



SKREYN'S REGISTER:™
**THE BONDS
OF MAGIC**

**VOLUME 2:
THE FAITHFUL**

A CHARACTER BOOK
by
SEAN K REYNOLDS

THE BONDS OF MAGIC VOL. 2



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A CHARACTER BOOK BY SEAN K REYNOLDS

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The Characters

One of the most basic appeals of fantasy gaming is magic. With the release of the new edition of the world's most popular fantasy roleplaying game, divine spellcasters suddenly have more options and can break out of traditional archetypes. Clerics don't have to be walking medkits. Druids and rangers can be evil. Paladins have unique spells.

The purpose of this book is to provide instantly usable spellcaster characters for the busy DM. Of all characters, spellcasters require the most work to create and flesh out, simply because they have so many spell options available to them. In this book, you have 25 ready-to-go divine spellcasters of many levels. Use them as cohorts for player characters (PCs). Use the low-level ones as “boss” villains for newer adventurers. Use the more powerful ones as adversaries, mentors, or agents of greater forces. If someone joining your campaign needs a character to play right now, these characters work for that, too. Being a DM is fun, so anything that makes your work easier lets you focus more on the fun.

About the Author

Sean K Reynolds was born in a coastal town in southern California. A professional game designer since 1998, he has worked on role-playing game products for Wizards of the Coast, Malhavoc Press, and other game companies. He spends his free time reading, painting miniatures, and writing two- to three-sentence biographies. He has also written *The Bonds of Magic*, Vol. 1: *Cabal and Anger of Angels* for Malhavoc Press. Read more about him at www.seankreynolds.com.

About the Illustrators

Cover artist **Lars Grant-West** is a New York City native currently living in rural Rhode Island with his wife and dogs. He got his BFA from the School of Visual Arts in 1990. After a thankfully short-lived career as a fuzzy green skating dinosaur, he got a job designing and building animal exhibits at a zoo in Providence. Now the zoo's art director, he also maintains a busy freelance illustration workload.

Toren “MacBin” Atkinson is known by night as the lead singer of the Cthulhu rock band, *The Darkest of the Hillside Thickets*, but by day he collects Saturday morning cartoons and draws monsters for money. You've seen his work in the award-winning books *Delta Green* and *Death in Freeport*. His illustrations also appear in *If Thoughts Could Kill* and *Book of Eldritch Might II: Songs and Souls of Power*. He recently wrote and illustrated the *Spaceship Zero* roleplaying game.

Malhavoc Press

Malhavoc Press is game designer Monte Cook's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the d20 System rules that only one of its original designers can offer. Current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com.

All game material and descriptions in this character book are Open Gaming Content and are called out as such on the title page. (For full details, please turn to the Legal Appendix.) Designing them all to be open makes it easier for everyone to use them in their games and products, and that's really the point of the *Skreyn's Register* series: to provide characters that everyone can use, in as many ways as possible.

If you haven't picked it up already, look for this book's companion volume, *Cabal*, available now. It contains 25 new bards, sorcerers, and wizards in the same format as the clerics, druids, paladins, and rangers presented here.

All the characters listed alphabetically in this book may be used “as-is” as nonplayer characters (NPCs), whether as allies, cohorts, or enemies of your adventuring party. They can be used as player

characters, but because PCs usually have more gear than NPCs, each character's entry features a list of additional gear he or she should have, or upgrades to the existing gear (such as increasing a *cloak of resistance* +2 to a *cloak of resistance* +3). Be sure to note the effects these changes have on the character's stat block.

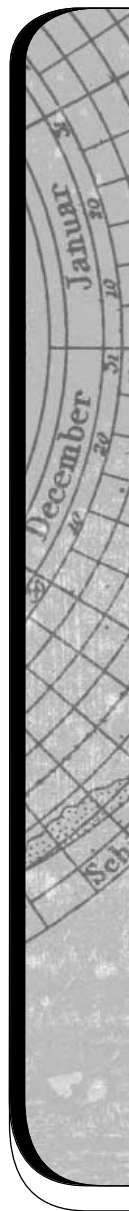
The characters all use the default array of ability scores (15, 14, 13, 12, 10, 8), modified by race and template. The listed hit points for the characters are exactly average; if used as a PC, the character should get maximum hit points at 1st level, and the player should roll the remaining Hit Dice. Each character's level adjustment, unless otherwise noted, is equal to the character's class level.

These characters not only feature unique stats and background information, but each one also has at least one new magical item, feat, or spell. You can find the complete stats and descriptions for these additions—10 new feats, 10 new spells, and 8 magic items—in the Appendix starting on page 28. Some traditional items take on variant forms in this book. For example, Doss Duvari the ranger has *bracers of ogre power*. They work exactly like *gauntlets of ogre power* except that they use the bracers space instead of the gauntlets space.

With a few exceptions (turning or rebuking undead, alignment domains, and the four paladins), these characters have no abilities based on alignment, so you can change their alignments without altering their abilities. In fact, any but the paladins could radically change alignment and still be usable as-is—just adjust turning or rebuking and alignment domains to suit the character's new alignment if necessary. If you want to use them as PCs, feel free to make this change. Also, to help you adapt these characters to your game's background, *The Faithful* specifically leaves out geographic details and similar particulars.

In this new edition of *The Faithful* we have updated the character stat material to conform to the v. 3.5 revision of the core rules. Everything else in the book has stayed the same—if you already have the previous edition of *The Faithful*, this update does not invalidate your version.

Throughout this book, a dagger (†) is used to refer to a new feat, magic item, or spell found in the appendix. One spell on page 12 originates in *Relics & Rituals*, published by Sword & Sorcery. It is reprinted here for your convenience on page 32. Otherwise, all references to spells, feats, and other rules are from the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.



ANDU

Andu: Female human Clr12; CR 12; Medium humanoid (human); HD 12d8; hp 54; Init +2; Speed 20 feet; AC 21 (touch 13, flat-footed 19); Base Attack +9; Grapple +8; Attack +9 melee (1d8–1, masterwork heavy mace) or +14 ranged (1d8+1 plus 1d6 electricity/19–20/x3, +1 shock longbow with +1 arrows); Full Attack +9/+4 melee (1d8–1, masterwork heavy mace) or +14/+9 (1d8+1 plus 1d6 electricity/19–20/x3, +1 shock longbow with +1 arrows); SA Turn undead 4/day; AL LN; SV Fort +8, Ref +8, Will +12; Str 8, Dex 14, Con 10, Int 12, Wis 18, Cha 12

Skills and Feats: Concentration +15, Diplomacy +6, Heal +10, Knowledge (nature) +4, Knowledge (religion) +8, Speak Language (Auran, Celestial), Spellcraft +10, Spot +6, Survival +6; Craft Wand, Expanded Domain Preparation† (Air), Improved Critical (longbow), Lightning Reflexes, Martial Weapon Proficiency (longbow), Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Cleric Spells Prepared: (6/7/6/6/5/4/3; base DC = 14 + spell level): 0—create water, detect magic, detect poison, light, mending, purify food and drink; 1st—bless, command, divine favor, endure elements, obscuring mist*, sanctuary, shield of faith; 2nd—calm emotions, bear's endurance, hold person, shield other, silence, spiritual weapon*; 3rd—daylight, dispel magic, invisibility purge, magic vestment*, protection from elements, summon monster III; 4th—dismissal, air walk*, restoration, sending, summon monster IV; 5th—commune, flame strike*, insect plague, true seeing; 6th—blade barrier*, greater dispelling, summon monster VI

***Domain spell.** *Deity:* Valkon the Sky Lord. *Domains:* Air (turn earth/rebuke air 4/day), War (Martial Weapon Proficiency and Weapon Focus with longbow)

Gear: Amulet of natural armor +1, +1 arrows (50), +2 chainmail, masterwork heavy mace, minor circlet of blasting, pearl of power (1st), ring of protection +1, +1 shock longbow, 210 gp

PC Gear: Rod of thunder and lightning, vest of shielding (as brooch, 101 points), wings of flying; upgrades: chainmail to lightning resistance, longbow to +2

Raised in a mountain village, Andu joined the church of Valkon the Sky Lord when she came of age, knowing that by serving him she protected her family from the chaotic forces brought on by rival wind gods. The temple elders found that she had a natural gift and carefully nurtured her power. When she had learned all they could teach her, the priests sent her to the main temple in the nearby lowland metropolis. She spent several years there, missing her family but able to keep in touch using messenger birds. When she completed her training, she returned home to serve in the village temple. However, after a short time her superiors called her back to the city to help locate an artifact the church wanted destroyed.

While she was away on this mission, gray dwarf explorers under the mountain broke through to the surface and raided Andu's village, killing her family and destroying many homes. When she heard the news, she swore vengeance upon the gray dwarves responsible. After several months spent gathering resources, she led an expedition to find them and wiped out an entire outpost. She hopes that, by tracking the dwarves of this clan back to their home city and eliminating them, she can gain enough esteem in the eyes of Valkon to cast *resurrection* on her family and others killed in the initial attack.

PERSONALITY

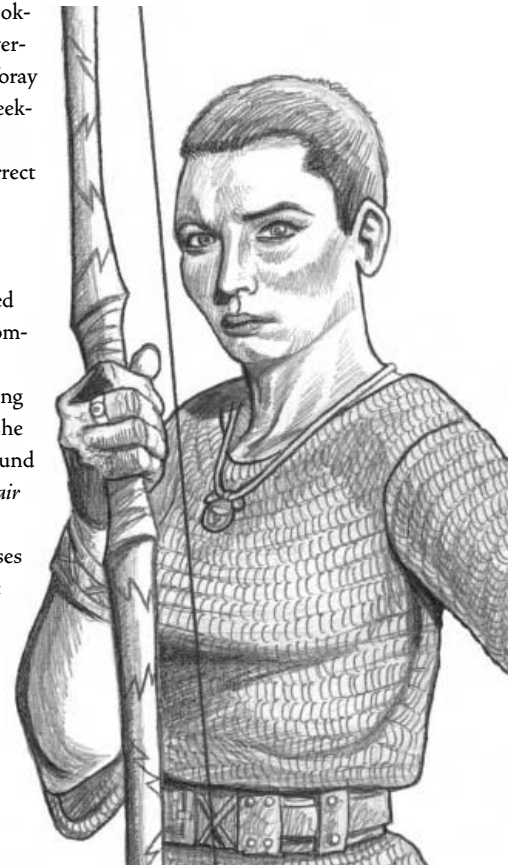
A driven woman, Andu is used to getting her way. With anger and grief fueling her ambition, she has risen through the ranks of her church quickly. Since her god represents the ordered nature of the heavens and teaches that chaotic and random events are anathema, she feels justified in avenging the deaths in her home village, as the victims were guilty of nothing but living near the gray dwarves' cave exit. She plans ahead and never behaves recklessly, even when her emotions threaten to overcome her control. Andu often tries to recruit allies to her cause, and has made friends with many hill dwarves (including Regrin; see page 20) who appreciate her desire to wipe out their evil cousins. Against gray dwarves she gives no quarter.

USES

Andu continually tries to recruit people to help her attack the gray dwarves, and she almost certainly will join up with any non-chaotic group that shares her goal. As a player character, she can be looking for allies, recovering from a recent foray underground, or seeking an item that would let her resurrect her family.

TACTICS

Andu prefers ranged combat to melee combat, and uses her arrows to devastating effect. If possible, she takes to higher ground or to the air using *air walk* to get out of harm's way, then uses her bow and magic to counteract enemy leaders and spellcasters.



BATH RAAV

Bath Raav: Male half-orc Rgr9; CR 9; Medium humanoid (half-orc); HD 9d8+18; hp 58; Init +0; Speed 30 feet; AC 16 (touch 11, flat-footed 16); Base Attack +9; Grapple +12; Attack +14 melee (1d8+5/x3, +1 *battleaxe*) or +11 ranged (1d10/19–20, masterwork heavy crossbow with masterwork crossbow bolts); Full Attack +14/+9 melee (1d8+5/x3, +1 *battleaxe*) or +11 ranged (1d10/19–20, masterwork heavy crossbow with masterwork crossbow bolts); SQ Darkvision, favored enemy (orcs +4, magical beasts +2), animal companion, combat style (archery, Manyshot, Rapid Shot), evasion, swift tracker, wild empathy, woodland stride; AL NG; SV Fort +10, Ref +6, Will +6; Str 16, Dex 10, Con 14, Int 10, Wis 16, Cha 6

Skills and Feats: Climb +8, Gather Information +1, Heal +5, Hide +5, Jump +10, Knowledge (dungeoneering) +5, Knowledge (nature) +4, Listen +12, Move Silently +12, Spot +15, Survival +8, Tumble +2, Use Rope +5; Endurance^B, Great Fortitude, Power Attack, Quick Draw, Track, Weapon Focus (*battleaxe*)

Favored Enemy: Bath gains a bonus to his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against his favored enemies (+4 against orcs, +2 against magical beasts). He gets these bonuses to weapon damage rolls against such creatures.

Ranger Spells Prepared: (2/1; base DC = 13 + spell level): 1st—*delay poison*, *resist energy*; 2nd—*cure light wounds*

Animal Companion: Keshu (war dog); +2 HD, +2 natural armor increase, +1 Strength and Dexterity, two bonus tricks, link, share spells, evasion

Gear: +1 *battleaxe*, *mantle of keys*†, masterwork crossbow bolts (50), masterwork heavy crossbow, *potion of delay poison*, *ring of protection* +1, 315 gp

PC Gear: *Helm of the eagle's eyes* (as *eyes of the eagle*), *gauntlets of ogre power* +2, *belt of dexterity* +2 (as *gloves*), *periapt of proof against poison*; upgrades: *battleaxe to orc bane*, *mantle of keys* to +2

Bath Raav is the son of a human man and an orc woman from a particularly vile nomadic tribe called the Grunn. The Grunn were known for wor-

shipping bloodthirsty deities, raiding towns for slaves and sacrifices, and committing horrible rituals of pain and suffering upon their prisoners. When Bath was young, the Grunn were attacked by a group of paladins and rangers serving Yaheine, goddess of valor. The tribe was broken and scattered, and the victors took Bath to the church of Yaheine to learn to walk in the light of good. Although initially angry at his captors, over time Bath began to understand that the ways of his people were wrong. He abandoned his evil upbringing and embraced the faith of Yaheine.

As he grew to maturity within the walls of the church, he heard others mention that surviving members of the Grunn had formed an assassins' guild under his tribe's shaman, Jarm (see page 12). Horrified by this news, he swore that he would find the rest of the Grunn and give them a chance to repent and abandon evil; those who refused, he would kill.

Bath studied with the rangers of his church, learning how to track and survive in the wilds, but always keeping in mind ways to use those skills in the city—he knew that his old tribemates would have to come to the cities to ply their trade. Leaving the church that had been his home for eight years, he kept his ears open for news of the tribe. He's managed to kill several Grunn who refused his offer so far. Bath hopes to find Jarm soon, as the shaman's magic allows his fellows to escape easily after a killing; without Jarm, the remaining Grunn will be easy to capture.

PERSONALITY

Bath is a sad and repentant man who feels responsible for the evil deeds his former tribemates commit. His guilt makes him quiet, brooding, and not much fun to be around. He doesn't like jokes about killing and eagerly listens to any news about assassins (which some mistake for an interest in becoming an assassin, though that couldn't be further from the truth). In his secret heart, he fears that all orcs and half-orcs carry an unwashable stain of evil that will eventually consume them. Fortunately, the few other half-orcs he has met have all been reasonably respectable, which gives him hope for himself and his people.

USES

Bath is a useful contact for adventurers trying to learn more about the city, particularly its darker elements. He can join adventurers hunting evil orcs or trying to stop an assassin's guild (whether or not it is the Grunn). As a player character, Bath might be trailing a Grunn assassin in town or one working with monstrous allies in a more remote area.

TACTICS

Like most half-orcs, Bath fights with power and ferocity. When hunting the Grunn, he uses his *mantle of keys* (see page 30) to get into places and lock them so his opponents can't escape. Bath chose a wardog instead of a wild animal such as a wolf as his animal companion so he would attract less attention in cities.





CROG

Crog: Male ogre
Rgr6; CR 8; Equiv.
Lvl. 12; Large giant;
HD 4d8+8, 6d8+12;
hp 65; Init +1;
Speed 40 feet; AC
20 (touch 10, flat-
footed 19); Base
Attack +9; Grapple
+18; Attack +16
melee (2d6+9/x3,
Large +2 *shortspear*)
or +10 ranged
(1d8+6, Large +1
throwing axe); Full
Attack +16/+11
melee (2d6+9/x3,
Large +2 *shortspear*)
or +10 ranged
(1d8+6, Large +1
throwing axe);
Space/Reach 10
feet/10 feet
(Face/Reach 5 feet

×5 feet/10 feet); SQ Darkvision, favored enemy (giants +4, animals +2), animal companion, combat style (archery, Manyshot, Rapid Shot), wild empathy; AL CN; SV Fort +11, Ref +7, Will +5; Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 11
Skills and Feats: Climb +10, Hide +6, Knowledge (nature) +1, Listen +9, Move Silently +13, Speak Language (Common), Spot +12, Survival +7; Combat Reflexes, Endurance^B, Power Attack, Track, Weapon Focus (shortspear)

Animal Companion: Boorin (young black bear); one bonus trick, link, share spells

Favored Enemy: Crog gains a bonus to his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against his favored enemies (+4 against giants, +2 against animals). He gets these bonuses to weapon damage rolls against such creatures.

Ranger Spells Prepared: (2; base DC = 12 + spell level): 1st—*resist energy*, *Speak with animals*

Gear: Amulet of health +2, boots of elvenkind, Large +2 shortspear, Large +1 throwing axe, potions of cure moderate wounds and bull's strength, ring of protection +1, +2 studded leather, trepanning nails of clear senses†, 115 gp

PC Gear: Gloves of dexterity +4, minor circlet of blasting, wings of flying; upgrades: amulet to +4, armor to +3, ring to +2, shortspear to +3

Crog was always just a little bit smarter than the other ogres of his band, and their laziness and foolish fights always disappointed him. Still, he liked the

taste of humanoid flesh as much as the next ogre and resigned himself to a boring but satisfactory existence. When the band began finding freshly killed animals untouched by predators, Crog saw the marks of weapons on the carcasses and understood that these bodies were leading his band somewhere—or away from somewhere—but the other ogres just considered themselves lucky.

Three days later when a woman attacked them in their camp, Crog intuited that she was responsible for the “gifts.” He watched as she disabled or killed all the other members of his band, but when she turned on him, he dropped his spear and backed away. The two started a simple dialogue. She realized he was no common ogre, and he knew she could kill him whenever she wished. She made him an offer: Serve her for a year, or be slain.

One year later, Crog possesses a better understanding of humans and has adopted a more altruistic nature. Now he drives away giants from human communities and secretly hunts animals for starving villagers, never revealing his presence because he knows he'd be marked for death.

PERSONALITY

Crog's brain would make him very dangerous if he were evil. Like most ogres, he is often hungry, and his greedy nature makes him covet material things. He feels protective of humans, though, treating them as weak children who need to be taken care of (even if the human in question is a battle-scarred paladin). Crog is normally very quiet and prefers to watch what others are doing and saying rather than join in. In a large group he seems content to “play stupid,” knowing that it comes in handy to be underestimated. His hygiene is better than that of other ogres—he smells merely bad, rather than extremely bad. His best friend is Boorin the bear, and if he can, Crog uses his *Speak with animals* spell every day to chat with him.

USES

Crog is good for a surprise encounter with characters who need a strong ally in the wilderness. As an adventure hook, the PCs could be looking for the “dangerous ogre” briefly spotted near a town. He can serve as a guide with special knowledge of the local monsters or even as an intermediary between the PCs and a group of giants. As a player character, Crog needs a group that's tolerant of his size and intelligence; he's a good character for someone who wants to play a stereotypical dumb brute.

TACTICS

Crog prefers melee to ranged combat but has learned that it's better to let his foes come to him, so he can bring his superior reach into play. He normally hurls his axe first to goad an opponent into fighting him, then stabs away with his spear. He knows to trust Boorin's nose and watch the animal's reactions to find invisible creatures. When humans fight alongside him, Crog tries to stay close to those who seem especially weak, such as unarmored or lightly armored folk.

DOSS DUVARI

Doss Duvari: Male gnome Rgr9; CR 9; Small humanoid (gnome); HD 9d8+9; hp 49; Init +2; Speed 20 feet; AC 18 (touch 14, flat-footed 16); Base Attack +9; Grapple +8; Attack +13 melee (1d6+3/×3, masterwork gnome hooked hammer) or +12 ranged (1d6/×3, shortbow); Full Attack +13/+8 melee (1d6+3/×3, masterwork gnome hooked hammer), +13/+8 melee (1d4+1/×4, masterwork gnome hooked hammer), or +12/+7 ranged (1d6/×3, shortbow); SQ Favored enemy (reptilian humanoids +4, dragons +4), animal companion, combat style (two-weapon combat, Improved Two-Weapon Fighting, Two-Weapon Fighting), evasion, swift tracker, wild empathy, woodland stride, gnome traits; AL NG; SV Fort +7, Ref +10, Will +5; Str 16, Dex 14, Con 12, Int 12, Wis 14, Cha 8

Skills and Feats: Balance +1, Climb +10, Escape Artist +1, Heal +4, Hide +17, Jump +5, Knowledge (nature) +6, Listen +14, Move Silently +13, Sleight of Hand +1, Spot +14, Survival +14, Swim +1, Tumble +1, Use Rope +8; Advance Favored Enemy† (dragons), Combat Reflexes, Endurance^B, Lightning Reflexes, Track, Weapon Focus (gnome hooked hammer)

Animal Companion: Chattuk (dire badger); one bonus trick, link, share spells

Favored Enemy: Doss gains a bonus to his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against his favored enemies (+4 against reptilian humanoids, +2 against dragons). He gets these bonuses to weapon damage rolls against such creatures.

Ranger Spells Prepared: (2/1; base DC = 12 + spell level): 1st—*detect snares and pits*, *resist energy*; 2nd—*cure light wounds*

Gear: Arrows (50), bracers of ogre power +2 (as gauntlets), masterwork/masterwork gnome hooked hammer, mithral scale mail, shortbow, *potions of darkvision*; *cure moderate wounds* (2), and *spider climb* (2); *ring of protection* +1, 297 gp

PC Gear: Dragon bane arrows (10), *gloves of dexterity* +2, *goggles of night*, *necklace of fireballs* (type 1), *potion of sneak*, *wand of cure light wounds* (45 charges); upgrades: armor to +2, gnome hooked hammer to +1/+1

Trained at an early age to root out kobold nests, Doss has always nursed a grudge against “burrow rats,” as he calls them. At first just one of the front-wave fighters against the common kobolds, he soon proved his mettle and was trained to fight elite kobolds, particularly sorcerers. When a red dragon moved into the area near his clan and its half-dragon young started taking over the kobold tribes, Doss studied them as well, hoping some day to take on the red dragon itself. Overconfident, he sneaked into the dragon's lair and was captured. The dragon, known for its macabre sense of humor, placed a *lesser geas* upon Doss, requiring him to drink a cup of humanoid blood once a day until he manages to slay the dragon. Now Doss hides his curse, paying the poor

folk of cities for their blood, or secretly draining the corpses of humanoids he kills. All the while, he searches for a means to break the spell or defeat the dragon.

PERSONALITY

Doss had established himself as a successful hunter of kobolds and half-dragons, becoming fairly arrogant as a result. His capture by the red has humbled him and made him much more cautious. While he used to charge in to find the head of the kobold pack, now he feels out the opposition before searching for a more powerful opponent.

The gnome now seems confident but careful, knowing he's lucky to be alive after such a foolish mistake. He absolutely does not want anyone to learn the nature of the *geas* upon him, so when he inquires about a new blood supply, he either refers to “a friend” or explains it away as “a private matter.”

USES

Because of his need for blood, characters might mistake Doss for a vampire; DMs can set him up as a false villain for an undead-hunting party. He also is happy to sign on with any group fighting kobolds or dragons, particularly if they're associated with the one that cursed him. He makes a good scout and guide through kobold or dragon territory. As a player character, Doss is a good dragon hunter, a talented kobold slayer, and a skilled fighter against everything else.

TACTICS

Doss prefers to attack kobolds in darkness (using his *potion of darkvision* or an ally's *darkvision* spell) so they don't see him coming due to a light source, or in bright light so their light sensitivity puts them at a disadvantage. He uses his spells to protect himself against fire unless fighting creatures that use another kind of energy. He usually saves his cure spells for Chattuk.



ERUN TEGRAATH

Erun Tegraath: Male ghoul Clr4; CR 5; Equiv. Lvl. 9; Medium undead; HD 2d12, 4d8; hp 31; Init +4; Speed 20 feet; AC 22 (touch 14, flat-footed 19); Attack +4; Grapple +8; Attack +8 melee (1d6+6 plus paralysis, bite); Full Attack +8 melee (1d6+6 plus paralysis, bite), +6 melee (1d3+4 plus paralysis, 2 claws); SA Create spawn, paralysis, rebuke undead 9/day, ghoul fever; SQ Turn resistance +4, undead traits; AL CE; SV Fort +4, Ref +5, Will +10; Str 19, Dex 18, Con —, Int 10, Wis 16, Cha 22

Skills and Feats: Balance +0, Climb +6, Concentration +8, Escape Artist +0, Hide +6, Intimidate +7, Jump +1, Knowledge (religion) +2, Move Silently +4, Search +1, Sleight of Hand +0, Spot +8, Swim –2, Tumble +0; Improved Turn Resistance†, Multiattack, Profane Strength†

Create Spawn (Su): Humanoid creatures killed (but not eaten) by a ghoul's natural attacks rise as ghouls in 1d4 days. Casting *protection from evil* on the body before the end of that time negates the transformation.

Ghoul Fever (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma based.

Paralysis (Ex): Those hit by a ghoul's claw or bite attack must succeed at a Fortitude save (DC 17) or become paralyzed for 1d6+2 minutes. Elves remain immune to this paralysis.

Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also

works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; negative energy heals; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision; cannot be raised; *resurrection* works only if creature is willing.

Cleric Spells Prepared: (5/5/4; base DC = 13 + spell level): 0—*detect magic* (2), *mending*, *read magic*, *resistance*; 1st—*cause fear**, *detect undead*, *endure elements* (2), *entropic shield*; 2nd—*death knell*, *desecrate**, *hold person*, *spiritual weapon*

*Domain spell. **Deity:**

Halgrin the Screaming Lord. **Domains:** Death (death touch 1/day), Evil (cast evil spells at +1 caster level)

Gear: Belt of ogre power +2 (as gauntlets), +1

breastplate, cloak of charisma +2, necklace of protection +1 (as ring), *potion of invisibility*, 350 gp

PC Gear: Boots of levitation, *potion of hiding*, scroll of blasphemy, wand of inflict light wounds (5 charges); upgrade: breastplate to +3, necklace to +2

Erun was the son of a cruel sorcerer who had fallen in with evil cultists. Indoctrinated in the ways of the cult at a young age, Erun might have become a sorcerer like his father if he hadn't been chosen as a willing sacrifice to Halgrin the Screaming Lord. After he was sacrificed, a priest of the cult used the *create undead* spell to turn him into a ghoul. Due to some unknown quirk in the creation process, however, the undead Erun could not stomach the taste of living or dead flesh—he could only consume the flesh of other undead. When the cult fell apart due to infighting, Erun left with a small stable of ghoul spawn he used as livestock and melee fodder. Now he wanders the edges of civilized lands, allying with necromancers in exchange for zombies to eat, or kidnapping peasants to torture, turn into ghouls, and consume.

PERSONALITY

Like most ghouls, Erun is cunning and almost feral. However, his great physical strength and strong belief in the Screaming Lord make him something more. Considering himself doubly blessed for being a sacrifice to Halgrin and his cleric, the zealous Erun enjoys practicing his religious rituals—most of which involve torture and terror—upon unwilling victims. He harbors no feelings of pity or mercy; he understands those concepts and will let his prisoners believe he may release them, but only because it makes their screams that much richer when they find out their hope has been betrayed.

USES

Erun is a good cult leader and an appropriate final villain for low-level characters. As a mid-level villain he can be a ranking member of a group of cultists or a lackey to a death cleric or necromancer. Because of his character levels, increased turn resistance, and ability to bolster himself, it is nearly impossible for clerics to turn him unless they are several levels higher than he is. This makes him a good foe for cocky clerics with a habit of disparaging the effectiveness of undead. By changing his alignment, domains, and deity, Erun becomes a reasonable player character, as his unusual taste in food makes him less of a threat to other living party members, much like the “vampire with a conscience” paradigm.

TACTICS

Eschewing weapons, Erun uses his natural attacks. He prefers to boost his power with the Profane Strength feat (see page 29) or *bull's strength* spell, or both. If expecting battle, he leads with a *spiritual weapon* spell and *hold person*. If facing a powerful cleric, he usually casts *desecrate* to provide an extra level of protection against turning attempts.



FINTUS TALLTREE

Fintus Talltree: Male halfling Pal8; CR 8; Small humanoid (halfling); HD 8d10+16; hp 60; Init +0; Speed 15 feet; AC 21 (touch 10, flat-footed 20); Base Attack +8; Grapple +6; Attack +13 melee (1d6+3/19–20, +1 short sword) or +9 ranged (1d6/×3, shortbow); Full Attack +13/+8 melee (1d6+3/19–20, +1 short sword) or +9/+4 ranged (1d6/×3, shortbow); SA Smite evil (2/day, +3 attack, +6 damage against an evil foe), turn undead 5/day as Clr6; SQ Aura of courage, *detect evil*, divine grace, divine health, empathic link with mount, halfling traits, lay on hands (16 points per day), *remove disease* 2/week, share spells with mount, warpony mount; AL LG; SV Fort +11, Ref +5, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 14

Skills and Feats: Climb +4, Concentration +5, Diplomacy +6, Hide –1, Knowledge (religion) +3, Listen +3, Move Silently –3, Ride +4, Sense Motive +2, Spot +4; Evilsense†, Power Attack, Weapon Focus (short sword)

Special Mount: Stronghoof (warpony)

Paladin Spells Prepared: (2; base DC = 11 + spell level): 1st—*bless weapon* (2)

Gear: Amulet of natural armor +1, arrows (50), +1 full plate, ring of climbing, +1 short sword, shortbow, 57 gp

PC Gear: *Potion of haste*, ring of protection +2; upgrades: armor to +2, short sword to frost

Fintus was born in a community of settled halflings in a land recovering from a civil war. His father, a member of the town militia, had fought in several battles with bandits, raiders, and soldiers from other communities. Fintus grew up admiring his father and the other men and women of the militia for their skill and bravery. He eventually joined the Marchers, a local paladin order of the halfling god of vigilance. In a tour of duty around the borders of his native country he witnessed much evil, from greedy wizards trading slaves for drugs, to corrupt merchants controlling thieves' guilds, to rapacious pirates sinking ships full of prisoners. When he came home he was disgusted to find the stink of evil even among his own people. He began to hone his sense for evil, eventually developing a constant awareness of all nearby evil presences. Unfortunately, this awareness led him into confrontations with law-abiding citizens of corrupt nature, and his superiors reprimanded him several times.

Frustrated and disappointed by the lack of support within his own organization, Fintus traveled for a time with his cousin, Dar Halan, recently liberated from his ogre mercenary captors (see *Vol. 1: Cabal*). He continued to run into problems with local law enforcement and struck out alone after the two halflings began to argue. Fintus trusts and relies on his evilsense, coming dangerously close to vigilantism. Should he ever fully embrace the expediency of breaking just laws in

order to pursue evil, he will lose his paladinhood.

PERSONALITY

Normally Fintus is friendly and open, enjoys jokes and good food, and isn't above having a little ale now and then. In the presence of evil, or when in pursuit of evil, he becomes cold, methodical, and determined. He does not tolerate cruelty, vice, or immoral acts, and despises those who practice them. If he

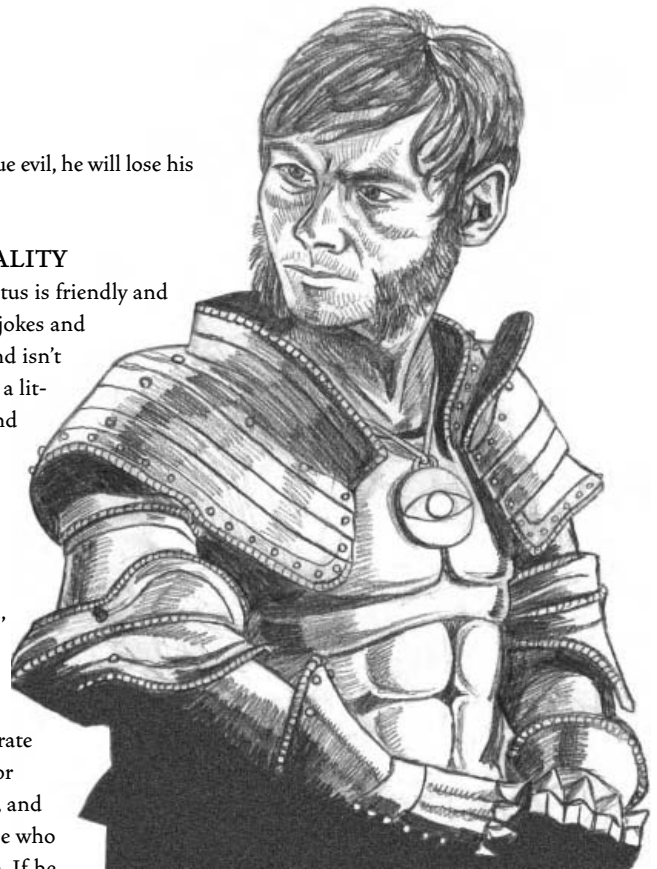
senses evil nearby, he focuses his attention to determine its source and makes plans to track that person down. Fintus isn't above breaking into an evil person's house to haul him or her off to jail or attacking an evil person who just happens to be walking down the street. When anyone questions his motives, he replies that vigilance against evil is never misguided, and tolerance for evil is never rewarded.

USES

As an NPC, Fintus can lead a splinter group of paladins willing to bend the rules a bit to accomplish their goals. He also can be a stalker following a player character whom he suspects of evil activity, or an enthusiastic ally against a common evil foe. As a cohort, he can serve as a moral guide to a person he respects and admires, or even as a pet project for a more conservative paladin. As a player character, Fintus is fun for someone who wants to play an atypical paladin or a character who walks the middle path between light and darkness.

TACTICS

In open warfare, Fintus charges into combat on the back of his warpony Stronghoof, lashing about with his short sword; he only uses his bow if he must, such as against aerial opponents. In dungeon or city situations he's more likely to use his *ring of climbing* to enter a place unawares and leap upon unsuspecting foes. If at all possible he first casts *bless weapon* on his sword. He's used to fighting beside his wizard cousin and often asks a mage ally for *bear's endurance*, *haste*, or *protection from arrows*.



GURNGRIM

Gurngrim: Male dwarf

Drd5; CR 5; Medium humanoid (dwarf);

HD 5d8+10;

hp 32; Init +2;

Speed 20 feet;

AC 16 (touch 12,

flat-footed 14);

Base Attack +3;

Grapple +3; Full

Attack +3 melee

(1d6/×3, half-

spear) or +5

ranged (1d6/×3,

halfspear) or

+5 ranged (1d6, sling); SQ Animal companion, wild empathy,

dwarf traits, nature sense, resist nature's lure, trackless

step, wild shape (Small or Medium animal 1/day), wood-

land stride; AL N; SV Fort +6, Ref +3, Will +6; Str 10,

Dex 14, Con 15, Int 9, Wis 15, Cha 10

Skills and Feats: Concentration +3, Craft (metalworking) +1,

Craft (stoneworking) +1, Handle Animal +3, Heal +5,

Knowledge (nature) +4, Listen +9, Spot +7, Survival +6;

Dodge, Pack Mentality†

Animal Companion: Frumer (wolf); +2 HD, +2 natural armor

increase, +1 Str & Dex, 2 bonus tricks, link, share spells,

evasion.

Druid Spells Prepared: (5/4/3/1; base DC = 12 + spell level):

0—cure minor wounds (2), detect poison, know direction, light;

1st—cure light wounds, endure elements, goodberry, magic

fang; 2nd—barkskin, hold animal, soften earth and stone;

3rd—poison

Gear: Amulet of natural armor +1, bag of tricks (gray), doses of

blue whinnis poison (2), halfspears (2), hide armor, potions

of bull's strength, bear's endurance, intelligence, sneak, and spi-

der climb; sling, sling bullets (50), 41 gp

PC Gear: Potions of cure light wounds and vision; wands of greater

magic fang (caster level 6th, 7 charges) and summon nature's

ally II (10 charges); upgrades: halfspears to masterwork,

armor to +1

Decades ago, the elders of Gurngrim's clan decided to found a new clan elsewhere in the world, which would relieve the pressure on the local environment and enrich both groups with trade and new resources. Five hundred dwarves packed their belongings and started a journey through the underground tunnels to their new home. When an earthquake damaged part of their route, the dwarves were forced to travel on the surface for several miles. During this time they passed near an old ruin inhabited by orcs, demons, and their fiendish crossbreeds. These mon-

sters fell upon the exposed dwarves, killing many in a very short time. During a pause in the battle the dwarves managed to regroup but were forced to leave behind their casualties. One of them was Gurngrim, at the time still a youth of 30 years; he'd been knocked unconscious by one of the demons' magical attacks.

When he awoke the next day, Gurngrim was surrounded by the dead. He scavenged what he could from their supplies and went to find a hiding place. Discovering a suitable cave several miles away, he befriended a local wolf pack with soft words and offerings of food. After several years he was fully accepted as a member of the pack. Having lived in the wild for half his life, Gurngrim is a strange dwarf, comfortable among trees and underbrush as well as rocks and caves. Always careful to stay far from the ruin where his clanmates were slain, Gurngrim has only recently met other wilderness folk and travelers from towns and cities. Now that he's an adult with a better sense of the size of the world, Gurngrim is trying to find his place in it.

PERSONALITY

Gurngrim's personality has two major facets. First is his dwarven side: his natural tendency toward stubbornness, a desire to do hard work, and pride in his accomplishments. Second is his more feral side, learned from his wolf friends: cautious around strangers, affectionate with his family, and anxious to know everyone's place in the group hierarchy. It takes a while to gain his trust, and he always keeps a close eye on new people in his surroundings. Once trust is established, he remains very protective of the new members of his "pack," as long as they don't take actions that would harm the other members. As he has little experience with intelligent creatures other than the dwarves of his clan, Gurngrim doesn't handle lies, deception, or treachery very well—such concepts seem insane to him. He fears demons greatly.

USES

Gurngrim can be used as a "wild boy" NPC, perhaps as a cohort for a druid or a more civilized dwarf wanting a protégé. He might attack adventurers, particularly if any of them resembles a demon; if made evil, he might attack them out of spite or to defend his territory. As a player character, Gurngrim makes a good choice for someone who wants an exotic, nontraditional dwarf.

TACTICS

Gurngrim has fought little in his life other than prey animals and the occasional animal-like beast, so he tends to treat opponents like animals, forgetting they may use advanced tactics and intelligence. He knows his animal friends are faster than he is, so he usually relies on their abilities. He boosts them with his magic and only uses his spear and attack spells if they are having trouble.

HILARRIN

Hilarrin: Female elf Clr11; CR 11; Medium humanoid (elf); HD 11d8; hp 49; Init +4; Speed 20 feet; AC 20 (touch 13, flat-footed 18); Base Attack +8; Grapple +7; Attack +13 (1d6/18–20, +1 rapier) or +14 ranged (1d6+2 +1d6 cold/×3, +1 frost shortbow with +1 arrows); Full Attack +13/+8 (1d6/18–20, +1 rapier) or +14/+9 ranged (1d6+2 +1d6 cold/×3, +1 frost shortbow with +1 arrows); SA Turn undead 4/day; SQ Elf traits; AL N; SV Fort +9, Ref +9, Will +12; Str 8, Dex 19, Con 11, Int 10, Wis 16, Cha 12

Skills and Feats: Concentration +6, Diplomacy +6, Hide +7, Knowledge (religion) +6, Listen +5, Search +2, Spot +10, Survival +5; Craft Magic Arms and Armor, Point Blank Shot, Rapid Shot, Weapon Finesse

Cleric Spells Prepared: (6/7/6/6/4/3/2; base DC = 13 + spell level): 0—create water, detect magic, light (2), mending, purify food and drink; 1st—bless, divine favor, endure elements, mistsight† (2), obscuring mist* (2); 2nd—consecrate, bear's endurance, hold person, invisibility*, shield other, spiritual weapon; 3rd—dispel magic, helping hand, invisibility purge, nondetection*, prayer, summon monster III; 4th—confusion*, freedom of movement, greater magic weapon, poison; 5th—ice storm*, mass cure light wounds, summon monster V; 6th—cone of cold*, heal

*Domain spell. *Deity:* Shehaan, Goddess of the Mists.

Domains: Trickery (Bluff, Disguise, and Hide are class skills), Water (turn fire/rebuke water)

Gear: +1 arrows (50), +2 chainmail, cloak of resistance +2, eyes of the eagle, +1 frost shortbow, gloves of dexterity +2, potion of darkvision, +1 rapier, ring of protection +1, 447 gp

PC Gear: Boots of elvenkind, periapt of wisdom +4; upgrades: arrows to +2, chainmail to +4, ring to +2, shortbow to +3

Hilarrin comes from a reclusive tribe of elves living in a mist-shrouded valley kept secure from outsiders thanks to sharp arrows and warding magic. Her goddess Shehaan teaches that the best way to defeat an enemy is through subtlety and confusion, emphasizing that a smart retreat is a wiser choice than a hard-won victory. Hilarrin has embraced this philosophy, knowing it has protected generations of her people. As a champion of the Mist Goddess, she has led teams of her people to divert and destroy threats to their valley. Raised in a paranoid environment in which all visitors were considered extremely dangerous, Hilarrin was surprised to come across a lone elf being attacked by a small band of orcs in her valley. The elf, a healer named Olorie (see page 17), fell wounded in the battle, but Hilarrin managed to cure her after killing the orcs. The two talked for a while and, against the wishes of the village elders, she chose to follow Olorie in her journeys for a time, to better understand the outside world and

possibly enrich her people—or at least find something to help protect them better.

PERSONALITY

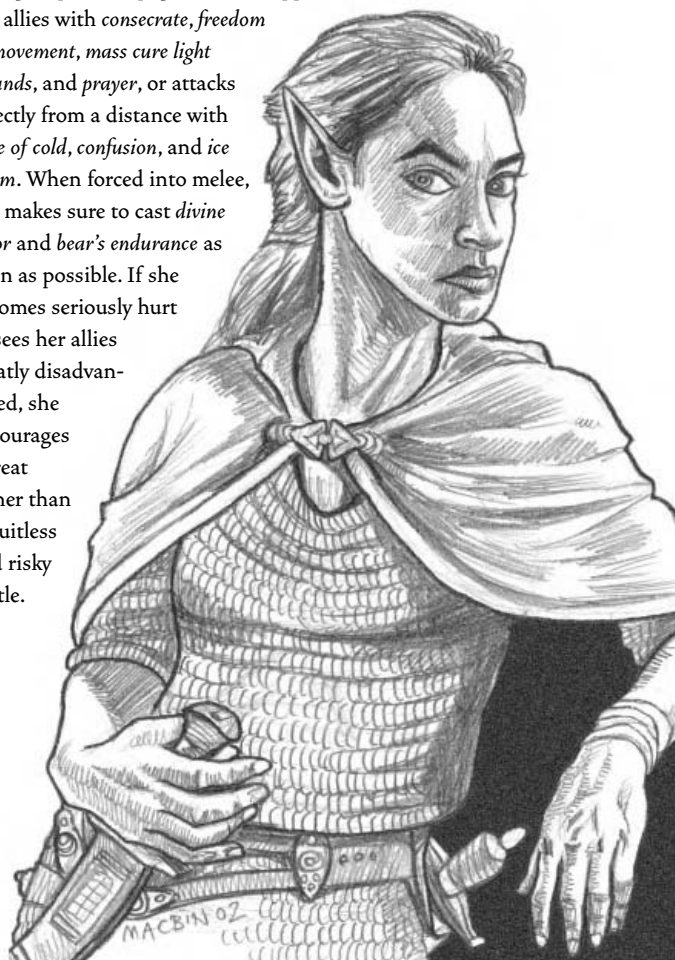
Though supremely confident in her home territory, Hilarrin feels wary and inexperienced with life outside the misty valley. Strange creatures and aggressive folk startle her easily, and her first reaction is to melt into the shadows when confronted by something she doesn't understand. She demonstrates uncharacteristic bravery for one of her village, but, then again, she knows she can always return home by praying for a *word of recall* spell.

USES

Hilarrin provides a good “face” for any group of reclusive elves not wanting trespassers on their land, or she can serve as a guide through such a place. She makes a good cohort for a powerful and worldly elf willing to teach her new things. As a player character, she displays careful enthusiasm and wonder for the more common sights in a fantasy world.

TACTICS

Hilarrin rarely puts herself in danger and prefers ranged combat to melee. Often she'll approach enemies with *invisibility*, confuse them with *obscuring mist*, and back away to use her bow, unconcerned about the mist with the benefit of her *mistsight* spell (see page 31). She supports her allies with *consecrate*, *freedom of movement*, *mass cure light wounds*, and *prayer*, or attacks directly from a distance with *cone of cold*, *confusion*, and *ice storm*. When forced into melee, she makes sure to cast *divine favor* and *bear's endurance* as soon as possible. If she becomes seriously hurt or sees her allies greatly disadvantaged, she encourages retreat rather than a fruitless and risky battle.



ILITH

Ilith: Female tiefling Clr5; CR 5; Equiv. Lvl. 6; Medium outsider (native); HD 5d8+5; hp 27; Init +3; Speed 20 feet; AC 18 (touch 12, flat-footed 16); Base Attack +3; Grapple +2; Attack/Full Attack +2 melee (1d4–1/19–20, dagger) or +3 melee (1d4–1/19–20, masterwork dagger) or +7 ranged (1d4/19–20, masterwork dagger); SA *Darkness* 1/day (caster level 5th); turn undead 2/day; SQ Resistances (acid, cold, fire 5); AL N; SV Fort +5, Ref +4, Will +6; Str 8, Dex 16, Con 12, Int 17, Wis 14, Cha 8

Skills and Feats: Bluff +3, Concentration +9, Heal +7, Hide +0, Knowledge (nature)

+7, Knowledge (religion) +6, Listen +4,

Profession (cook) +7, Profession (herbalist) +5, Spot +6, Survival +4; Alertness, Gifted Nose†

Cleric Spells Prepared: (5/5/4/2; base DC = 12 + spell level):

0—create water, detect poison (2), purify food and drink (2);

1st—bless, calm animals*, divine favor, entropic shield,

protection from evil; 2nd—barkskin*, delay poison, hold

person, spiritual weapon; 3rd—dispel magic, dominate animal*

*Domain spell. **Deity:** Chalavar the Glutton. **Domains:** Animal (speak with animals 1/day, Knowledge [nature] is a cleric class skill), Plant (rebuke plants 2/day)

Gear: Apron of natural armor +1 (as amulet), masterwork chainmail, masterwork daggers (4), daggers (4), wand of inflict serious wounds (8 charges), 284 gp

PC Gear: Gloves of dexterity +2, pearl of power (1st), potions of fly, hiding, and protection from fire; upgrades: chainmail to +1, one masterwork dagger to +1

When their child was born with completely black eyes, Ilith's parents initially thought she was blind. When they figured out that she was different rather than blind they considered drowning her, but they didn't have the heart for it. Neither knew where her fiendish blood came from—it is likely that one or both parents have some unknown fiend-touched ancestry. Her parents let her hair grow long to cover her eyes and the small horns that began emerging after her birth; because of this

care, few ever realized she was anything other than a shy and unpleasant child. Working in her father's butcher shop, Ilith learned how to use knives and how to give the meat tailings to Chalavar the Glutton, the god of feasting and prosperity her family worshipped. Wanting more out of life than the boredom of a butcher shop, she left home when she was of age and sought out priests of Chalavar for training. Masters of the culinary arts, they taught her their skills and how to call upon Chalavar's favor. She was soon hired as a cook for a nobleman who enjoyed eating well on his travels, and similar jobs followed for several years. They usually ended in some argument with another staff member or with the discovery of her unusual heritage. Experiencing the life of the idle wealthy—even secondhand—intrigued her, and she decided to pursue adventuring in the hopes of traveling to far lands, acquiring exotic ingredients, and gathering enough riches to retire, or at least start her own restaurant in a respected locale.

PERSONALITY

Ilith is blunt, terse, and expects people to listen to what she says about her areas of knowledge. She knows she will never please people with her appearance or personality, so she woos them with her cooking—she's not afraid to cook up even a dead monster as an experiment. If stymied or when her plans go awry, whether in something as important as failing to save a fallen friend or as trivial as running out of sugar while preparing a meal, she tends to throw tantrums, screaming at people near her and hurling things about. She rarely makes eye contact.

USES

Not particularly villainous, Ilith could be a minion for a more powerful character willing to reward her handsomely for her work. On her own, she can act as the head of a new thieves' guild more interested in money than power, or (with a more evil bent) in search of intelligent subjects to be prepared in an unholy feast. She makes a good cohort for a character with an interest in acquiring property, or someone with an established base of operations. She's also a good choice for players who want a character willing to poke into corners and under rocks to find exotic plants and animals.

TACTICS

Ilith prefers defensive tactics in combat—protecting herself with spells, staying behind better-armored characters, and throwing knives. In melee she's more likely to use her wand to kill an opponent than try a dagger. When fighting animals, she uses *dominate animal* to turn one against its fellows; after the fact, she usually kills the animal for later eating.

JARM

Jarm: Male orc Clr11; CR 11; Medium humanoid (orc);

HD 11d8+11; hp 60; Init +7; Speed 30 feet; AC 18 (touch 14, flat-footed 15); Base Attack +8; Grapple +10; Attack +11 melee (1d8+4, +1 heavy mace) or +13 ranged (1d8/19–20, masterwork light crossbow with masterwork crossbow bolts); Full Attack +11/+6 melee (1d8+4, +1 heavy mace) or +13 ranged (1d8/19–20, masterwork light crossbow with masterwork crossbow bolts); SA Rebuke undead 1/day; SQ Light sensitivity (–1 circumstance penalty to attacks in bright light); AL NE; SV Fort +8, Ref +6, Will +10; Str 14, Dex 16, Con 12, Int 12, Wis 16, Cha 6

Skills and Feats: Concentration +10, Hide +14, Knowledge (religion) +5, Listen +7, Move Silently +8, Spot +7; Alertness, Combat Casting, Improved Initiative, Silent Spell

Cleric Spells Prepared: (6/7/6/6/4/3/2; base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *mending*, *resistance*; 1st—*bane*, *change self**, *command* (2), *cure light wounds*, *endure elements* (2); 2nd—*bull's strength* (2), *cure moderate wounds*, *bear's endurance*, *invisibility**, *shield other*; 3rd—*cure serious wounds*, *magic vestment*, *non-detection**, *protection from energy*, *summon monster III*, 1 open slot; 4th—*confusion**, *holy channel****, *imbue with spell ability*, 1 open slot; 5th—*slay living**, *spell resistance*, 1 open slot; 6th—*mislead**, *word of recall*

*Domain spell. *Deity:* Larhoon the Bloodhunger. *Domains:* Death (death touch 1/day), Trickery (Bluff, Disguise, and Hide are class skills)

Gear: *Gloves of dexterity* +2, +1 heavy mace, masterwork light crossbow, masterwork crossbow bolts (50), *periapt of wisdom* +2, *potions of hiding* and *neutralize poison*, purple worm poison (3 doses), *ring of protection* +1, *serpent chains*†, +1 studded leather, 273 gp

PC Gear: *Pearl of power* (1st), *portable hole*, wyvern poison (1 dose); upgrades: armor to *silent moves*, gloves to +4, mace to *spell storing*, ring to +2

The younger son of the chief of the Grunn tribe (see page 4), Jarm was trained in the religion of murder by the tribe's shaman. When he murdered the shaman a few years later, Jarm became the tribe's new spiritual leader, in charge of the lesser priests of the other dark deities the orcs worshipped. Under his guidance, the Grunn occasionally mixed with certain groups of humans, adding half-orcs to the tribe and making valuable outside contacts. When agents of the church of Yaheine broke up the tribe, Jarm went into hiding. He spent the next several years locating his scattered surviving tribesmates. The resulting Grunn tribe reemerged greatly reduced in number but containing the most powerful members of the original clan. Jarm consecrated their lives to Larhoon the Bloodhunger, and in so doing, he forged them into a fanatical group of assassins with only one goal: to kill. Now the members of the Grunn tribe move singly and in groups from city to city.

They follow secret communications from their deity and mortal agents, killing for pay or just for the sweet joy of murder.

Jarm knows someone has been hunting them, as some Grunn members have turned up dead by unknown hands.

Larhoon remains strangely silent on the matter. Jarm considers this a test of his faith and power.

PERSONALITY

With no warrior chief in the way, Jarm has placed himself in a position of absolute control over the members of the Grunn, and he likes it that way.

More powerful than anyone else in the tribe, the high priest holds their lives in his hands, in terms of both physical and spiritual power. Those who aren't members of the Grunn (and, by extension, members of his faith) are nothing but cattle to Jarm, and he considers such lives valueless. Pragmatic in his evil, he requires every member of the Grunn to carry a diamond worth 500 gp so he can cast *raise dead* on them should they die; without the gem (the spell's essential material component), he might let them stay dead.

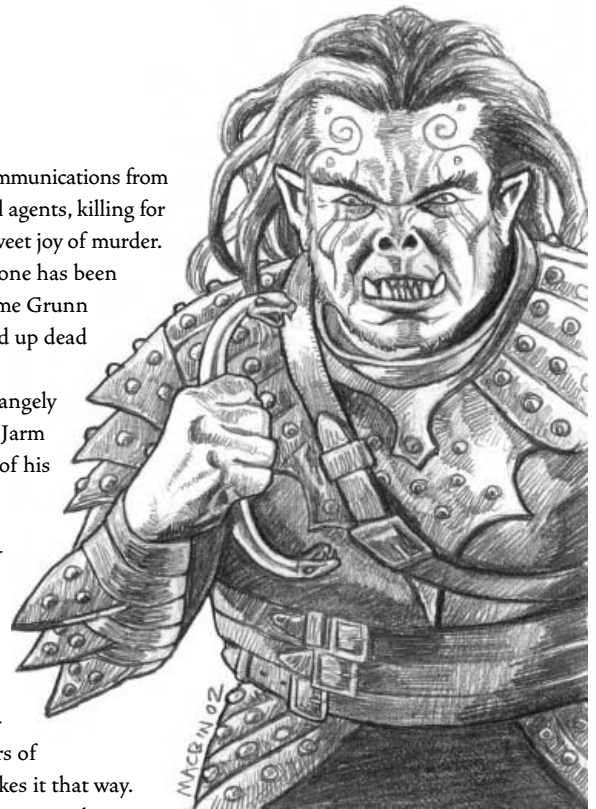
USES

Jarm is a good villain for mid-level adventurers who have been hunting (or targets of) his assassin minions for some time. He also can be an unusual solo assassin who targets characters of approximately his level. With a nonevil alignment and a focus on vengeance, Jarm becomes an interesting player character for someone who likes to be sneaky but still wield magical power.

TACTICS

When involved in an assassination, Jarm prepares some spells with the Silent Spell feat to help keep the operation quiet. If working with another member of the Grunn he enhances his ally with *bull's strength*, *bear's endurance*, *holy channel**, and *shield other* (he might place any of these spells, as well as *imbue with spell ability*, on Grunn assassins working alone). In combat, Jarm prefers to remain invisible, summoning monsters to fight for him. He has no interest in dying just yet and tries to escape with *word of recall* rather than be captured or slain.

** The spell "holy channel," reprinted on page 31, originates in *Relics & Rituals*, ©2001 Clark Peterson. All *Relics & Rituals* spell names ©2001 Clark Peterson. All rights reserved. Used with permission.



KRESS

Kress: Male dark elf Rgr7; CR 8; Equiv. Lvl. 9; Medium humanoid (elf); HD 7d8+7; hp 38; Init +4; Speed 30 feet; AC 19 (touch 14, flat-footed 15); Base Attack +7; Grapple +7; Attack +10 melee (1d6/18–20, masterwork rapier), or +11 ranged (1d6/×3, shortbow); Full Attack +10/+5 melee (1d6/18–20, masterwork rapier), +10/+5 melee (1d4+/19–20, masterwork dagger) or +11/+6 ranged (1d6/×3, shortbow); SQ Dark elf traits, animal companion, favored enemy (aberrations +4, magical beasts +2), combat style (two-weapon combat, Improved Two-Weapon Fighting, Two-Weapon Fighting), wild empathy, woodland stride; AL NG; SV Fort +8, Ref +9, Will +3; Str 10, Dex 18, Con 12, Int 10, Wis 13, Cha 14

Skills and Feats: Balance +2, Climb +7, Diplomacy +4, Escape Artist +2, Heal +5, Hide +10, Jump –2, Listen +6, Move Silently +10, Search +7, Sleight of Hand +2, Speak Language (Common), Spot +13, Survival +8, Swim –4, Tumble +2; Combat Reflexes, Endurance[®], Great Fortitude, Track, Weapon Finess

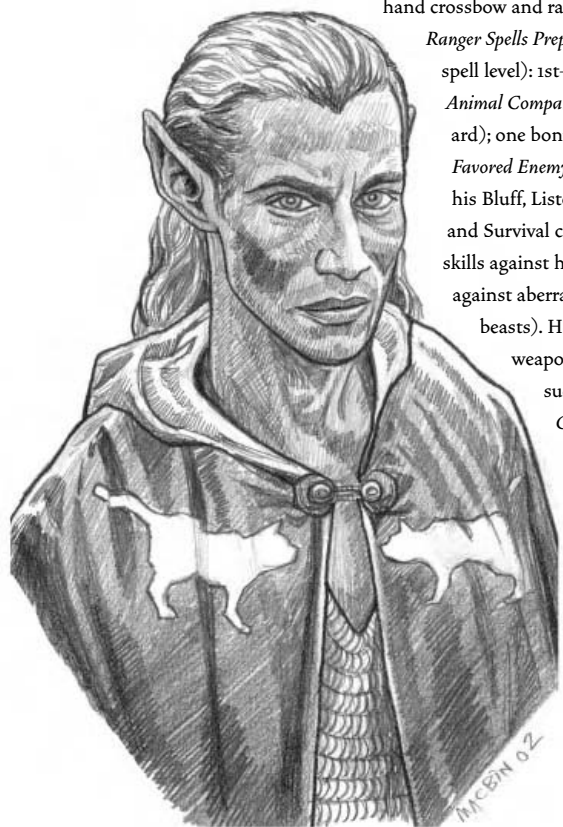
Dark Elf Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on saves against enchantment spells or effects; darkvision 120 feet; entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; SR 18; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—*dancing lights*, *darkness*, and *faerie fire*, caster level 7th); light blindness (blinded for 1 round by abrupt exposure to bright light, dazzled while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into the above statistics); proficient in hand crossbow and rapier

Ranger Spells Prepared: (2; base DC = 11 + spell level): 1st—*alarm*, *delay poison*

Animal Companion: Nym (young leopard); one bonus trick, link, share spells

Favored Enemy: Kress gains a bonus to his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against his favored enemies (+4 against aberrations, +2 against magical beasts). He gets these bonuses to weapon damage rolls against such creatures

Gear: Arrows (50), Kress' *lifecloak*†, masterwork dagger, masterwork rapier, mithral chainmail, shortbow, *necklace of shielding* (as brooch, 32 hp), *potions of cat's grace* and *disguise self*; 369 gp



PC Gear: Gauntlets of ogre power +2, ring of protection +2, slippers of spider climb; upgrades: dagger to +1, rapier to keen

Born in a typical dark elf city, Kress was trained as a scout and point guard for expeditions into the tunnels near his underground home. Twisted and evil like most of his kind, he felt no compunction about killing deep gnomes, surface explorers, or any innocent creatures that happened to get in the way of his team. After slaying a human wizard trying to establish near his city a base from which to conduct raids, Kress claimed a strange helmet he found on the wizard. The *helm of opposite alignment* scrambled his morals and made him nearly sick with revulsion at his old nature. At the earliest opportunity he fled his home city, knowing the evil priestesses would soon discover his new nature. Coming to the surface world, Kress was befriended by Miri, a human cleric of Thalander, god of vitality and fertility. Kress and the cleric fell in love, and the dark elf adopted her goddess as his own. When she became pregnant with his child, she retired to a temple and bade him see the world, its joys, and its people. Kress took those words to heart, and now spends his time enjoying the lands of the surface world.

PERSONALITY

Kress is a charmer and a seducer. Raised in a culture with no concept of lifelong marriage, he has a hard time understanding commitment and exclusivity of affection. Even his love for Miri doesn't prevent him from wooing other women. Much like the cats that adorn his magical cloak, Kress is very fickle when it comes to potential mates—his appetite has gotten him into trouble many times.

USES

The enigmatic Kress can annoy player characters with his lusty quests and excessive flattery. He can introduce the concept of nonevil dark elves to a particularly hateful surface elf or serve as a cohort for a dark elf player character. If made evil again, Kress can lead a dark elf strike team, whether underground or on the surface, or act as a bodyguard for a dark elf cleric or mage. As a player character, Kress is good for those who want to play dark elves and fight monsters but don't want to become too involved in elven politics and racial hatred.

TACTICS

Kress is used to working as part of a team. While he doesn't often plan in advance, he likes to know his companions' capabilities, so he can structure his own actions around theirs. In a fight with mixed types of creatures he usually goes for his favored enemies, not wanting to waste time on creatures "not worth the effort." If facing a strong opponent, he suggests retreating and returning later, which gives him time for his *lifecloak* to heal him.

LAAL TORREVASK

Laal Torrevask: Female dark elf Clr9; CR 10; Equiv. Lvl. 11;

Medium humanoid (elf); HD 9d8; hp 40; Init +4; Speed 30 feet; AC 20 (touch 15, flat-footed 16); Base Attack +6; Grapple +5; Attack +6 melee (1d6–1/18–20, masterwork rapier) or +12 ranged (1d4+1/19–20, +1 hand crossbow with masterwork crossbow bolts); Full Attack +6/+1 melee (1d6–1/18–20, masterwork rapier) or +12 ranged (1d4+1/19–20, +1 hand crossbow with masterwork crossbow bolts); SA Rebuke undead 6/day; SQ Dark elf traits; AL CN; SV Fort +6, Ref +7, Will +11; Str 8, Dex 18, Con 10, Int 14, Wis 16, Cha 16

Skills and Feats: Bluff +10, Concentration +10, Diplomacy +10, Heal +10, Hide +10, Intimidate +5, Knowledge (religion) +5, Listen +5, Move Silently +8, Search +4, Spot +5; Aggressive Spell Resistance†, Combat Casting, Iron Will, Spell Penetration

Dark Elf Traits: Immune to magic sleep spells and effects; +2 racial bonus on saves against enchantment spells or effects; darkvision 120 feet; entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; SR 20; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—*dancing lights*, *darkness*, and *faerie fire*, caster level 9th); light blindness (blinded for 1 round by abrupt exposure to bright light, dazzled while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into the above statistics); proficient in hand crossbow and rapier

Cleric Spells Prepared: (6/6/6/5/3/2; base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *detect poison*, *light*, *mending*, *read magic*; 1st—*cause fear*, *change self**, *cure light wounds*, *divine favor*, *doom*, *obscuring mist*; 2nd—*cure moderate wounds*, *delay poison*, *hold person*, *invisibility**, *lesser restoration*, *silence*; 3rd—*blindness/deafness*, *contagion*, *daylight*, *helping hand*, *magic circle against law**; 4th—*chaos hammer**, *cure critical wounds*, *giant vermin*; 5th—*dispel law**, *greater command*

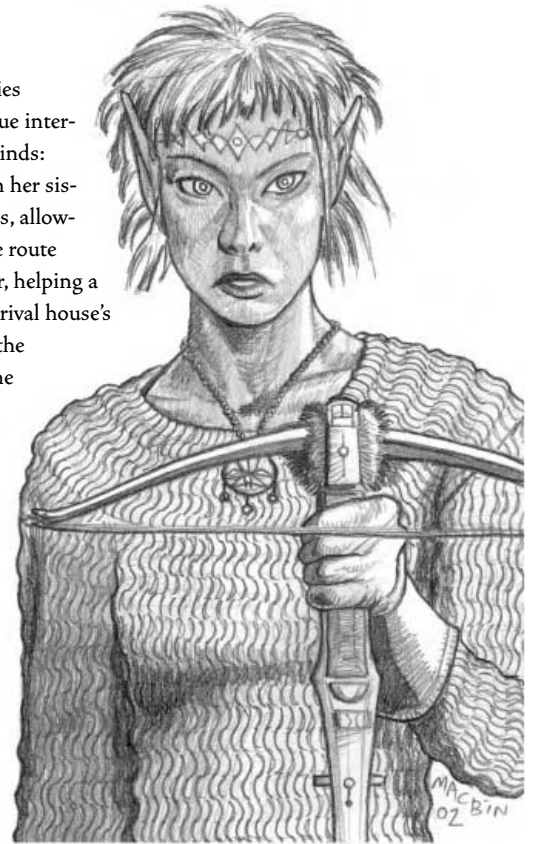
*Domain spell. **Deity:** Vaath the Laugher. **Domains:** Chaos (cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills)

Gear: Boots of elvenkind, +1 chain shirt, gloves of dexterity +2, +1 hand crossbow, headband of intellect +2, masterwork crossbow bolts (50), masterwork rapier, *potion of delay poison*, rings of mind shielding and protection +1, 425 gp

PC Gear: Cape of the mountebank, necklace of prayer beads (karma); upgrades: armor to +2, hand crossbow to +2, ring to +2, gloves to +4

Laal is the firstborn daughter of a cleric of the dark elf spider goddess. Raised to be a cleric like her mother, Laal led a relatively pampered life. She joined the temple at the appropriate age and followed the teachings of

her evil goddess. Such studies bored her, though, as her true interest was cruel pranks of all kinds: replacing the scented oils in her sister's bath with stinking ones, allowing a slave to find an escape route directly into a monster's lair, helping a surface gnome break into a rival house's torture chamber to replace the instruments (see "Urn of the One Hand" in *Vol. 1: Cabal*), and so on. When she acquired a magic ring that guarded her mind against enemy spells, she heard the voice of Vaath, goddess of humor. Understanding the voice's origin, Laal changed her allegiance to this far more interesting goddess and fled to the surface, before any of her spider-worshipping peers could discover her missing.



PERSONALITY

While not evil, Laal does have a strong cruel streak and does not concern herself much with others' feelings. She acts in her own interests and believes that nobody would fall prey to her tricks if they were as intelligent and observant as she is. Tempered by the more neutral teachings of her new deity, she may eventually gain an understanding of compassion. She can make friends, and she respects those who appreciate her tricks—or tolerate them in good humor.

USES

Laal can act on her own, plaguing a player character in whom she has a vague interest, or as part of a group of chaotic cultists. The latter works particularly well if she enjoys a position of leadership that gives her plenty of free time. She makes a good cohort for a dark elf of noble birth with a high tolerance for backtalk. As a player character, she can work well for someone who likes humor but doesn't want to play a gnome or an illusionist.

TACTICS

Laal prefers to remain out of melee combat, allowing "lesser beings" to bother with such activity. When she casts her spells she always tries to embarrass or humiliate her enemies before defeating them. Much of the magic she prepares is designed to fool other dark elves into thinking she still worships the spider goddess.

MORINE

Morine: Female aranea Clr4; CR 8; Equiv. Lvl. 11; Medium magical beast; HD3d10+9, 4d8+12, hp 55; Init +7; Speed 40 feet, climb 20 feet; AC 14 in spider form (touch 13, flat-footed 11), 18 in hybrid or human form (touch 12, flat-footed 16); Base Attack +6; Grapple +8; Attack +8 melee (1d6+3, bite), +8 ranged (—, web), or +8 melee (1d4+2, masterwork light hammer) or +8 ranged (1d8/19–20, masterwork light crossbow with masterwork crossbow bolts); Full Attack +8/+1 melee (1d6+3, bite) or +8 ranged (—, web) or +8/+1 melee (1d4+2, masterwork light hammer) or +8 ranged (1d8/19–20, masterwork light crossbow with masterwork crossbow bolts); SA Poison (bite, Fort DC 14, 1d6 Str/2d6 Str), sorcerer spells, turn undead 4/day, web; SQ Alternate form, darkvision; AL LN; SV Fort +11, Ref +8, Will +12; Str 14, Dex 16, Con 17, Int 14, Wis 18, Cha 12

Skills and Feats: Balance –2, Climb +11, Concentration +8, Craft (carpentry) +6, Craft (stonemasonry) +3, Craft (weaving) +3, Diplomacy +5, Escape Artist +2, Heal +6, Hide –2, Jump +5, Knowledge (religion) +7, Listen +8, Move Silently –2, Sleight of Hand –2, Spot +8, Swim –6, Tumble +0; Improved Initiative, Iron Will[®], Martial Weapon Proficiency (light hammer), Weapon Finesse

Alternate Form (Su): Morine's natural form is that of a Large monstrous spider, though she spends most of her time in a human or a Medium spider-humanoid hybrid form. Changing form is a standard action. In human form she uses her normal ability scores and can cast spells, but cannot use her poison or webs. In hybrid form, she looks like a human at first glance, but a successful Spot check (DC 18) reveals her fangs and spinnerets. She can use weapons and webs in this form. She remains in one form until she chooses to assume a new one. A change in form cannot be dispelled, nor does she revert to her natural form when killed. A *true seeing* spell reveals her natural form if she is in humanoid or hybrid form.

Web (Ex): In spider or hybrid form she can throw a web up to six times per day. Similar to an attack with a net, this ability has a maximum range of 50 feet, with a range increment of 10 feet. It proves effective against targets of up to Large size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire. Spinning and throwing the web is a standard action.

Cleric Spells Prepared: (5/5/4; base DC = 14 + spell level): o—create water, detect magic, guidance, mending, purify food and drink; 1st—command, divine favor, endure elements*, protection from chaos, shield of faith; 2nd—bull's strength*, delay poison, make whole, web shelter†

*Domain spell. *Deity:* Kurzana the Builder. *Domains:* Law (cast law spells at +1 caster level), Strength (feat of strength 1/day)

Sorcerer Spells Known: (6/6; base DC = 11 + spell level; 30% chance of spell failure): o—daze, detect magic, ghost sound, mage hand, open/close; 1st—animate rope, charm person, color spray

Gear: Cloak of resistance +1, masterwork chainmail, masterwork light hammer, masterwork crossbow bolts (50), masterwork light crossbow, necklace of shielding (as brooch, 79 hp), pearl of power (1st), potion of invisibility, ring of warmth, 386 gp

PC Gear: Belt of health +2 (as amulet), potion of neutralize poison, wand of cure moderate wounds (12 charges); upgrades: bolts to +1, hammer to +1, light crossbow to +1

Morine was born in a forest near a large human city. Because the opportunities for creative building seemed greater among the humans, she went to live among them as an adult. After working there for a time she left with an elf named Wellihan (see page 25) to find elves, gnomes, and halflings willing to exchange ideas and secrets about building.

PERSONALITY

A planner with an obsessive attention to detail, Morine always tries to optimize her efficiency, from how she packs her equipment to how she lays out a campsite. All kinds of building and artifice intrigue her, and she has a great respect for anyone who builds for a living, whether humanoid, monster, or animal.

USES

With her natural and magical abilities, Morine can fit almost any role within a larger organization. In her spider form she might be mistaken for a “pet” of a more powerful creature. Her many talents make her a good cohort for a combat-oriented character with no special abilities.

As a player character she is as versatile as a multiclassed character and has enough abilities to suit a player who wants a little bit of everything.

TACTICS

Morine prefers to use her webs or crossbow in combat. If pressed she takes spider form and bites opponents to subdue them with poison.



NAN DUR

Nan Dur: Female half-fiend human Clr3; CR 5; Equiv. Lvl. 7; Medium outsider (augmented human, extraplanar); HD 3d8+6; hp 19; Init +5; Speed 20 feet, fly 20 feet (average); AC 22 (touch 12, flat-footed 21); Base Attack +2; Grapple +5; Attack +5 melee (1d6+3, bite) or +7 melee (1d8+4/×3, +1 shortspear); Full Attack +5 melee (1d6+3, bite), +0 melee (1d4+1, 2 claws) or +7 melee (1d8+4/×3, +1 shortspear); SA Rebuke undead 6/day, spell-like abilities (3/day—*darkness*, 1/day—*desecrate*, caster level 3rd); SQ Immune to poison, outsider traits (*darkvision*, cannot be raised or resurrected), resistances (acid, cold, electricity, fire 10), SR 13; AL LE; SV Fort +5, Ref +2, Will +7; Str 17, Dex 12, Con 14, Int 14, Wis 15, Cha 16

Skills and Feats: Concentration +8, Diplomacy +9, Knowledge (arcana) +6, Knowledge (the planes) +4, Knowledge (religion) +6, Spellcraft +8; Improved Initiative, Iron Will, Weapon Focus (shortspear)

Cleric Spells Prepared: (4/4/3; base DC = 12 + spell level): 0—*cure minor wounds*, *detect magic* (2), *read magic*; 1st—*black arm†*, *cure light wounds*, *protection from chaos**, *shield of faith*; 2nd—*desecrate**, *hold person*, *spiritual weapon*

*Domain spell. **Deity:** Kain the Black Lord. **Domains:** Evil (cast evil spells at +1 caster level), Law (cast law spells at +1 caster level)

Gear: +1 full plate, masterwork shortspear, necklace of fireballs (type I), potions of cure light wounds (2), ring of protection +1, 498 gp

PC Gear: Necklace of fireballs (type 1), potions of cure light wounds and invisibility, wand of cure light wounds (6 charges), scroll of *order's wrath*; upgrades: shortspear to +2

Born of a human woman enslaved by the fiend Durzagkhan, Nan Dur was largely a disappointment to her father, who expected a son and someone with more drive to dominate others. Content to be left alone for the most part, Nan Dur had to fight to establish a position for herself in her father's domain rather than wind up someone's lackey or slave. When Durzagkhan swore fealty to Kain the Black Lord, god of tyranny, Nan Dur became a priest in his service. She spent a few years as a minor lieutenant in his armies until she was torn from the lower planes by a wizard's spell of binding. The wizard had intended to ensnare Durzagkhan himself; either he got the spell wrong or—more likely—the fiend had placed a spell on Nan Dur to disguise her soul as his and vice versa, causing the magical snare to catch her instead. Though confused by Nan Dur's arrival, the wizard decided to proceed with his spell, binding her body and spirit into a large red gem, then forgetting about her. After his death years later, thieves raided the wizard's tower and sold the gem to fiend-worshipping cultists, who used it as the eye of a grotesque idol in their sanctum (see page 27). The evil gem remained in place for five decades, until looters accidentally smashed it after the cult had scattered. Suddenly

free, Nan Dur fled the looters and made her way to civilization. Now that she has learned of the past century's events, she feels ready to make a place for herself in the world and plots vengeance against her father for his role in her imprisonment.

PERSONALITY

Bad-tempered, introverted, and sullen, Nan Dur embraces the idea of the strong ruling the weak. However, she herself has little ambition and only wants a position of comfort and security where she can pursue her studies of magic, gods, and the planes. Ideally she would lead an organization with talented underlings who did all the work, leaving her with a retinue of personal slaves to take care of her needs.

USES

Nan Dur is a good “boss” enemy for a group of low-level characters, such as the leader of a small mercenary company or a startup guild of racketeers. Make her the captain of the guard in an evil fortress or dungeon, a subordinate cleric in an evil organization, or a conjurer's summoned minion. As a cohort she is an interesting choice for a lawful-minded (and evil-tolerant) character. As a player character she might sign on with a group of adventurers who oppose her father. She'd agree to suspend any evil activity until she has satisfied her need for vengeance.

TACTICS

Nan Dur prefers to have minions do the fighting for her, even if they're just animated skeletons (she can't create them herself but might convince a cleric or necromancer to lend her some). If she does have undead with her, she always uses her *desecrate* domain spell to make them more effective in combat, saving her spell-like ability for emergencies. To prove her strength she tends to use her greatest attacks first, which sometimes tricks others into considering her more powerful than she actually is. If she wants to intimidate her enemies in melee, she attacks with her natural attacks, but normally she uses her spear.



OLORIE

Olorie: Female elf Drd7; CR 7; Medium humanoid (elf); HD 7d8; hp 31; Init +4; Speed 30 feet; AC 17 (touch 14, flat-footed 13); Base Attack +5; Grapple +5; Attack/Full Attack +5 melee (1d6/×3, halfspear) or +9 ranged (1d6, sling); SQ Animal companion, wild empathy, elf traits, nature sense, resist nature's lure, trackless step, wild shape (Small or Medium animal 3/day), woodland stride; AL NG; SV Fort +7, Ref +6, Will +7; Str 10, Dex 18, Con 10, Int 13, Wis 14, Cha 12

Skills and Feats: Concentration +10, Diplomacy +3, Handle Animal +8, Heal +10, Knowledge (nature) +8, Listen +7, Ride +6, Search +3, Spellcraft +6, Spot +8, Survival +5, Swim +5; Dodge, Expertise, Great Fortitude

Druid Spells Prepared: (6/5/4/2/1; base DC = 12 + spell level): 0—create water, detect magic, detect poison, light, mending, purify food and drink; 1st—calm animals, charm animal, endure elements, entangle, faerie fire; 2nd—barkskin, charm person or animal, delay poison, lesser restoration; 3rd—greater magic fang, protection from energy; 4th—cure serious wounds

Animal Companion: Arykath (constrictor snake); +2 HD, +2 natural armor increase, +1 Str & Dex, 2 bonus tricks, link, share spells, evasion

Gear: +1 leather armor, halfspear, potions of blur, cat's grace, and spider climb; Quarl's feather token (tree), sling, sling bullets (50), snake spirit gem†, 288 gp

PC Gear: Druid's vestment, pearl of power (1st), ring of protection +1; upgrade: leather armor to +2

As she grew to adulthood, Olorie began experiencing dreams and visions of snakes—twining, crawling, swimming, and biting. Confused and vaguely threatened by these persistent images that interrupted her daily life, she went to her village's spiritual guide, Jastrali. This very old elf explained that the snake, a powerful symbol of the spirit world, represented healing; her visions indicated that she should learn the healing arts. Olorie began studying with Jastrali and adopted the snake as her totem animal. When she had completed her education she went on a quest and found the *snake spirit gem* (see page 30), which she considers a sacred item.

Olorie continues to receive visions every once in a while, and following them has led her hundreds of miles from home. On one journey she found herself surprised by orcs, but a reclusive elf named Hilarrin rescued her (see page 10). Olorie convinced Hilarrin to leave her mist-shrouded home and see more of the world. After a few months of traveling together, Olorie chose to remain in a human village to help stave off a plague, while her friend continued on. With the humans now recovered, Olorie once again feels ready to go where her visions lead.



PERSONALITY

Somewhat mysterious and detached most of the time, Olorie is kind and patient when dealing with an injured person. She believes that healing, though easily evidenced in the body, often originates in the mind. She always welcomes hearing a patient's personal troubles in the hopes that her knowledge and advice can help overcome them. She understands the need for violence in the world but loathes needless aggression, which accomplishes little but hurt.

USES

Olorie could easily lead a small elven community or church, or she might arrive after a particularly difficult wilderness battle to aid needy adventurers. As an antagonist, she can help neutralize a group of destructive player characters without causing them serious harm, or intervene to prevent the slaughter of snakes by ignorant folk. As a cohort she would suit any nonevil character who doesn't engage in reckless violence. As a player character she can fit into almost any group in need of a healer, functioning in that role almost as well as a true cleric.

TACTICS

Olorie prefers to let her animal companions and allies (if any) deal with foes. She likes to use her magic to enhance her snakes, protect herself and others, or negate the powers of enemies rather than causing direct harm. She spends a lot of time in snake form, often sleeping as a snake. When she has to enter melee, whether in her own form or in her wild shape, she uses Dodge and Expertise to increase her Armor Class; while this makes her less effective in combat, it makes foes less likely to incur great harm and gives her allies time to come to her aid.

PAL RAV KAN

Pal Rav Kan: Female half-dragon (red) Drd8; CR 10; Equiv. Lvl. 11;

Medium dragon (augmented human); HD 8d8+8; hp 44; Init +1; Speed 30 feet; AC 16 (touch 12, flat-footed 15); Base Attack +6; Grapple +12; Attack +13 melee (1d6+6, bite) or +13 melee (1d8+10/×3 plus 1d6 fire, +1 flaming shortspear) or +7 ranged (1d8/×3, shortspear); Full Attack +13 melee (1d6+6, bite), +10 melee (1d4+3, 2 claws) or +13/+8 melee (1d8+10/×3 plus 1d6 fire, +1 flaming shortspear) or +7/+2 ranged (1d8/×3, shortspear); SA Breath weapon (6d8 fire, 30-foot cone, DC 10); SQ Animal companion, wild empathy, dragon traits, nature sense, resist nature's lure, trackless step, wild shape (Small, Medium, or Large animal 3/day), woodland stride; AL CN; SV Fort +8, Ref +4, Will +9; Str 23, Dex 12, Con 12, Int 10, Wis 15, Cha 16

Skills and Feats: Concentration +10, Craft (metalworking) +5, Handle Animal +8, Heal +5, Knowledge (nature) +8, Listen +11, Ride +3, Spellcraft +6, Spot +11, Survival +10, Swim +8; Draconic Power†, Multiattack, Power Attack, Weapon Focus (bite)

Animal Companion: Fan Do Lee (monitor lizard); +2 HD, +2 natural armor increase, +1 Str & Dex, 2 bonus tricks, link, share spells, evasion.

Breath Weapon (Su): 6d8 fire, 30-foot cone, DC 10, 1/day

Dragon Traits: Immune to sleep and paralysis effects; dark-vision; low-light vision; immune to fire

Druid Spells Prepared: (6/5/4/3/2; base DC = 12 + spell level):

0—create water, cure minor wounds, detect magic, light, mending, purify food and drink; 1st—cure light wounds, detect animals or plants, detect snares and pits, magic fang (2);

2nd—heat metal, hold animal, lesser restoration, soften earth and stone; 3rd—cure moderate wounds, greater magic

fang, poison; 4th—rusting grasp (2)

Gear: Boots of spider climbing (as slippers), cloak of resistance +1, eyes of the eagle, +1 flaming shortspear, ring of protection +1, shortspears (2), elixir of hiding, potions of invisibility (2), wand of protection from energy (4 charges), hand of the mage, scroll of summon nature's ally VI, 344 gp
PC Gear: Bracers of armor +3, gloves of dexterity +4, wings of flying, periapt of wisdom +2; upgrades: ring to +2, shortspear to sonic



The daughter of a fire-breathing dragon from a distant land, Pal Rav Kan grew up in a sheltered world where dragons ruled kingdoms and were greatly feared by their subjects. Her world changed with the arrival of dragon hunters, and she fled far from her homeland with her father to escape them. The dragon found a suitable lair in a semi-dormant volcano inhabited by dragon-worshipping cultists. Once he drove out the red dragon and his half-dragon son living there (see “Fanatrax” in *Vol. 1: Cabal*), he and Pal Rav Kan moved in. Once again surrounded by wealth and the trappings of power, the two set about exploring the area around their new lair. Weary from his recent activities, the dragon retreated deep within the volcano to hibernate, leaving his daughter in charge of the cultists. In recent months she has taken to exploring farther from her home, learning more about this strange new land.

PERSONALITY

Pal Rav Kan is curious, hotheaded, and conceited. She loses interest in things quickly if they don't involve magic, fire, or treasure. Because people have treated her as an important and dangerous person her entire life, she doesn't take well to being denigrated or dismissed. She responds well to flattery, even if insincere. Pal Rav Kan seems likely to fly into a rage at those who disrespect her and has been known to tear limb from limb those who greatly displease her.

USES

Pal Rav Kan proves a skilled adversary for mid-level adventurers, particularly when supported by lesser NPCs such as dragon-worshipping cultists. She may even act as the leader behind a long-term campaign of thievery and conquest in the area. For higher-level groups she makes a good lieutenant to an actual dragon, such as her father. As a cohort she needs to follow a charismatic person, probably another half-dragon or someone strong in fire magic. If used as a player character, Pal Rav Kan might be taking one of her journeys while her father sleeps or, if her father has been slain, searching for the dragon's killer.

TACTICS

The half-dragon uses much of her magic either to detect dangerous areas in her father's lair or to create such areas to eliminate intruders. She tries to use the environment to her advantage, moving around treacherous spots, throwing enemies into congealing pools of lava, or creating vision-obscuring mist by casting *create water* on exposed molten rock. She has been known to use *wild shape* to resemble one of the big lizards living in her home, reverting to her own form to surprise her enemies. Physically she is very powerful and likes to use her Draconic Power feat (see page 28) to increase her might and terrify enemies. She usually reserves her breath weapons for when she falls under attack by large numbers of foes.

QUILLAN

Quillan: Male human Rgr8; CR 8; Medium humanoid (human); HD 8d8; hp 50; Init +3; Speed 20 feet; AC 19 (touch 12, flat-footed 17); Base Attack +8; Grapple +10; Attack +12 melee (1d8+4/19–20, +1 *longsword*) or +12 ranged (1d4+2/×3, masterwork chakram); Full Attack +12/+7 melee (1d8+4/19–20, +1 *longsword*) or +12/+7 ranged (1d4+2/×3, masterwork chakram); SQ Favored enemy (shapechanger humanoids +4, monstrous humanoids +2), animal companion, combat style (archery, Manyshot, Rapid Shot), swift tracker, wild empathy, woodland stride; AL NG; SV Fort +6, Ref +8, Will +3; Str 14, Dex 16, Con 10, Int 10, Wis 12, Cha 13

Skills and Feats: Balance –2, Climb +5, Escape Artist –2, Handle Animal +5, Heal +7, Hide +9, Jump –2, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Listen +10, Move Silently +9, Sleight of Hand –2, Spot +14, Survival +11, Swim –6, Tumble –2; Alertness, Dodge, Endurance^b, Exotic Weapon Proficiency (chakram), Track, Weapon Focus (longsword)

Favored Enemy: Quillan gains a bonus to his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against his favored enemies (+4 against shapechanger humanoids, +2 against monstrous humanoids). He gets these bonuses to weapon damage rolls against such creatures.

Ranger Spells Prepared: (2; base DC = 11 + spell level): 1st—*entangle*, *resist energy*

Animal Companion: Fang (wolf dog); +2 HD, +2 natural armor increase, +1 Str & Dex, 2 bonus tricks, link, share spells, evasion

Gear: *Amulet of health* +2, +1 *chainmail*, dagger, +1 *longsword*, masterwork chakrams (2), masterwork small steel shield, *potions of cure moderate wounds*, *low-light vision* (2, each lasts one hour), and *moonstride*; 296 gp

PC Gear: *Ring of proof against poison* (as *periapt*), *rope of climbing*, *wands of cure light wounds* (16 charges) and *summon nature's ally II* (4 charges); upgrades: chainmail to +2, longsword to *keen*, shield to +1

Quillan was born into the church of Luna, an old faith that revered the benign aspects of the moon and fought evil nocturnal creatures—particularly lycanthropes. His mother, a young priestess, raised him to follow the ways of Luna and respect her teachings. Quillan's father Kellarn, a ranger of the church (see “Sel Kyree” in *Vol. 1: Cabal*), disappeared while adventuring when the boy was two years old, and no one has seen him since.

Quillan grew up wondering who his father was and where he'd gone. Everyone in the temple told him Kellarn was an honorable man with a good heart, but they could not explain why he had not returned—he must have been killed fighting evil, they said. Pledging to find out what happened to his father, the boy trained to hunt lycanthropes.

When he reached adulthood he traveled to a distant oracle to ask about Kellarn's fate. The oracle told him the key to

knowing his father's fate involved asking his sister, “the woman with the many serpents.” Quillan didn't understand this message, for he had no sister that he knew of. However, the oracle would answer only one question. Quillan returned home and inquired at the temple about his sister; no one knew of her. In his later travels he learned of a healer named Olorie (see page 17), who traveled in the company of snakes. He's been trying to find her ever since.

PERSONALITY

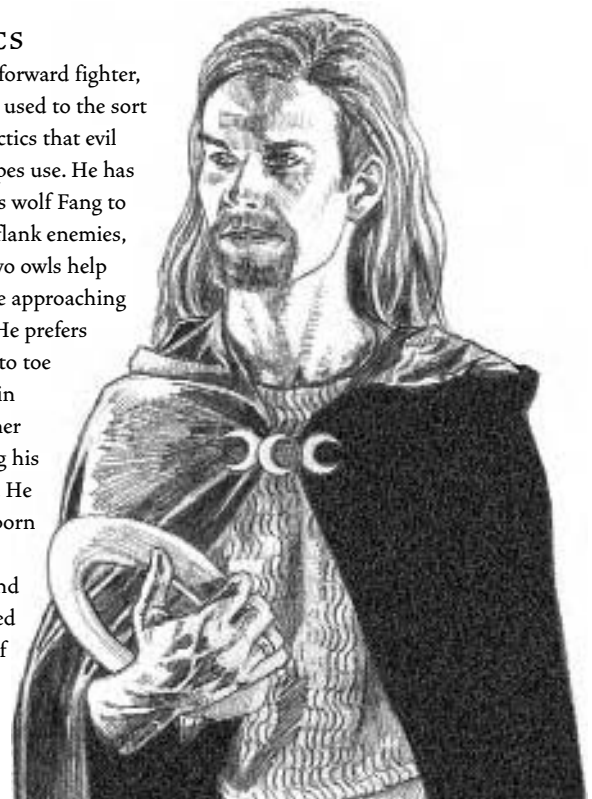
An honest, friendly man, Quillan possesses a strong faith and great respect for women. Equally strong is his hatred of evil lycanthropes; he sees them as a corruption of the holy gifts given mortals by Luna (good lycanthropes he greets with open arms, believing his goddess especially favors them). Quillan feels that to be truly complete he needs to put his questions about his father to rest. As a result, he tends to ask well-informed people he meets about the ranger Kellarn or the healer Olorie, hoping that someone will either give him the answers he needs or connect him with the one who can.

USES

Quillan can appear in any urban environment as a man looking for information, particularly if the adventurers have met Olorie (he doesn't know she's an elf and therefore can't be his sister) or Sel Kyree (from *Vol. 1: Cabal*; she is the [half-]sister the oracle's message refers to). Quillan likewise proves useful in any wilderness environment, whether as a scout, guide, or ally against evil lycanthropes. As a cohort Quillan would suit any good character who travels a lot. Quillan excels at fighting and as a player character presents many roleplaying opportunities involving his search for his sister and father.

TACTICS

A straightforward fighter, Quillan is used to the sort of pack tactics that evil lycanthropes use. He has trained his wolf Fang to help him flank enemies, and his two owls help him notice approaching enemies. He prefers going toe to toe with foes in melee rather than using his chakrams. He isn't stubborn about it, though, and uses ranged weapons if circumstances warrant.



REGRIN

Regrin: Male dwarf Clr10; CR 10; Medium humanoid (dwarf); HD 10d8+30; hp 75; Init +3; Speed 15 feet; AC 19 (touch 9, flat-footed 19); Base Attack +7; Grapple +10; Attack +12 melee (1d6+3/×4, +1 heavy pick) or +7 ranged (1d10/19–20, masterwork heavy crossbow); Full Attack +12/+7 melee (1d6+3/×4, +1 heavy pick) or +7 ranged (1d10/19–20, masterwork heavy crossbow); SA Turn undead 2/day; SQ Dwarf traits; AL LN; SV Fort +10, Ref +4, Will +9; Str 17, Dex 8, Con 16, Int 12, Wis 15, Cha 8

Skills and Feats: Concentration +10, Craft (metalworking) +3, Craft (stoneworking) +8, Diplomacy +2, Heal +6, Knowledge (architecture and engineering) +4, Knowledge (religion) +6, Listen +4, Profession (miner) +5, Search +2; Combat Casting, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (heavy pick), Power Attack, Weapon Focus (heavy pick)

Cleric Spells Prepared: (6/6/6/4/4/3; base DC = 12 + spell level): 0—*create water, guidance, mending* (2), *purify food and drink, resistance*; 1st—*bless, detect evil, detect undead, divine favor, endure elements, magic weapon**; 2nd—*bull's strength, find traps, shatter, shield other, soften earth and stone, spiritual weapon**; 3rd—*dispel magic, invisibility purge, protection from energy, stone shape**; 4th—*divine power*, greater magic weapon, neutralize poison, summon monster IV*; 5th—*righteous might* (2), *wall of stone**

*Domain spell. *Deity:* Thoin the Keeper. *Domains:* Earth (turn air/rebuke earth 2/day), War (Martial Weapon Proficiency and Weapon Focus with heavy pick)

Gear: +2 breastplate, crossbow bolts (50), gauntlets of ogre power +2, +1 heavy pick, masterwork heavy crossbow, raybending shield†, 395 gp

PC Gear: Boots of striding and springing, periapt of wisdom +2, rope of climbing; upgrade: pick to construct bane keen

Regrin Stonehammer comes from a long and proud line of dwarf miners. The second son of a second son of a second son, he was always expected to become a priest, and his traditional upbringing would never lead him to second-guess such plans. Regrin was ordained as an acolyte in the church of Thoin, dwarven god of mines and secrets under the earth. According to tradition, he stopped using his family name, as a dogmatic sign of his new faith allegiance. (He may still pass on his name to his children and use it in official deeds and similar recordings, but in casual use or among nondwarves he may use only his given name.)

As a young cleric, Regrin surveyed new tunnels, blessed new digs, and more than once had to raise his pick to crush a goblin's skull or lift his shield to intercept a gray dwarven crossbow bolt. After 20 years of working the halls around his clan-home, his church superiors sent Regrin into the outer world to examine other mining opportunities, for the growing clan

needed to find a place to start a new colony. Now Regrin travels with deep-delving adventurers, examining the rock walls for subtle clues about the earth's strength and hidden wealth.

PERSONALITY

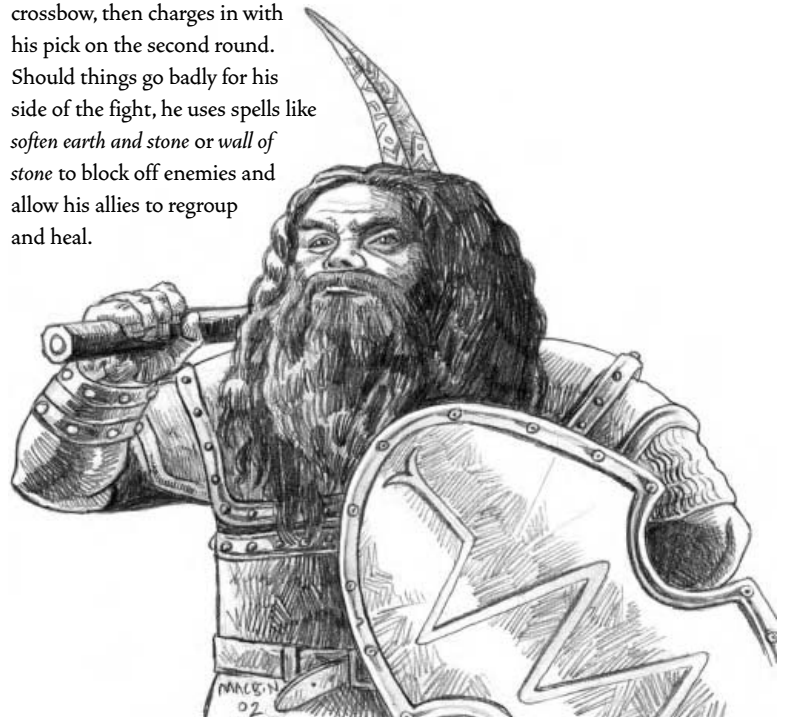
In many ways a typical dwarf, Regrin has a love of gold, feels uneasy under the open sky, and (when he doesn't make an effort to be polite) tends to rub people the wrong way with his stubbornness and bluntness. He has a great love for stone, and it infuriates him to see people using inferior building stone or wasteful mining methods. Regrin is sort of a know-it-all, but his knowledge is genuine. Someone who shares his love of stone, or at least appreciate his feelings for it, can likely earn his friendship. His closest friend is Evran Rocksplitter, a gnome with interests similar to his (see *Vol. 1: Cabal*).

USES

Regrin can come into play anywhere a dwarf is needed—for metalworking, mining, building, dwarven diplomacy, healing skills, or even as a fighter. Turn up the greed and he becomes an overprotective miner suspicious of strangers—he thinks they want his gold—or even the leader of an illegal mining expedition taking gold that rightfully belongs to the local lord. As a cohort Regrin makes a good sidekick for any non-chaotic character who needs a talented spellcaster or stout fighter. As a player character Regrin is an excellent choice for someone who likes to play dwarves, clerics, or just characters that are really good in a fight.

TACTICS

Regrin uses his spells to enhance his combat abilities (he usually casts *greater magic weapon* on his pick every day) and to neutralize enemy threats. He tends not to heal allies during combat unless they fall or look close to death. Because his armor makes him slow, he normally leads with a bolt from his crossbow, then charges in with his pick on the second round. Should things go badly for his side of the fight, he uses spells like *soften earth and stone* or *wall of stone* to block off enemies and allow his allies to regroup and heal.



SATT HISK

Satt Hisk: Female lizardfolk Drd7; CR 8; Equiv. Lvl. 10; Medium humanoid (aquatic, reptilian); HD 2d8+6, 7d8+21; hp 67; Init +3; Speed 30 feet; AC 21 (touch 13, flat-footed 18); Base Attack +5; Grapple +5; Attack +9 melee (1d4, claw) or +9 ranged (1d6, sling); Full Attack +9 melee (1d4, 2 claws), +7 melee (1d4, bite), +6/+1 melee (1d10, greatclub), or +9/+4 ranged (1d6, sling); SQ Animal companion, wild empathy, nature sense, resist nature's lure, trackless step, wild shape (Small or Medium animal 3/day), woodland stride; AL N; SV Fort +9, Ref +9, Will +8; Str 10, Dex 16, Con 16, Int 10, Wis 14, Cha 10

Skills and Feats: Balance +8, Concentration +10, Craft (leatherworking) +5, Heal +5, Jump +9, Knowledge (nature) +5, Listen +4, Speak Language (Common), Spot +4, Survival +8, Swim +8, Tumble +5; Dodge, Improved Initiative, Multiattack, Weapon Finesse

Animal Companion: Fess (giant crocodile), 1 bonus trick, link, share spells.

Druid Spells Prepared: (6/5/4/2/1; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, detect poison, know direction, light, purify food and drink*; 1st—*charm animal, cure light wounds, detect animals or plants, goodberry, magic fang, produce flame*; 2nd—*chill metal, summon swarm*; 3rd—*call lightning, poison*; 4th—*giant vermin*

Gear: Greatclub, +1 leather armor, necklace of resistance +1 (as cloak), *periapt of wisdom* +2, *potion of cat's grace*, *Quarl's feather token* (bird), scroll of *skull messenger*†, sling, sling bullets (50), 284 gp

PC Gear: Bag of holding (bag 1), belt of the mage (as hand), ring of protection +1, wand of *summon swarm* (4 charges); upgrades: leather armor to +2, necklace to +2

Satt Hisk once belonged to a small tribe of lizardfolk content to live in a hostile swamp filled with ruins. Her people learned long ago never to disturb the fallen glasslike buildings and had lived safely in their shadow for generations, warring occasionally with other tribes or invading humanoids. Life changed for the tribe shortly after a dark-skinned human visited them, bringing gifts of food and iron weapons. After spending a day with the tribe, he left the village and entered one of the ruins. There he opened a door he should have left closed. Over the next few days, an unusually large number of varied ooze creatures slithered out of the ruins, consuming all nearby plant and animal matter and eventually moving into the lizardfolk's territory. Hunters and scouts began to turn up missing, but the oozes had reached the perimeter of the village before the tribal leaders realized the cause.

The oozes, greatly multiplied thanks to the available food, represented an unstoppable force to the lizardfolk. Most of Satt Hisk's people soon died under the onslaught. The tribal shaman ordered Satt, his acolyte, to flee the wave of oozes and return with the man responsible for the monsters' appearance. The

shaman would stay and try to work a great magic to save the village. With little to go on but a description of the man, Satt assumed that if he'd made it out of the swamp alive, he would have gone back to his own people. She wandered the periphery of the human lands for several years trying to find him. After working with other druids and several reptile cults recently, she believes she now knows his name and where to find him (see page 23). When she does, she will drag him back to her village; if they find the village destroyed, she will kill him.

PERSONALITY

To Satt, survival is paramount. She may be the only one left of her tribe (she doesn't know for sure, because her master ordered her not to return without the human), burdening her with the responsibility of propagating her tribe's bloodline. Having missed her best breeding years on the hunt, she loathes the strange human, and as a result carries a lot of residual anger toward all humans. She hesitates to do things she considers a significant risk unless the rewards are great—particularly of interest to her is information leading to the human. She argues strongly against risky behavior in others as well, though she doesn't consider adventuring unusually risky unless it involves tackling an obviously superior foe. Raised to protect others in her close-knit tribe, she still feels the need to belong to a group and look after the others around her.

USES

Satt can serve as a solo threat or the leader of a lizardfolk band. If her tribe survived but its chief or shaman did not, her knowledge and experience make her a natural candidate for leadership. She'd make a good cohort for a bounty hunter or ranger. As a player character she works well for players who like single-minded and dedicated characters.

TACTICS

Satt would rather fight with weapons or her natural attacks than use magic directly against her enemies (particularly humans). However, she will cast *produce flame* or *summon nature's ally IV* if she must, or *call lightning* if she can prepare for a battle. She likes to hold the charge on a *poison* spell so it's immediately usable in melee. She casts *magic fang* on her giant crocodile.



TONATH

Tonath: Male aasimar Pal6; CR 6; Equiv. Lvl. 7; Medium outsider (native); HD 6d10+6; hp 39; Init -1; Speed 20 feet; AC 16 (touch 9, flat-footed 16); Base Attack +6; Grapple +9; Attack +11 melee (2d6+5/19-20, +1 *greatsword*); Full Attack +11/+6 melee (2d6+5/19-20, +1 *greatsword*); SA *Light* 1/day (caster level 6th), *smite evil* (2/day, +3 attack, +6 damage against an evil foe), *turn undead* 6/day as Clr4; SQ Aura of courage, *darkvision*, *detect evil*, divine grace, divine health, empathic link with mount, *lay on hands* (18 points per day), *remove disease* 2/week, resistances (acid, cold, electricity 5), share spells with mount; AL LG; SV Fort +11, Ref +4, Will +7; Str 16, Dex 8, Con 12, Int 10, Wis 15, Cha 16

Skills and Feats: Diplomacy +5, Heal +5, Intimidate +5, Jump +6, Knowledge (religion) +5, Listen +4, Spot +4; Great Fortitude, Quick Draw, Weapon Focus (*greatsword*)

Special Mount: Not yet called

Paladin Spells Prepared: (2; base DC = 12 + spell level): 1st—*detect undead*, *soul beacon*†

Gear: +1 *greatsword*, masterwork half-plate, *potions of bear's endurance* and *fly*, *ring of jumping*, 300 gp

PC Gear: Cloak of charisma +2, gauntlets of ogre power +2, necklace of fireballs (type II), *potions of cure light wounds* (2); upgrade: half-plate to +1

Tonath is the grandson of Urihiel, one of three angels who appeared to Donas, founder of a knighthood called the Order of the Golden Chalice. Urihiel staunchly supported of the Order, and aasimar of his bloodline have held prominent positions in it for several hundred years. The youngest of his line, Tonath presumably remains the last first-generation aasimar of Urihiel's line; shortly after the birth of Tonath's father, Urihiel came under the sway of an evil magic item and fell from grace, becoming the demon Abadomoch. Knights of the Golden Chalice quested to find and redeem Abadomoch, but the demon refused and was slain by the Order's swords. Unknown to the Order until recently, Abadomoch fathered two sons before he was destroyed. Those sons founded two distinct tiefling bloodlines responsible for much evil in the world.

Now agents of the Order hunt Abadomoch's descendants, trying to prevent further damage that brings shame upon their ranks. Tonath had nearly completed his training when the Order discovered Abadomoch's spawn, and he shouldered some of the burden of his grandfather's fall. He swore three oaths to assure himself of his innate goodness and infallibility: Forswear unkind words in favor of silence, cleanse evil things from the world, and uphold the tenets of the Order of the Golden Chalice. To announce these oaths to others, he had three upright arrows tattooed on his forehead. Never allowing himself to be less than a paragon of law and good, he sought out nests of evil, particularly undead and those that created them.

Tonath found his oaths tested greatly when Vond Cloven—one of Abadomoch's spawn!—proved her worthiness to join the Order (see page 24). Although he loathed the idea of serving alongside the spawn of his tainted ancestor, Tonath's oaths forced him to remain silent rather than voice his objections concerning the hell-touched knight. Now he finds himself tormented every day with the knowledge that his counterpart, who ought to be unredeemably evil, has become an honored member of his own knightly order.

He recently gained the ability to call a special mount and has been preparing for the added responsibility.



PERSONALITY

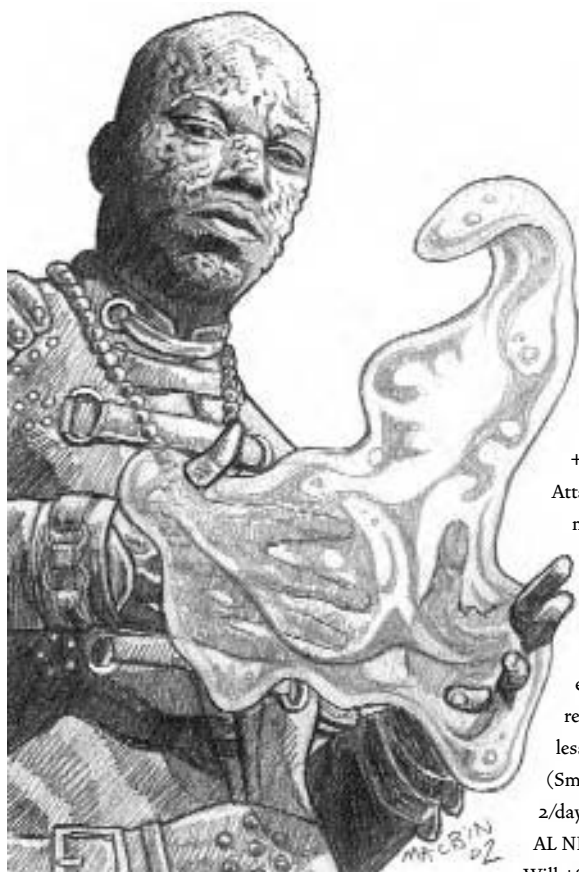
On the outside Tonath seems strong, confident, noble, and everything expected of a paladin. However, his inner self harbors doubt regarding his own potential for evil and resentment toward his tiefling relative. At the same time he recognizes that these uncharitable thoughts are exactly the sort of thing that could cause him to fall from grace, so he desperately suppresses them, lest they consume him. Probably the healthiest thing for him to do would be to befriend Vond and work through these emotions, but his prejudice makes that very unlikely.

USES

This exemplary young paladin can serve as a captain of the guard or military in a lawful good city, or a knight-errant for a local good church. With his oaths stiffening his spine, he could pose an interesting adversary for PCs on the wrong side of the law. As a cohort he works best with a lawful good character, particularly another paladin or a cleric of a suitable church. As a player character, Tonath makes a good choice for anyone wanting to play a conservative holy knight.

TACTICS

Tonath leaps into battle—he doesn't even carry ranged weapons. Against undead creatures he casts *soul beacon* (see page 32) to increase his prowess, uses his *turn undead* ability against common foes, and sometimes applies his *lay on hands* ability to damage particularly powerful undead.



UMBRUS

Umbrus: Male human
Drd6; CR 6; Medium
humanoid (human);
HD 6d8+12; hp 39;
Init +5; Speed 30 feet;
AC 14 (touch 11, flat-
footed 13); Base Attack
+4; Grapple +3;
Attack/Full Attack +5
melee (1d6–1, master-
work quarterstaff) or
+5 ranged (1d4–1,
dart); SQ Animal
companion, wild
empathy, nature sense,
resist nature's lure, track-
less step, wild shape
(Small or Medium animal
2/day), woodland stride;
AL NE; SV Fort +8, Ref +4,
Will +8; Str 8, Dex 13, Con 15,

Int 12, Wis 15, Cha 10

Skills and Feats: Concentration +11, Craft (alchemy) +6,
Handle Animal +5, Heal +5, Knowledge (nature) +7, Listen
+4, Ride +3, Spellcraft +9, Spot +9, Survival +10, Swim +4;
Brew Potion, Dodge, Improved Initiative, Weapon Focus
(quarterstaff)

Ooze Companion: Dark (gray ooze), 1 bonus trick (but see the
ooze companion spell), link, share spells.

Druid Spells Prepared: (5/4/4/2; base DC = 12 + spell level):

0—*cure minor wounds* (2), *detect magic*, *flare*, *mending*;
1st—*calm animals*, *endure elements*, *magic fang* (2);
2nd—*barkskin*, *delay poison*, *flaming sphere*, *slimeharden†*;
3rd—*ooze companion†*, *poison*

Gear: Darts (6), +1 leather armor, masterwork quarterstaff,
masterwork small wooden shield, necklace of resistance +1
(as cloak), potions of barkskin, cure moderate wounds (2),
greater magic fang (caster level 6th), lesser restoration (2),
neutralize poison, and protection from acid (2); wand of flame
blade (8 charges), 239 gp

PC Gear: *Potion of cat's grace*, scroll of *insect plague*; upgrades:
leather armor to +2, necklace to +2

Umbrus hails from an unknown country and speaks with an unusual accent. His interest in oozes is well known, and he has earned a little money speaking at wizard universities about the abilities and uses of these creatures. His obsession with them sometimes causes him to injure himself and his equipment, as his acid-scarred hands and face attest. One forested kingdom hails him as a minor

hero for wiping out an aggressive colony of swamp-dwelling lizardfolk (see page 21) by releasing a hoard of hungry oozes upon their village. When these stories are told, Umbrus always fails to mention that he had been a guest of the lizardfolk, and that the oozes came from behind a sealed door in a nearby ruin dedicated to an ooze demon. Umbrus barely escaped that venture with his life, but he gained the secrets he needed to create his *ooze companion* spell.

With his spell completed, he has started hiring himself out to people who need oozes or want to get rid of them, which gives him the opportunity to acquire interesting specimens and make contacts with like-minded individuals. One such person is Orvin (see *Vol. 1: Cabal*), a bad-smelling conjurer who likes summoning disgusting things. Umbrus tolerates Orvin because of his ability, although the mage believes the relationship to be more cordial than it actually is.

PERSONALITY

Having spent so much time with mindless things, Umbrus seems a bit lacking in personality. Aside from talking about oozes and other strange monsters, he is somewhat boring. Fortunately, what he lacks in personality he makes up for with his attractive and exotic looks, which the damage to his hands and face mars slightly. Umbrus likes his dangerous “pets” and cares for them in the manner of a snake charmer—carefully and with respect. Although he is evil, it is mostly of a selfish, inattentive sort—he doesn’t really care about anyone other than himself and doesn’t mind if his actions hurt other people.

USES

Umbrus makes a good villain for low-level heroes or a foil to a heroic druid. He provides a good excuse to put oozes in a dungeon and may work with another spellcaster to create traps or weapons containing oozes. He is willing to travel with anyone, so he can be part of a cult, a scout for bandits, or a second-rate healer for a mercenary band. As a cohort Umbrus provides interesting flavor to a druid character or someone who worships a slimy god. As a player character he’s a good choice for someone who likes quirky characters and isn’t afraid of ruffling a few feathers. If his alignment were neutral or good, one could play him as an under-socialized academic who has spent too much time in the lab.

TACTICS

Umbrus prefers to let his ooze companions (see page 31) do the fighting for him (he would especially like to control an ooze such as an ochre jelly or black pudding that splits if injured, allowing him to let the newly wild one fight and keep the tamed one as a companion). He normally protects himself with spells and potions before fighting, using *poison* and his *wand of flame blade* rather than mundane attacks.

VOND CLOVEN

Vond Cloven: Female tiefling Pal10; CR 10; Equiv. Lvl. 11;

Medium outsider (native); HD 10d10+30; hp 85; Init +0; Speed 20 feet; AC 19 (touch 10, flat-footed 19); Base Attack +10; Grapple +12; Attack +14 melee (1d8+3 plus 1d6 cold/19–20, +1 *frost longsword*) or +11 ranged (1d10/19–20, masterwork heavy crossbow); Full Attack +14/+9 melee (1d8+3 plus 1d6 cold/19–20, +1 *frost longsword*) or +11 ranged (1d10/19–20, masterwork heavy crossbow); SA Smite evil (3/day, +2 attack, +10 damage against evil foe), *darkness* 1/day (caster level 10th), turn undead 5/day as Clr8; SQ Aura of courage, *detect evil*, divine grace, divine health, empathic link with mount, lay on hands (20 points per day), *remove disease* 3/week, resistances (cold, electricity, fire 5), share spells with mount; AL LG; SV Fort +12, Ref +7, Will +8; Str 14, Dex 10, Con 16, Int 12, Wis 12, Cha 14

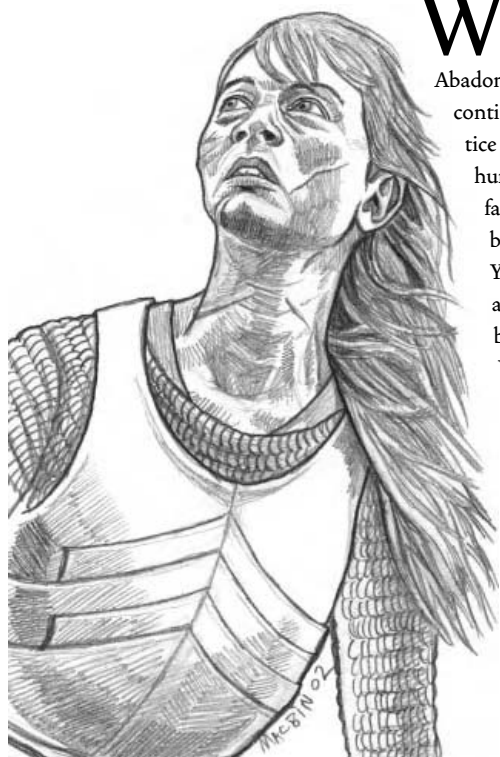
Skills and Feats: Bluff +4, Diplomacy +7, Handle Animal +6, Heal +5, Hide –2, Knowledge (the planes) +3, Knowledge (religion) +7, Ride +10, Spot +4; Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword)

Special Mount: She is ready to call one.

Paladin Spells Prepared: (2/1; base DC = 11 + spell level): 1st—*bless weapon*, *protection from evil*; 2nd—*delay poison*

Gear: +1 breastplate, crossbow bolts (50); *draught of heaven*† (+1 *frost longsword*), +1 *large steel shield*, masterwork heavy crossbow, *potions of bull's strength*, *bear's endurance*, and *haste*; 360 gp

PC Gear: Amulet of natural armor +3, upgrades: armor to +2, sword to holy



When the angel Urihiel turned to evil and became the demon Abadomoch (see page 22), he continued his earlier practice of siring sons on human women. He fathered two sons before he was killed—Yastomoch the sorcerer and Xenekarn the blademaker. While Yastomoch went into hiding to study necromancy, Xenekarn gathered evil humans and monsters to his banner and carved himself a barony out of the southern portions of the civilized lands. Like his father, Xenekarn

wanted progeny of his own, and his concubines bore him eight tiefling children. When paladins of the church of Yaheine slew him, the victors put his fiend-touched offspring to the sword, although three of the older ones managed to escape.

Xenekarn's favored concubine was pregnant when she was freed but kept this a secret from the paladins. She died in childbirth while traveling, and the newborn was found shortly after by clerics of the god of mercy. Although horrified by her obviously demonic traits, they took her in and raised her in one of their monasteries. Frustrated by the the cloistered clerics' passive natures, Vond left the monastery as a teenager and immediately ran into trouble with the local villagers. Thinking she was a demon, they beat her for hours, dragged her through town, and finally tried to burn her at the stake. A visiting paladin of the Order of the Golden Chalice intervened, and Vond chose to devote herself to the principles of her (obviously martial) savior. When she joined the Order, her lineage was revealed. The other knights accepted her after an initial period of intolerance, and now she is one of the Order's most active members.

Vond lost her last special mount just over a year ago and is ready to call another.

PERSONALITY

Aware of her differences, Vond is used to others treating her strangely. She seems content with her place in the world as a crusader for law and good and tries to center her life around this role. Vond feels responsible for the evils her family created and gains a particular satisfaction from destroying their works. Her physical scars remind her every day of the abuse she received at the hands of the ignorant, and she crusades to protect other fiend-touched beings from such treatment, using her own story as an example of how someone born of evil is not predestined to perform evil.

USES

Vond suits any role a paladin can fill, although she's not the best choice for situations that require directing a crowd of ignorant folks. Clueless characters can easily mistake her for an evil person; she'll end up as a long-term thorn in the side of anyone who attacks her without provocation. As a cohort she reminds an uptight leader to practice tolerance or provides a strong backup for another paladin with a shady background. As a player character Vond remains a strong-willed and competent paladin—one that's different enough to provide many roleplaying hooks.

TACTICS

Vond is much better in battle with her longsword, *draught of heaven* (see page 29), than with her crossbow; she normally fires only one shot before dropping the weapon and attacking in melee. With a moment's preparation she casts *bless weapon* on her sword, and with enough foreknowledge of a fight she'll also cast *protection from evil* on herself. She saves her potions for when she expects to encounter demons.

WELLIHAN

Wellihan: Male elf Rgr10; CR 10; Medium humanoid (elf);

HD 10d8+10; hp 55; Init +2; Speed 30 feet; AC 17 (touch, 13, flat-footed 15); Base Attack +10; Grapple +13; Attack +13 melee (1d8+4/17–20, +1 *longsword*) or +13 ranged (1d6+1/×3, +1 *shortbow*); Full Attack +13/+8 melee (1d8+4/17–20, +1 *longsword*), +12 melee (1d4+2/19–20, +1 *dagger*), or +13/+8 ranged (1d6+1/×3, +1 *shortbow*); SQ Elf traits, animal companion, favored enemy (giants +6, orcs +4, magical beasts +2), combat style (archery, Manyshot, Rapid Shot), evasion, swift tracker, wild empathy, woodland stride; AL N; SV Fort +8, Ref +6, Will +4; Str 16, Dex 14, Con 12, Int 14, Wis 12, Cha 8

Skills and Feats: Balance +1, Climb +15, Escape Artist +1, Heal +6, Hide +19, Jump +15, Knowledge (nature) +7, Listen +16, Move Silently +19, Search +9, Sleight of Hand +1, Spot +13, Survival +10, Swim +6, Tumble +3; Combat Expertise, Endurance[®], Improved Critical (*longsword*), Power Attack, Track, Weapon Focus (*longsword*)

Favored Enemy: Wellihan gains a bonus to his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against his favored enemies (+6 against giants, +4 against orcs, +2 against magical beasts). He gets these bonuses to weapon damage rolls against such creatures.

Ranger Spells Prepared: (2/1; base DC = 11 + spell level): 1st—*resist energy*, *scentblock†*; 2nd—*cure light wounds*

Animal Companion: Bihorun (wolf); +2 HD, +2 natural armor increase, +1 Str & Dex, 2 bonus tricks, link, share spells, evasion

Gear: Alchemist's fire (3), arrows (50), boots of elvenkind, brooch of protection +1 (as ring), chain shirt, cloak of elvenkind, +1 dagger, +1 *longsword*, potions of cure serious wounds and invisibility, +1 *shortbow*, +1 giant bane arrows (2), 356 gp
PC Gear: Goggles of night, greater slaying arrow (giants), potions of bear's endurance and invisibility (2); upgrades: brooch to +2, chain shirt to +3, *longsword* to keen



Wellihan was born in a small elven village. When he was 10 years old, a pack of trolls attacked, killing and eating his parents and several other elves.

Wellihan and his brother Zoram were adopted by their maternal grandmother Jastrali, the tribe's wise woman and spiritual leader (see page 17). The elf boy never got over the loss of his parents, though, and nursed a deep bitterness within his soul. Realizing this, Jastrali taught him the ways of Enoran, the elven spirit of fading and death, hoping that it would better help him deal with his grief. Instead, Wellihan decided to repay the trolls for their murderous acts, and dedicated his life to eliminating the creatures from the world. Now Wellihan hunts trolls wherever he finds them and spends much of his time following troll sightings. While in town following up on a lead about a new troll band he met Morine (see page 15), who traveled with him for a time.

PERSONALITY

A very violent-minded elf, Wellihan seems quick to reach for his weapons when someone angers him or mentions his chosen foes. He pursues the green monsters mercilessly, and when he finds them in their lairs he leaves them all dead—even the young, for he knows that in a few short years the troll children will grow into ravenous adults. In elven music and twilight meditation he finds some peace, but he never appears truly happy unless he is cutting down trolls.

USES

Wellihan will join any group planning to fight trolls, even if their views on all other issues completely oppose his. He may lead a group of elf warriors, intent on slaying a local band of trolls—whether or not that interferes with the characters' plans—or he can show up to rescue the adventurers if they get caught in a tough battle with his favorite adversaries. As a cohort Wellihan makes a good ally for any ranger, druid, or elf willing to get into the thick of things. Someone looking to do a lot of damage to evil monsters in combat would find him an excellent player character.

TACTICS

Knowing the advantages of ranged combat, especially given a troll's superior reach, Wellihan tries to get in a few good arrow strikes before letting the trolls come to him. He normally uses Combat Expertise to improve his Armor Class, as trolls aren't that hard to hit for someone of his skill. He saves his *lesserbane* arrows (see page 30) for powerful-looking trolls or ones with unusual abilities. Against a lone troll he enjoys sneaking about, firing many arrows over time just to irritate and enrage the creature, then attacking in earnest when he tires of taunting his prey.

YISTOBEL

Yistobel: Female human Pal11; CR 11; Medium humanoid

(human); HD 11d10+22; hp 82; Init +4; Speed 20 feet; AC 23 (touch 11, flat-footed 23); Base Attack +11; Grapple +12; Attack +15 melee (1d8+3, +2 *morningstar*) or +12 ranged (1d8/19–20, masterwork light crossbow); Full Attack +15/+10/+5 melee (1d8+3, +2 *morningstar*) or +12 ranged (1d8/19–20, masterwork light crossbow); SA Smite evil (3/day, +2 attack, +11 damage against an evil foe), turn undead 5/day as Clrg; SQ Aura of courage, *detect evil*, divine grace, divine health, empathic link with mount, lay on hands (22 points per day), *remove disease* 3/week, share spells with mount; AL LG; SV Fort +12, Ref +6, Will +8; Str 12, Dex 10, Con 14, Int 10, Wis 15, Cha 15

Skills and Feats: Diplomacy +7, Handle Animal +5, Heal +5, Knowledge (history) +1, Knowledge (local) +3, Knowledge (religion) +4, Ride +8, Spot +4; Ancestral Accord†, Improved Initiative, Mounted Combat, Ride-By Attack, Weapon Focus (*morningstar*)

Special Mount: Varoline (heavy warhorse)

Paladin Spells Prepared: (2/2; base DC = 12 + spell level):

1st—*bless*, *divine favor*; 2nd—*resist energy* (2)

Gear: *Cloak of resistance* +1, crossbow bolts (50), *everburning torch*, +1 full plate armor, *headband of intellect* +2, +1 large steel shield, +2 *morningstar*, masterwork light crossbow; *potions of bull's strength* and *vision*, *ring of protection* +1, scroll of *holy sword*, 292 gp

PC Gear: *Amulet of natural armor* +2, *gauntlets of ogre power* +2; upgrades: armor to *invulnerability*, cloak to +3, *morningstar* to *lawful*.

Born to a nomadic desert tribe, Yistobel was raised by members of a splinter faith of Yaheine, who mixed the goddess' teachings of protection and valor with older traditions of ancestor-worship and sun-reverence. A deeply religious people, her tribe mistrusted arcane magic, exiling those who practiced wizardry or showed evidence of sorcery.

As a young woman, Yistobel went out in search of water, got lost, and wandered, delirious, in the desert for two days. When she finally found a small pool and regained her senses, she saw within it a suit of metal armor untouched by rust. Retrieving the armor from the water, she experienced a vision from Yaheine and her ancestors telling her she was meant for great things in the lands outside the desert. She filled her waterskins and dragged the armor back to her tribe, where her people had nearly given her up for dead. When she explained what she'd seen to the local holy men, they agreed it was a true vision that she must obey. There followed a period of some months in which Yistobel trained in fighting skills and the use of her weaponry. She departed a year to the day after she found the armor, donning it when she left the desert. Since then, she has earned herself and her ancestors much acclaim for her many victories against evil.

PERSONALITY

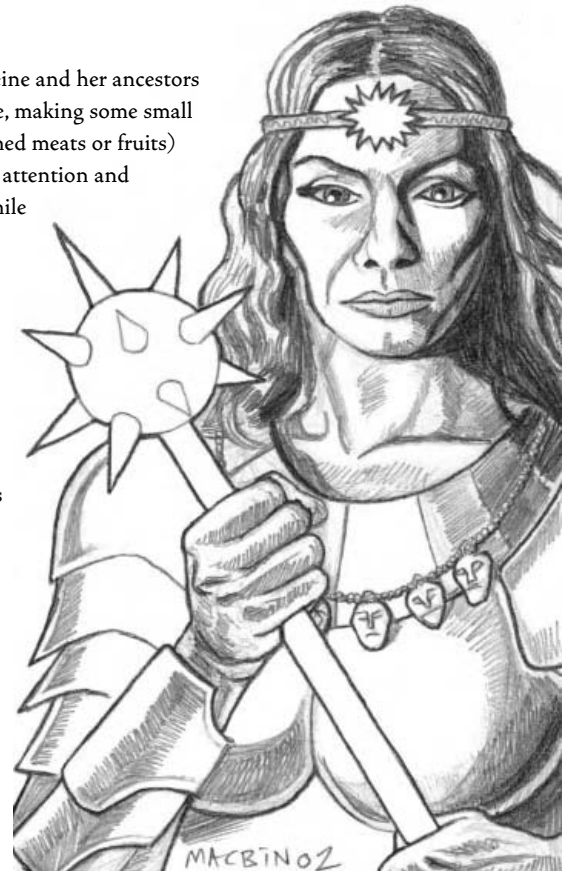
As many men in her tribe courted her, Yistobel easily recognizes attempts to woo or persuade her. She dislikes flatterers and appreciates honesty and a straightforward manner. Chosen specifically from all the people of her tribe, she gains great confidence from the knowledge that she is a champion of her goddess. Yistobel does not question the teachings of her faith, nor does she tolerate others doing so. She looks down upon those who practice no religion or one that endorses cowardice (such as that of many roguish deities). Unfamiliar with arcane magic, she feels uncomfortable around its use and tends to disparage it and its practitioners as profane, relenting only after making sure it doesn't detect as evil. She still remembers her humble nomadic roots and will intervene personally if her tribe's people, land, or culture are threatened.

USES

Yistobel is a fine example of a questing paladin. Whether alone, in a subservient role, or as a leader, she strives to uphold the virtues of her faith and perform valiantly in times of struggle. She can act as a mentor to a younger paladin or as a friendly contact in another church. As a cohort, Yistobel becomes a strong shield maiden to any righteous leader, willing to lay down her life for her mentor if it serves the cause. As a player character, Yistobel conforms to the typical idea of a paladin, although her ancestor-worship is an unusual quirk that brings an added element to her role in the game.

TACTICS

Yistobel prays to Yaheine and her ancestors before any large battle, making some small sacrifice (usually burned meats or fruits) to gain her forebears' attention and encourage them to smile upon her. If in an open space, she rides into combat on the back of her warhorse, firing her crossbow as she approaches and using the Ride-By Attack feat as often as possible with her *morningstar*. If faced with an opponent that she thinks might kill her, she tries to use her scroll of *holy sword* to put up an especially good fight.



ZOFF

Zoff: Male orc Clr6; CR 6; Medium humanoid (orc); HD 6d8+12; hp 39; Init +3; Speed 20 feet; AC 14 (touch 9, flat-footed 14); Base Attack +4; Grapple +7; Attack/Full Attack +8 melee (1d8+5, +1 heavy mace) or +3 ranged (1d8/19–20, light crossbow); SA Rebuke undead 3/day; SQ Darkvision, light sensitivity (–1 to attacks in bright light); AL NE; SV Fort +7, Ref +1, Will +7; Str 17, Dex 8, Con 14, Int 8, Wis 14, Cha 10

Skills and Feats: Concentration +6, Heal +5, Knowledge (religion) +1; Improved Initiative, Power Attack, Quick Draw

Cleric Spells Prepared: (5/5/5/3; base DC = 12 + spell level):

0—*cure minor wounds, detect poison, guidance, purify food and drink, virtue*; 1st—*burning hands**, *cure light wounds, divine favor* (2), *shield of faith*; 2nd—*bull's strength, bear's endurance, Hell's hounding*† (2), *produce flame**; 3rd—*contagion**, *prayer, protection from energy*

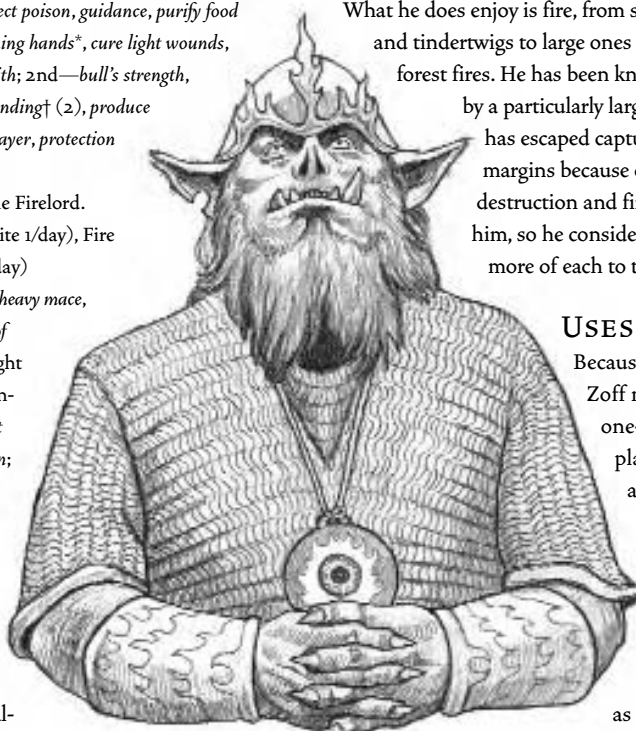
*Domain spell. *Deity:* Vogg the Firelord.

Domains: Destruction (smite 1/day), Fire (turn water/rebuke fire 3/day)

Gear: Crossbow bolts (50), +1 heavy mace,

helm of flameguard (as ring of warmth, but against fire), light crossbow, masterwork chain-mail, *potions of aid, cure light wounds*, and *lesser restoration*; 198 gp

PC Gear: *Amulet of natural armor* +1, *gauntlets of ogre power* +2, *wand of cat's grace* (5 charges); upgrade: chain-mail to +1



Although orcs traditionally revere only their own deities, many times entire tribes have turned to the worship of other gods, especially destructive and evil ones. Zoff was born in such a tribe, raised to worship Vogg the Firelord, a lesser-known deity of wildfire. Vogg is brother and counterpart to Kain, a god of tyrannical rule; together they represent ordered creation and chaotic destruction. The young Zoff found himself traded to a human cell of Vogg's cult and trained by its priests to become a cleric. Despite his thick-headedness, he managed to complete his education; the clumsy orc bears branding scars and other tokens of "affection" from the Firelord's priests. When some cult members found a demonic red gem (see page 16) and installed it as the eye of a horrid idol of their god, Zoff was chosen to guard the statue—the priests said he best represented Vogg's presence in the world: mindless, careless, and terribly destructive. To aid him in his duty they gave him a magical mace from the temple armory. Unfortunately, the young orc's tenure as temple guardian

was about to come to an end, as followers of an evil water god summoned ice demons to attack Vogg's temple. With the senior priests falling to the pincers of the demons and the acolytes scattered like chaff in the wind, Zoff chose to flee with his treasures and his skin intact. Since that time he has wandered, sometimes working with evil groups or temporarily allying with other orc tribes. But as often as not he travels alone, committing arson and cruel murder by fire.

PERSONALITY

Zoff is dumb, but not as dumb as he pretends to be. He found at an early age that people expect less of him if they think him an idiot, so he took the lazy path through his clerical training.

What he does enjoy is fire, from small flames like torches and tindertwigs to large ones like burning buildings and forest fires. He has been known to stand mesmerized by a particularly large or beautiful flame, and has escaped capture only by the thinnest of margins because of this habit. He likes destruction and fire; both are holy things to him, so he considers it a sacred act to bring more of each to the world.

USES

Because he tends to act alone, Zoff makes a good enemy for a one-shot encounter with the player characters, probably as a result of some fire he sets. Although he is unlikely to take a position of leadership, Zoff might act as a spiritual "guide" to someone of similar power. He works very well as a lackey of a more powerful being, especially one who's protect-

ed against fire and allows him to indulge his pyromaniac desires on a regular basis. As a cohort, Zoff works well with barbarians or fire mages, and could take on a non-evil alignment (serving a more benign fire god) to fit in better with a good or neutral player character. As a PC, Zoff is a good choice for someone who wants to play a reckless spellcaster, and (as with the cohort option) he doesn't have to be evil.

TACTICS

In keeping with his façade of simplemindedness, Zoff uses facile tactics and avoids complex strategies. He almost never uses his crossbow, preferring *Hell's hounding* (see page 30) and *produce flame* for ranged attacks unless his enemy enjoys protection from fire. He likes using *contagion* to cause cackle fever, mindfire, and the red ache on people who annoy him, and he isn't afraid to get his hands dirty by clubbing people to death with his flame-flanged mace.

Appendix

Every character in this book has a new feat, magic item, or spell. This appendix presents all these new options in standard format for easy reference.

NEW FEATS

You may make these feats available to PCs and other characters in your campaign as well as the ones in this book.

ADVANCE FAVORED ENEMY (GENERAL)

You have gone beyond the call of duty in studying the ways of your favored enemy. (See *Doss Duvari*, page 6.)

Prerequisite: Favored enemy, Survival 4 ranks

Benefit: Choose one favored enemy, such as “dragons.”

You increase your favored enemy bonuses against that favored enemy by +2. When your normal favored enemy bonus increases, this bonus still applies. For example, if you are a ranger and chose “dragons” as your 1st-level favored enemy, your favored enemy bonus against dragons is +4 (instead of +2). When you reach 5th level in the ranger class, your bonus against dragons increases to +6 (instead of +4).

Special: You may choose this feat multiple times. Its effects do not stack. Each time you choose this feat, it applies to a different favored enemy.

AGGRESSIVE SPELL RESISTANCE (GENERAL)

Your spell resistance can turn some effects back upon their caster. (See *Laal Torrevask*, page 14.)

Prerequisite: Iron Will, spell resistance 20

Benefit: If your spell resistance succeeds against an effect that can be affected by *spell turning*, the effect turns fully back upon its source. For example, if a wizard casts *charm person* on you, and your spell resistance works against it, the *charm person* turns back upon the wizard, who must save or be charmed by you.

ANCESTRAL ACCORD (GENERAL)

You call upon your ancestors for strength to help you through times of hardship. (See *Yistobel*, page 26.)

Prerequisite: Cha 13, ancestor worshipper

Benefit: Once per day as a standard action, you may give yourself a +1 morale bonus to attacks, saves, checks, and weapon damage for 1 minute. This is a supernatural ability. This ability does not work when the spirits of your ancestors cannot find you, such as in an area where extradimensional connections do not function or when you are affected by a *mind blank*, *nondetection*, or similar effect that blocks divination attempts against you.

Special: You may choose this feat multiple times. Its effects do not stack. Each time you choose this feat, it allows you to use this ability one more time per day.

If you perform actions that anger the spirits of your ancestors (such as desecrating their graves) you risk losing the benefit of this feat (similar to a cleric becoming an ex-cleric).

DRACONIC POWER (GENERAL)

You can draw upon the dragon blood within you to greatly enhance your physical abilities. (See *Pal Rav Kan*, page 18.)

Prerequisite: Half-dragon, Cha 13

Benefit: Reaching deep into the primal power you inherited from your dragon parent, you augment your already remarkable gifts. You gain a +4 bonus to Strength and Constitution, a +4 bonus to Intimidate checks, and the Difficulty Class of your breath weapon increases by +2. If you do not have wings, you temporarily sprout them and can fly at your normal base speed (poor maneuverability). The power lasts a number of rounds equal to 1 + your Charisma modifier. While experiencing the power, your features become even more draconic and feral, making your heritage obvious to all who see you. When the power ends, you remain fatigued for the duration of that encounter. This is an extraordinary ability and takes a free action to activate

Special: This feat does not stack with the effects of barbarian rage or other rage effects.

EVILSENSE (GENERAL)

You have refined your ability to *detect evil* as a spell-like ability into a constant awareness of evil near you. (See *Fintus Talltree*, page 8.)

Prerequisite: Ability to *detect evil* at will as a spell-like ability

Benefit: You are always aware of evil presences within 20 feet of you as if using the first-round effect of the *detect evil* spell; this requires no concentration. If you concentrate upon this area for 1 round, you learn what the second round of the spell would tell you; a second round of concentration reveals the spell's third-round effects. Alternately, you may concentrate to examine the normal area of your *detect evil* ability (typically a quarter circle to a range of 60 feet) as if you did not have this feat. Relaxing your concentration or sensing an aura that stuns you returns your perceptions to the default awareness of evil presences within 20 feet.

EXPANDED DOMAIN PREPARATION (SPECIAL)

You are particularly good at channeling magical energy appropriate to your chosen deity. (See *Andu*, page 3.)

Prerequisite: Able to cast *commune*

Benefit: Pick a cleric domain available to you. You can now prepare domain spells from that domain using normal cleric spell slots or bonus spell slots from a high Wisdom score. For example, if you are a 9th-level cleric with Wisdom 16 and had selected “Air” as your domain for this feat, you could prepare



five *gaseous form* (Air 3) spells using all of your available 3rd-level slots (three from your cleric level, one from your domain slot, and one from your bonus spell for having Wis 16).

You must still use your domain slot to prepare a spell from one of your two domains. Using nondomain slots to prepare domain spells does not prevent you from spontaneously casting those spells as *cure* or *inflict* spells.

Special: You may choose this feat multiple times. Each time you choose this feat, select another domain to which you have access.

GIFTED NOSE (GENERAL)

Your keen sense of smell is almost as good as that of some animals. (See *Illith*, page 11.)

Prerequisite: Alertness

Benefit: You gain a limited scent ability. You can detect opponents within 5 feet by sense of smell. If the opponent is upwind, the range increases to 10 feet; if downwind, it drops to 0 feet (the creature must be in the same square as you). You may detect strong scents at double the range (minimum 5 feet), and overpowering scents at triple the range (minimum 10 feet). You automatically note when a creature comes within scent range, and may use a move-equivalent action to pinpoint the location of such a creature. You cannot use your Gifted Nose feat to track.

IMPROVED TURN RESISTANCE (GENERAL)

You are better able to resist the channeling of positive or negative energy by clerics and similar classes. (See *Erun Tegraath*, page 7.)

Prerequisites: Must be undead

Benefit: You gain turn resistance +2. If you already have turn resistance, it increases by +2.

PACK MENTALITY (GENERAL)

You can mentally communicate with your animal companion. (See *Gurngrim*, page 9.)

Prerequisite: Ability to have an animal companion, Wis 13

Benefit: You gain an empathic link with your animal companion out to a distance of 100 feet. You cannot see through the eyes of your animal companion, but you can communicate telepathically. This does not give the animal any additional ability to understand your commands, but it does allow you to use Handle Animal on it in utter silence and even when it can't directly see or hear you. Likewise, it does not give you the ability to understand the animal as if you shared a common language, but you can interpret the animal's state of mind as if you were watching it directly (for example, a frightened wolf companion is easily recognized as such because it cowers or exposes its belly, and you can recognize these feelings through your empathic link). This ability functions regardless of what form you have taken.

When you share the same form as your animal companion (whether through wild shape or a similar ability), you can mentally communicate with your animal companion at a range of one mile as if using *speak with animals*. You may also

communicate with other animals of that type as described above. For example, if you had taken wolf form, you could speak with and understand your wolf companion perfectly, and you'd be able to handle, push, and sense the mood of other wolves. Note that hostile or unfriendly animals are no more likely to respond to Handle Animal checks in this manner than they are normally.

PROFANE STRENGTH (GENERAL)

You can channel negative energy into your undead form, temporarily bolstering yourself and increasing your Strength.

(See *Erun Tegraath*, page 7.)

Prerequisite: Able to rebuke undead, must be undead

Benefit: Spend one of your rebuke attempts to give yourself a +4 profane bonus to Strength for 10 rounds. For this duration you are bolstered against turning as if you had rolled a 20 on your turning check to bolster yourself.

NEW MAGIC

ITEMS

While some of these wondrous items are unique, none of them are artifacts, so any character who meets the prerequisites may create them.

Draught of Heaven: This +1

frost longsword is made of bright undecorated steel. Fine brown leather tightly wraps a hilt of golden metal. Just above the hilt is a small symbol of a golden chalice radiating light. The weapon is normally given to paladins of the Order of the Golden Chalice who have proven their purity and dedication to good. In addition to the above abilities, it gives its bearer a +2 enhancement bonus to Charisma. (See *Vond Cloven*, page 24.)

Moderate evocation aura; caster level 10th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price 16,315 gp; Cost to Create 8,315 gp + 640 XP

Kress's Lifecloak: Decorating the back of this fine cloak is an image of two cats facing each other. It functions as a more limited version of a *ring of regeneration*, allowing a living wearer to heal 1 point of damage per hour. Subdual damage is healed at a rate of 1 point of damage every 10 minutes. The cloak does not regenerate limbs. (See *Kress*, page 13.)

Moderate conjuration aura; caster level 13th; Craft Wondrous Item, *regenerate*; Price 6,000 gp; Weight 1 lb.

Mantle of Keys: This strange +1 *mithral chain shirt* appears to be a vest made of hundreds of mithral keys wired together. It is



thin enough to be worn under normal clothing. The wearer may use *knock* and *arcane lock* once per day. (See *Bath Raav*, page 4.)

Faint transmutation aura; caster level 3rd; Craft Wondrous Item, *arcane lock*, *knock*; Price 6,420 gp; Cost to Create 3,660 gp + 257 XP

Raybending Shield: Once per day, this +1 large steel shield can reflect one ray attack, causing it to unerringly strike the creature that fired it. The bearer of the shield must be aware of the attack and not flat-footed. The bearer chooses whether or not to deflect the ray. Deflecting a ray is not an action. The creature that created the ray is subject to all normal effects of the ray. For example, say a beholder fires a *disintegrate* ray at the bearer of the *raybending shield*; the bearer decides to reflect the ray, and the beholder must make a Fortitude saving throw or be disintegrated. The shield is decorated with a large jagged arrow. (See *Regrin*, page 20.)

Moderate abjuration aura; caster level 10th; Craft Magic Arms and Armor, *entropic shield*, *spell turning*; Price 9,170 gp; Cost to Create 4,670 gp + 360 XP

Serpent Chains: This cast-iron device looks like an amphisbaena (a snake with a head on each end) curved into a loop so its heads face each other. Once per day it can be used to cast *hold person*, accompanied by an illusion of transparent snakes holding the creature in place. The wielder of the *serpent chains* may dismiss the effect as a standard action. (See *Jarm*, page 12.)

Faint enchantment aura; caster level 5th; Craft Wondrous Item, *hold person*, *silent image*; Price 3,600 gp; Weight 1 lb.

Snake Spirit Gem: This gem looks like a green snake eye. It is worn on the forehead and counts as a headband for the purpose of items that use a limited space. A divine spellcaster with *cure* spells on her spell list (such as a druid, paladin, or ranger) who wears this stone may convert prepared spells of 3rd level or lower to *cure* spells as if she were a cleric (clerics who wear the stone gain no benefit from it). When someone uses the stone, harmless phantom snakes appear out of the air and crawl into the stone. (See *Olorie*, page 17.)

Moderate conjuration aura; caster level 11th; Craft Wondrous Item, *heal*, creator must be a cleric; Price 5,000 gp; Weight —

Trepanning Nails of Clear Senses: These three large nails only work when used together. They must be hammered into the forehead of the person to receive their benefits, each dealing 1d6 hit points of damage (this damage can be healed with rest or magic, even while the items are worn). Removing the nails deals 1d6 points of damage each. Together the nails count as a headband for the purpose of items that use a limited space. They provide the user with a +5 circumstance bonus to Listen and Spot checks. Creatures with damage reduction cannot use these items unless the damage caused by the nails exceeds the amount of the damage reduction. The values below are for a complete set of three nails. (See *Crog*, page 5.)

Faint divination aura; caster level 3rd; Craft Wondrous Item, *clairaudience*/*clairvoyance*; Price 3,000 gp; Weight —

NEW SPELLS

While many of these spells are presented in this book as unique creations of particular spellcasters, there is no reason why another character couldn't research one of them, find it on a scroll, or hear about it from an NPC.

BLACK ARM

Transmutation [Evil]

Level: Clr 1

Components: V, S, DF

Casting Time: Standard action

Range: Touch

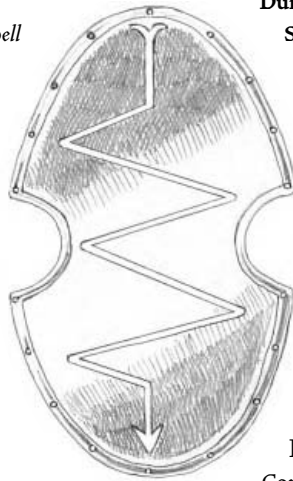
Effect: Living creature touched

Duration: One minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You draw upon the power of the lower planes and invest one natural weapon (usually an arm and the hand or claw on it) of the target creature with evil energy. That natural weapon gains a +1 enhancement bonus and automatically bypasses the damage reduction of evil outsiders as if it were a good weapon. The recipient of this spell radiates evil for the duration as if he or she were an evil outsider. (See *Nan Dur*, page 16.)



HELL'S HOUNDING

Conjuration (Creation) [Evil, Fire]

Level: Clr 2

Components: V, S

Effect: One arrow of evil fire

As *Mel's acid arrow*, except as noted above and that the damage caused by the arrow is half fire and half evil divine power (like a *flame strike* cast by an evil cleric). (See *Zoff*, page 27.)

HOLY CHANNEL*

Conjuration (Healing) [Good]

Level: Clr 4, Healing 4

Components: V, S, DF

Casting Time: Full round

Range: Touch

Target: One living creature

Duration: One hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Holy channel binds the cleric and chosen recipient with a divine bond of positive life energy. Once established, the cleric may use the channel to cast any single-target healing or curing spells on the recipient. Such spells are cast as normal except that, instead of needing to touch the recipient, the cleric simply sends the curative magic through the *holy channel*. As long

as the recipient remains within Long range (400 feet + 40 feet/level) of the cleric, the curing spell takes effect as normal.

The *holy channel* also gives the cleric an empathic sense of the recipient's condition, which allows the cleric to sense the recipient's state of health (current hit points) and anything afflicting the recipient, such as disease, poison, blindness, etc.

They *holy channel* has its side effects as well. Just as the bond can transmit positive life force, so too can it transmit negative energy. If either the cleric or the recipient is affected by a negative life force attack (such as the energy- or ability-draining attacks of undead or the effects of most necromancy spells), there is a 50 percent chance that the effects of the attack will afflict the cleric or recipient, regardless of which of them was the original target. If the attack allows a Will or Reflex save, the target of the attack rolls that save. If the attack involves a Fortitude saving throw, then whoever actually takes the effect must attempt the save.

An individual may have only one *holy channel* active at any time. A cleric may not establish one with a nonliving creature, as it has no life force to anchor the channel. (See *Jarm*, page 12.)

MISTSIGHT

Divination

Level: Clr 1, Drd 1, Rgr 1

Components: V, S, DF

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level

You can see through mist, fog, heavy rain, and other water-based forms of concealment as if they weren't there. For example, a *fog cloud* spell does not provide any concealment miss chance against your attacks. All non-visual effects of the spell work normally (for example, a *stinking cloud* nauseates you if you enter it, a *solid fog* slows you, and so on). Clouds of debris, smoke, or other nonwater sources (such as smokesticks, an *incendiary cloud* spell, and so on) remain unaffected by this spell. This spell does not augment vision in deep water. (See *Hilarrin*, page 10.)

MOONSTRIDE

Transmutation

Level: Clr 3, Drd 3, Rgr 3

Duration: One minute/level

As *air walk*, except as noted above and that the target creature can only walk on moonlight. The moonlight must be from a moon that is at least half full (whether waxing or waning). Magical darkness, significant cloud cover, or objects that obscure the ambient moonlight (including ceilings or being deep underground) prevent the subject from using this spell in that area. Spells that create moonlight are sufficient for the purpose of this spell, so a spell might create a beam of moonlight to tread upon, perhaps allowing the

subject to reach a clifftop, castle parapet, or other difficult-to-reach location. (See *Quillan*, page 19.)

OOZE COMPANION

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One ooze

Duration: One day/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause a set of changes in the body chemistry of the target ooze, with two effects. First, the ooze recognizes that you are not food and no longer tries to attack you. Second, it gains a limited ability to interpret chemical signals released by your body when you issue certain commands. These changes allow you to take the ooze as an animal companion and direct it with the Handle Animal skill, even though it is not an animal.

You may select oozes as alternative animal companions according to the following table.

Normal

4th Level or Higher (Level –3):

gelatinous cube gray ooze

7th Level or Higher (Level –6)

ochre jelly

10th Level or Higher (Level –9)

13th Level or Higher (Level –12)

black pudding

16th Level or Higher (Level –15)

The ooze initially knows only two tricks: “attack” and “heel.” If your druid or ranger level is high enough that you can teach your companion additional tricks, you can teach the ooze one trick for every two additional tricks listed on the table. For example, a 6th-level druid with a gray ooze (level –3 on the table) would be treated as a 3rd-level druid for the purpose of determining animal companion abilities; a 3rd-level druid's animal companion normally knows 2 bonus tricks, so this druid's ooze companion can learn one additional trick. Oozes can only learn the following tricks in addition to the initial two: come, guard, heel, and stay. Other benefits from your level apply normally (bonus HD, ability scores, and so on).

When the spell expires, the ooze reverts to its normal behavior, which usually means it attacks any creature near it, including you. You may cast this spell on an ooze an indefinite number of times, allowing you to maintain a particular ooze companion over long durations.

* The spell “*holy channel*” originates in *Relics & Rituals*, ©2001 Clark Peterson. All *Relics & Rituals* spell names ©2001 Clark Peterson. All rights reserved. Used with permission.

If you cast this spell on an ooze and you are not high enough level to acquire that ooze as a companion, the spell has no effect. If an ooze affected by this spell splits into multiple oozes, only one of the resulting creatures remains under your control. (See *Umbrus*, page 23.)

SCENTBLOCK

Transmutation

Level: Drd 1, Rgr 1, Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target creature ceases to give off any scent. Creatures with scent cannot use that ability to detect the subject of the spell (although they can still use sight, hearing, and other methods to find the subject). Creatures with abilities based on strong smells (such as troglodytes) cannot use those abilities with this spell in effect. The spell does not block strong-smelling substances (garlic, skunk musk, and so on) applied to the target after the casting. (See *Wellihan*, page 25.)

SKULL MESSENGER

Necromancy

Level: Clr 2, Drd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: Standard action

Range: Touch

Target: Skull touched

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You imbue a skull with a tiny amount of life energy, allowing it to relay a single message when triggered in the manner of a *magic mouth* spell. The skull is not undead and has no other abilities other than the message it stores. (See *Satt Hisk*, page 21.)

Focus: A tiny skull carved out of bone or ivory worth 10 gp

SLIMEHARDEN

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One ooze

Duration: One hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause the outer surface of the target ooze to harden, giving it a +3 natural armor bonus to Armor Class but slowing it so it can take only a partial action each round. The spell does not prevent the ooze from using its abilities, nor does it make it any

more vulnerable to attacks. If the ooze already has +3 or more natural armor, this spell has no effect. (See *Umbrus*, page 23.)

SOUL BEACON

Necromancy

Level: Pal 1

Components: V, DF

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level

You amplify all positive and good aspects of your soul, giving you power to resist the attacks of undead creatures. You gain a +2 sacred bonus to Armor Class and saves against undead attacks.

Because your soul shines so brightly, undead and other creatures whose bodies are supported by negative energy can see you as clearly as a campfire on a clear night, even in normal (but not magical) darkness. For example, a vampire on the opposite side of a 500-foot-diameter cavern could see you, even if the cavern were unlit and even though the vampire's darkvision only reaches 60 feet; if the vampire had attacks that reached that far, he could see to target you normally at that distance. His dominated half-orc slave could not see you unless you entered an area of light or the range of his darkvision.

This spell was created by group of paladins called the Order of the Golden Chalice, and every member learns the prayers for this spell. (See *Tonath*, page 22.)

WEB SHELTER

Conjuration (Creation)

Level: Clr 2, Drd 2, Rgr 2

Components: V, S, DF

Casting Time: One minute

Range: Close (25 feet + 5 feet/two levels)

Effect: Shelter made of webbing

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You create a shelter of slightly sticky webbing. You may create a hemisphere with a diameter of between 5 to 20 feet or a sphere with a diameter of between 5 and 10 feet. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only creatures with negligible Strength (such as Fine vermin, like common flies) can be caught in the webbing; all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold sticks, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated with the door closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire (not half damage like most objects) and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears. (See *Morine*, page 15.)

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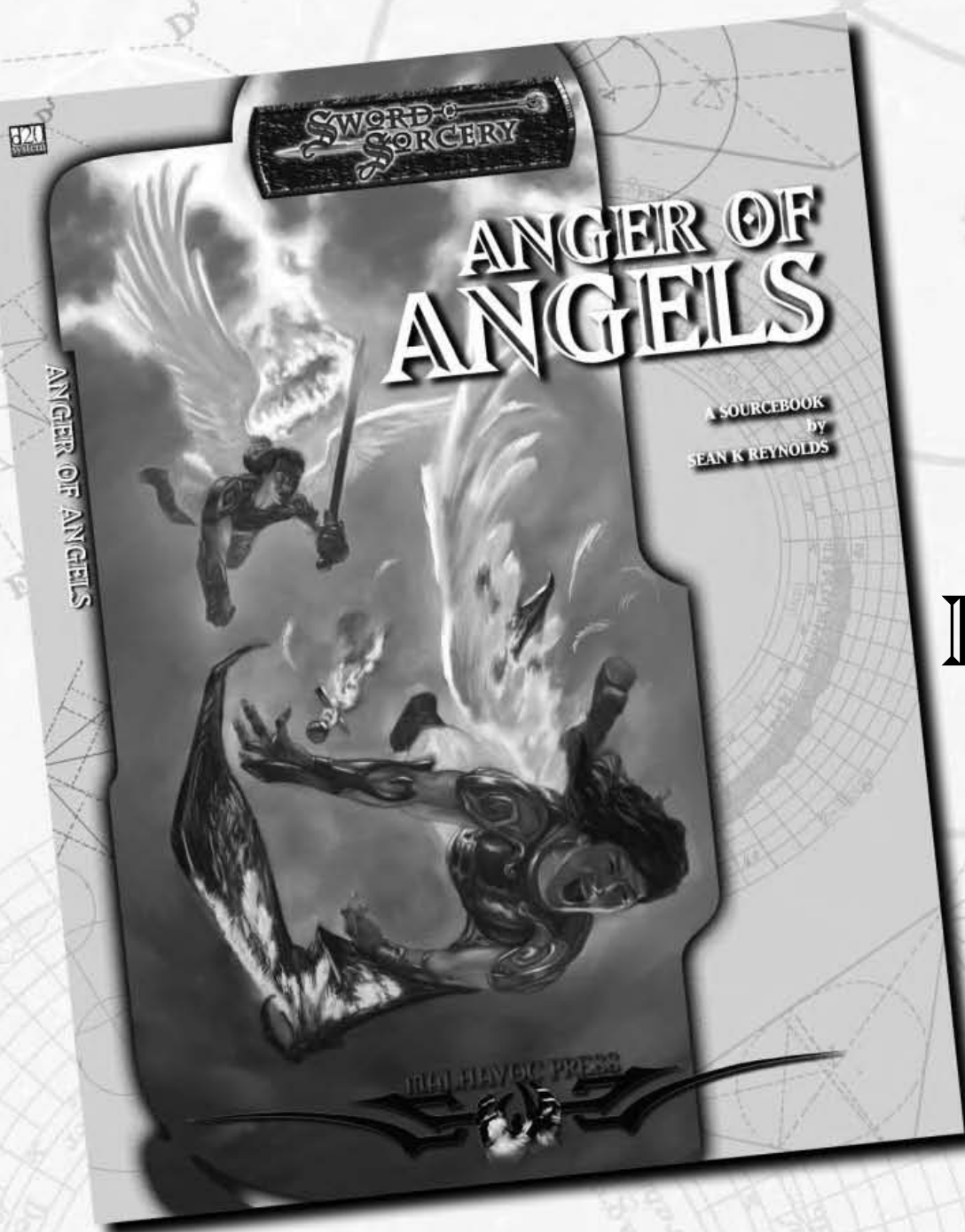
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Deities of The Faithful

A web enhancement by Sean K Reynolds

Throughout the second half of Skreyn's Register: The Bonds of Magic I mention in passing a number of deities that figure into the lives of the book's divine-magic-using characters. Although the spatial constraints of the book prevented me from detailing those gods and goddesses there, they played a significant role in the development of the characters' interlaced back stories, so I'm glad to be able to describe them more fully here. Feel free to use these all-Open Content deities with the characters from The Bonds of Magic and in your own campaigns.

CHALAVAR (LESSER GOD)

The Glutton

Symbol: A knife on an empty plate

Alignment: N

Portfolio: Food, feasting, prosperity

Domains: Animal, Knowledge, Plant

Favored Weapon: Dagger

The Faithful Worshipper: Ilith

A happy and boastful god, Chalavar (CHAL-uh-var) is a welcome visitor to any meal or business gathering, as he makes the food safe and incredibly tasty and the dealings profitable for all involved. Worshipped by people who work with food or conduct trade, Chalavar is a popular deity despite having few actual clerics. He is shown as a round, pleasant-faced man wearing expensive rings, necklaces, and a jeweled cylindrical hat. He knows the best use for any animal, from the work it is suited for to the other food it complements. He also knows the medicinal and culinary use for every plant. His rare temples are popular among adventurers, as Chalavar's clerics love examining the carcasses of strange monsters to see what good can be made of them—for they study the art of cooking with as much ardor as their god. Chalavar is technically a nature deity and can be worshipped by druids and rangers, but his druids are even rarer than his clerics.

Chalavar's clerics, druids, and rangers prepare their spells before breakfast. They have many holidays, including the birthdays of famous clerics or local nobles, seasonal occurrences, and historical events. These holidays always involve feasting. Worshipers even throw feasts on the holy days of other faiths, knowing that Chalavar gets his thanks whenever someone enjoys a good meal. It is considered bad form to not throw a feast on your own birthday, and wealthier clerics of Chalavar show off their prosperity and generosity by holding great birth-feasts with hundreds of guests. Common folk praise Chalavar's name whenever a meal is extra good or a business deal turns out particularly well.

ENORAN (DEMIGOD)

The Old Spirit

Symbol: Sun setting behind a leafless tree

Alignment: N

Portfolio: Death, the ending of things, mourning

Domains: Knowledge, Travel

Favored Weapon: Quarterstaff

The Faithful Worshipper: Wellihan

Enoran (EN-or-an) is a god spoken of only rarely among the elves, for he represents the rarity of elven death from age, as well as the aging and decay of the world over time. He also comforts those who have suffered loss, whether the loss of a family member or the death of a treasured tree. A minor aspect of his faith involves the enactment of vengeance, although he has emphasized this less and less over the centuries. He is a sad, quiet deity, weary from carrying on his shoulders the weight of generations of sorrow and death, especially the countless numbers lost in the elven wars. He is depicted as an impossibly old elf with gray hair and a wrinkled face, although he is rarely shown alone and usually appears only in the background of pictures of the elven pantheon. Enoran is said to keep a book of names of all the elven dead, written in his own blood.

Enoran's faith has no true holidays, though worshipers sing songs of joy every time an elf comes back from the dead. Each day they light black candles in the name of elves who died on that day. They fast for the last three days of the year, breaking their fast on the first sunrise of the new year. Common elves rarely speak of Enoran except at funerals and in the wake of battles.

HALGRIN (DEMIGOD)

The Screaming Lord

Symbol: A screaming face

Alignment: CE

Portfolio: Terror, torture, screams

Domains: Chaos, Death, Evil

Favored Weapon: Morningstar

The Faithful Worshipper: Erun Tegraath

Born of an incestuous union of the godlings of hate and pain, Halgrin (HAL-grin) is a monstrous being, living only to inflict suffering on others and nurtured by the prayers of his faithful and the sounds of creatures in agony. Halgrin has no allies among the other gods, as he would likely turn on any creature that came near him. He wanders from place to place and plane to plane, leaving when there are no easy torture victims within reach. Halgrin appears as a huge misshapen head with an unnaturally large fanged mouth, carried about by a dozen spindly clawed arms that grow from his neck, some carrying weapons and other carrying still-living pieces of his most recent victims.

Halgrin's clerics prepare their spells just after nightfall. They care little for holy days, celebrating every misery they inflict and planning ahead to capture especially choice creatures for torture. The one ritual they routinely practice is the Heralding of Howls, performed on the last night of the year. On this night, they torture many creatures and try to make them scream as loud as possible, bridging the old year and the new with a discordant chant to their foul god. Common folk never invoke his name, even to stave off pain, as it is thought to merely attract his attention.

KORVEN (LESSER GOD)

The Defending Blade

Symbol: A well-notched short sword

Alignment: LG

Portfolio: Defensive tactics, protection, vigilance, halfling soldiers

Domains: Good, Law, Protection, War

Favored Weapon: Short sword

The Faithful Worshipper: Fintus Talltree

A serious-minded halfling deity, Korven (KOR-ven) protects all halflings and inspires them to defend their homes and families when beset by hostile creatures. He and his followers take a more reactive than proactive stance; if halflings are not threatened, he seems content to remain quiet and fortify, but when halflings are in danger he is ready to lead them to victory. His followers study traps and fortifications as well as applications of direct force. Under their tutelage even a simple caravan wagon can become a mobile fortress. He is rarely depicted, but when he is it is always as a fully-mailed halfling warrior with a battered short sword and metal shield, eyes showing determination from within an open-faced helmet.

Korven is actually the fourth deity to hold this office in the halfling pantheon. When the original halfling war god was killed in a great battle with fiends, his divine essence transferred to the body of Halori, his most faithful follower, elevating her to godhood. She died in combat with the fol-

lowers of a dark elf lich-goddess, and the divine power went to Jarvor, her most devout servant. Jarvor fell to Tasrisaak, Mother of Bebiliths, and so Korven—her greatest champion—assumed the mantle of godhood in her place. The cycle of death and renewal for this office gives its current holder an acceptance of death and a tendency toward martyrdom, as he knows his legacy and duties will carry on.

Korven's clerics and paladins pray for spells at the first light of dawn. They celebrate (in somber fashion) the anniversaries of great battles where halflings emerged victorious, and they light candles for halfling heroes lost in battle while defending others. Common halflings pray to him for protection at the start of a journey and before retiring for the evening, asking for safe travel and safe rest.

LARHOON (LESSER GOD)

The Bloodhunger

Symbol: Bloody-topped skull

Alignment: NE

Portfolio: Killing, murder

Domains: Death, Evil, Trickery

Favored Weapon: Club

The Faithful Worshipper: Jarm

Larhoon (lar-HOON) is an unrelenting, violent deity, said to have sprung from the corpse of the just-murdered god of death, bristling with teeth and horns. He loves death in all its forms, from slow torture to quick disintegration. It is said that Larhoon never sleeps, that he will never rest as long as one creature still remains alive. Larhoon is no fan of the undead, either, and relishes destroying them nearly as much as he does living creatures. He is depicted as a gray-skinned muscular humanoid creature with spines and horns protruding in all places; his only raiment is a belt made of bloody skulls. Larhoon sometimes serves as the lackey of the gods of war, and sometimes as the consort of the goddess of death, but he spends much of his time alone, searching for new things to kill. He welcomes challenges to his power and has drunk the blood of many godlings and great heroes who thought to slay him.

Larhoon's clerics prepare their spells at dusk. They celebrate whenever there is a public death (such as an execution), feast on the anniversaries of battles in which many fell, and sacrifice animals to honor the names of famous assassins, murderers, and warlords. His faith consists of many small cults with no central hierarchy. Several evil humanoid tribes venerate him, as do some particularly bloodthirsty clans of human barbarians. Larhoon's name has become a curse among the common folk. In less-than-civilized places, criminals are sacrificed to him in hopes of keeping his attention away from others in the community.

KURZANA (LESSER GODDESS)

The Builder

Symbol: Carpenter's hammer with a spider symbol

Alignment: LN

Portfolio: Construction, building, weaving, engineering

Domains: Earth, Knowledge, Law

Favored Weapon: Hammer

The Faithful Worshipper: Morine

Kurzana (kur-ZAH-nuh) is an old deity that has changed over time as the people of the world developed their knowledge of building. Originally a goddess of caverns, she took on the mantle of shelters when intelligent creatures began building homes for themselves, and eventually reached her current state, watching over all kinds of building, whether homes, temples, or other structures in a community. She opposes deities of destruction and those that dislike or harm civilization (such as gods of plague). She is depicted as a woman with stony skin, wearing a simple gown and bearing a hammer with a spider on it. Her faith considers killing normal spiders, her chosen animal, bad luck; monstrous spiders that actually constitute a threat are an exception. The building styles of all civilized creatures intrigue her, and she allies with likeminded dwarven, elven, and gnome deities. Although willing to talk endlessly about engineering, Kurzana remains otherwise a distant deity, having no close friendships with deities who do not share her specialized interests.

Kurzana's clerics prepare their spells in the morning. They have few holidays, although they do note the dates on which the construction of great buildings began or ended. Although not a particularly martial faith, her clerics often move to small communities to establish temples that double as sturdy fortresses, which they open to the entire community when the settlement is threatened. Her clerics tend to be scholars in one building style, and sensible folk consult with a member of the church before planning any construction expected to last more than a year. Common folk pray to Kurzana during storms to keep their homes safe and at the groundbreaking of new buildings to bless those within.

KAIN (INTERMEDIATE GOD)

The Black Lord

Symbol: Horizontal mailed fist

Alignment: LE

Portfolio: Tyranny, rulership

Domains: Law, Evil

Favored Weapon: Spear

The Faithful References: Zoff and Nan Dur

Kain (KAYN) is a megalomaniacal deity who believes that only the strong are fit to rule, and that he is destined to rule the world and all of the other gods. He makes elaborate plans

and spends years watching them unfold, becoming frustrated when the actions of chaotic beings and other meddlers interfere with his plots. His brother is Vogg, a deity of random destruction and one of his frequent opponents, although the two cannot perceive each other directly or be affected by each others' direct actions. While he hates the forces of good that interfere with his works, he saves his greatest wrath for chaotic fiends, who give no regard to his orders and (in his words) "give evil a bad name." He is shown as a man with midnight-black skin and glowing eyes, wearing a noble's clothing of simple cut and dark colors. His left arm is encased in black metallic armor, from which he can pull an iron spear as often as he likes. He sponsors several orders of blackguards to protect his churches and enforce his dictates in evil lands. At least one guild of assassins works in his name, eliminating troublesome opponents and rabble-rousers.

Kain's clerics prepare their spells when it becomes dark in the evening. His church celebrates the anniversaries of great clerics' and tyrants' birthdays, the first day of every month, and every new moon. These celebrations are more an affirmation of faith in and loyalty to the Black Lord than episodes of revelry. The sacrifice of dissidents or enemies of the church accompanies the rites whenever possible. Few common folk worship Kain, although in places where he holds much political power he is respected for his ability to keep bandits and raiding monsters away. His rule is otherwise harsh.

LUNA (LESSER GODDESS)

Symbol: Three crescent moons arranged in a line

Alignment: CG

Portfolio: The moon, feminine power, non-evil lycanthropes

Domains: Chaos, Good, Protection

Favored Weapon: Chakram

The Faithful Worshipper: Quillan

A very old goddess, Luna predates current civilizations. A powerful force for the protection and power of women, her strength has waxed and waned over the centuries. Where the sun is hot and aggressive in its light, the moon remains cool and gentle. She prefers peace to war, and kind words to loud speech, but when someone threatens her charges, she can tear apart her foes with the ferocity of a she-bear defending her cubs. She is also the patron goddess of non-evil lycanthropes, and her faith teaches that her light blesses good lycanthropes. Conversely, Luna teaches that evil lycanthropes are corruptions of her gifts to mortals; her followers hunt them down to either cure or kill. She is always shown as a woman with white eyes, dark hair, and a crescent symbol on her forehead, although other details vary. Dogs, wolves, and owls are her sacred animals.

Luna's church holds a small ceremony on the first day of each new, full, and quarter moon. Lunar eclipses always call for prayer vigils until the moon appears again, while solar eclipses are sacred events to be celebrated publicly, enjoying the night during the day. Women hold most positions of power in her church, and a disproportionate number of her clerics are female, but her church neither shuns nor marginalizes men. Common folk invoke Luna's name at weddings to bless the bride and keep her safe in her husband's house, at childbirth to guard the expectant mother's health, and at any time when journeys must be made at night.

SHEHAAN (DEMIGODDESS)

Goddess of the Mists, the Mist Goddess

Symbol: A moon (crescent or full) behind a cloud of mist

Alignment: N

Portfolio: Mist, isolation, concealment

Domains: Luck, Trickery, Water

Favored Weapon: Quarterstaff

The Faithful Worshipper: Hilarrin

Shehaan (shay-HON) is a reclusive goddess, almost forgotten by non-elves and worshipped only by hermit elves and a few secluded elven communities. Although this should mean her power is dwindling, she draws strength from her great solitude and uses it to protect her faithful. She avoids direct confrontation, preferring to redirect an opponent's attention, confuse the minds of her enemies, and retreat when victory is not certain. She is shown as an elven woman with wet hair and pale skin, dressed in a gossamer robe or a concealing elven cloak. Shehaan is a nature deity and can be worshipped by druids and rangers.

Shehaan is a neutral deity, but like the moon she changes. On nights when the moon is new she becomes rather wild, willing to take risks and even reveal her presence when she normally would remain hidden. This change does not affect the abilities of her worshippers, although they, too, seem more willing to take risks on these days.

Shehaan's clerics pray for their spells at sundown or moonrise, whichever comes later in the day. Solar eclipses are holy days to the faithful, when her followers given up to the goddess unusual plants and fruits as sacrifices. They go into hiding whenever a lunar eclipse occurs; during these times, which they call the "Night of Madness," they lose all spellcasting ability, as their goddess goes truly mad and forgets her worshippers entirely. Shehaan always regrets these lapses and apologetically pays closer attention to her followers in the weeks following such an event. Where she is worshipped, the common folk pray to her to keep them hidden from the eyes of their enemies and to bring needed rain.

THALANDER (LESSER GOD)

Quickheart, Many-Father

Symbol: White cat surrounded by a red glow

Alignment: NG

Portfolio: Vitality, fertility, strength

Domains: Animal, Good, Plant, Strength

Favored Weapon: Longsword

The Faithful Worshipper: Kress

The boisterous and extroverted Thalander (tha-LAN-der) embodies the principles of life, survival, and perpetuation of life. Where he walks, plants sprout and animals spring up out of nothing. When he laughs, the air is filled with beautiful birds and insects. Thalander, the greatest foe of the undead, is often depicted blasting them out of existence with great beams of life energy from his hands. Like the cat of his symbol, Thalander has a roving eye and woos many females, whether deity, celestial, or mortal. He has many offspring, some of whom carry his divine blood more strongly than others. Thalander himself is a fair-skinned, redheaded man with a lean but strong build; he is usually shown barefoot, wearing cloth breeches and little else. In some of the more decadent cities his temples double as palaces devoted to the flesh, for his faith teaches that passion and childbirth are needed for a race to remain vital and alive; this openness ensures he has few paladins, for their lawful codes usually frown on such behavior. Thalander is a nature deity and can be worshipped by druids and rangers.

Thalander's clerics, druids, paladins, and rangers pray for spells at dawn, preferably in the light of the sun. The spring equinox is a day of great celebration, marking the height of Thalander's power, and worshippers hold weekly feasts throughout the entire spring season. The autumn equinox is their only somber holiday, a remembrance of people met and lives shared in the past growing season, ending on a high note as they look forward to the breaking of winter. Common folk pray to Thalander to bring healthy crops and bless marriages with an abundance of children. They invoke his name at the presentation of a new child to the community, in hopes of ensuring a long and healthy life.

THOIN (LESSER GOD)

The Keeper, the Silent Pick

Symbol: A gem within a mountain

Alignment: N

Portfolio: Mines, secrets under the earth

Domains: Earth, War

Favored Weapon: Pick

The Faithful Worshipper: Regrin

Thoin (THOH-in) the Keeper is a silent deity of the rewards waiting underground for hard-working dwarves. Not content to dig and sift for treasures, Thoin feels that the only way for dwarves to retain their birthright is to eliminate all hostile underground races so their lesser hands will not profane the treasures with unskilled workmanship. Some extreme cults take his teachings to mean that even gnomes, humans, and other dwarven allies that mine the earth should be eliminated as well, but this is not part of his official doctrine; Thoin's concerns are the barbaric humanoids and goblinoids, as well as metal- and gem-eating monsters such as rust monsters, xorn, and metal-addicted delvers. Thoin is shown as a long-bearded dwarf made of stone, bearing a great pick or pickaxe, eyes and mouth glowing like sparkling gems or fresh lava. He never speaks, but seems amenable to the company of other dwarven and earth deities who respect his dogma. His faithful take particular vengeance against thieves, burning them to death with spell-heated molten rock.

Followers of Thoin celebrate upon finding a vein of new ore, especially if that ore is mithral or adamantite. They hold weeklong wakes whenever a king or high priest dies and, unlike most dwarves, his followers never bury their dead with treasures—they see that as a waste of good metal and an affront to the dwarf, as it presumes the deceased incapable of looking for new treasures in the afterlife. Thoin's churches display their wealth openly as a display of the god's power and generosity. A temple of Thoin doubles as an armory and fortress, as followers use it as a launching point for attacks on humanoid miners and for defense against raiders. Common dwarves pray to Thoin after hard work to find rewards and before battles waged to gain or protect valuable objects.

VAATH (DEMIGODDESS)

The Laughter

Symbol: A laughing mouth within a wavy circle

Alignment: CN

Portfolio: Humor, irony

Domains: Chaos, Luck, Trickery

Favored Weapon: Rapier

The Faithful Worshipper: Laal Torrevask

Vaath (VOTH) is a well-traveled deity, always on the run from her last escapade. She represents the ability to laugh at frightening or impossible situations as well as the more traditional aspects of humor and irony. She dislikes older, staid deities, preferring to shake things up a bit and see what laughter there is to discover in the world. Depictions of her vary, but she is usually shown as a humanoid woman with a large grin and bright teeth (although she is sometimes

shown as a fox or even a male). She trained herself to run faster than the wind, hold her breath for nine days, and speak out of both sides of her mouth; three skills she needed to pull off an elaborate joke on the gods of storms, fire, and cities. She loves recruiting worshippers (especially clerics) from serious or wrathful deities just to see the reaction of her divine opponents.

Vaath's clerics pray for spells on a different schedule from month to month, chosen by the deity and revealed at the last minute. Her followers are great fans of All Fool's Day, where they make up almost unbelievable stories and try to get as many people as possible to fall for them. They honor the birthdays of local nobles with roasts and caricatures, and often celebrate somber holidays of other faiths with loud songs, indecent jokes, and extravagant pranks. Because of these habits, many clerics of Vaath use aliases when going about the goddess' work or use disguises or magic to pretend to worship other deities in order to prevent retaliation. Common people invoke her name in times of good cheer and when things go wrong, in hopes of seeing a more positive side—such as the church's fable of the plowman's ox that hurt its leg on a stone, under which lay a nugget of gold.

VALKON (LESSER GOD)

The Sky Lord

Symbol: Cloud with a lightning bolt

Alignment: LN

Portfolio: Air, wind, clouds, ordered nature of the heavens

Domains: Air, Animal*, Law, War

Favored Weapon: Longbow

The Faithful Worshipper: Andu

** Spells from the Animal domain that would affect animals do so when cast by clerics of Valkon only if the animal is a bird, bat, or other winged type.*

Valkon (VAL-kahn) is the master of the air and heavens, from the stars to coastal breezes and everything in between. An active and aggressive deity, he loathes chaos, unpredictability, and ancient magical weapons of war that promote those things. This puts him at odds with most other weather deities, who tend to be more carefree and capricious. His celestial messengers are birds, and his temples often use birds to carry messages or spy on their enemies. Valkon is a nature deity and may be worshipped by druids and rangers. He enjoys archery and believes it to be a superior form of warcraft to melee fighting. In artwork he is depicted as a tall winged man, lithe but strong, bearing a longbow and having close-cropped fair hair.

Valkon's clerics, druids, and rangers pray for spells at the change of the wind in the morning or the evening (choosing one and holding to that choice ever after). They celebrate the equinoxes and solstices as holy days, as well as the first rain-

fall in spring and the first snowfall in autumn or winter. Common folk pray to him to bring needed rains or fend off approaching storms, which are always considered to be the work of rival weather gods.

VOGG (DEMIGOD)

The Firelord

Symbol: An eye surrounded by flame

Alignment: CE

Portfolio: Wildfire, destruction, randomness

Domains: Chaos, Destruction, Evil, Fire

Favored Weapon: Mace

The Faithful Worshipper: Zoff

Vogg (VOG) is the embodiment of random destruction without intellect to direct it. Although he is as intelligent as his brother Kain, he only uses his mind to think up ways to break things faster, louder, and hotter. He is more than content to run about covered in flames of his own creation, setting afire anything he touches or even gazes at for too long. He is shown as a humanoid (the type varies by artist and cult) with his skin blackened by great heat, hair of flame, and carrying a mace made of solid fire. Vogg doesn't really hate anything as much as he is curious about how well and how quickly he can destroy it. He becomes angry when someone places in his way obstacles that he cannot harm, and he becomes livid when someone quenches a fire he sets or dares to try calming him. Vogg would be a more powerful deity if he didn't have the habit of answering some invocations with blasts of violent fire, which tends to reduce his number of worshippers. He is a friend to fire elementals and tolerates efreet and other fiery creatures.

Vogg's clerics pray for their spells at noon, the apex of the burning sun. They care little for scheduled holidays, but revel in the presence of any great fire, whether naturally occurring or deliberately set. They're not above setting a fire for the excuse to celebrate. Though most of his followers are too simpleminded to appreciate the destruction of particularly valuable things (such as sacred elven groves, historic buildings, and so on), they do like watching temples to protective or water deities burn to ash. On the hottest day of the year, members of the church summon as many fire elementals as possible and send them running about, burning whatever they see. In idle times, cult cells are likely to self-destruct, as rival clerics set each other on fire as fanatical offerings to their obsessive deity.

YAHEINE (DEMIGODDESS)

The Sword Maiden

Symbol: Kite shield with a sunburst

Alignment: LG

Portfolio: Protection, valor, honor

Domains: Good, Law, Protection, War

Favored Weapon: Bastard sword

The Faithful Worshipper: Bath Raav, Tonath, Vond Cloven, and Yistobel

Daughter of the sun god, Yaheine (ya-HEEN) is the faithful guardian, protector of the innocent, and champion of good. Channeling the power of her father, Yaheine strikes out at all evil in her path, making places safe for decent folk. She cannot abide fiends or the undead, and hunts necromancers and demonologists without mercy. She is shown as a tall woman bearing a flashing bastard sword and clad in shining metal armor, her gold hair unbound in a storm about her face like solar flames. When age catches up with her clerics and paladins, they usually take up a leadership role in a community, administering fair law and keeping the peace, ready to bear arms whenever evil raises its head. Her followers respect those who worship the sun god, and the two closely allied churches often share space in the same temple.

Yaheine's clerics and paladins pray for their spells at dawn when the leading edge of the sun first becomes visible. Their holy days are the summer solstice and midwinter—said to be the time of year when the sun god's clerics received word that his daughter had been born and would become a champion for all good in the world. Common folk pray to her for fairness in all things, as well as protection in unsafe places. Her name is used to seal oaths as a promise of good intent.

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Order of the Golden Chalice

A web enhancement by Sean K Reynolds

The Bonds of Magic: The Faithful introduces a knightly group called the Order of the Golden Chalice. You have read a little about it in the descriptions of the paladins Tonath and Vond Cloven. Now discover more about the organization's history, goals, and tactics in this free web enhancement by the book's author.

Founded more than 300 years ago, the Order of the Golden Chalice is a group of paladins, questing knights, and noble-hearted soldiers who seek to promote and uphold the causes of good and law in the world. They have managed to survive for so long not only because they openly support benign governments, but because they avoid the rigidity and sterile concepts of good that often cause the downfall of other such groups. While their numbers have waxed and waned over the centuries, they have always maintained a force of at least four dozen and protected their first stronghold from enemy attacks. Those of the Golden Chalice walk or ride forth, seeking out evil and defending good in places where it is at risk.

BRIEF HISTORY

The paladin Donas was an ambitious man, the son of deposed monarchs and blessed by the church that raised him after his parents' death. His goal was to restore order to his mother's lands and re-establish the knighthood that trained his father. After mustering a small army from neighboring countries to oust the necromancer-sorcerers that had taken over his homeland, Donas led several battles against horrible undead and strange unloving demons. After one particularly disastrous skirmish that left the matriarch of his church and his blood-brother slain, Donas had a moment of despair and almost lost his faith. Kneeling on the blood-soaked battlefield, he cried out at the injustice of his life. In the air above him appeared three angels clothed in raiment of stars, fire, and lightning.

These angels proclaimed themselves Urihiel, Bearer of the Four Holy Sealings; Zakafiel, Guardian of the Bright Forge; and Bakuryah, Guide of the Spark of Life. These emissaries of the gods of law and good bore a message of warning and hope for the despairing leader. They told him that his quest to restore the kingdom would never come to pass while he lived, but if he chose to train a host of knights in the ideals of the heavens, they would hold for more than 10 generations. Donas swore on his own life that he would follow the new fate offered to him. After the angels vanished he gathered the remains of his shattered army and retreated across the border to his blood-brother's lands.

Donas and his followers built a fort and sanctified it in the name of the heavens. Choosing the Golden Chalice of Purity as their emblem, over the next several decades they expanded their fort into a keep and then a castle. Acting as an independent arm of the good churches, the Order of the Golden Chalice made a name for itself slaying monsters, ousting bandits, and destroying undead wherever they were found. Word of their deeds spread, and children in the nearby lands grew up hearing tales of the good knights of the Golden Chalice.

THE ORGANIZATION

Headquarters: The Castle of Donas is a grey and white stone castle built atop a small hill. This fortified holding is reputed to harbor many escape tunnels and hold storage rooms full of provisions.

Members: 53 paladins, 130 fighters, 420 warriors, and a handful of members of other classes, all of lawful good alignment. Approximately half of these call the Castle of Donas their home, while others live in smaller strongholds or affiliated churches, or simply wander.

Hierarchy: Militaristic but flexible, with each stronghold reporting to the head of the Order at the Castle of Donas but otherwise able to act fairly independently.

Leader: Sollayar Firehand (LG human female Ftr2/Pal13).

Religion: Any LG, NG, or LN deity, with LG deities the most common choices.

Alignment: LG, NG, LN

Secrecy: None. The Order is a very public organization, and its members go about in secret only when revealing their identities would put themselves or innocents at untoward risk.

Symbol: A golden chalice, sometimes decorated with four stars and wreathed in electricity. Items created by or consecrated in the name of the Order usually bear this decoration.

The Order of the Golden Chalice is a very relaxed lawful group. They have survived this long by understanding that disobeying orders sometimes proves necessary (although it is still frowned upon and requires justification afterward). They concern themselves primarily with upholding good and use the law as a tool toward that end. They believe that many

evil creatures can be redeemed, but often the cost of attempting such a redemption is too high in terms of lives lost or innocents harmed. In such cases they consider it better to put evil to the sword rather than risk it turning upon the hand offering it mercy. They encourage mercy toward mortal and intelligent creatures (such as humans) but accept that such measures are essentially hopeless where undead and fiends are concerned. Recently Vond Cloven, a tiefling paladin within their ranks, has caused them to revise their thoughts on the unredeemable nature of tieflings.

HIERARCHY

The Order follows a military hierarchy, with its own ranks for its soldiers and officers (using the standard terminology of lieutenants, captains, and so on). Promotions are given to those who prove themselves with deeds. Class, race, gender, and level are not a concern when considering promotions; the Order accepts men and women of all civilized races, and even a few monsters have served over the centuries, such as the couatl Huitchipuli Dives-With-Fangs-Bared and the lammasu Novor the Loud Roaring.

The head of the Order is called the Fourth General of the Chalice—Urihiel, Zakafiel, and Bakuryah are considered the first three generals (this despite the fall from grace and death of Urihiel, whose mind was altered by a powerful evil magic item; see *The Bonds of Magic: The Faithful*, under Tonath's description). When it comes time to replace the head of the Order—usually at the death or retirement of the previous office holder—the senior officers meet for a week to choose a replacement.

At times the Order has awarded honorary titles or ranks to those outside the organization, such as members of affiliated churches, supportive nobles, or celestials who have aided the knights in some task. Such titles are nonhereditary and confer no actual power to make decisions within the Order.

MOTIVATION AND GOALS

The Order wishes to root out and destroy evil without causing harm to good or disrupting too much of the ordered workings of daily life. Its members particularly relish slaying undead and demons. Forming small teams to hunt such creatures is a popular way for younger knights to make names for themselves, although such risky behavior may end in death. In addition to actively combating evil, members of the Order tend to the needy, distributing tithed money to the poor and using their limited healing resources to stem the effects of plague, bad luck, and raids by bandits or monsters. They also lend themselves out to allied churches to guard vulnerable officials, escort prized relics to and from holy sites, or hold vigils for the dead.



Unlike some of the more reckless orders of paladins in the world, the Order of the Golden Chalice teaches that patience is just as valuable as force, and that subtlety can prove as effective as direct action. They point to the ruined towers of the Swords of Light, the burned homes of the Guardians of the Holy Wood, and the orc-filled halls of the Sacred Brothers Under the Mountain as evidence of the folly of rash action in the face of evil.

RECRUITING

The Order welcomes those interested in joining them, although they carefully scrutinize potential applicants for the taint of evil, chaos, magical influence, or undesirable or distasteful habits. Known clerics or paladins of allied churches have it easiest—they need only a short time to study the tenets of the Order, followed by a ceremony of initiation usually conducted with an officer and at least five witnesses. Others wanting to join spend more time learning about the Order, associating with members, and making up their minds as to whether the group is right for them. This process helps reduce attrition, although there is no stigma attached to leaving the organization.

When the Order's officials hear of individuals making a name for themselves in the service of law and good, they often send a member to talk to them. The representative reports back and recommends for or against recruiting these heroes. Even if a potential recruit refuses the offer, the Order tries to maintain amiable contact, not only to keep in touch with someone who promotes similar ideals, but on the off chance that the candidate may experience a change of heart or need help at a later date.

ALLIES

The Order allies itself strongly with several lawful good, lawful neutral, and neutral good churches. Other friends include similarly aligned governments, cabals of white mages, and a secret society of good lycanthropes dedicated to holding back the advancement of the forces of darkness.

The Order also has an unusual number of aasimar in its ranks. Part of this stems from Urihiel's endorsement of the group and the role his half-celestial children played in maintaining it in the decades after Donas' death. These half-celestials had children with mortals (quite often other members of the Order), and those aasimar offspring usually joined as well. The presence of so many aasimar has drawn members of other celestial bloodlines to the Order; now the group boasts more than 30 aasimar members of various derivations. The knights try to keep accurate genealogical records to help those with celestial blood trace their lineage. An allied church of knowledge helps them magically determine the heritage of those whose bloodlines aren't recorded.

The Order's half-celestials are mostly gone, slain by great evil or called to higher service on other planes. The single surviving half-celestial, Arkhena Rhus, is now very old, growing increasingly blind, and rarely leaves her chambers in the Castle of Donas. A knight of Valkon the Sky Lord (and trained in clerical studies as well), she rode into battle with others of the Order for more than a century before age started to slow her down. She hopes to be called to the heavens soon so she may serve law and good in a new form. Until that time she remains an advisor to the group and a grandmotherly figure to its aasimar.

ENEMIES

Predictably, the Order of the Golden Chalice has earned its share of enemies: anarchists, tyrants, evil cultists, cabals of dark mages, fiend worshippers, and corrupt necromancers. These folk hate the knights' active questing and relish the opportunity to take out their aggression on lone members of the group. Unfortunately, the Order has no spies within these organizations—its members cannot tolerate the falsity of spying for long, nor do they willingly associate with those who can. Therefore, the group must take a reactive role with these foes, attacking when they surface, then waiting for their next appearance.

COMBAT AND TACTICS

The Order has no uniform set of skirmish tactics. Some members prefer to meet their foes up close, some would rather deal with dangerous enemies at bow range, and others enjoy riding into combat. However, the knights' training covers information on foes' common spells, as well as the general abilities and weaknesses of the demons and undead they encounter most frequently. For example, the knights know it is best to attack skeletons with blunt weapons, that demons prove resistant to fire, that mages often use spells as effective as armor, and so on.

The Order does train its members in basic military tactics, such as how to move in formation as a squadron or regiment, protocol for relaying messages, and basic signal codes.

STRENGTHS AND WEAKNESSES

The Order is a collegial community with ties going back generations. Within the organization strong friendships have formed among members whose families have been associated with the Order for more than a hundred years. These bonds often lead to remarkable events on a battlefield, such as a handful of blood-bonded knights standing firm against overwhelming demonic forces to protect the body of their fallen friend from the fiends' touch.

The Order relies on the special powers of its many paladins to thwart certain enemy attacks. When fighting creatures with the power to cause fear (such as dragons), a paladin normally fights at the head of a squadron of nonpaladin knights, allowing her *aura of courage* to protect them. Likewise, the knights don't hesitate to attack foes that cause disease, because they know their allied paladins can clean up the monsters' mess before the effects grow too serious. Against powerful undead that prove resistant to normal weapons, common knights draw attacks to make an opening for a paladin to use *lay on hands* to blast through the undead creature.

Perhaps the Order's greatest weaknesses are these very bonds and its dedication to good. As a small army of good and/or lawful individuals, they are vulnerable to effects that specifically target those alignments. Spells such as *chaos hammer* or *unholy blight* can wreak havoc among their ranks.

RESOURCES

In addition to sharing information on enemy groups, the Order teaches all of its spellcasting paladins the necessary prayers to prepare the *soul beacon* spell, which gives them greater power when fighting undead. Each of the organization's fortresses has an armory stocked with normal and masterwork weapons and armor. While the knights do not sell these items, they have been known to lend them to suitable bearers, sometimes for an appropriate donation or questing oath. Many of the items in the hands of young knights today were once wielded by past heroes; those allowed to carry such items consider it a great honor.

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