A tough coating for wooden items
- Drow — Low Elven term for dark elves
- Dueling sword — An ancient dwarven weapon with a single cutting edge and rounded tip
- Durvolk — Dwarven term for stone dwarves
- Dusur — Dwarven name for the Harvester of Souls
- Dwarven Rebel — Any of several malcontents that refuse to recognize Kalamaran sovereignty over their traditional lands
- Earsplitter — An herbal mixture capable of causing deafness
- Ebaenderiel — Low Elven name for The Founder
- Efelmane — A subtle, numbing poison favored by assassins
- Eleria — Low Elven name for The True
- Elobreria — Low Elven name for Eye Opener
- Elossi — Low Elven name for the Prince of Terror
- Elven warder — A champion of the elven people
- Emmuk — A Slennish outcast and famed alchemist
- Enaryn — Low Elven name for the Fate Scribe
- Endless Decay — Canon of The Confuser of Ways
- Endless Journey, The — Canon of The Traveler
- Enedeteriel — Low Elven name for The Overlord
- Enlightenment — Canon of The Mule
- Epiphany — Channeled ability that allows the cleric to take 20 on any intelligence-based skill check
- Eraurk — Orcish name for The Riftmaster
- Every Cloud — Canon of the Lord of Silver Linings
- Faotissun — A famed half-elf wizard adventurer
- Faranna — Low Elven name for The Storm Lord
- Fate's Mercy — Channeled ability that gives the cleric's allies bonuses
- Feim — Gnomish name for The Confuser of Ways
- Ferran — Gnomish name for the Mother of the Elements
- Final Word — Canon of the Harvester of Souls
- First Strength, The — Channeled ability that increases the cleric's allies strength checks for an hour
- Foimak — Dwarven name for the Fate Scribe
- Foirin — Gnomish name for The Overlord
- Follower — A dedicated believer in one god's supremacy over the others.
- Folnester — A cruel Brandobian invoker
- Forest gnomes — A forest-dwelling subrace of gnome
- Fortunes, The — Canon of the Fate Scribe
- Fruit of the Vine — Channeled ability that causes creatures within an area to become slightly intoxicated
- Fulan — Halfling name for The Shimmering One
- Fuleta — Halfling name for The Landlord
- Fulmaran — The Gnomish term for forest gnomes
- Fundamentals — Canon of the Mother of the Elements
- Fuoro — Dwarven name for the Locust Lord
- Galirem — Low Elven name for The Confuser of Ways
- Gamatara — An exotic herbal concoction that slows thinking and perception
- Ganakh — Senior general of Ashakulagh
- Gank — Orcish name for the Eternal Lantern
- Ganlinaraz-Krok — Hobgoblin name for The Riftmaster
- Ganor-Thana-Kurrug — Hobgoblin name for The Corruptor
- Gardonn — Gnomish name for the Prince of Terror
- Gavedever — Low Elven name for The Raiser
- Geflen — Halfling name for the Locust Lord
- Gelemak Sotar — A Tokite naval hero in the war against Pekal
- Gemila — Dwarven name for The Traveler
- General Narveld — One of the authors of the Way of Strategy
- Gharr — An outcast of the village Bhorr's Bend who developed the Rotting Flesh Disease of Gharr
- Gift of Passion, The — Canon of The Laughter
- Gilli — Dwarven name for The Coddler

Glossary

- Gisila — Dwarven name for The Landlord
 Gladiator — A character class defined by skilled combatants who like to put on a show
 Gloinum — Dwarven name for Risk
 Gloran — Dwarven name for the Creator of Strife
 Gnomish mace — A small mace often used by gnomes
 Goblin Pox — A disease found in areas with a high goblin population, transmitted by air
 Golem master — A prestige class for creators of constructs
 Golmel — Gnomish name for Emperor of Scorn
 Gonwen — Halfling name for The Dark One
 Gordal — Dwarven name for Emperor of Scorn
 Gorrand-Krotak — Hobgoblin name for the Lord of Silver Linings
 Grace of the Rose — Channeled ability that allows for a save if confused or dazed
 Graemond — Gnomish name for The Founder
 Gramlek — Dwarven name for The Mule
 Grgarg — Orcish name for the Battle Rager
 Gray elf — The rarest subrace of elf
 Graz-Vagh — Hobgoblin name for The True
 Greatsalt — An alchemical mixture that negates acid
 Grebok-Krokramar — Hobgoblin name for The Overlord
 Greed of Misers — Channeled ability that penalizes the targets' wisdom scores
 Green ape musk — A poison from the Obakasek Jungle
 Greznar-Tukro-Kuul — Hobgoblin name for The Watcher
 Gridash — Orcish name for The Dark One
 Grik — Orcish name for The Coddler
 Grinok — Orcish name for The Guardian
 Grodish — Orcish name for The Flaymaster
 Grolg — Orcish name for The Laugher
 Grondvar-Brogguk — Hobgoblin name for the Fate Scribe
 Groshnak — Orcish name for the Fate Scribe
 Grozar-Tuka — Hobgoblin name for Raconteur
 Grozer — Gnomish name for The Raiser
 Grurg — Orcish name for The Vicelord
 Guldarr-Thorbrog — Hobgoblin name for The Seller of Souls
 Gulmab-Thrakkro — Hobgoblin name for the Holy Mother
 Gulrath — Gnomish name for the Locust Lord
 Gung — Orcish name for The Confuser of Ways
 Guralk — Dwarven name for The Confuser of Ways
 Guruk-vra — The Orcish term for half-orc
 Haagul-Naz — Hobgoblin name for the Prince of Terror
 Hag's curse — An herbal mixture capable of blinding the drinker
 Halamaegyn — Low Elven name for the Battle Rager
 Halit — Gnomish name for The Riftmaster
 Halobrendar — Low Elven name for The Riftmaster
 Harmaan the Protector — A gnoll shaman of the Elos Desert
 Hasan — A Deji slaver that captures his victims from lost caravans
 Hasheri — A tribe of Deji in the Elos. They are traders, craftsmen and merchants.
 Herkka-Magazh — Hobgoblin name for The Founder
 High elf — The standard and most common type of elf
 Highland dwarf — Another name for mountain dwarf
 Hildal — Dwarven name for The Founder
 Hilg — Orcish name for the Prince of Terror
 Hill dwarf — The standard and most common type of dwarf
 Hogor — Orcish name for The Traveler
 The Home — Canon of The Holy Mother
 Hurra — A Slennish native that predated that nation's founding
 Ill Chance — Channeled ability that penalizes an opponent's attack
 Ill Wind — Canon of The Unseen One
 Imprisonment — Channeled ability that holds enemies as if bound
 Indescribable Horrors — Canon of the Prince of Terror
 Infiltrator — A character class that combines stealth and woodcraft
 Innocent Pleasures — Canon of The Vicelord
 Inon Torist, Captain — Head of Mendarn's Royal Marine Academy
 Irrepressible Freedom — Channeled ability that knocks open manacles and doors within a 30 ft. radius about the cleric
 Jasselan — Elven thief and smuggler exiled from Doulathanorian
 Javaeclya — Low Elven name for the Eternal Lantern
 Jeday — Gnomish name for The Guardian
 Jennaentariel — Low Elven name for The Laugher
 Judgment — Canon of The True
 Jyktos — A Deji tribe along the Reanaarian Bay
 K'Miwi sap — A potent poison from northern swamps
 Kabori — The current Emperor of Kalamar
 Kaepran — Halfling name for Risk
 Kaerast — Gnomish name for the Lord of Silver Linings
 Kakado — A reclusive tribe of Deji that lives primarily north of the Jenshyta River
 Kakkal-Gazh — Hobgoblin name for The Traveler
 Kalborn — Gnomish name for The Traveler
 Kaldabran death fog — A poisonous concoction of the Brolenese
 Katha-Gulmakkel — Hobgoblin name for the Mother of the Elements
 Kargi — The hobgoblins of Svimohzia or their language
 Kartorr — A northern Fhokki clan of huge humans
 Kavagon — Halfling name for The Pure One
 Kavdela — Halfling name for The Mule
 Kelburd — Dwarven name for The Raiser
 Kelgul-Nazka-Dol — Hobgoblin name for The Guardian
 Kernus — Dwarven name for The Bear
 Kerra — Gnomish name for the Creator of Strife
 Keystones — Canon of The Founder
 Zezek — Dwarven name for The Seller of Souls

Kiss of the Lash — Channeled ability that does subdual damage within a cone of effect

Kobold squeeze — A poison from the Arajyd Hills

Kolir — Dwarven name for The Shimmering One

Korrogaz-Melrak — Hobgoblin name for the Locust Lord

Kortak-Tuvaghaz — Hobgoblin name for Emperor of Scorn

Kotesh — Fighter who established the Dofryr Order of the Slayer

Koval — A belligerent Fhokki chieftain who liked his spells big and powerful, also called Koval the Magnificent

Krangi — Continental hobgoblins or their language

Kraxol "Irontooth" Mug — A Kargi hobgoblin that steals human babies from Zazahni

Kuban-Randtack — Hobgoblin name for the Eternal Lantern

Kurgaz-Thal — Hobgoblin name for the Speaker of the Word

Kurtha — Dwarven fighter that operates the Koraki Coalition of Swordmasters school

Laberel — Low Elven name for the Locust Lord

Labyrinth juice — An herbal mixture that causes dizziness

Laeribel — Gnomish name for the Battle Rager

Lalandra — Low Elven name for the Creator of Strife

Lamish berry juice — A common contact poison made from mountain berries

Lamellar — Armor made of metal strips against a backing of leather or cloth

Lanari — Gnomish name for Risk

Landanna — Low Elven name for The Traveler

Landobalaen — Low Elven name for Risk

Lareki — Halfling name for The True

Laripa — Gnomish name for The Flaymaster

Lasterm — Dwarven name for Powermaster

Lathlani — The Low Elven term for "high elf"

Laulla — Gnomish name for Raconteur

Laws of Nature — Canon of The Bear

Leaf blade — A short sword used by elves

Ledger, The — Canon of The Landlord

Ledia — Halfling name for The Laughter

Lekimal — Halfling name for Powermaster

Lemeteria Salandre — A Vessel of Man and former cleric of the True

Lerasonul — The most famous graduate of the College of Magic in Bet Rogala

Lessen Nature's Fury — Channeled ability that grants a temporary armor adjustment against attacks from animals, beasts and vermin

Let the Rage Take You — Canon of the Battle Rager

Liberation — Canon of the The Guardian

Lightfeet — The standard and most common type of halfling

Lightning bottle — A bottle containing a blinding alchemical mixture

Lignar — Dwarven name for the Rotlord

Longings — Canon of The Corrupter

Lothoeloth — Gnomish name for The Vicelord

Lowland dwarf — Another name for hill dwarf

Lugad — Dwarven name for The Riftmaster

Luggukagh — Hobgoblin name for Risk

Lulipa — Gnomish name for the Speaker of the Word

Lure of Lust — Channeled ability that penalizes resistance to compulsion effects, only usable by non-good clerics

Lusurk — Dwarven name for the Knight of the Gods

Malakbar — An exotic weapon combining aspects of a halberd and a heavy mace, originally designed by hobgoblins

Malakkan — Halfling name for the Battle Rager

Malavla — The largest colony and island in the chain west of Eldor. Malavla produces most of Tellene's cane sugar

Manassi — Low Elven name for The Coddler

Manklim — Dwarven name for the Holy Mother

Mariner — A prestige class for seafarers

Mataparan — An herbal mixture that suppresses the desire for food

Melkevia — A huge underground metropolis of deep gnomes

Merfolk musk — An alchemical mixture that deters attack by marine creatures

Methael Spatas — A Prompeldian halfling merchant that trades in human slaves

Mewhi — The Svimohzian culture that first bred the highland dancers.

Mewneha — Cleric in the desert city of Alnarma for the Guardian

Miaza — An illusionist from Dynaj known for her subtle touch

Migmar — Dwarven name for Eye Opener

Milamal — Halfling name for the Lord of Silver Linings

Minakil — Dwarven name for The Vicelord

Mind Like Water — Channeled ability that grants the cleric a bonus to saves against compulsion effects

Miraemos — Gnomish name for The Shimmering One

Mirazi — Gnomish name for the Knight of the Gods

Misfortune — Channeled ability that penalizes the target's saving throws and skill checks

Miznoh, King — A King from early Svimohzish history, more properly called King Miznoh I

Moimli — Dwarven name for The Guardian

Moizarak — Dwarven name for The Overlord

Mokdar-Marrag — Hobgoblin name for The Storm Lord

Mometh — Halfling name for the Creator of Strife

Mooreta — An alchemical odor that masks smells

Mountain dwarf — An isolated subrace of dwarf that dwells in mountainous areas

Mravroshkha-Khielshor — Hobgoblin name for The Dark One

Mugluck — Cleric of the Conventicle of Affliction, Tribal Chief of the Mundunooguu Tribe of Orcs, in service to the Rot Lord

Mukli-Gurkkagh — Hobgoblin name for The Mule

Glossary

- Mur — A Deji tribe in the Elos that associates with Norga-Krangrel
- Muse — A prestige class for protectors, healers and motivators who seek to inspire works of beauty
- Mythar — Gnomish term for deep gnomes
- Nagra-Kel — Hobgoblin name for The Great Huntress
- Namieka — Dwarven name for the Lord of Silver Linings
- Nanaeclya — Low Elven name for the Lord of Silver Linings
- Narokam — Halfling name for The Seller of Souls
- Needle bolt — A crossbow bolt designed to deliver poison
- Neslipine — A lubricant
- New Paths — Canon of The Watcher
- Nidorn — Gnomish name for The Mule
- Nisakil — Dwarven name for The Peacemaker
- Noala — Halfling name for The Storm Lord
- Noisemaker — An explosive alchemical mixture
- Noorshar — Halfling name for The Vicelord
- Norenn — Gnomish name for The Corruptor
- Norok “the Festering” — An orc leader in the Rytarr Woods known for his worship of the Rotlord
- Nounad — Halfling name for The Old Man
- Numara of Salireta — A Kalamaran wizard famous for her clay golems
- Nurzek — A hobgoblin shaman in the Brindonwood
- Oathbind — Channeled ability that forces the target to tell the truth
- Oblivion — Channeled ability that mimics a full nights sleep in all respects except for spell memorization
- Ochre mist — A poison gas created by students in Bet Kasel’s College of Alchemy
- “Ogre” Gelanar — A strong wrestler from Paru’Bor
- One Arrow — Canon of The Great Huntress
- Orchidia — An herbal mixture that makes the drinker appear dead
- Orc Shingles — A disease found throughout the Young Kingdoms and the Wild Lands usually contracted by direct contact
- Order of the Slayer — a group committed to the obliteration of all undead creatures.
- Padash — Orcish name for The Mule
- Patukk-Ro-Tirnog — Hobgoblin name for The Flaymaster
- Periva — Halfling name for the Holy Mother
- Pig stick — A halfling weapon that deals subdual damage, primarily used to control swine
- Plague — Channeled ability that inflicts the disease fen waste
- Pomawin — Gnomish name for the Fate Scribe
- Pony club — A steel-headed hammer used by shorter races when mounted
- Porag — Orcish name for Powermaster
- Prarbag — Orcish name for Risk
- Pridash — Orcish name for The Great Huntress
- Praurk — Orcish name for The Landlord
- Preserve Life — Channeled ability that increases a cleric’s ability to turn or destroy undead
- Prudush — Orcish name for the Harvester of Souls
- Pruurk — Orcish name for the Speaker of the Word
- Punak — Orcish name for the Mother of the Elements
- Puol — Orcish name for The Storm Lord
- Pursuit of Terror — Channeled ability that causes the target(s) to be shaken
- Radiant Order, The — Canon of the Eternal Lantern
- Ragmar — Dwarven name for the Battle Rager
- Raithal-Terek — Hobgoblin name for The Shimmering One
- Ralek — Halfling name for The Flaymaster
- Ranalaessi — Low Elven name for The Watcher
- Rasda — Halfling name for The Great Huntress
- Rawen — Halfling name for the Harvester of Souls
- Rejection — Channeled ability that causes the target(s) to suffer a penalty on all checks and attack rolls
- Rendran — Halfling name for Emperor of Scorn
- Resgad — Dwarven name for the Eternal Lantern
- Resim — Halfling name for the Speaker of the Word
- Restore the Balance — Channeled ability that acts as an area effect dispel magic
- Restorer — A prestige class for hobgoblins dedicated to restoring the fallen empire of Kruk-Ma-Kali
- Rilg — Orcish name for The Shimmering One
- Rock gnomes — The standard and most common type of gnome
- Roirak — Dwarven name for The Pure One
- Rondarg-Thallinatt — Hobgoblin name for The Confuser of Ways
- Rorg — Orcish name for the Knight of the Gods
- Rork — Orcish name for The True
- Roth — An eastern clan of Fhokki horsemen that migrates great distances.
- Rotting Death, The — A disease that is found among jungle and swamp dwelling populations, rarely flares up in temperate regions during periods of high heat. It travels by contact with infected cloth or still pools of water
- Rotting Flesh Disease of Gharr, The — A disease that originated in the village of Bhorr’s Bend in the Narrajy Forest. It was developed by Gharr, an outcast of the village.
- Rublim — Dwarven name for The Laughter
- Rudash — Orcish name for the Rotlord
- Rulakan — Son of King Ali and the second ruler of Kalamar
- Rurok — The Dwarven term for mountain dwarves
- “Ruthless” Jythel — A Deji buccaneer for Meznamish
- Ruwin — Gnomish name for The Dark One
- Saadolos — A root that grows on the western shores of Reanaaria bay; the extract is used to make sleep poison used by tax-escorts in Geanavue
- Saint Nolano — A saint in the belief of the Halls of the Valiant

Saint Shamur the Golden — A saint that brought the religion of the Shimmering One to the plains to slow the flood of raids from the Wild Lands to a weak trickle

Saint Vitisar — Bet Uralan cleric in the temple of Enchantment that first channeled energy to do other than turn/rebuke undead

Saint Yashamin — A saint that carried the Six Tablets of the Apocalypse to the nomadic tribes of the Elos Desert

Salansa — Gnomish name for The Pure One

Salimak — Dwarven name for The True

Salt basilisk ash — A Deji poison from the Elos Desert

Samarata — The Basiran style of dance that hides combat techniques and forms

the basis of the Basiran dancer's martial style

Sarmar — A greedy Brolenese slaver and sorcerer

Sartan — Halfling name for Eye Opener

Satum's bane — An insect repellent

Savlan the Senior — A former High Purger (high priest for the Emperor of Scorn) and partial author of that faiths' canon, the Stone Tablets

"Scarlet" Onvlen — A famous gladiator in Pel Brolenon

Scorpion's Sting, The — Channeled ability that poisons creatures within an area that saps strength

Screecher arrow — An arrow designed to emit a high-pitched noise

Sculpted shot — A larger type of special sling bullet

Sealskin salve — An herbal mixture that resists cold and water

Seclusion — Channeled ability that places a creature in an extra-dimensional room for a short period of time

Second wind — An herbal energizer

Seleeris — The Low Elven term for wild elves

Sendal — Gnomish name for The Great Huntress

Serabal — Gnomish name for The Old Man

Serit — Gnomish name for the Eternal Lantern

Sesilk — Dwarven name for the Speaker of the Word

Sevar — Halfling name for the Prince of Terror

Sevay — Gnomish name for The Bear

Shackles of Injustice — Channeled ability that uses negative energy to bind an opponent

Shadow elf — Another name for dark elf

Shakkan — Halfling name for The Overlord

Shaman — A character class consisting of tribal folk who worship natural spirits

Shanjen — A Deji tribe in the Elos. They serve as mercenaries and claim a long warrior tradition.

Sharokk — A southern clan of Fhokki known for their music and art.

Shasseril — An elven enchantress

Shrike armor — Special spiked steel armor

Shroud's Embrace — Channeled ability that gives a creature negative levels up to the cleric's wisdom modifier

Sil-karg — The Hobgoblin term for half-hobgoblin (singular and plural forms are the same)

Simay — A Deji tribe in the Vohven Jungle with a history of hostility toward Svimohz.

Sittik — A Deji poison from Lake Adesh

Six Days of Dearth — Channeled ability that causes creatures to suffer the effect of nearly a week of hunger

Skay — a Tharggy spellsinger who liked to attack her enemies from a distance

Sky's Fury — Canon of the Storm Lord

Slaver — A typically Brolenese prestige class for those who seek to profit from forced labor

Smotherblend — An alchemical mixture that extinguishes fires

Soft leather armor — Uncured leather armor meant to protect against thorns and insects more than swords

Solin — Dwarven name for The Dark One

Soomatan Rejus — A lizard man chieftain in the Obakasek Jungle

Spellsinger — An arcane spellcaster who uses song

Splinter arrow — An arrow designed to inflict painful subdual damage

Stinkvine serum — An alchemical mixture used to rouse sleeping or unconscious victims

Stirnoggul-Brog — Hobgoblin name for The Vicelord

Stone dwarf — A subrace of dwarf that dwells deep underground, rarely making it to the surface

Stone Tablets, The — Canon of the Emperor of Scorn

Strength of Stone — Channeled ability that repairs damaged objects of wood, metal, stone or glass

Strength in Numbers — Channeled ability that grants a bonus to allies of the cleric against fear checks

Subjugation — Canon of The Overlord

Sulreen — Gnomish name for The Laugher

Sunila — Dwarven name for The Watcher

Surik — Dwarven name for The Corruptor

Suzek — Dwarven name for the Mother of the Elements

Swarms — Canon of the Locust Lord

Sweet Pain — Canon of The Flaymaster

Taatiir — The sadistic Reanaarian evoker who tutored the infamous Alaki

Tabor Grimm — Half-orc cleric, founded the Sentinels of Providence

Taglek — Dwarven name for The Storm Lord

Taotan — Halfling name for the Fate Scribe

Tarbak — Halfling name for The Corruptor

Tarin — An archmage by 21, now dead for over 100 years

Tart water — A dwarven poison from the Elenon Mountains

Tear knife — An oddly-shaped knife used by halflings

Teelia Nae — Current holder of the Red Key

Tel'lathlan — Low Elven term for half-elves

Temporal Chains — Channeled ability that slightly alters time to cause an initiative penalty

Terenka-Shalik — Hobgoblin name for The Bear

Thagraz-Ranmek-Kro — Hobgoblin name for Powermaster

Glossary

- Thargaz-Tubrog — Hobgoblin name for the Knight of the Gods
- Thallak-Shakarz — Hobgoblin name for the Battle Rager
- Thassah — Halfling name for The Bear
- Theodorus I, King — A renowned Emperor of Kalamar
- Thejvan — Deji wizard
- Thimaneo — Gnomish name for the Holy Mother
- Thulvar-Tudar-Brog — Hobgoblin name for The Coddler
- Thunnarrag — Hobgoblin name for The Pure One
- Tiger claw arrow — A broad-headed arrow that delivers slashing damage rather than piercing damage
- Toa — Gnomish name for The Landlord
- Tojela — Halfling name for The Watcher
- To Serve — Canon of the Knight of the Gods
- Touch of the Muse — Channeled ability that grants a bonus to allies
- Touch of Dawn — Channeled ability that produces a light equivalent to a continual flame
- Tragrim — Dwarven name for The Old Man
- Tranquility — Canon of The Coddler
- Tranton Vrenlal — A Dalenese native operating a huge shipping fleet in Bet Kalamar and an Alliance merchant
- Tread with Resolve — Channeled ability that allows you and up to six allies to ignore terrain penalties
- Treibaen — Gnomish name for the Rotlord
- Triad, The — Canon of Powermaster
- Treslin — Gnomish name for The True
- True Beauty — Canon of The Shimmering One
- Trusk — A formerly aggressive Fhokki clan that has claimed part of Skarrna and the Rokk Woods
- Tukamek-Ultak — Hobgoblin name for The Peacemaker
- Tukhar-Renn — Hobgoblin name for Eye Opener
- Tullum — A hobgoblin from Burzumagh known as a deadly swordsman with legendary stamina and willingness to cheat in duels.
- Unblinking Eye — Channeled ability that grants a +20 bonus to sense motive for the purpose of detecting a lie
- Vadash — Orcish name for The Seller of Souls
- Vagar — Orcish name for the Locust Lord
- Vakkro-Gur-Haad — Hobgoblin name for the Creator of Strife
- Valaennon — Low Elven name for The Peacemaker
- Valamariel — Low Elven name for The Confuser of Ways
- Valandar — Low Elven name for The Seller of Souls
- Valanna — Low Elven name for The Bear
- Valdi — Halfling name for The Peacemaker
- Valg — Orcish name for Raconteur
- Varbag — Orcish name for The Peacemaker
- Vela — Halfling name for the Mother of the Elements
- Vendan — Halfling name for The Founder
- Veshemo — the largest of the three moons of Tellene
- Vessels of Man — A prestige class for those who believe clerics and gods are bad
- Vorhzel Mashen — A Zazahni duke with ambitions of kingship
- Vradhka-Khor-Vredhi - Hobgoblin name for The Old Man
- Vrak — Orcish name for The Corruptor
- Vralg — Orcish name for The Raiser
- Vraol — Orcish name for The Overlord
- Vrigor — Orcish name for The Watcher
- Vrodash — Orcish name for The Pure One
- Vroshnak — Orcish name for Eye Opener
- Vrudash — Orcish name for The Founder
- Wabamel — Gnomish name for The Peacemaker
- Warlord — A prestige class for determined conquerors
- Waxing Beauty — Channeled ability that grants a temporary charisma bonus to the cleric
- Way of Love, The — Canon of The Pure One
- Way of Strategy, The — Canon of The Old Man
- White ilem blossom — A mild herbal healing mixture
- Wiakith — Gnomish name for Powermaster
- Wicilat — Gnomish name for The Watcher
- Wild elves — A sylvan subrace of elves
- Wood elves — A feral subrace of elves
- Wooden breastplate — Armor used by druids, who prefer to cast an ironwood spell on it before battle
- Word, The — Canon of The Speaker of the Word
- Worshipper — A worshipper of a god offers donations or reverence when appealing to that god for favor.
- Wraith essence — A mild herbal toxin
- Wyleredar — Low Elven name for the Harvester of Souls
- Wylobredar — Low Elven name for The Vicelord
- Yatak — A small Deji tribe that lives in the Elos
- Yealen Batania — A legendary gray elf that supposedly created mithral and was the original spellsinger
- Yumas — Gnomish name for The Seller of Souls
- Zaldi — Halfling name for The Guardian
- Zashun — A Deji shaman of the Wild Lands
- Zassho — A Svimohzian culture known for shipbuilding and woodworking
- Zeakue — A potent but rare poison found in the Vohven Jungle
- Zeba Mastera — A Meznam ivory dealer and Alliance merchant
- Zegnar — Dwarven name for The Playmaster

PLACE OF ORIGIN TABLE

BRANDOBIA	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Cosdol									
Almven	1	1 - 38	1 - 39						
Cosolen	2 - 40	39 - 176	40 - 423						
Crandolen	41 - 58	177 - 240	424 - 602						
Dorndern	59 - 61	241 - 250	603 - 629				1 - 12	1 - 483	1 - 40
Napalido	62 - 66	251 - 267	630 - 677						
Napalago Hills		268 - 737		1 - 863	1 - 50	1 - 496			
Odril Hills				864 - 1,733	51 - 99	497 - 928	13 - 203	484 - 766	41 - 377
Rural Thorp	67 - 347	738 - 1,671	678 - 3,425				204 - 341	767 - 2,017	378 - 721
Rural Hamlet	348 - 554	1,672 - 2,385	3,426 - 5,462				342 - 378	2,018 - 2,631	722 - 820
Minor Town	555 - 584	2,386 - 2,472	5,463 - 5,752				379 - 454	2,632 - 2,756	821 - 849
Farmstead	585 - 586	2,473 - 2,475	5,753 - 5,767				455	2,757 - 2,859	850 - 863
Eldor									
Andven	587 - 597								
Brolador Forest		2,476 - 2,654	5,768 - 5,842		100 - 111				
Bronven	598 - 606								
Dalen	607 - 817								
Drälven	818 - 823								
Inolen	824 - 874	2,655	5,843	1,734	112 - 116	929 - 965			
Nordolen	875 - 916								
Premolen	917 - 937								
Randolen	938 - 956								
Ranven	957 - 962								
Unvolen	963 - 984	2,656 - 2,660							
Rural Thorp	985 - 3,797	2,661	5,844 - 5,860	1,735 - 1,749	117 - 118	966			
Rural Hamlet	3,798 - 5,882	2,662	5,861 - 5,862	1,750 - 1,758	118	967 - 969			
Minor Town	5,883 - 6,179	2,663	5,863	1,759 - 1,791	119	970			
Farmstead	6,180 - 6,192	2,664	5,864 - 5,894	1,792 - 1,809	120 - 123	971 - 979			
Elenon Mountains									
Krond Heights							456 - 834	2,860 - 3,004	864 - 1,210
Welpremond Downs	6,193	2,665 - 3,624	5,895 - 6,263	1,810 - 2,861	124 - 3,199				
Rural Thorp									
Rural Hamlet									
Minor Town									
Farmstead									
Lendelwood	6,194 - 6,197	3,625 - 4,585	6,264 - 6,631	2,862 - 3,912	3,200 - 6,275				
Lathlanian	6,198	4,586 - 4,728	6,632 - 6,662						
Rural Thorp	6,199 - 6,211	4,729 - 6,399	6,663 - 7,289		6,276 - 6,375				
Rural Hamlet	6,212 - 6,217	6,400 - 7,194	7,290 - 7,539		6,376 - 6,425				
Minor Town	6,218 - 6,220	7,195 - 7,350	7,540 - 7,588		6,426 - 6,450				
Farmstead	6,221 - 6,223	7,351 - 8,015	7,589 - 7,713		6,451 - 6,474				
Mendarn									
Breven	6,224 - 6,233			3,913 - 3,924	6,475	980 - 1,006			
Cronдор Woods	6,234	8,016 - 8,223	7,714 - 7,734		6,476 - 6,478				
Dayolen	6,235 - 6,263	8,224 - 8,226	7,735	3,925 - 3,931	6,479 - 6,480	1,007 - 1,009			
Dopven	6,264 - 6,271								
Dopromond Hills	6,272			3,932 - 5,757	6,481	1,010 - 2,353			
Narlven	6,273 - 6,281				6,482 - 6,483	2,354			
Narnolen	6,282 - 6,297	8,227	7,736	5,758 - 5,876		2,355 - 2,416			
Ospolen	6,298 - 6,386	8,228 - 8,280	7,737		6,484 - 6,490	2,417 - 2,441			
Yelden	6,387 - 6,389				6,491 - 6,499				
Rural Thorp	6,390 - 7,436		7,738 - 7,739		6,500 - 7,866				
Rural Hamlet	7,437 - 8,211		7,740		7,867 - 8,879				
Minor Town	8,212 - 8,322		7,741		8,880 - 9,023				
Farmstead	8,323 - 8,328		7,742		9,024 - 9,025				
Pel Brolenon									
Dowon-Brandel	8,329 - 8,450	8,281 - 8,374	7,743 - 7,899	5,877 - 6,201	9,026 - 9,138	2,442 - 2,608	835 - 1,445	3,005 - 3,463	1,211 - 2,015
Eldrose Forest	8,451 - 8,452	8,375 - 8,525	7,900 - 8,223		9,139 - 9,232	2,609 - 2,687	1,446 - 2,118	3,464 - 3,785	
Vrendolen	8,453 - 8,478	8,526 - 8,585	8,224 - 8,681	6,202 - 7,380	9,233 - 9,462	2,688 - 4,519	2,119 - 2,237	3,786 - 4,081	2,016 - 2,180
Yan Elenon Mountains	8,479		8,682 - 8,772	7,381 - 8,922	9,463 - 9,510	4,520 - 9,463	2,238 - 8,272	4,082 - 8,521	2,181 - 8,247
Rural Thorp	8,480 - 9,097	8,586 - 8,645	8,773 - 9,107	8,923 - 9,033	9,511 - 9,633	9,464 - 9,558	8,273 - 8,540	8,522 - 8,826	8,248 - 8,619
Rural Hamlet	9,098 - 9,507	8,646 - 8,665	9,108 - 9,304	9,034 - 9,071	9,634 - 9,706	9,559 - 9,591	8,541 - 8,698	8,827 - 8,931	8,620 - 8,838
Minor Town	9,508 - 9,552	8,666 - 8,678	9,305 - 9,397	9,072 - 9,095	9,707 - 9,740	9,592 - 9,612	8,699 - 8,772	8,932 - 8,997	8,839 - 8,941
Farmstead	9,553 - 9,777	8,679 - 8,739	9,398 - 9,845	9,096 - 9,209	9,741 - 9,905	9,613 - 9,709	8,773 - 9,130	8,998 - 9,311	8,942 - 9,438
Voldorwood									
Rural Thorp	9,778 - 9,779	8,740 - 9,474	9,846 - 9,911		9,906 - 9,915	9,710			
Rural Hamlet	9,780	9,475 - 9,824	9,912 - 9,943		9,916 - 9,919				
Minor Town	9,781	9,825 - 9,844	9,944 - 9,957		9,920 - 9,921				
Farmstead	9,782	9,845 - 9,877	9,958 - 9,971		9,922 - 9,923				

Legasa Peaks

Roll on Kalamaran Empire	9,783 - 9,884	9,878 - 9,907	9,972 - 9,987	9,210 - 9,480	9,924 - 9,949	9,711 - 9,754	9,131 - 9,187	9,312 - 9,426	9,439 - 9,567
Roll on Reanaaria Bay	9,885 - 9,886	9,908	9,988 - 9,989	9,481 - 9,536	9,950 - 9,950	9,755 - 9,798	9,188	9,427 - 9,429	9,568 - 9,575
Roll on Svmozshish Isle	9,887 - 9,953	9,909 - 9,916	9,990	9,537 - 9,809	9,951 - 9,954	9,799 - 9,873	9,189 - 9,911	9,430 - 9,934	9,576 - 9,651
Roll on Wild Lands	9,954 - 9,971	9,917	9,991	9,810 - 9,937	9,955 - 9,966	9,874 - 9,902	9,912 - 9,937	9,935 - 9,941	9,652 - 9,674
Roll on Young Kingdoms	9,972 - 10,000	9,918 - 10,000	9,992 - 10,000	9,938 - 10,000	9,967 - 10,000	9,903 - 10,000	9,938 - 10,000	9,942 - 10,000	9,675 - 10,000

KALAMARAN EMPIRE	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
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Basir

Bet Urala	1 - 35	1 - 223	1 - 281	1	1 - 358				
Birirelido	36 - 40	224 - 243	282 - 315		359 - 359	1			
Ubikokeli Huighlands	41		316 - 321	2 - 29	360 - 699	2 - 510	1 - 40	1 - 87	1 - 19
Rural Thorp	42 - 371	244 - 254	322 - 1,020		700 - 1,110	511 - 615	41 - 42	88 - 173	20 - 42
Rural Hamlet	372 - 616	255 - 265	1,021 - 1,589		1,111 - 1,377	616 - 625	43 - 43	174 - 181	43 - 61
Minor Town	617 - 645	266 - 266	1,590 - 2,058		1,378 - 1,454	626 - 633	44 - 44	182 - 257	62 - 63
Farmstead	646	267 - 267	2,059 - 2,065		1,455 - 1,458	634 - 706	45 - 49	258 - 301	64 - 89

Dodera

Aroroleta	647 - 671	268 - 270	2,066 - 2,074		1,459 - 1,470				
Bebeta	672 - 679	271 - 271	2,075 - 2,076		1,471 - 1,476				
Bet Dodera	680 - 697	272 - 282	2,077 - 2,109			707	50 - 50	302 - 302	90 - 90
Eb'Sarido	698 - 701	283 - 284	2,110 - 2,113		1,477 - 1,477		51 - 51		
Kakapela Hills	702				1,478 - 1,537		52 - 73	303 - 312	91 - 103
Kakidela Mountains	703 - 704			30 - 163	1,538 - 1,594	708 - 1,336	74 - 116	313 - 321	104 - 118
Kaleta	705 - 713				1,595 - 1,636				
P'Rudekela Forest	714	285 - 326	2,114 - 2,184		1,637 - 1,646				
Ridareta	715 - 721	327 - 331	2,185 - 2,200			1,337	117 - 117	322 - 322	
Rural Thorp	722 - 971				1,647 - 1,864	1,338 - 1,341			
Rural Hamlet	972 - 1,159				1,865 - 1,882				
Minor Town	1,160 - 1,185	332 - 342	2,201 - 2,249		1,883 - 1,897				
Farmstead	1,186		2,250 - 2,254		1,898 - 1,899	1,342 - 1,350	118 - 118	323 - 333	119 - 125

Edosi Forest

Doulathanorian		343 - 753							
Rural Thorp	1,187	754 - 2,542	2,255 - 3,162		1,900 - 1,916	1,351 - 1,528			
Rural Hamlet	1,188	2,543 - 3,977	3,163 - 3,222		1,917 - 1,960	1,529 - 1,612			
Minor Town	1,189	3,978 - 4,111	3,223 - 3,333		1,961 - 1,980	1,613 - 1,708			
Farmstead	1,190	4,112 - 4,131	3,334 - 3,378		1,981 - 1,981	1,709 - 1,787			

Kalamar

Alufalik Hills	1,191 - 1,192			164 - 236	1,982 - 2,087	1,788 - 2,852			126 - 896
Bet Kalamar	1,193 - 1,444	4,132 - 4,132	3,379 - 3,381	237 - 459	2,088 - 2,088	2,853	119 - 2,037	334 - 3,053	897 - 7,050
Falikido	1,445 - 1,449								
Ka'Asa Mountains	1,450 - 1,454			460 - 7,850		2,854 - 2,857	2,038 - 2,520	3,054 - 3,171	
Kalasali Woods	1,455 - 1,478	4,133 - 4,243	3,382 - 3,661		2,089 - 2,323	2,858 - 2,865	2,521 - 2,548	3,172 - 3,181	7,051 - 7,051
Karasta	1,479 - 1,482			7,851 - 8,387					
Katagas Rise	1,483 - 1,489			8,388 - 8,449	2,324 - 2,463	2,866 - 4,006	2,549 - 2,931		
Lidereta	1,490 - 1,497								
P'Sapas Hills	1,498 - 1,499			8,450 - 8,525	2,464 - 2,578	4,007 - 5,239			7,052 - 7,564
Paliba Woods	1,500	4,244 - 9,386	3,662 - 7,789		2,579 - 2,704	5,240 - 5,586			
Rolutel Forest	1,501 - 1,737				2,705 - 2,705				
Rosaleta	1,738 - 1,752		7,790 - 7,790	8,526 - 8,528			2,932 - 2,959	3,182 - 3,185	
Salireta	1,753 - 1,762								
Segeleta	1,763 - 1,773	9,387 - 9,388	7,791 - 7,794	8,529	2,706 - 2,707	5,587			
Sobeteta	1,774 - 1,832								
Togeseta	1,833 - 1,839		7,795 - 7,800				2,960 - 2,987	3,186 - 3,191	
Rural Thorp	1,840 - 3,912							3,192 - 3,209	7,565 - 7,579
Rural Hamlet	3,913 - 5,448								
Minor Town	5,449 - 5,666								
Farmstead	5,667 - 5,677							3,210 - 3,316	7,580 - 7,651

Lopoliri Mountains

O'par					2,708 - 2,709				
Bet Bireli	5,678 - 5,686	9,389 - 9,396	7,801 - 7,845	8,530 - 8,542	2,710 - 2,730				
Kasido	5,687 - 5,691								
Sobakaseta	5,692 - 5,700	9,397 - 9,399	7,846 - 7,905		2,731 - 2,749	5,588 - 5,594			
Tagaleta	5,701 - 5,707			8,543 - 8,566	2,750 - 2,762	5,595 - 5,697		3,317 - 3,324	
Rural Thorp	5,708 - 5,981	9,400 - 9,400	7,906 - 7,910	8,567 - 8,588	2,763 - 2,776	5,698 - 5,705			
Rural Hamlet	5,982 - 6,184	9,401 - 9,401	7,911 - 7,914	8,589 - 8,609	2,777 - 2,778	5,706 - 5,711			
Minor Town	6,185 - 6,210	9,402 - 9,402	7,915 - 7,919	8,610 - 8,669	2,779 - 2,801	5,712 - 5,716			
Farmstead	6,211	9,403 - 9,403	7,920 - 7,930	8,670	2,802 - 2,802	5,717 - 5,722		3,325 - 3,332	

Pekal

Baneta	6,212 - 6,224	9,404 - 9,416	7,931 - 7,975	8,671 - 8,689	2,803 - 2,828	5,723 - 5,848	2,988 - 3,029	3,333 - 3,391	7,652 - 7,704
Bet Rogala	6,225 - 6,235	9,417 - 9,496	7,976 - 7,976		2,829 - 2,991	5,849 - 6,584			
Kamarela Mounds	6,236				2,992 - 3,530	6,585 - 6,668			
Rural Thorp	6,237 - 6,886	9,497 - 9,633	7,977 - 8,418	8,690 - 8,878	3,531 - 3,783	6,669 - 7,923	3,030 - 3,450	3,392 - 3,985	7,705 - 8,234
Rural Hamlet	6,887 - 7,372	9,634 - 9,725	8,419 - 8,713	8,879 - 9,004	3,784 - 3,951	7,924 - 8,759	3,451 - 3,731	3,986 - 4,382	8,235 - 8,587

Minor Town	7,373 - 7,441	9,726 - 9,739	8,714 - 8,758	9,005 - 9,023	3,952 - 3,976	8,760 - 8,885	3,732 - 3,773	4,383 - 4,441	8,588 - 8,640
Farmstead	7,442 - 7,445	9,740 - 9,740	8,759 - 8,760	9,024	3,977 - 3,977	8,886 - 8,891	3,774 - 3,775	4,442 - 4,444	8,641 - 8,643
Tarisato									
Balelido	7,446 - 7,451			9,025 - 9,026	3,978 - 3,982	8,892 - 8,899	3,776 - 3,784	4,445 - 4,446	
Batullagh	7,452 - 7,453						3,785 - 4,004	4,447 - 4,838	8,644 - 8,800
Gimbatagh	7,454 - 7,455			9,027 - 9,031		8,900 - 8,902	4,005 - 4,082	4,839 - 4,897	8,801 - 8,815
Gogido	7,456 - 7,457			9,032 - 9,036	3,983 - 3,988		4,083 - 4,099	4,898 - 5,073	8,816 - 8,846
Kabakosikido	7,458 - 7,461		8,761 - 8,775					5,074 - 5,089	8,847 - 8,848
Kolido	7,462 - 7,466				3,989 - 4,027				
Oloseta	7,467 - 7,491		8,776 - 8,784	9,037	4,028 - 4,028	8,903	4,100 - 4,219	5,090 - 5,156	8,849 - 8,849
P'Rorur Peaks	7,492			9,038 - 9,784			4,220 - 4,440	5,157 - 5,371	8,850 - 8,997
P'Tikor Hills	7,493 - 7,500			9,785 - 9,818		8,904 - 9,484	4,441 - 6,946	5,372 - 8,230	8,998 - 9,684
Pagalido	7,501 - 7,504		8,785 - 8,830	9,819	4,029 - 4,029			8,231 - 8,245	
Rural Thorp	7,505 - 7,934		8,831 - 8,866		4,030 - 4,215			8,246 - 8,462	9,685 - 9,736
Rural Hamlet	7,935 - 8,251		8,867 - 8,889		4,216 - 4,383			8,463 - 8,538	9,737 - 9,737
Minor Town	8,252 - 8,295		8,890 - 8,895		4,384 - 4,461			8,539 - 8,574	9,738 - 9,752
Farmstead	8,296 - 8,297		8,896 - 8,904		4,462 - 4,466		6,947 - 6,948	8,575 - 8,659	9,753 - 9,788
Tokis									
Bet Seder	8,298 - 8,340		8,905 - 8,912		4,467 - 4,794	9,485 - 9,505		8,660 - 8,661	
Fodeta	8,341 - 8,349		8,913 - 8,913		4,795 - 4,795				
Gaketa	8,350 - 8,357		8,914 - 8,914		4,796 - 4,796	9,506		8,662 - 8,662	
Pipido	8,358 - 8,362								
Salirido	8,363 - 8,365		8,915 - 8,917		4,797 - 4,804	9,507 - 9,508		8,663 - 8,667	
U'Rudaketa	8,366 - 8,382				4,805 - 4,805				
Rural Thorp	8,383 - 9,210		8,918 - 9,284		4,806 - 8,009	9,509 - 9,516	6,949 - 7,127	8,668 - 8,755	
Rural Hamlet	9,211 - 9,843		9,285 - 9,744		8,010 - 9,110		7,128 - 7,354	8,756 - 9,643	
Minor Town	9,844 - 9,890		9,745 - 9,757		9,111 - 9,736	9,517 - 9,520	7,355 - 9,234		
Farmstead	9,891 - 9,894		9,758 - 9,805		9,737 - 9,758	9,521 - 9,537		9,644 - 9,726	
Piptul Woodlands									
Roll on Brandobia	9,895 - 9,918	9,741 - 9,825	9,806 - 9,954	9,820 - 9,826	9,759 - 9,824	9,538 - 9,590	9,235 - 9,271	9,727 - 9,746	9,789 - 9,806
Roll on Reanaaria Bay	9,919 - 9,920	9,826 - 9,827	9,955 - 9,966	9,827 - 9,846	9,825 - 9,829	9,591 - 9,686	9,272 - 9,273	9,747 - 9,749	9,807 - 9,812
Roll on Svmozshish Isle	9,921 - 9,952	9,828 - 9,843	9,967 - 9,969	9,847 - 9,896	9,830 - 9,836	9,687 - 9,768	9,274 - 9,864	9,750 - 9,963	9,813 - 9,841
Roll on Wild Lands	9,953 - 9,986	9,844 - 9,852	9,970 - 9,973	9,897 - 9,989	9,837 - 9,935	9,769 - 9,893	9,865 - 9,949	9,964 - 9,975	9,842 - 9,876
Roll on Young Kingdoms	9,987 - 10,000	9,853 - 10,000	9,974 - 10,000	9,990 - 10,000	9,936 - 10,000	9,894 - 10,000	9,950 - 10,000	9,976 - 10,000	9,877 - 10,000
REANAARIA BAY	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Courai Heights									
Geanavue	1 - 66	1 - 23	1 - 260	1 - 82	1 - 16	1 - 124	1 - 6	1 - 86	1 - 13
Loona									
Rural Thorp	67 - 91		261 - 1,581	83 - 502		125 - 618	7 - 12	87 - 101	14 - 22
Rural Hamlet	92 - 249	24 - 36	1,582 - 2,070	503 - 657		619 - 802		102 - 120	23 - 24
Minor Town	250 - 265		2,071 - 2,160	658 - 686		803 - 836			25 - 61
Farmstead	266 - 266	37 - 39	2,161 - 2,161	687 - 687		837 - 839		121 - 148	
Faunee Rise	267 - 274			688 - 8,812		840 - 848	13 - 2,366	149 - 226	62 - 808
Fautee Forest									
Xaarum	275 - 353				17 - 318	849 - 920			
Rural Thorp	354 - 505				319 - 1,133	921 - 1,115			
Rural Hamlet	506 - 638				1,134 - 1,556	1,116 - 1,215			
Minor Town	639 - 655				1,557 - 1,642	1,216 - 1,231			
Farmstead	656 - 656					1,232 - 1,233			
Fautee Peninsula									
Zoa	657 - 1,307	40 - 509	2,162 - 3,092	8,813 - 8,943	1,643 - 2,261	1,234 - 1,439	2,367 - 2,369	227 - 497	809 - 1,436
Rural Thorp	1,308 - 2,515	510 - 1,922	3,093 - 5,884	8,944 - 9,337	2,262 - 4,121	1,440 - 2,060	2,370 - 2,379	498 - 1,312	1,437 - 3,320
Rural Hamlet	2,516 - 3,534	1,923 - 2,721	5,885 - 7,466	9,338 - 9,559	4,122 - 5,174	2,061 - 2,412	2,380 - 2,385	1,313 - 1,773	3,321 - 4,388
Minor Town	3,535 - 3,685	2,722 - 2,823	7,467 - 7,669	9,560 - 9,587	5,175 - 5,309	2,413 - 2,457	2,386 - 2,386	1,774 - 1,832	4,389 - 4,525
Farmstead	3,686 - 3,691	2,824 - 2,824	7,670 - 7,685	9,588 - 9,588	5,310	2,458 - 2,466	2,387 - 2,389	1,833 - 1,891	4,526 - 4,542
Khydoban Desert									
Arajyd Hills	3,692 - 3,701		7,686 - 8,137		5,311 - 7,832	2,467 - 4,325	2,390 - 2,396	1,892 - 2,054	4,543 - 4,592
Dynaj	3,702 - 3,773						2,397 - 2,409	2,055 - 2,429	4,593 - 4,693
Thygasha	3,774 - 4,413		8,138 - 8,237	9,589 - 9,605	7,833 - 7,924	4,326 - 4,577			
Rural Thorp	4,414 - 5,270				7,925 - 8,506	4,578 - 6,436	2,410 - 2,412	2,430 - 3,092	
Rural Hamlet	5,271 - 5,956				8,507 - 8,716	6,437 - 7,676	2,413 - 2,421	3,093 - 3,149	
Minor Town	5,957 - 6,030				8,717 - 8,774	7,677 - 7,862	2,422 - 2,422	3,150 - 3,456	
Farmstead	6,031 - 6,044				8,775 - 8,776	7,863 - 7,884	2,423 - 2,435	3,457 - 4,090	
Kaooton Island									
Aasaer	6,045 - 6,127	2,825 - 2,849	8,238 - 8,395	9,606 - 9,606	8,777 - 8,784	7,885 - 7,885	2,436 - 2,654	4,091 - 5,467	4,694 - 5,503
Rural Thorp	6,128 - 6,176	2,850 - 2,864	8,396 - 8,488	9,607 - 9,607	8,785 - 8,789	7,886 - 7,886	2,655 - 2,782	5,468 - 6,277	5,504 - 5,980
Rural Hamlet	6,177 - 6,212	2,865 - 2,875	8,489 - 8,556	9,608 - 9,608	8,790 - 8,793	7,887 - 7,887	2,783 - 2,877	6,278 - 6,878	5,981 - 6,334
Minor Town	6,213 - 6,217	2,876 - 2,877	8,557 - 8,566	9,609 - 9,609	8,794	7,888 - 7,888	2,878 - 2,891	6,879 - 6,963	6,335 - 6,384
Farmstead	6,218 - 6,218	2,878 - 2,878	8,567 - 8,567	9,610 - 9,610	8,795	7,889 - 7,889	2,892 - 2,892	6,964 - 6,967	6,385 - 6,387
Keenoa Tors									
Giilia	6,219 - 6,345								
Rural Thorp	6,346 - 6,616								

Rural Hamlet	6,617 - 6,816								
Minor Town	6,817 - 6,845								
Farmstead	6,846 - 6,847								
Masau Hills							2,893 - 5,182	6,968 - 7,906	6,388 - 8,485
Nanakary Forest									
Baethel	6,848 - 6,912	2,879 - 2,959				7,890 - 8,153			
Rural Thorp	6,913 - 7,052	2,960 - 3,120				8,154 - 8,723			
Rural Hamlet	7,053 - 7,155	3,121 - 3,256				8,724 - 9,143			
Minor Town	7,156 - 7,170	3,257 - 3,272				9,144 - 9,203			
Farmstead	7,171 - 7,171	3,273 - 3,281				9,204 - 9,206			
Neebau Cliffs	7,172 - 7,188			9,611 - 9,710		9,207 - 9,231			8,486 - 9,266
Reanaaria Bay									
Saaniema	7,189 - 7,274	3,282 - 3,287	8,568 - 8,624						
Rural Thorp	7,275 - 7,357	3,288 - 3,524	8,625 - 9,196						
Rural Hamlet	7,358 - 7,428	3,525 - 3,649	9,197 - 9,496						
Minor Town	7,429 - 7,429	3,650 - 3,712	9,497 - 9,647						
Farmstead	7,430 - 7,430	3,713 - 3,714	9,648 - 9,652						
Fymar	7,431 - 7,523								
Rural Thorp	7,524 - 7,658								
Rural Hamlet	7,659 - 7,758								
Minor Town	7,759 - 7,772								
Farmstead	7,773 - 7,773								
Shyff	7,774 - 7,875	3,715 - 3,845	9,653 - 9,657			9,232 - 9,328			
Rural Thorp	7,876 - 7,879	3,846 - 6,429	9,658 - 9,665			9,329 - 9,402			
Rural Hamlet	7,880 - 7,881	6,430 - 8,280	9,666 - 9,678			9,403 - 9,475			
Minor Town	7,882 - 7,891	8,281 - 8,357	9,679 - 9,686			9,476 - 9,497			
Farmstead	7,892 - 7,892	8,358 - 8,365				9,498 - 9,499			
Sotai Gagalia Headlands	7,893 - 7,900					9,500 - 9,907			
Vry Naasu Headlands	7,901 - 7,994								
Roll on Brandobia	7,995 - 8,131	8,366 - 8,699	9,687 - 9,821	9,711 - 9,714	8,796 - 8,935	9,908 - 9,913	5,183 - 5,291	7,907 - 7,970	9,267 - 9,297
Roll on Kalamaran Empire	8,132 - 8,980	8,700 - 9,335	9,822 - 9,963	9,715 - 9,793	8,936 - 9,246	9,914 - 9,929	5,292 - 5,695	7,971 - 8,441	9,298 - 9,554
Roll on Svimozhish Isle	8,981 - 9,350	9,336 - 9,454	9,964 - 9,969	9,794 - 9,846	9,247 - 9,276	9,930 - 9,948	5,696 - 9,142	8,442 - 9,825	9,555 - 9,655
Roll on Wild Lands	9,351 - 9,940	9,455 - 9,564	9,970 - 9,982	9,847 - 9,995	9,277 - 9,897	9,949 - 9,991	9,143 - 9,888	9,826 - 9,940	9,656 - 9,837
Roll on Young Kingdoms	9,941 - 10,000	9,565 - 10,000	9,983 - 10,000	9,996 - 10,000	9,898 - 10,000	9,992 - 10,000	9,889 - 10,000	9,941 - 10,000	9,838 - 10,000
SVIMOZHISH ISLE	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Ahznomahn									
Zha-Nehzmish	1 - 201	1 - 35	1 - 649	1 - 13	1 - 138	1 - 63	1 - 2	1 - 26	1 - 346
Rural Thorp	202 - 546							27 - 535	
Rural Hamlet	547 - 803							536 - 872	
Minor Town	804 - 836							873 - 1,026	
Farmstead	837 - 838							1,027 - 1,041	
Vohven Jungle	839 - 1,579		650 - 3,763				3 - 2,349	1,042 - 2,853	347 - 7,082
Bronish									
Bronish	1,580 - 1,589				139 - 684				
Rural Thorp	1,590 - 1,610				685 - 1,829				
Rural Hamlet	1,611 - 1,626				1,830 - 2,516				
Minor Town	1,627 - 1,628				2,517 - 2,659				
Farmstead	1,629								
Meznamish									
Dashahn Mountains	1,630 - 1,650			14 - 379	2,660 - 2,857	64 - 1,685			
Menamo Hills	1,651 - 1,670			380 - 516	2,858 - 5,712	1,686 - 3,193			
Monam-Ahnozh	1,671 - 1,808			517 - 567					
Mizohr Woodlands	1,809 - 1,810	36 - 293				3,194 - 4,509			
Tanzeh Mountains	1,811 - 1,813		3,764 - 4,756	568 - 9,708	5,713 - 6,088	4,510 - 5,952			
Zhano Headlands	1,814 - 1,822			9,709 - 9,729	6,089 - 6,136	5,953 - 8,283			
Rural Thorp	1,823 - 2,389								
Rural Hamlet	2,390 - 2,808								
Minor Town	2,809 - 2,868								
Farmstead	2,869 - 2,871								
Ozhvinmish									
Anowhizh	2,872 - 2,906								
Ashoshani	2,907 - 3,048								
Imomena Hills	3,049 - 3,061			9,730 - 9,739	6,137 - 7,318	8,284 - 8,459	2,350 - 2,351	2,854 - 2,855	
Miznahn	3,062 - 3,073								
Miznoh Forest	3,074 - 3,089	294 - 9,299	4,757 - 6,442		7,319 - 7,695				
Nenehi	3,090 - 3,130								
Svowmahni	3,131 - 3,326								
Zomo-wim	3,327 - 3,356								
Rural Thorp	3,357 - 4,588								
Rural Hamlet	4,589 - 5,501								
Minor Town	5,502 - 5,631								
Farmstead	5,632 - 5,638								

Parnor Hills	5,639 - 5,658								
UI-Karg									
Burzumagh	5,659 - 5,681	6,443 - 7,003	9,740 - 9,752		8,460 - 8,823	2,352 - 2,397			
Krimppatu	5,682 - 5,699		9,753 - 9,851		8,824 - 9,518	2,398 - 3,284			
Kazullagh	5,700 - 5,708	7,004 - 7,519	9,852		9,519 - 9,556	3,285 - 3,324			
Ronazagh	5,709 - 5,712		9,853 - 9,861		9,557 - 9,636	3,325 - 3,379			
Rural Thorp	5,713 - 5,760					3,380 - 6,131			
Rural Hamlet	5,761 - 5,787					6,132 - 7,659			
Minor Town	5,788					7,660 - 7,762			
Farmstead	5,789 - 5,962					7,763 - 7,826			
Vrandol									
Vrandol	5,963 - 5,977		9,862 - 9,866						
Rural Thorp	5,978 - 6,003								
Rural Hamlet	6,004 - 6,024								
Minor Town	6,025 - 6,026								
Farmstead	6,027 - 6,038								
Zazahni									
Emosvom	6,039 - 6,050	9,300 - 9,313							
Imomena Hills	6,051 - 6,063		9,867 - 9,876	7,696 - 8,877	9,637 - 9,812	7,827 - 7,828	2,856 - 2,857		
Svomwhi	6,064 - 6,092		9,877 - 9,889	8,878 - 8,931	9,813 - 9,825				
Wimish	6,093 - 6,124	9,314 - 9,327	9,890 - 9,895	8,932 - 8,959	9,826 - 9,831				
Zenshahn	6,125 - 6,163						2,858		
Zhanohven	6,164 - 6,176								
Rural Thorp	6,177 - 7,493					7,829	2,859 - 2,890		
Rural Hamlet	7,494 - 8,211					7,830	2,891 - 2,910		
Minor Town	8,212 - 8,283						2,911 - 2,917		
Farmstead	8,284 - 8,325								
Whisvomi Forest	8,326 - 9,841					7,831 - 7,950	2,918 - 9,618		
Whisvomi Hills	9,842 - 9,863					7,951 - 8,147	9,619 - 9,778	7,083 - 9,757	
Roll on Brandobia	9,864 - 9,899	9,328 - 9,590	7,520 - 9,146	9,896 - 9,902	8,960 - 9,348	9,832 - 9,863	9,989 - 9,991	9,980 - 9,984	9,758 - 9,787
Roll on Kalamaran Empire	9,900 - 9,974	9,591 - 9,757	9,147 - 9,714	9,903 - 9,951	9,349 - 9,636	9,864 - 9,892	9,992 - 9,995	9,985 - 9,995	9,788 - 9,870
Roll on Reanaaria Bay	9,975 - 9,976	9,758 - 9,764	9,715 - 9,844	9,952 - 9,971	9,637 - 9,663	9,893 - 9,949	9,996	9,996	9,871 - 9,880
Roll on Wild Lands	9,977 - 9,989	9,765 - 9,771	9,845 - 9,857	9,972 - 9,994	9,664 - 9,808	9,950 - 9,968	9,997 - 9,998	9,997	9,881 - 9,895
Roll on Young Kingdoms	9,990 - 10,000	9,772 - 10,000	9,858 - 10,000	9,995 - 10,000	9,809 - 10,000	9,969 - 10,000	9,999 - 10,000	9,998 - 10,000	9,896 - 10,000
WILD LANDS	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Byth Mountains									
Daruk	1 - 26				1 - 105				
Draska				1 - 803					
Rural Thorp	27 - 70			804 - 2,692	106 - 386				
Rural Hamlet	71 - 88			2,693 - 4,345	387 - 573				
Minor Town	89 - 90			4,346 - 4,582	574 - 601				
Farmstead	91			4,583 - 4,598					
Drhokker									
Gothmerr	92 - 101								
Nythok	102 - 117								
Vhott									
Trarr	118 - 133								
Rural Thorp	134 - 1,681								
Rural Hamlet	1,682 - 2,828								
Minor Town	2,829 - 2,992								
Farmstead	2,993 - 3,001								
Paru'Bor									
Bet Regor	3,002 - 3,066			4,599 - 4,647					
Koreta	3,067 - 3,089				602 - 605				
Paketa	3,090 - 3,146			4,648 - 4,649	606	1 - 122			
Rural Thorp	3,147 - 3,465			4,650 - 4,708		123 - 1,358			
Rural Hamlet	3,466 - 3,709			4,709 - 4,719		1,359 - 1,881			
Minor Town	3,710 - 3,741			4,720 - 4,736	607 - 608	1,882 - 2,032			
Farmstead	3,742			4,737 - 4,741		2,033 - 2,064			
Shynabyth									
Byksha	3,743 - 3,756								
Gadra Uplands	3,757 - 3,762			4,742 - 4,996		2,065 - 2,291			
Rynoshok	3,763 - 3,808								
Sarr	3,809 - 3,817								
Shyf Hills	3,818 - 3,828			4,997 - 5,152	609 - 860	2,292 - 2,483			
Rural Thorp	3,829 - 4,615			5,153 - 6,845	861 - 4,219	2,484 - 2,992			
Rural Hamlet	4,616 - 5,145			6,846 - 8,177	4,220 - 6,909	2,993 - 5,279			
Minor Town	5,146 - 5,212			8,178 - 8,414	6,910 - 7,379	5,280 - 5,622			
Farmstead	5,213 - 5,215			8,415 - 8,438		5,623 - 5,708			
Skarrna									
Ardarr-Norr	5,216 - 5,262								
Narrajy Forest		1 - 1,516			7,380 - 7,533				

Rural Thorp	5,263 - 6,165								
Rural Hamlet	6,166 - 6,833								
Minor Town	6,834 - 6,928								
Farmstead	6,929 - 6,933								
Slen									
Deshada Mountains	6,934 - 6,943			8,439 - 9,162		5,709 - 5,935			
Gadra Uplands	6,944 - 6,949								
Hadaf Highlands	6,950 - 6,967			9,163 - 9,190		5,936 - 6,198	I - 4,330	I - 1,582	I - 8,502
Kako-Gyr	6,968 - 7,025								
Shada Hills	7,026 - 7,160			9,191 - 9,306		6,199 - 6,410			
Rural Thorp	7,161 - 7,299								
Rural Hamlet	7,300 - 7,402								
Minor Town	7,403 - 7,417								
Farmstead	7,418								
Tharggy									
Bynarr	7,419 - 7,476								
Fyban Forest	7,477	1,517 - 3,263	I - 1,267		7,534 - 7,699	6,411 - 6,513			
Kojy	7,478 - 7,489								
Rokk Woods	7,490	3,264 - 3,315	1,268 - 1,379		7,700 - 7,705	6,514 - 6,515		1,583 - 1,892	
Shaggar	7,491 - 7,499								
Shyf Hills	7,500 - 7,510			9,307 - 9,451	7,706 - 7,959	6,516 - 6,739			
Shynako Hills	7,511			9,452 - 9,464	7,960 - 7,983	6,740 - 6,917			
Rural Thorp	7,512 - 7,734								
Rural Hamlet	7,735 - 7,899								
Minor Town	7,900 - 7,923								
Farmstead	7,924								
Thybj									
Dakyno	7,925 - 7,937			9,465 - 9,469	7,984 - 7,996	6,918 - 6,929			
Fashyr	7,938 - 7,949	3,316 - 3,317	1,380 - 1,603	9,470 - 9,483	7,997 - 7,998	6,930 - 6,951	4,331 - 4,339	1,893 - 2,674	8,503 - 8,528
Jenth Ridges		3,318 - 6,311	1,604 - 2,975	9,484 - 9,592	7,999 - 8,478	6,952 - 9,437	4,340 - 5,145	2,675 - 3,590	8,529 - 8,612
Nyton	7,950 - 7,964	6,312 - 6,583	2,976 - 3,455		8,479 - 8,548				
Shyta-Thybj	7,965 - 8,005		3,456 - 4,852	9,593 - 9,630	8,549 - 8,587	9,438 - 9,570			
Vrykarr Mountains	8,006 - 8,019		4,853 - 4,859	9,631 - 9,632	8,588	9,571 - 9,574			
Rural Thorp	8,020 - 8,488				8,589 - 8,997				
Rural Hamlet	8,489 - 8,844				8,998 - 9,175				
Minor Town	8,845 - 8,894				9,176 - 9,219				
Farmstead	8,895				9,220		5,146 - 5,155	3,591 - 5,566	
Torakk									
Jorakk Mountains	8,896 - 8,910								
Khorren Woods	8,911 - 8,915		4,860 - 6,595		9,221 - 9,318				
Norr-Bharr	8,916 - 8,918								
Varmorr	8,919 - 8,927								
Rural Thorp	8,928 - 9,090								
Rural Hamlet	9,091 - 9,211								
Minor Town	9,212 - 9,228								
Farmstead	9,229								
Rytarr Woods									
Narr-Rytarr	9,230 - 9,301	6,584 - 6,766			9,319 - 9,412				
Rural Thorp	9,302 - 9,459	6,767 - 7,160			9,413 - 9,614				
Rural Hamlet	9,460 - 9,576	7,161 - 7,452			9,615 - 9,764				
Minor Town	9,577 - 9,593	7,453 - 7,494			9,765 - 9,785				
Farmstead	9,594	7,495 - 7,496			9,786				
Roll on Brandobia	9,595 - 9,627	7,497 - 7,836	6,596 - 7,642	9,633 - 9,639	9,787 - 9,819	9,575 - 9,594	5,156 - 5,351	5,567 - 5,745	8,613 - 8,659
Roll on Kalamaran Empire	9,628 - 9,903	7,837 - 8,700	7,643 - 9,104	9,640 - 9,821	9,820 - 9,917	9,595 - 9,667	5,352 - 6,317	5,746 - 7,486	8,660 - 9,176
Roll on Reanaaria Bay	9,904 - 9,916	8,701 - 8,757	9,105 - 9,607	9,822 - 9,933	9,918 - 9,931	9,668 - 9,887	6,318 - 6,382	7,487 - 7,634	9,177 - 9,269
Roll on Svmozshish Isle	9,917 - 9,961	8,758 - 8,817	9,608 - 9,631	9,934 - 9,979	9,932 - 9,935	9,888 - 9,918	6,383 - 9,466	7,635 - 9,554	9,270 - 9,345
Roll on Young Kingdoms	9,962 - 10,000	8,818 - 10,000	9,632 - 10,000	9,980 - 10,000	9,936 - 10,000	9,919 - 10,000	9,467 - 10,000	9,555 - 10,000	9,346 - 10,000
YOUNG KINGDOMS	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Ek'Gakel									
Betasa	I - 58	I - 12	I - 210	I - 156	I - 17	I - 47			
Robuselido	59 - 74								
Sisalasido	75 - 92				18 - 22				
Rural Thorp	93 - 1,704								
Rural Hamlet	1,705 - 2,897								
Minor Town	2,898 - 3,068								
Farmstead	3,069 - 3,076								
Brindonwood									
Shyta-na-Doby									
Rural Thorp									
Rural Hamlet									
Minor Town									

Farmstead									
Ek'Kasel									
Barido	3,077 - 3,099	13 - 34				23			
Bet Kasel	3,100 - 3,150	35 - 35				24 - 33			
Kalokapeta	3,151 - 3,219								
Rural Thorp	3,220 - 4,252	36 - 86				34 - 233			
Rural Hamlet	4,253 - 5,017	87 - 122				234 - 381			
Minor Town	5,018 - 5,126	123 - 128				382 - 402			
Farmstead	5,127 - 5,131	129 - 136							
Elos Desert									
Alnarma	5,132 - 5,151								
Dijishy	5,152 - 5,181			157 - 235					
Ezhimahn	5,182 - 5,225								
Miclenon	5,226 - 5,305								
Prompeldia	5,306 - 5,357	137 - 151	211 - 265	236 - 301	403 - 513	48 - 252	1 - 76	1 - 27	
Shrogga-Pravaaz	5,358 - 5,369						77 - 253	28 - 351	1 - 345
Rural Thorp	5,370 - 5,492								
Rural Hamlet	5,493 - 5,583								
Minor Town	5,584 - 5,596								
Farmstead	5,596								
Kalalali Forest									
Cilorealon		152 - 403							
Kalaleta		404 - 586							
Rural Thorp		587 - 5,148							
Rural Hamlet		5,149 - 8,527							
Minor Town		8,528 - 9,008							
Farmstead		9,009 - 9,034							
Korak									
Adiv Hills	5,597 - 5,641	9,035 - 9,042	266 - 323	302 - 2,163	514 - 788	253 - 3,207		352 - 666	346 - 425
Daresido	5,642 - 5,673								426 - 494
Eb'Kakido	5,674 - 5,694							667 - 900	495 - 550
Fopasido	5,695 - 5,720		324 - 339	2,164	789 - 820	3,208 - 3,244		901 - 903	
Kasebapido	5,721 - 5,742								
Korem	5,743 - 5,796								
Salido	5,797 - 5,812		340 - 478						
Saritido	5,813 - 5,831		479 - 486						
Rural Thorp	5,832 - 7,182		487 - 1,300	2,165 - 2,192	821 - 2,479	3,245 - 5,164			
Rural Hamlet	7,183 - 8,183		1,301 - 1,904	2,193 - 2,213	2,480 - 3,708	5,165 - 6,586			
Minor Town	8,184 - 8,325		1,905 - 1,989	2,214 - 2,216	3,709 - 3,883	6,587 - 6,789			
Farmstead	8,326 - 8,333		1,990 - 1,994	2,217		6,790 - 6,812			
Norga-Krangrel									
Ashakulagh	8,334 - 8,335	9,043 - 9,044	1,995 - 1,995	2,218 - 2,226	3,884 - 3,888	6,813 - 6,814	254 - 752	904 - 1,500	551 - 666
Rinukagh	8,336	9,045 - 9,045	1,996 - 1,996	2,227	3,889	6,815	753 - 1,825	1,501 - 1,758	667 - 705
Rural Thorp	8,336	9,046 - 9,047	1,997 - 1,997	2,228 - 2,233	3,890 - 3,893	6,816 - 6,817	1,826 - 4,444	1,759 - 4,685	706 - 1,130
Rural Hamlet	8,337 - 8,338	9,048 - 9,049	1,998 - 1,998	2,234 - 2,245	3,894 - 3,899	6,818 - 6,821	4,445 - 6,693	4,686 - 5,043	1,131 - 1,146
Minor Town	8,339	9,050 - 9,050	1,999 - 1,999	2,246 - 2,251	3,900 - 3,902	6,822 - 6,823	6,694 - 6,993	5,044 - 5,221	1,147 - 1,156
Farmstead	8,340 - 8,341	9,051 - 9,052	2,000 - 2,002	2,252 - 2,268	3,903 - 3,912	6,824 - 6,828	6,994 - 7,269	5,222 - 5,277	1,157 - 1,204
Kalokopeli Forest									
P'Bapar	8,342 - 8,344	9,053 - 9,463	2,003 - 2,799		3,913 - 8,353				
P'Bapar									
P'Bapar	8,345 - 8,538	9,464 - 9,552	2,800 - 4,680	2,269 - 4,148	8,354 - 8,779	6,829 - 7,834			
Sanakir Hills									
Rural Thorp	8,539 - 8,747	9,553 - 9,648	4,681 - 6,791	4,149 - 5,844	8,780 - 9,206	7,835 - 8,841	7,270 - 7,656	5,278 - 6,710	1,205 - 1,524
Rural Hamlet	8,748 - 8,904	9,649 - 9,656	6,792 - 8,355	5,845 - 7,259	9,207 - 9,560	8,842 - 9,678	7,657 - 7,930	6,711 - 7,736	1,525 - 1,723
Minor Town	8,905 - 8,930	9,657 - 9,658	8,356 - 8,453	7,260 - 7,347	9,561 - 9,611	9,679 - 9,702	7,931 - 8,020	7,737 - 8,026	1,724 - 1,779
Farmstead	8,931	9,659 - 9,659	8,454 - 8,465	7,348 - 7,359		9,703 - 9,709	8,021 - 8,025	8,027 - 8,042	1,780 - 1,782
Shashyf Hills									
				7,360 - 7,708			8,026 - 8,549	8,043 - 8,423	1,783 - 9,459
Sliv Elenon Mountains									
	8,932 - 8,946		8,466 - 8,482	7,709 - 8,062	9,612 - 9,631	9,710 - 9,712	8,550 - 8,579	8,424 - 8,657	9,460 - 9,767
Roll on Brandobia	8,947 - 9,180	9,660 - 9,849	8,483 - 9,554	8,063 - 8,166	9,632 - 9,775	9,713 - 9,772	8,580 - 8,704	8,658 - 8,802	9,768 - 9,809
Roll on Kalamaran Empire	9,181 - 9,665	9,850 - 9,970	9,555 - 9,929	8,167 - 8,858	9,776 - 9,881	9,773 - 9,827	8,705 - 8,860	8,803 - 9,159	9,810 - 9,921
Roll on Reanaaria Bay	9,666 - 9,673	9,971 - 9,973	9,930 - 9,972	8,859 - 8,999	9,882 - 9,886	9,828 - 9,882	8,861 - 8,863	9,160 - 9,170	9,922 - 9,928
Roll on Svimoszhish Isle	9,674 - 9,831	9,974 - 9,990	9,973 - 9,984	9,000 - 9,348	9,887 - 9,894	9,883 - 9,929	8,864 - 9,856	9,171 - 9,956	9,929 - 9,961
Roll on Wild Lands	9,832 - 10,000	9,991 - 10,000	9,985 - 10,000	9,349 - 10,000	9,895 - 10,000	9,930 - 10,000	9,857 - 10,000	9,957 - 10,000	9,962 - 10,000

The logo for "Kingdoms of Kalamar" is displayed in a stylized, gothic font. The text is white with a dark outline, set against a dark, textured background that resembles a map or a parchment. The logo is positioned in the top left corner of the page.

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC ARMOR CLASS	= 10 +							
		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR		
TOTAL								

$$\text{INITIATIVE MODIFIER} = \text{DEX MODIFIER} + \text{MISC. MODIFIER}$$

GRAPPLE

SPEED

BASE

RUN (4x)

ARMORED

RANGED ATTACK BONUS	=		+		+		+		+	
TOTAL		BASE ATTACK BONUS		DEX MODIFIER		SIZE MODIFIER		MISC. MODIFIER		TEMP. MODIFIER

WEAPONWEAPONWEAPON

В. Дроздов

SHIELD/PROTECTIVE ITEM

AMMUNITION

SKILLS _____ **MAX. # RANKS** /

SKILLS (TRAINED ONLY)

[§] These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an ☒ to the left of the skill name.

[illegible][illegible]

LIGHT LOAD: _____ **MEDIUM LOAD:** _____ **HEAVY LOAD:** _____

LIFT OVER HEAD: _____ **LIFT OFF GROUND:** _____ **PUSH OR DRAG:** _____

EQUALS MAX LOAD 2X MAX LOAD 5X MAX LOAD

AGE: _____ GENDER: _____

HEIGHT: _____ WEIGHT: _____

EYE COLOR: _____ HAIR COLOR: _____

GENERAL DESCRIPTION: _____

PLACE OF ORIGIN: _____

NOTES: _____

NUMBER OF SPELLS KNOWN		0	1ST	2ND	3RD	4TH
		5TH	6TH	7TH	8TH	9TH
SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS			
	0		0			
	1ST					
	2ND					
	3RD					
	4TH					
	5TH					
	6TH					
	7TH					
	8TH					
	9TH					

[illegible]

	Range	Duration
— Candle	5 ft. radius	1 hr.
— Lantern, Bullseye	150 ft. cone	6 hrs./pint
— Lantern, Hooded	60 ft. radius	6 hrs./pint
— Spell, <i>light</i>	20 ft. radius	Variable
— _____	()	()
— _____	()	()

Fuel

— Pints of Oil	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
— Torches	20 ft. radius	1 hour
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ = 1 torch/flask ☐ = 10 torches/flasks

Kingdoms of Kalamar

PLAYER'S GUIDE TO THE SOVEREIGN LANDS

EVERY PLAYER NEEDS AN EDGE.

This is it - the definitive rulebook for the D&D: *Kingdoms of Kalamar* campaign setting, and a must have for players and Dungeon Masters of any D&D (v3.5) campaign. Not only is the *Player's Guide to the Sovereign Lands* loaded with expanded and updated material, this 275-page searchable PDF supplement also includes a vast amount of new background details and game mechanics!

Chapter One details **28 player character races**, including a variety of humans, dwarves, elves, gnomes, half-elves, half-hobgoblins, half-orcs, halflings and hobgoblins! Also included are details on languages, naming conventions and other vital statistics.

Chapter Two discusses the **7 variant classes**, introducing the Basiran dancer, brigand, gladiator, infiltrator, shaman, spellsinger and watchman. This chapter also provides pages of new and helpful advice on making, playing and adapting each of these variant classes, as well as detailing daily life, organizations, sample encounters and more!

Chapter Three presents **11 prestige classes**, including the Alliance merchant, bounty hunter, dread slaver, golem master, living blade of Kotesch, muse, restorer, Sentinel of Providence, Vessel of Man, warlord and wavemaster.

Chapter Four details a **multitude of new Craft, Knowledge, Profession, and Speak Language skills**, as well as **new uses for existing skills** and a **variant language skill system**!

Chapter Five includes **over 100 feats**, including not only general feats, but also familiar, item creation, metamagic, psionic, regional and special feats!

Chapter Six provides **immense background for your character's religion**, with names, alignments, churches, favored weapons, symbols, and divine focuses! Also included are full details on religious canons, information on advancing within the ranks of the church, weapons of the deities, the divine right of kings, a wide variety of divine channeling powers, and more!

Chapter Seven presents **equipment**, including alchemical mixtures, clothing, herbal concoctions, poisons, slaves (a common sight in some areas of Tellene), tools and related gear, 20 weapons, 8 types of ammunition, 13 armors, and a discussion of the coinage of Tellene!

Chapter Eight covers combat, with information on **3 fighting schools**, **9 career paths** (with feat progressions), and **4 combat options** (kick, shield disarm, throw, and unbalance)!

Chapter Nine discusses **adventuring in the Sovereign Lands**, with an overview of the six major regions, their kingdoms, independent cities and known adventure locations. Also included are guides to travelling the roads and waterways of Tellene, as well as hiring transportation and purchasing lodging. This section also delves into common diseases and how to handle player character nobility in each land.

Chapter Ten details **43 unique domains**, **over 125 spells**, the **scalable spell type**, and discusses how the arcane spellcasters of the Sovereign Lands differ from those in other core D&D books.

Chapter Eleven presents **dozens of new magic items**, including 18 magic armors and weapons (along with 12 new special abilities), plus over a dozen rings, rods, and staves, with 36 wondrous items and 6 cursed items, plus 4 artifacts!

The **Appendices** cover the glossary, **d10,000 place of origin tables for each race**, and a player character record sheet designed especially for your *Kingdoms of Kalamar* character!

Although easily converted for use in any *Dungeons & Dragons* setting, this book is designed to be used with the *Kingdoms of Kalamar* campaign setting - a realistic, dynamic world where complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come face to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

To use this campaign supplement in a *Dungeons & Dragons* game, you also need a copy of the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. You can also find further detail on the *Kingdoms of Kalamar* campaign setting in the *Kingdoms of Kalamar* campaign setting sourcebook, the *Kingdoms of Kalamar Player's Primer* and our many other fine sourcebooks and adventures.

Note: Unlike the original 272-page *Kingdoms of Kalamar Player's Guide* (v3.0), this 275-page *Player's Guide to the Sovereign Lands* (v3.5) PDF contains no material reprinted from other D&D sources! That's right, this release contains over 80 pages of information that never appeared in the 3.0 version!

