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SECRETS OF NEOEXODUS: SANGUINE COVENANT



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system

The Sanguine Covenant grew from a simple religion worshiped in small villages to be the official religion of the Arman Protectorate and the Imperial Alliance. While not a truly universal religion, the covenant is the most widespread, and most powerful, single church in the world of NeoExodus. *(For more details on the history of the Sanguine Covenant, see NeoExodus: A House Divided Campaign Setting.)*

THE BASICS

The Sanguine Covenant is a monotheistic religion that worships a single Sanguine Lord, the god named Tarac. The Sanguine Lord works through his outsider agents (*the Venerates*), and the avowed (*his sworn servants*). The primary goal of the Sanguine Covenant is to eliminate dark powers, most notably demons, devils, undead, and evil arcane spellcasters. Unfortunately, the covenant sometimes strays too far from this lofty goal, and becomes a force for fear and bigotry as well.

THE RITES

The laws of the Covenant are detailed in a number of documents known as the rites. The first of these, the Sanguine Rite, outlines the universal rules of the religion and is said to have been written by the priest Lucius Horst (*who had a vision of Tarac's god-blood healing all of the Caneus Empire, and followed that vision to become the first Imperial Confessor. All the devout (followers of the Sanguine Lord) must follow the Sanguine Rite. An archprelate, with the advise and consent of the prelate's council, can make revisions to the Sanguine Rite (though this has been done very rarely over the centuries).* All of the rules listed in this book come from the Sanguine Rite, and are not considered optional and must followed.

Other rites exist, often as scholarly works that analyze the teachings of various avowed (priests of the Sanguine Lord). Some of these are required by the current archprelate to be followed by all devout. Others cover more minor matters, such as acceptable dress and rules for food preparation, and are only enforced in the areas of a specific prelate. The Arman Rite and Imperial rite are the two most common major rites. Followers of both are considered members of the same religion despite minor differences in the manner of their worship.

A few Heretic Rites also exist. Most notably, the Horned Rite claims Tarac is actually a demon, and

that he demands blood sacrifice. These rites are taken seriously only by minor cults, and possession of them is a capital offense with the punishment of death in the Protectorate.

SANGUINE HIERARCHY

There are five official classifications acknowledged by the Sanguine Rite, covering all mortal creatures in existence. These are the devout, the avowed, the detached, heretics, and pagans. What category a creature falls into defines how a member of the Sanguine Covenant deals with them. A character can know the basic classifications of the Covenant with a DC 15 Knowledge (*religion*) check, and details with a DC 20 check.

THE DEVOUT

Those who follow the tenets of the Sanguine Covenant well and faithfully are the devout, and this term is often used to describe followers of the faith. Anyone who is an accepted member of the Sanguine Covenant, who is not also a sworn servant of the Covenant itself, is one of the devout. Most laymembers of the religion are devout, and this term is how they refer to themselves.

One of the devout must treat all other devout with respect, dignity, and it is not acceptable to lie, cheat, harm or even fail to give aid to other devout. Of course there are different levels of faith among the devout, but as an ideal they are all sworn to assist one another as a tenet of their religion. The devout must also show reverence to all the avowed, fight against the heretics, and obey the Archprelate and his agents in matters of religion. Failure to do so can result in a devout being accused of heresy (a charge that can only be brought by an avowed, though any devout can go to an avowed to present evidence in support of such a charge). As heretics are the enemy of the devout, such a charge is extremely serious, and those convicted of heresy must flee Protectorate lands if they hope to survive.

THE AVOWED

The Avowed are those devout who have taken oaths dedicating their lives to the Sanguine Lord. This includes the priesthood and the adherents, but also certain lifelong servants (*all Covenant Daemonslayers and Purifiers, some Protectorate Peacekeepers*).

Within the avowed are a number of ranks. Anyone who is a devout, and sworn to the service

of the church, is an Adherent. This includes monastic scholars, Covenant Purifiers, Covenant Daemonslayers, and warriors sworn to the service of a priest or church, and servants of a Sanguine Cathedral. Smaller churches usually don't have more than one avowed servant, instead calling on the devout of the community. An Adherent takes vows for a year at a time, and may leave the Covenant's service at the end of a year. Particularly devoted Adherents, including many purifiers, choose to take lifelong vows after 5 years of service.

Separate from the Adherents, considered neither above nor below them in rank, are the Initiates, who spends many years learning the rites of the Sanguine Covenant as well as serving as an Adherent. Initiates often act as assistants to older priests, but also do menial tasks including laundry, cleaning, cooking, illuminate manuscripts, and toil with whatever other tasks are demanded of them. If they are not already versed in the basics of combat, they are also taught simple fighting techniques. A devout may take vows as an Initiative as young as 11 years old, and as old as he wishes as long as he is able to work. Some Initiates never progress beyond that rank, and some never intend to. Young nobles often serve as an Initiate for a few years, then go on to lead military lives. Like Adherents, Initiates take vows one year at a time, and may leave service at the end of any year.

If an Initiate completes his studies, is in good standing with his instructors, and is of strong moral and mental character, he may be nominated to become a Prester. This normally takes 7 to 9 years, though a few Initiates have been nominated after only 4 years, and others have struggled for 20 before getting the nod. Only a Pentarch or higher-ranking priest can take the vow of a Prester, and it is a lifelong vow with no opportunity to end service. A Prester is a full-fledged priest, and most clerics of the Sanguine Covenant are Presters. Presters may serve small communities as town priests, run mid-sized churches or chapels, travel as missionaries or representatives of their faith, or act as aids to more senior priests.

Senior Presters can be elevated to be Confessors. A Confessor is considered moral, wise, and learned enough to teach the rites of the Sanguine Covenant, and act as an advisor. Most major nobles of the devout have a Confessor, and senior nobles may have many. Being a Confessor is an honor that can only be granted by another Confessor, and it requires further vows of loyalty and dedication to the Sanguine Lord. By long tradition all prelates (*and thus the*

Archprelate) must be Confessors as well, but no church law actually requires this.

Above the Prester and Confessors are the Pentarchs, senior priests who rule over the devout of small regions or cities. Not all Pentarchs are also Confessors, though nearly half are. A Pentarch is an able administrator and trusted servant of the Covenant, even if they are not considered scholarly enough to also serve as Confessors. While being a Confessor is a sign of wisdom, being a Pentarch is a sign of authority and long-standing loyalty. Not all Presters ever become Pentarchs, and only a Prelate can elevate a Prester to this rank.

From among the Pentarchs, the Archprelate of Nyssa can elevate a priest to the rank of Prelate. A Prelate is the religious head of a kingdom, large region or major city. Prelates are always experienced, trusted Pentarchs who the current Archprelate believes will support his view of the rites of the Covenant. A Prelate services in his post for life, unless he willingly retires (*normally only as a result of illness*) or is accused and convicted of heresy (*a charge that can only be brought by another Prelate or the Archprelate*). The Prelates are Princes of the Church, given the same honors and respect as minor kings and wielding much the same secular and political power.

Senior above all the Prelates is the Archprelate (*who also serves as the Prelate of Nyssa*). The Archprelate is selected by the convocation of Prelates when the previous Archprelate dies (*though a few exceptions to this rule have occurred over the centuries*). The Archprelate is the unquestioned head of the Sanguine Covenant, and decides such matters as who is to be a new Prelate, what sects are considered heretic and which pagan, and how to interpret the rites and teachings of the Sanguine Covenant. The power of the Archprelate is unmatched within the church, and is the same as the Tsar of the Arman Protectorate or the emperor or empress of any large nation.

The current Archprelate is Leonid Kaleri, a stern man who came to power under somewhat mysterious circumstances. Archprelate Leonid is described in greater detail later in this product.

AVOWED RANKS

Archprelate of Nyssa

Prelate

Pentarch

Confessor

Prester

Initiate

Adherent

DETACHED

The detached are those creatures outside Sanguine Covenant law. Mostly this includes creatures too stupid to be considered people – animals are all detached for example. A few other creatures, including elementals, fey, outsiders (*other than evil outsiders*) and plants, qualify as detached. The Sanguine Covenant gives no particular guidance on dealing with these creatures, other than to ensure such dealings should never put other devout at risk.

HERETICS

A heretic is, by definition, someone who engages in worship contrary to the rites of the Sanguine Covenant. This includes anyone outside the Covenant who claims to worship the Sanguine Lord or the god Tarac, or any Venerates, in any form. Such worship is only allowed by the devout under the guidance of the Sanguine Covenant. Further, anyone who worships demons, devil, evil outsiders, or arcane magics (*including gods of arcane magics*) is considered a heretic as such worship is specifically forbidden by the rites of the Covenant. Evil outsiders are automatically heretics.

Heretics are considered enemies of the Sanguine Covenant, and it is the duty of all the devout to fight them wherever they are encountered.

However, not everyone who worships outside the covenant is automatically considered a heretic. In theory, a foreigner who worships foreign gods not associated with fiends or arcane magic might be labeled a pagan (*see below*). While a pagan is outside the folds of the devout, they are tolerated by a strict reading of the rites of the Covenant. Many groups have been seen as either pagans or heretics depending on the era and how the act, and final say as to who is a heretic (*and thus unacceptable for any devout to deal with*) is made by the Archprelate.

PAGANS

A pagan is someone who worships a god other than the Sanguine Lord. In ages past, the Sanguine Covenant was reasonably accepting of pagans, seeing them as outside the normal order in much the same way as the detached. In recent decades, the church has become much less accepting or trusting of pagans. Certainly any cleric of Armanian origin who doesn't worship the Sanguine Lord is now labeled a heretic,

and most clerics outside the Arman Protectorate are as well. Druids were once given more leeway, due to their strong connection to the detached, but in recent decades even druids are not tolerated within the Protectorate (*though they may be more acceptable coming from other cultures*).

Devout operating outside of the Arman Protectorate often treat foreign clerics and other divine casters (*sometimes even wizards*) as pagans, as a way of justifying having dealings with them. While this can be viewed dimly by Sanguine clerics back in Abbaddon, a useful and loyal member of the devout is given the benefit of the doubt in such issues. In general, while pagans are not considered the deadly enemies of the devout, they are not to be trusted or associated with by the devout without good cause.

THE SANGUINE LORD

The one true god of the Sanguine Covenant is Tarac, also known as the Sanguine Lord. Tarac is a militant god that values bravery, order, truthfulness, and defense of the weak. He also is the sworn enemy of a class of creatures known as daemons (evil outsiders, evil elementals, evil shapechangers, and undead), which his Sanguine Rite defines as heretic by their very existence. Tarac is the sworn enemy of these creatures, and his religion believes they must all be destroyed to bring ultimate peace. (*See the Daemonslayer prestige class, below, for more information on these creatures.*)

Little else is known of Tarac himself, and even his name is not commonly used among any but the avowed. He seems to have few specific commandments of his faithful, with no holy days, no requirements of dress or custom, and few laws beyond those of respecting the avowed, protecting the devout, and fighting the heretics. However, his Venerates often fill in those commandments through specific rites.

THE VENERATES

There is but one god recognized within the Sanguine Covenant—the Sanguine Lord himself. However, there are many other beings of divine power who serve the Sanguine Lord recognized by the Covenant. These include numerous classes of angels and other good outsiders, but most powerful and important of all these are the Venerates. (*Unlike the verb venerate, which is pronounced to rhyme with eight, the noun Venerate is pronounced to rhyme with cat, bat or hat.*)

THE VENERATES

Name	Title	Alignment	Domains	Symbol
Dhazvok	The Warrior	NG	destruction, strength, war	red spear
Koliav	Lord of the Icy Gate	LN	death, knowledge, trickery	book of ice
Laita	Queen of Rites	LN	law, magic, protection	scepter
Makash	Green Mother	NG	earth, good, healing	A green mountain
Perun	Stormbrother	TN	air, luck, water	fork of lightning
Rylos	Lord of Wildlands	CG	animal, plant, travel	evergreen
Svarog	Father Smith	LG	fire, sun	burning anvil

Venerates serve as intercessors between priests and other faithful, and the Sanguine Lord. Citizens of the Arman Protectorate assume their god is too busy to see after every prayer, spell and augury personally. However, these matters are too important to leave in the hands of mere outsiders or even senior priests. Instead, the powerful beings known as Venerates are tasked with looking after various aspects of the devout. The Venerates also serve as personal patrons, looking after the devout with concerns in specific areas, and empowering clerics to aid in those areas of daily life. Though every devout and avowed worship Tarac as their god, they each take a specific venerate as a patron intercessor as well.

Each Venerate has its own name, holy days, and domains available to clerics who take the Venerate as a patron. Each Venerate has at least one rite dedicated to the specific worship and rules of that being, and many have multiple rites for different regions. The patron venerate of the Archprelate can affect the tone of the entire Sanguine Covenant, and the patron of a Prelate can impact the tone of all devout within his area of control. A brief description of each of the Venerates is given below.

Dhazvok the Warrior: Depicted as a mighty man of middle age armed with a spear and a wolves-hide cloak. Encourages active war against heretics. Patron of many warriors and Covenant Daemonslayers.

Koliav, Keeper of the Icy Gates: Depicted as a bent, cloaked man made of black ice. Feared by many devout as the keeper of the icy gates; the entrance to Sanguine Covenant place of damnation. More heretic cults claim to follow Koliav than any other Venerate.

Laita, Queen of Rites: Depicted as a thin, pale woman in white furs. Ruler of the Venerates, and Second only to Tarac. Is tasked with collecting all

forbidden magic, and is the patron of many clerics who oppose sorcerers and wizards.

Makash, Green Mother: Depicted as a middle-age woman with green hair. She appears as a nurturing figure more popular in smaller, rural regions. Believed to have been the patron of Lucius Horst, the First Confessor.

Perun Stormbrother: Depicted as a young man wearing copper armor with a lightning spear. Brother to Dhazvok, and the second most popular patron for fighters. Mistrusted in some large cities, but common in rural areas.

Rylos, Lord of the Wildlands: Depicted as a man of middle age clad in leathers and furs, with a belt of evergreen needles. Also called Lord of the Detached, seen as a guide over creatures outside the Sanguine Covenant. Least common patron Venerate, taken almost exclusively by rangers. More than one heresy has been based around the idea of Rylois as a druid god, rather than a servant of Tarac.

Svarog, Father Smith: Depicted as a bare-chested, bearded man with a hammer and flaming anvil. Smith to Ttarac, and husband to Laita. A common patron of craft-makers of all sorts, as well as of gravetenders (*who often cremate their charges, and see undead as a particular threat*). Very popular in large cities.

Name	Holy Days
Dhazvok	Anniversaries of great battles (<i>1 each month</i>)
Koliav	Winter solstice, last day of each month
Laita	The 15th day of each month, anniversary of your own birth
Makash	Spring equinox, first day of each month

Perun	Summer solstice (<i>three days</i>), fall equinox (<i>three days</i>)
Rylos	Last day of each week
Svarog	First day of each week

THE ARCHPRELATE

While the Venerates are the agents of Tarac in the outer realms, the archprelate is his servant in the mortal realm. The archprelate can declare heresies, rewrite the Sanguine Covenant, appoint Prelates, and declare holy war. No priest within the Sanguine Covenant has more power, and few outside it can match his political reach. A good and positive archprelate can expand the Covenant's power greatly, a bad and negative one can ruin whole regions, begin pointless wars, and damage the faith of the devout for a generation.

The current archprelate is Leonid Kaleri, the first archprelate ever to have the Venerate Koliav, Lord of the Icy Gates, as a patron. Archprelate Kaleri came to power several years ago, after the previous archprelate died in a hunting accident. The Council of Prelates did not originally choose Karleri, who was seen as too hard a man to rule to Sanguine Covenant, instead choosing an older, more moderate prelate. However, that choice choked to death on a chicken bone before his ascension could be announced, and many prelates had visions of the Icy gates the night he did so. Taking this as a sign, the group chose Leonid Kaleri next. Many have since come to regret the choice.

Archprelate Kaleri is a firm believer in swift and severe punishment. Using a rod of sins; originally crafted by one of his prelates, and quickly becoming common among upper-rank avowed; Kaleri calls forth those who fail him and puts them to quick, magic trial. Those who survive exposure to the rod are often arrested as heretics, as Kaleri exposes their greatest sins.

In truth, Kaleri has come to believe he is a test of the Sanguine Covenant, an evil agent of The Lord of the Icy Gates. Indeed, Kaleri believes it is the duty of the devout to realize he is turning to darkness, and stop him. As they fail to do so, he feels justified in punishing them. At the same time, Kaleri hates himself, and fears he has become a daemon himself. Thus he has sent all Covenant Daemonslayers he knows of on crusades against distant evils, both to distract them from his own excesses and to ensure they don't attack him if he is exposed. While many devout and avowed have begun to worry about the

archprelate's extremes, none are yet prepared to oppose him openly.

COVENANT DAEMONSLAYER

The Sanguine Rite describes a class of foes known as daemons. Though this classification of heretics includes the demons, it is actually a much broader category. All evil outsiders, evil elementals, evil shapechangers, and undead are considered to be daemons, as the Sanguine Covenant believes all these creatures to be evil supernatural spirits with a physical form. These are the primary foes of the Sanguine Covenant, creatures who are heretics through their very existence, and over the centuries special holy warriors have arisen to combat them. These are the Covenant Daemonslayers, holy warriors of the Sanguine Lord.

There are many paths to become a Covenant Daemonslayer, but all lead to the same destination. Under the guidance of a pentarch or higher-ranking avowed, fighters, paladins, clerics and others can learn the weaknesses of daemons and eventually take a powerful vow to seek and destroy them. This vow, given directly to the Sanguine Lord and witnessed by a high-ranking priest, gives the newly-made Covenant Daemonslayer power to resist many of the daemons greatest weapons. Coupled with divine magic and martial training, this allows a Covenant Daemonslayer to overcome foes no other can easily face.

COMBAT

The Covenant Daemonslayer is a fighting priest, with an emphasis on battling certain evil foes. Most are strong melee combatants, able to use large weapons and wear heavy armor to keep them in the thick of battle for the duration. Most Covenant Daemonslayers focus on preparing spells that allow them to find and hurt their enemies, leaving such things as healing to less-focused clerics. A Covenant Daemonslayer's high hit points and sworn duty ability make them much less likely to be taken out of a fight early, though they are certainly no guarantees of that.

Covenant Daemonslayers from a clerical background are strong spellcasters, and less accomplished fighters, and are likely to need a round or two of spellcasting before they reach their full potential. Those that have led more martial lives are excellent combatants, and likely to only call on spells when a special situation calls for them. The best Covenant Daemonslayers

COVENANT DAEMONSLAYER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Daemon lore, holy strike I, spellcasting
2	+1	+1	+1	+3	Sworn duty, smite daemon
3	+2	+1	+1	+3	+1 level spellcasting
4	+3	+1	+1	+4	Holy strike II
5	+3	+2	+2	+4	Sworn duty II, smite daemon
6	+4	+2	+2	+5	+1 level spellcasting
7	+5	+2	+2	+5	Holy strike III
8	+6	+3	+3	+6	Sworn duty III, smite daemon
9	+6	+3	+3	+6	+1 level spellcasting
10	+7	+3	+3	+7	Holy strike IV

learn to combine their divine spells and weapon attacks into an effective hybrid fighting style, making them flexible and resilient.

TRAINING

Very few devout set out to train as Covenant Daemonslayers. The grim reality of life hunting down and fighting the most dangerous creatures in existence doesn't make for a good recruiting pitch, and most Covenant Daemonslayers are too busy to seek or train apprentices anyway. Instead, most Covenant Daemonslayers train themselves after coming across some fiendish foe or unspeakable horror from the Dead Mountain. This is especially true of those who fail in their first few confrontations with daemons, but persevere to study ancient lore and tactics designed to overcome such enemies. It is said a Covenant Daemonslayer is neither born nor trained, but instead forged in battle.

If a devout shows both the will to face daemons, and the skill to overcome them, an avowed priest or even a Covenant Purifier may suggest further training under the direction of the Sanguine Covenant. This takes the form of extensive study of daemons, and preparation for a great vow. Once a prospective Covenant Daemonslayer seems knowledgeable on these subjects, and shows the commitment and determination required of it, the vow is given directly to the Sanguine Lord.

CLASS REQUIREMENTS

To qualify to become a Covenant Daemonslayer, a character must fulfil all the following criteria.

Alignment: Any good or lawful neutral

Base Attack Bonus: +4

Base Saves: Will +2

Skills: Knowledge (*religion*) +4, Knowledge (*the planes*) +4

Special: Must take a vow of service to the Sanguine Lord, witnessed by an avowed of at least a Pentarch's rank. Must remain loyal to the Sanguine Covenant. Failure to remain loyal means a character no longer qualifies for this class, and loses its special benefits.

Must be proficient with at least one martial weapon.

HIT DICE

A Covenant Daemonslayer gains 1d12 plus Constitution modifier hit points per level.

CLASS SKILLS

The Covenant Daemonslayer's class skills (and the key ability for each skill) are Climb (Str), Jump (Str), Intimidate (Cha), Knowledge (dungeoneering, religion, the planes)(Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Covenant Daemonslayer.

WEAPON AND ARMOR PROFICIENCY

Covenant Daemonslayers are proficient with all simple and martial weapons and with all armor and shields.

SPELLCASTING

If a Covenant Daemonslayer has a divine spellcasting class previous to becoming a Covenant Daemonslayer, he adds his Covenant Daemonslayer class level to his caster level for that class. For example, a 6th level Cleric / 2nd level Covenant Daemonslayer casts spells as a 6th level cleric, but with a caster level of eight. This is true even if the Covenant Daemonslayer's previous class had a caster level figured as less than its total class level – a 6th level Paladin / 2nd level Covenant Daemonslayer has a caster level of 5.

At 3rd level, and again at 6th and 9th level, a Covenant Daemonslayer gains access to additional spells as if he had gained a level in his divine spellcasting class. Thus a 6th level Cleric / 6th level Covenant Daemonslayer has access to spells as a 8th level cleric, and a caster level of 12.

If a Covenant Daemonslayer has no divine spellcasting ability prior to taking this class, each level of spellcasting (at 3rd, 6th and 9th level) gives access to one level of cleric spellcasting. The Covenant Daemonslayer still adds his Covenant Daemonslayer level to his caster level. Thus, a 6th level Fighter / 6th level Covenant Daemonslayer has access to spells as a 2nd level cleric, with a caster level of 6.

All Covenant Daemonslayer add the following spells to their divine spell list. Most Covenant Daemonslayer should already have access to some of these spells, in which case they simply ignore those spells, and just add the ones not on their divine spell list.

1st - bless weapon, remove fear, shield of faith

2nd - align weapon, detect thoughts

3rd - arcane sight, protection from energy

DAEMONSLAYER LORE-EX

A Covenant Daemonslayer adds his class level to all Knowledge (religion) and Knowledge (the planes) checks.

HOLY STRIKE-SU

At 1st level a Covenant Daemonslayer gains a preternatural ability to harm supernatural evil foes. The Covenant Daemonslayer's weapon attacks against "daemons" (evil outsiders, evil elementals, evil shapechangers, and undead) act as if the weapon used

had a special property. At first level, the Covenant Daemonslayer chooses one of the following properties: cold iron, good, lawful, magic, silver. All of the Covenant Daemonslayer's weapon attacks against daemons act as if the weapon has this property, in addition to any properties the weapon actually has. (Thus a 1st level Covenant Daemonslayer with a silver weapon who chooses cold iron as his holy strike property would make attacks that acted as both cold iron and silver against daemons.)

At 4th, 7th and 10th level, the Covenant Daemonslayer chooses an additional property for his holy strike. At 10th level, the Covenant Daemonslayer's weapon attacks also act as if the weapon was adamantium, in addition to all other properties.

SWORN DUTY-EX

The vow the Covenant Daemonslayer takes to serve the Sanguine Lord actually acts as a magic compulsion to do so, and this compulsion makes it difficult for other magics to alter the Covenant Daemonslayer's behavior. At 2nd level the Covenant Daemonslayer gains spell resistance against mind affecting spells and effects cast by evil creatures or characters. This spell resistance is equal to 10 + Covenant Daemonslayer's character level + Covenant Daemonslayer's Will modifier.

At 5th level, the sworn duty can negate magic effects that would prevent the Covenant Daemonslayer from doing his duty. The Covenant Daemonslayer's spell resistance also applies to any spell or effect that petrifies, stuns, or polymorphs the Covenant Daemonslayer. Also, any effect that would change the Covenant Daemonslayer to the undead type or shapechanger subtype must also overcome this spell resistance. If the effect is not a spell, or does not normally allow spell resistance, the creature creating the effect makes a level or HD check (1d20 + level or HD) to overcome the spell resistance.

At 8th level, the spell resistance applies to all spells and spell-like abilities used by daemons.

SMITE DAEMON

At 2nd level, a Covenant Daemonslayer gains the ability to smite a daemon (evil outsiders, evil elementals, evil shapechangers, and undead) with a single melee attack or spell each day. The smite must be declared before an attack roll is made or saving throw rolled. For a weapon attack, the smite grants a bonus to attack rolls equal to the Covenant Daemonslayer's

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Charisma bonus, and a bonus to damage equal to the Covenant Daemonslayer's class level.

For spells, the Covenant Daemonslayer gains a bonus to caster level checks equal to his Charisma bonus, and a bonus to hp damage equal to his class level. These bonuses apply only to daemons affected by the spell, even if other targets are also affected.

The Covenant Daemonslayer gains another daily use of this ability at 5th level, and again at 8th level.

NEW MAGIC ITEMS

ROD OF SINS

A rod of sins forces a creature touched to relive his worst sins; as he himself defines them; and suffer extreme pain and emotional anguish as a result. In theory, this allows the target to be punished by his own sins. In practice, the rod summons forth whatever sins it can, and attempts to punish the target equally for them regardless of their severity. The rod functions three times a day.

The target touched, requiring a touch attack, must make a DC 25 Will save. On a successful save, the target takes 5d4 nonlethal damage and feels vaguely uneasy. On a failed save the target takes 5d4 damage, plus 1d4 nonlethal damage for every point the will save is below 25 (*maximum +10d4*). (*If a target chooses to fail this save, as those devout called before Archprelate Kaleri often do, treat them as having rolls a 1.*) Additionally, the target relives the action he is most ashamed of, and this event is exposed to the wielder of the rod.

A character who has received an atonement spell recently gains a bonus to this special save (*equal to 11 - the number of says since the atonement*).

Major divination and evocation; CL 15th, Craft Rod, dictum, greater scrying; Price 2,500 gp.

NEW SANGUINE COVENANT FEATS

ATTACHED SOUL - GENERAL

You are fiercely attached to life and your soul will stay in your body long after most would die.

Prerequisite: Endurance, Diehard

Benefit: You may be reduced down to an additional -5 hit points before you die. In the absence of any

other special abilities, this means you would die at -15 instead of -10.

DEVOUT - GENERAL

You are completely dedicated to your deity and will not be swayed by the powers opposed to your faith.

Prerequisite: Alignment must match deity's alignment.

Benefit: You gain a +4 bonus to Will saves against any mind effecting abilities from a religiously opposed power or alignment. For example, if you are a worshiper of one of the evil gods, it will work against servants of the gods of good. The exact list of "opposed forces" should be worked up with your GM or simply be against all creatures who have an alignment opposite of your deity's.

DIVINE ARMOR - DIVINE

You can channel energy to enhance your body or armor.

Prerequisite: Ability to turn or rebuke undead, Charisma 13+, Divine Might, Extra Turning

Benefit: By spending one of your turn or rebuke undead attempts, your armor or body gains a sacred (*if you channel positive energy*) or profane (*if you channel negative energy*) bonus to Armor Class equal to your charisma bonus for a number of rounds equal to your Charisma modifier. When active, your armor or body glows with divine light (*or a profane aura*) with a radius of 10 feet.

DIVINE AWE - DIVINE

You can channel energy to shake the resolve of those attacking you.

Prerequisite: Ability to turn or rebuke undead, Charisma 13+, Extra Turning

Benefit: By spending one of your turn or rebuke undead attempts, you surround yourself with an aura of awe. This effect lasts for 1 round + Charisma modifier. Anyone who succeeds in a melee attack against you must make a Will save DC ($10 + \frac{1}{2} \text{ your class level} + \text{Charisma modifier}$) or be shaken for one round.

DIVINE BURST - DIVINE

When you channel to cure or inflict wounds, it affects everyone in an area.

Prerequisite: Ability to turn/rebuke undead, Extra Turning, Divine Touch or Divine Ray

SECRETS OF NEOXODUS: SANGUINE COVENANT

Benefit: By spending two of your turn or rebuke undead attempts, when using your Divine Touch or Divine Ray feat, the target and every creature within 10' of the chosen target is affected. It is a free action to use this feat.

DIVINE FLAME - DIVINE

You can channel energy to sheath your weapon with holy or unholy flame.

Prerequisite: Charisma 13+, Ability to turn or rebuke undead

Benefit: By spending one of your turn or rebuke undead attempts, you can sheath your weapon with sacred or profane flame for a number of rounds equal to your Charisma bonus. If you channel positive energy, your weapon is sheathed in white flames that inflict +1d6 points of holy damage against an evil opponent. If you channel negative energy, your weapon is sheathed in black flames that inflict +1d6 points of unholy damage against good opponents. These flames do not give off heat or ignite flammable objects.

DIVINE FURY - DIVINE

You can channel positive energy to ignore the damage reduction of undead opponents.

Prerequisite: Ability to turn undead, Charisma 13+, Extra Turning

Benefit: By spending one of your turn undead attempts, you can ignore the damage reduction of all undead opponents for a number of rounds equal to your Charisma modifier.

DIVINE GHOST ARMOR - DIVINE

You can channel energy to enhance your armor against incorporeal attacks.

Prerequisite: Ability to turn or rebuke undead, Extra Turning

Benefit: This feat can only be used when wearing an item or gear that gives you any sort of armor bonus. For example, you can be wearing full plate or bracers of armor. By spending one turn or rebuke undead attempt, your armor gains the ghost touch special ability for a number of rounds equal to your Charisma modifier. This allows you to apply your full armor bonus against incorporeal attacks.

DIVINE GHOST WEAPON - SPECIAL DIVINE

You can channel energy into your weapon, allowing it to effectively strike incorporeal creatures.

Prerequisite: Ability to turn or rebuke undead, Charisma 13+, Divine Might

Benefit: By spending one of your turn or rebuke undead attempts, your weapon can be used to attack incorporeal opponents as if it had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Though you do not gain a bonus on attack or damage rolls with this feat, you can also negate the damage reduction of incorporeal or undead opponents as if wielding a +1 magic weapon. The bonuses provided by this feat last for a number of rounds equal to your Charisma bonus.

DIVINE RAY - DIVINE

You can channel divine energy to cure or inflict wounds at range.

Prerequisite: Ability to turn/rebuke undead, Extra Turning, Divine Touch

Benefit: Your Divine Touch ability gains a range of Close (25 ft. + 5 ft./2 levels).

DIVINE TOUCH - DIVINE

You can channel divine energy to cure or inflict wounds.

Prerequisite: Ability to turn/rebuke undead, Extra Turning

Benefit: By spending one of your daily turn/rebuke attempts, you channel energy into a living or undead creature as a ranged touch attack. If you normally turn undead, you channel positive energy; healing living creatures and harming undead. If you normally rebuke undead, you channel negative energy; harming living creatures and healing undead. When using this feat, you cure or inflict an amount equal to your Charisma bonus + one half your class level. The target may make Will save ($DC\ 10 + \frac{1}{2}\text{ your class level} + \text{your Charisma bonus}$) for half damage.

DIVINE WEAPON - DIVINE

You can channel energy to provide an enhancement bonus to your weapon.

Prerequisite: Ability to turn or rebuke undead, Power Attack, Divine Might, Base attack bonus +5

SECRETS OF NEOXODUS: SANGUINE COVENANT

Benefit: By spending two of your turn or rebuke undead attempts, you channel energy into your weapon, granting it a bonus on attack and damage rolls equal to your charisma bonus (*maximum of +5*) for a number of rounds equal to your charisma bonus.

DIVINE WRATH - DIVINE

You are able to infuse your turn/rebuke attempts with sacred or profane energy, enabling you to deal additional damage to evil or good outsiders.

Prerequisite: Ability to turn or rebuke undead

Benefit: If you channel positive energy, you can spend one of your turn attempts to add 2d6 points of holy damage against evil outsiders on your next successful melee attack. If you channel negative energy, you inflict 2d6 points of profane damage against good outsiders. This effect lasts until you successfully strike any opponent and it is discharged or for a number of rounds equal to your Charisma modifier.

FAITHFUL PATRON - BLESSED

You take your religious beliefs very seriously—and gain blessings for your devotion.

Benefit: No more than once per day, for up to 10 rounds, you gain the effects of a bless spell (+1 *bonus to attack bonus and saving throws against fear*)—but only when your deity or his servants choose to bestow the blessing upon you.

Thus, activating this feat requires no action on your part, but you cannot know when and if the feat comes into play (*the DM decides*). The will of gods is difficult to fathom, and should never be questioned, at least by the faithful.

Special: You can gain this feat only if the DM decides that your character truly obeys the teachings and tenets of her faith, and if her patron deity or deities approve of her actions. If this changes at any time, you lose the benefits of this feat and any feats for which it is a prerequisite.

FANATIC - GENERAL

You are obsessed by a cause, and you are at your best when you are pursuing it.

Benefit: Choose a cause or deity. You receive a +2 circumstance bonus to any roll you make that directly advances this cause or deity's goals. You receive a -2 penalty to every roll that is opposed to your cause or

deity. This bonus and penalty applies to attack rolls, saves, skill checks, and damage.

Your cause must be specific, it must involve clear and definite action, and it cannot center on your own ambition or self-interest. "Kill every orc in the world" is an acceptable cause, but "Destroy all monsters" is not specific enough. "Further the glory of my god" is too vague, but "Convert everyone in the land to the worship of my god" is acceptable. The GM is sole judge of whether a cause qualifies for this feat and whether an action you are taking advances your cause.

Your own survival never directly advances your cause. After all, if you fall, other believers will surely rise to take your place.

FREE THINKER - DIVINE

You are freed from aspects of traditional church dogma and ritual, and may pray from your spells at any time of the day.

Prerequisite: Must be a divine spellcaster.

Benefit: You may prepare divine spells at any time and any place. You otherwise ignore the "Time of Day" rules for divine spellcasters.

HERETIC - GENERAL

You hold the views deemed heretical by your church, but you still gain spells from your god.

Prerequisite: Must be a divine spellcaster

Benefit: You may be two alignments shifts from a god's alignment and still receive powers from that god or cause. A heretic may be neutral if the sponsor god or cause is one alignment shift from neutral.

You may still not take alignment domains counter to their own alignment. Whether the heretic is actually receiving power from the god he professes to worship up to the GM. If your GM defines a heretical cult, you might receive different domains from the cult rather than from the church of the god or cause.

RELIGIOUS SCHOLAR - GENERAL

You are a leading expert in the study of one of the gods or of a religious cause.

Benefits: You receive a +4 bonus to all Knowledge (*religion*) rolls about one god or cause, its followers, lore and dogma. If you make a Knowledge (*religion*) roll with a DC 20 when examining any religious artifacts, reliquaries or magic items tied to that god's or

cause's faith, you receive the same information as would be received with a successful casting of legend lore on that item.

Special: You may take this feat multiple times, each time pertaining to a different god or cause.

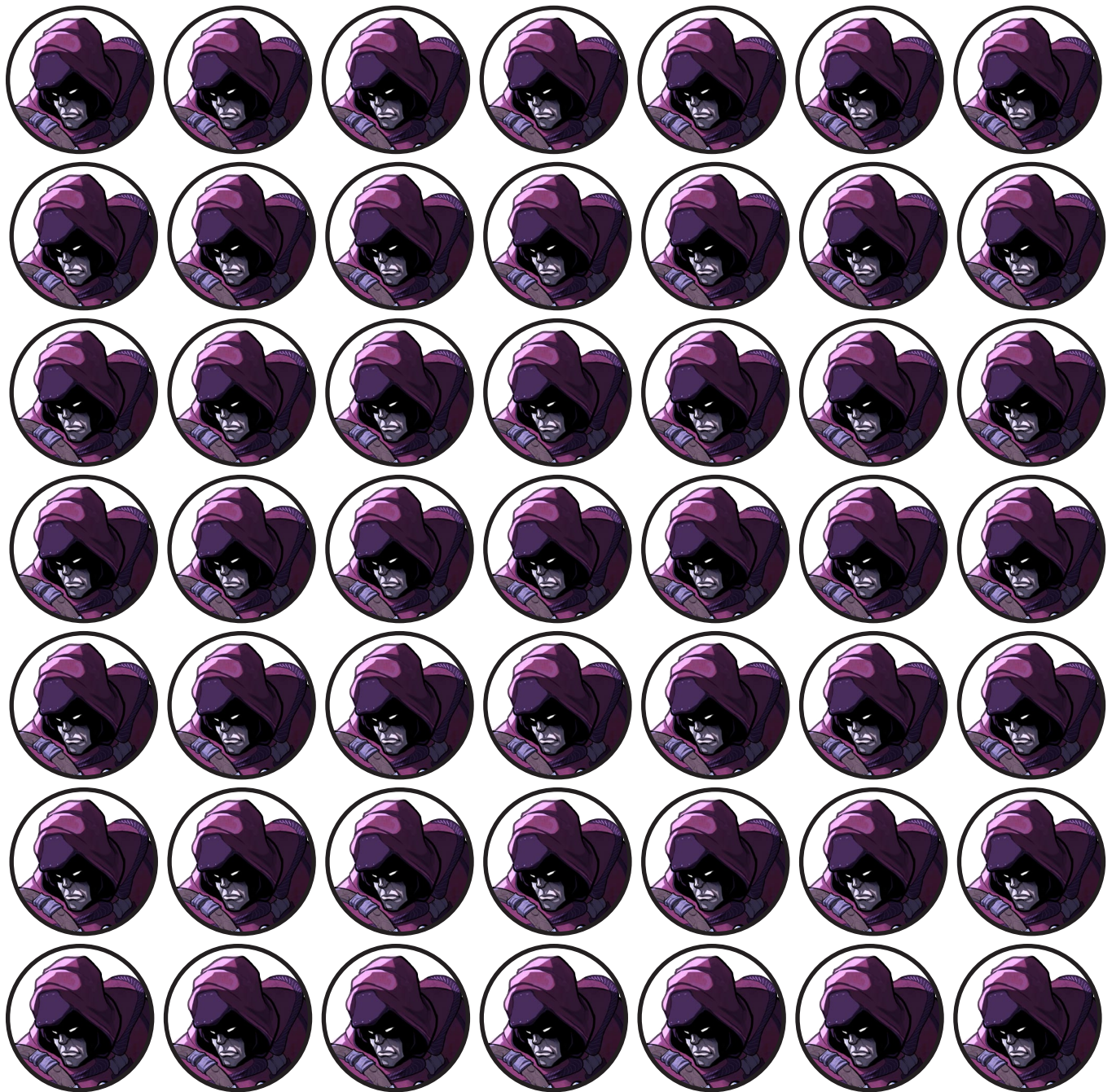
UNDEAD HUNTER - GENERAL

You are an expert at finding the undead.

Prerequisite: Wisdom 13+, able to cast detect undead

Benefit: You gain Detect Undead as a spell-like ability you may use at will with a caster level equal to your character level.

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DELAY or READY

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CHARACTER TRACK SHEET

Character Name: _____ Class (Level): _____
Race: _____ Nationality: _____ Residence: _____
Empire Citizen: _____

Character Personal Information:

Obvious Symbols, Pins, Awards worn openly:

Other Notes of Interest:

Items the GM Need Be Aware of:

[illegible]

FAVORS, DISFAVORS, NOTICES, DEBTS, CURSES, BOONS

Type

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Location

Log Entry

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