

LEGENDS & LAIRS

PATH OF FAITH™

d20
system

A CHARACTER RESOURCE FOR
CLERICS, DRUIDS,
AND PALADINS

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INTRODUCTION

Path of Faith was a lot of fun to develop, and it brings an end to our line of character resource books that began with *Path of the Sword* and continued in *Path of Magic* and *Path of Shadow*. Clerics and paladins have always been my favorite character choices, so it was great fun to work on ways to enhance these classes within the d20 System. Druids, too, are great fun to play and hopefully some of the new rules found in this book will help druid players of all stripes.

Within this book you will find all the usual trappings of the *Path* series, including the usual assortment of legendary classes, prestige classes, and organizations to help you fit them into your campaign world. We also discuss the role of faith in your campaign, the many ways a deity can help his followers, and new types of divine power that can be tapped by the player characters to aid them on their adventures.

So, for all you characters that know there is something greater to fight for than just ale and...ahem, gold...pick up this book and use the contents within to show the world that faith makes right and the power of the divine conquers all.

Wil Upchurch
Fantasy Flight, Inc.

WELCOME

Fantasy Flight Games is pleased to present *Path of Faith*, the tenth volume in our Legends & Lairs line of sourcebooks for the d20 System. *Path of Faith* brings together a host of information for those characters whose faith is their ultimate weapon.

Chapter 1 contains more than 20 new classes for use by characters that worship powers greater than they. Thirteen new prestige classes, including the mysterious priest of the djinn and the vengeful daughter of storms, are presented. Most of the prestige classes are accompanied by a new organization, designed to fit into any campaign world. A new concept is also presented, the legendary class, for char-

acters that are above and beyond the norm. Finally, several variant core classes are presented.

Chapter 2 details nearly two dozen new feats, as well as a plethora of new holy symbols and rules for greater and legendary symbols of the gods.

Chapter 3 includes a section on cults and how they acquire and use their power, as well as a discussion of small gods, minor divinities that nevertheless can grant their followers power and prestige.

Chapter 4 presents information on disciplines of faith, schools that can strengthen the abilities of any faith-based character, from novice paladin to elder priest. A discussion about missionary work and spreading the faith follows. Then a variety of new organizations are presented that can help give context to your character and life to your campaign world.

Chapter 5 details divine ceremonies used by the different races to give them an advantage over their foes, and finishes with a section on new types of channeled energy as well as new ideas on how to use such energy.

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CHAPTER ONE

THE FAITHFUL

CHAPTER ONE: THE FAITHFUL

This chapter contains more than 20 new classes for use by characters who call faith their protector rather than steel or shadow. Thirteen new prestige classes, including the diplomatic valere and the mysterious priest of the djinn, are presented. Most of the prestige classes are accompanied by a new organization, designed to fit into any campaign world to provide a context for the prestige classes presented in this book. A new concept is also brought to life, the legendary class, for characters that are above and beyond the norm. Legendary classes have a high bar for entry, but those who follow the path of destiny are rewarded well for their troubles. Finally, an offering of alternate core classes are presented. These are variants of core classes that may be taken from 1st to 20th level, just like a normal class. Enjoy!

All of the text describing rules for prestige classes, legendary classes, and alternate classes is considered **Open Game Content**. All background text for these classes and text describing organizations is designated as closed content.

PRESTIGE CLASSES

CHILD OF THE WOOD

The children of the wood are often thought to be half dryad because of their beauty and supernatural affinity with the trees and plants of the forest. Perhaps there is some truth to this belief, for it is only through the friendship and blessings of a dryad that a character can become a child of the wood.

If nature is a boat floating gently in the water, then one could easily call the children of the wood the wind that blows the boat where they wish it to go. They are shepherds of the forest, gently watching over their flock with fierce protection. The power of nature lies in their fingertips, and they are a dangerous force when angered.

The first step to becoming a child of the wood begins on a cold night among the flowers of a sacred grotto. A dryad mixes



together an elixir made from the sap of her oak tree. The character who drinks this sap now has the capacity to become a child of the wood, thus dryads only give this honor to those they deem worthy.

Hit Die: d8.

REQUIREMENTS

To become a child of the wood, a character must fulfill the following requirements.

Charisma: 14+.

Alignment: Any neutral.

Race: Human, elf, half-elf, halfling or gnome.

Skills: Animal Empathy 4 ranks, Knowledge (nature) 8 ranks, Wilderness Lore 6 ranks.

Feats: Alertness, Track.

Special: A character must have befriended a dryad and be given the title of friend of the forest in order to take this class. The character must be able to *wild shape*.

CLASS SKILLS

The child of the wood's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Climb (Str), Handle Animal (Wis), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Swim (Str), Spellcraft (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the child of the wood prestige class.

Weapon and Armor Proficiency: Children of the wood are proficient with the following weapons: staff, club, sling, whip, and net. They are prohibited from using any weapons or armor that employ metal as it goes against the natural order of the forest. As such, they may only wear light armor and share the prohibitions used by druids.

Spells: The child of the wood continues to grow in her knowledge of magic throughout her spiritual growth. Thus when a new child of the wood level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class that she belonged to before adding the prestige class. If a character had more than one divine spellcast-

CHILD OF THE WOOD

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Claws, fey beauty	+1 level of existing class
2nd	+1	+3	+0	+3	Lifespeak	+1 level of existing class
3rd	+2	+3	+1	+3	Spring's touch, plant transformation	+1 level of existing class
4th	+3	+4	+1	+4	Control plants	+1 level of existing class
5th	+3	+4	+1	+4	Path of roots	+1 level of existing class
6th	+4	+5	+2	+5	Improved claws, spirit guide	+1 level of existing class
7th	+5	+5	+2	+5	Oakskin	+1 level of existing class
8th	+6	+6	+2	+6	Blood of life	+1 level of existing class
9th	+6	+6	+3	+6	Tree meld	+1 level of existing class
10th	+7	+7	+3	+7	Force of nature, fey perfection	+1 level of existing class

ing class before she became a child of the wood, she must decide to which class she adds each level of child of the wood for purposes of determining her spells per day.

Claws (Su): At will, a child of the wood can morph her hands into sharp, serrated claws that resemble the gnarled branches of a tree. However, the claws maintain the shape of hands and can be used to manipulate objects as normal. The claws are supernatural in nature and cause slashing damage, and a child of the wood is considered armed when fighting with these claws. When fighting one handed, a child of the wood can make an unarmed strike as an offhand weapon, but suffers the standard penalty for two weapon fighting. The claws inflict 1d6+1 points of damage, which increases by +1 for every two child of the wood levels attained.

At 6th level, a child of the wood gains the ability to extend her claws, increasing the area they threaten to 10 ft.

Fey Beauty: A child of the wood enjoys a supernatural beauty. She benefits from an inner connection with nature that grants her a +2 circumstance bonus on Charisma-based skill checks in her interactions with animals, fey, and plants.

Lifespeak (Ex): At 2nd level, a child of the wood learns how to speak freely with all plants and animals, as if they shared a common language. This does not give her any power over these creatures or grant them heightened intel-

lects; it merely allows her to communicate with them.

Spring's Touch (Sp): Upon reaching 3rd level, a child of the wood gains the ability to cast *plant growth* once per day.

Plant Transformation (Su): At 3rd level, a child of the wood gains the ability to *wild shape* into a plant in addition to any normal forms she is allowed. This transformation uses the same rules as a druid's *wild shape* ability, and does not grant her any extra uses per day, merely a new possible form.

Control Plants (Sp): At 4th level, a child of the wood can cast *control plants* once per day.

Path of Roots (Su): The dryad's influences on the powers of the children of the wood truly reveal themselves at 5th level, when the character gains the supernatural ability to transport herself between trees. As a move-equivalent action, she can step into a tree within five feet that is at least one size category larger than herself and emerge at another tree within a distance of 60 ft. The child chooses the direction she wishes to travel but cannot pick the exact tree from which to exit. Both trees must be alive and roughly the same type and age. If no second tree matches this description, the character emerges on the other side of the starting tree.

When exiting, the character chooses an open adjacent square in which to appear. Sentient trees can deny the entry or exit

of a child based on their disposition and familiarity with the traveler. Objects carried or worn by the child travel with her but she cannot transport any other creature. She can use this ability three times per day, and it counts as having only moved five feet.

Spirit Guide (Ex): A change in the air, a new scent, an unexpected sound—these are all small clues that can alert a character to danger. At 6th level, a child of the wood gains a supernatural sense of all that goes on around her. As a result, she can never be surprised when in woodland terrain, and she gains the benefit of the Blind-Fight feat when in such surroundings.

Oakskin (Ex): At 7th level, a child of the wood no longer needs to eat or drink, for she gains her sustenance from the air she breathes, the sun she sees, and from the land where she walks. Unfortunately, this strong tie with nature has a downside as well. A child of the wood cannot go without the sun for more than a week without becoming weary and stressed. Regardless of whether or not she eats, for every day after that first week, she is considered fatigued (suffering a -2 penalty to Strength and Dexterity and unable to run or charge). Standing in direct sunlight for at least one hour restores her to full energy.

Blood of Life (Ex): Upon achieving 8th level, the blood of a child of the wood turns bright gold. This change in color also reflects a change in quality, for now her blood heals wounds and protects the child from poison. As a result, the character automatically heals one hit point per hour and is immune to all poisons. Her blood can also be used to close wounds in other creatures, granting a $+5$ bonus to any attempt to stabilize a dying creature.

Tree Meld (Su): At 9th level, a child of the wood develops the supernatural power to hide inside trees once per day. This ability works exactly like a *meld into stone* spell, except the character may only hide in trees or wooden structures.

Force of Nature (Su): At 10th level, a child of the wood can animate the trees around her once per day, as if she had cast *liveoak* on them. This ability acts in all ways like the spell, except $1d4+1$ trees are animated, the character need not touch the affected trees, and the effect only lasts for one minute per level.

Fey Perfection: The time and energy spent growing in unison with nature pays off at 10th level when a child of the wood achieves her ultimate form—she becomes a fey creature. Her type changes to fey, and she is no longer affected by spells that target humanoids. She no longer suffers the penalties for aging and cannot be magically aged, although she still dies when her natural time comes. Her hair and eyes develop a beautiful green or blue tinge and her skin takes on a subtle brown shade. In addition, her natural Charisma increases to 18 (unless it is already equal to or higher than this number).

ORGANIZATION: THE CHILDREN OF THE WOOD

PURPOSE

The Children of the Wood are the descendants of fey creatures who take up their birthright and defend the natural world.

LEADER

Éimerre (N half-elf female Drd8/Rgr3/Cow9)

CURRENT ACTIVITIES

The affinity between mortal beings and fey creatures is well known, if not widely believed. Almost every culture has stories of love affairs between mortals and these elusive creatures of the forest. Even the elves, who are generally considered to be highly in tune with the natural world, have their own superstitions and legends about interacting with the mysterious fey. There are also darker tales of changeling abductions and kidnapping as well, in which the fey take on a more sinister cast than is usually attributed to them. Whatever the source or tenor of such tales, there is always agreement on one point: the fey may beget and bear the children of mortal beings. Such fey-touched children are usually recognizable by their otherworldly airs and their strong kinship with the natural world—characteristics that set them apart from other mortal beings. Treated either with fear or with awe, these half-fey children feel the pull of their unusual heritage and often forge a connection to it later in life.

One such connection is found among the Children of the Wood. This band of druids, rangers, and allies all share a common pedigree—their mothers are all dryads. Raised

among mortals, they nevertheless knew that they were different than their fellows. They had a powerful attachment to the forest and could almost commune with it. When left alone in the woods, they took to it as if they were born there. It was only later that they learned the truth of their heritage and sought out others like themselves. Somewhere along the way, they stumbled upon a dryad (who may or may not have been their real mother), who offered them the opportunity to fulfill their destiny by becoming one of the Children of the Wood.

Accepting such an offer is no easy undertaking, for it is fraught with great peril. To become a Child of the Wood is to forsake one's mortal heritage and embrace one's fey ancestry. There is little chance to turn back and as an individual progresses into the organization's deeper mysteries, she becomes less and less like the people with whom she was raised. Over time, she cares little for the concerns of the mortal world. Indeed, she ceases to be a mortal at all. Instead, she slowly changes into the fey creature she always was, undergoing a kind of chrysalis change very much like that of a caterpillar into a butterfly. By the end of this change, the Child of the Wood has become more than fey-touched; she is a fey.

Of course, this change does not occur overnight. It takes time and comes only with an acceptance of the outlook that inspires the Children of the Wood—balance. Although the Children come from many alignments, all recognize the need for balance in all things. Neither good nor evil must become too powerful; neither chaos nor law. In a sense, the Children see such concerns as vestiges of their mortal life, holdovers from the time before they realized who they truly were. This is not to say that the Children are beyond the concepts of good or evil or chaos or law. Rather, they do not see such concepts as having much to do with their ultimate goals. The Children exist to protect the natural world and its inhabitants, as well as to preserve the unique magic that flows from them. They do not oppose civilization or other races. They wish nothing more than to live in harmony with them. Yet, they also realize that such harmony does not come easily or without effort.

The Children of the Wood are thus nature's defenders, diplomats, and—if need be—warriors. Under the leadership of Éimerre, they



exist in a loose fellowship, whose members are at various stages of development toward their ultimate transformation into a fey. Some still retain strong connections to their mortal life and philosophies. Some have not yet fully embraced balance in all things. Éimerre accepts this and allows them to find their own way. She knows that the dryads would never contact any of their descendants who did not possess the ability to find the true path that the Children walk, even if it takes years, even decades, to achieve. The Children of the Wood can wait, as they always have done, for they are certain that in the end the balance will be maintained, despite the unpredictable twists and turns along the way.

CAMPAIGN INTEGRATION

The Children of the Wood might prove difficult to integrate into some campaigns. The group exists in a world—that of the fey—that is not readily connected to the outside world. If the party consists largely of characters tied to the natural world, this is not a problem. If, however, there are no such ties, the group may prove harder to use. Likewise, the Children's goal of balance is easily misunderstood. They do not reject the morality of good and

evil (or even law and chaos). Rather, they hold that such concepts are not the be-all and end-all of action. In order to defend the magic of nature, one must be prepared to look beyond a single set of concepts when acting. This means sometimes acting in accordance with law and sometimes with chaos (or good or evil), for example, according to the needs of the situation. The Children see this as flexibility and open-mindedness. For them, it is a virtue rather than a vice. The Children could be used as antagonists, because of their flexible moral code. Solidly good-aligned characters might see them as dangerous enemies, especially if the Children's flexibility leads them to act in ways that run counter to their own morality.

An interesting way to use the Children (whether as antagonist or ally) is if the DM decides that one or more of the player characters have fey ancestry. In such a case, the Children might seek out such characters and offer them the chance to join them and discover their true heritage. If the character is opposed to such attention, the Children could be viewed in a sinister light. If, however, the character is intrigued by such a journey of self-discovery, the Children might open new vistas to them—and take the campaign along with it.

DAUGHTER OF STORMS

The fires ravaging the forest grove of Anchor's Bend could be seen from miles away. Orcs ravaged the small grove, looting, burning, and showing a total disregard for the inhabitants of the Nature Goddess's favored grove. In the midst of all this, however, came a wave of dead and dying orcs from the front lines of the horde. What the few survivors reported was troubling; stories of raging storms and controlled lightning tearing apart the orc troops. Even as the orc leader began to understand what was happening, scouts reported a woman marching on black clouds toward their position, lightning crackling around her and wild beasts killing mercilessly at her bidding. On the distant horizon, the orc captain could see storm clouds gathering as the roar of thunder filled the air.

Becoming a daughter of storms is a way of life chosen by few heroes. Respected by worshippers of nature and equally feared by those less inclined to follow the path of the wild, the daughter of storms lives most of her life in quiet service. She wanders the open plains

as a champion to those who cannot defend her beloved nature and as an executioner to those who would defile it. Much like the storms she controls and revels in, her nature is a volatile and uncontrollable thing to be both loved, respected, and feared.

All daughters of storms are female. The skills required to become a daughter of storms require a great depth of knowledge in nature and wilderness survival. Most are druids who find the path of storms while some are multi-classed as clerics devoted to storm gods and weather. Racially, most daughters of storms are human or elven.

Hit Die: d8.

REQUIREMENTS

To qualify to become a daughter of storms, a character must fulfill the following criteria.

Skills: Intuit Direction 5 ranks, Knowledge (nature) 5 ranks, and Wilderness Lore 10 ranks.

Feats: Great Fortitude.

Spellcasting: Must possess the ability to cast 4th-level divine spells.

Special: As an act of faith, the prospective daughter of storms must be struck with a bolt of lightning and survive. She may call the bolt upon herself (as with a *call lightning* spell), be stricken by an opponent's *lightning bolt*, or be stricken naturally during a storm.

CLASS SKILLS

The daughter of storms' class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Daughters of storms are proficient with the following kinds of weapons: club, dagger, dart, halfspear, longspear, quarterstaff, scimitar, sickle, shortspear, and sling. Their oath with nature (as a druid's) prohibits them from using any type of weapons other than these. They are proficient with light and medium armors, but are prohib-

ited from wearing any kind of metal armors (she may wear only padded, leather, or hide armors). They are proficient with shields but may only use wooden types.

Trial by Storm: By spending her life in the wild and surviving the trials of raging storms, the daughter of storms becomes tougher than most devotees to nature. At 1st level, the daughter of storms gains a +1 sacred bonus to all Fortitude saving throws.

Child of the Wild: Either by wandering the wastelands or by protecting a small forest grove, the daughter of storms becomes extraordinarily well versed in the methods of wilderness survival and travel. Beginning at 2nd level, the daughter of storms gains a +2 circumstance bonus to all Intuit Direction and Wilderness Lore skill checks.

Embracing the Storm (Ex): The daughter of storms does not just control the powers of nature's fury, she feels its presence within her very soul. She and the storms exist together in a way that a mother may feel the closeness of her child. At 3rd level, the daughter of storms may as a free action detect the presence of an oncoming storm. There is no roll required, her ability to detect the approaching storm is always an automatic success. Second, the daughter of storms is immune to any environmental effects created during a thunderstorm (DMG, The Environment).

Wrath of Storms (Sp): As a child and worshiper of the storm, the daughter of storms is granted the special privilege to use the wrath of the storm to punish the wicked. At 4th level, the daughter of storms may *call lightning* in one minute rather than the standard 10 minutes required by the spell. Additionally, she may summon one bolt of lightning per minute rather than the standard one per 10 minutes, and doing so is a free action for the daughter of storms. Otherwise, the *call lightning* spell acts normally.

Spark of Power (Ex): As a devoted champion and fledgling master of the storm's power, the daughter of storms learns to channel her faith into other abilities as well. Beginning at 5th level, the daughter of storms may change any of her prepared spells for the day with an elemental descriptor (fire, cold, acid, etc.) into an electricity descriptor. For example, the daugh-



DAUGHTER OF STORMS

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Trial by storm	+1 level of existing class
2nd	+1	+3	+0	+3	Child of the wilderness	+1 level of existing class
3rd	+2	+3	+1	+3	Embracing the storm	+1 level of existing class
4th	+3	+4	+1	+4	Wrath of storms	+1 level of existing class
5th	+3	+4	+1	+4	Spark of power	+1 level of existing class
6th	+4	+5	+2	+5	Freedom of casting	+1 level of existing class
7th	+5	+5	+2	+5	Summon storm	+1 level of existing class
8th	+6	+6	+2	+6	Bond of nature	+1 level of existing class
9th	+6	+6	+3	+6	Queen of storms	+1 level of existing class
10th	+7	+7	+3	+7	Goddess of storms	+1 level of existing class

ter of storms can modify her prepared *ice storm* spell to produce electrical damage rather than cold damage. Doing so is a free action as the modification is made during the casting process.

Freedom of Casting (Sp): With her powers and control over the raging storm improving, the daughter of storms learns to harness and release more power each day than other druids. At 6th level, the daughter of storms may prepare and cast a number of bonus spell levels each day equal to her Wisdom ability score modifier. These spell levels may be spread out as the daughter of storms see fit. So, a character with an 18 Wisdom may choose to prepare four extra 1st level spells, two 2nd level spells, one 3rd level spell and one 1st level spell, one 4th level spell, etc. The bonus spells must be prepared normally each day with her standard spells. These bonus spells must be prepared from the following list: 1st—*detect animals or plants, endure elements, obscuring mist, pass without trace*; 2nd—*resist elements, summon swarm*; 3rd—*call lightning, plant growth, protection from elements, speak with plants*; 4th—*control plants, quench, sleet storm*.

Summon Storm (Sp): The daughter of storms controls the fury of storms in a way similar to the methods of an animal trainer working with a dangerous lion. As her power and control manifest themselves to near their peak, the daughter of storms learns to control an area's weather to suit her needs. At 7th level, the daughter of storms may *control weather* at will to summon thunderstorms into an outdoors area. The casting time of the spell is

reduced to 5 minutes, and it only takes 5 minutes for the weather to arrive, each half of the normal spell. To create different effects, the daughter of storms must prepare and cast the *control weather* spell normally.

Bond of Nature (Sp): By summoning rolling storm clouds and harnessing the power within them, the daughter of storms learns to hear tales that the storm clouds share with her. At 8th level, the daughter of storms may use an ability at will that closely mimics the spell *commune with nature*. The only restriction on this ability is that storm clouds must be present in order for the daughter of storms to commune in this manner. The effects are identical to the *commune with nature* spell and the duration lasts for as long as the storm clouds are present.

Queen of Storms: By spending a lifetime harnessing and worshipping the power of the storm, the daughter of storms becomes a queen, in a matter of speaking. As a queen of storms, worshippers of nature respect her. The queen of storms is feared by those who would defile the beauty of nature and her wrath for doing so has reached a near legendary status. At 9th level, the queen of storms gains a +4 circumstance bonus to all Charisma-based checks as well as a +10 circumstance bonus to all Intimidate skill checks made against evil creatures who seek to harm or defile nature. If the queen of storms possesses the Leadership feat, she gains a +4 bonus to her Leadership score as her name and reputation attract more loyal followers.

Goddess of Storms: After years of struggle, service, and sacrifice the queen of storms

becomes something much greater than what most followers of nature will ever achieve. When this time arrives, many that know of her may worship her as a virtual goddess. At 10th level, the queen of storms no longer ages and cannot be aged magically. She is a timeless being who stands as a champion and sage to the ways of nature and the fury of the storm. Additionally, she gains damage reduction of 10/+2, SR 15, and she may choose up to five spell levels worth of spells that she may now use as spell-like abilities three times per day (spread out as the queen of storms chooses). Once the spells are selected they cannot be changed.

ORGANIZATION: THE FURIES

PURPOSE

The Furies are a group of human and elven women who believe themselves to be the defenders—and, if need be, executioners—of Nature.

LEADER

Nidria (CN human female Drd11/Dos9)

CURRENT ACTIVITIES

While many civilized folk think of Nature in pleasant or gentle terms—the warm summer rain, the cool breeze, the warmth of the sun—those who live outside cities often have a more even-handed perspective. Certainly, Nature is the bringer of many blessings and all living things depend on its bounty to survive, grow, and prosper. Yet, Nature can be capricious, even cruel. The same things that living beings laud can be turned against them without warning or explanation. The sun can parch croplands, creating arid wastes. The wind can become a hurricane, destroying property. The rain can beat down upon the earth, causing mudslides and overflowing rivers.

Nature is a complicated phenomenon and frustrates the attempts of mortals to categorize it in a simple fashion. It is a primal force without any master. Some religions claim that the gods command nature. Others even go so far as to suggest that the gods created Nature. Anyone who has been pelted by a hailstorm or seen lightning ignite a forest fire is not so easily deluded. They know well that, while the gods may use Nature to achieve their ends, they do

not command it, let alone create it. Nature exists above and beyond the gods. It was before the gods came into being and shall be long after they have passed away.

One of the foremost advocates of this philosophy are the group of human and elven women known as the Furies. This band of druids (and a tiny number of radical clerics) considers themselves Nature's most ardent servants. They are not worshippers of Nature, since they do not see it as a being that can be won over by entreaties or held at bay by sacrifices. Instead, they channel its power, allowing it to sweep over them and through them. The Furies believe that it is only by coming to terms with the true reality of Nature, rather than some romantic pastoral notion, that mortal beings can fulfill their own potential—and escape its wrath.

The Furies are impossibly old. No one knows precisely when they were founded or by whom. The oldest and wisest members of this sisterhood claim that they have always existed in some form. Like Nature itself, they may be older than the gods. The Furies certainly have little respect for most deities, seeing them as pretenders or, at best, latecomers to the cosmic scene. Consequently, they often treat the adherents of more traditional faiths with a disdain that borders on outright contempt. The gods, they claim, are no different than mortals; they too are subject to Nature's whims, no matter how much they may assert otherwise. Therefore, why grovel before deities, if they are as helpless before the true mistress of the multiverse as anyone else?

The Furies serve two distinct purposes. Their first is to spread their philosophy throughout the world. They travel, either singly or in small groups, to teach mortals that no good can come from either denying or fearing Nature. Mortals are as much a part of Nature as the wind and the rain. There is no denying that. Likewise, Nature, though dangerous, is not malevolent. It is a fact of existence, certainly, but it bears no ill will toward living things. Too many mortals run away from these truths by personifying Nature or trying in vain to control it. Only by accepting these two realities can mortals find peace and achieve the fullness of life they deserve.

The Furies' second purpose is to act as

Nature's defenders in the world. The group does not mean this literally, since, as they readily admit, Nature has no need of defenders. Rather, the Furies believe that their first purpose is sometimes best achieved by action instead of mere words. They defend their philosophy by rebuking those who contradict it—sometimes violently. Because the Furies have internalized their own beliefs, they know better than most that they are connected to the whims and power of Nature. They can ride its currents and even direct them to an extent. In this way, the Furies become agents of Nature, the means by which its stark reality is manifested to the world.

Very few civilized folk have much truck with the Furies, viewing them as insane or at least misguided. Their peculiar attachment to Nature and their odd beliefs make them outcasts in most societies. Only among barbarians are they regularly accepted and even then they are viewed with respect born of fear rather than the enlightened acceptance of Nature they espouse. Many civilized religions consider the Furies dangerous fanatics and seek to stamp them out before they undermine belief in the gods with their foolish notions. For their part, the Furies continue to do what they have always done. They know that most mortals are not yet ready to accept the truth. For the few that are, though, they will always be present, leading them to a conclusion that most mortals reject because it runs counter to what they have been taught all their lives.

CAMPAIGN INTEGRATION

The Furies can be used in many ways in a fantasy campaign. The most obvious (and the easiest to integrate) is as villains, or at least antagonists. The Furies' philosophy runs counter to that of most religions. Likewise, it is based upon the idea that mortal beings should embrace Nature and all its contradictions rather than fight against it. They hold that this embrace brings power and the possibility for personal growth. That the Furies regularly teach others the truth of their philosophy by means of summoning storms and sowing destruction make them excellent opponents.

Of course, the Furies could also be allies or even heroes, depending on the type of campaign the DM runs. In a heavily nature-oriented campaign, they could become powerful partners in the battle against those who

defile Nature. In a very unusual game, the gods might actually be viewed as enemies of mortals, in which case the Furies (or a group very much like them) make perfect heroes.

Whether used as protagonists or antagonists, the DM should consider the question of whether the Furies' philosophy is right. If it is, that requires him to give some thought to how it relates to the origin of divine magic and the status of the gods. Such questions need to be considered before introducing the Furies, because players will want to find out if these women are right or just deluded. Even if they do not want to know immediately, the DM will find it easier to use them if he has an idea of how they get their power and their relationship to the rest of the setting. If the Furies are wrong, the same questions arise. Perhaps they are dupes of some god or evil outsider. Perhaps they draw the power from within themselves. These and other answers are possible, but, again, the DM should consider all these possibilities before adding them to an ongoing campaign.

DERVISH

The power of religious belief is great. Animated by faith, individuals have been known to accomplish great things, including on the field of battle. Holy warriors of all sorts are simultaneously respected and feared—respected for their devotion and feared for the prowess that devotion grants them. Among this elite group, few can compare to the dervish, a warrior whose service to his god is so great that it grants him seemingly superhuman abilities with his chosen weapon.

Mighty in battle and shrugging off wounds as if they were of no consequence, the dervish is a contradiction. At once calm and frenzied, he epitomizes the perfect union of body and soul in the name of the divine. He is not a berserker, filled with rage and hatred for his enemies. Instead, the dervish kills because it is his duty to his god. He does so not because he wishes to do so but because he must. To the dervish, warfare is sometimes a grim necessity of the devout, especially when faced by enemies who seek to do harm to the faithful of his chosen religion. The dervish thus acts as his deity's sword arm among mortals, an instrument by which he manifests his power and protects his followers.

Hit Die: d10.

REQUIREMENTS

To qualify to become a dervish, a character must fulfill all the following criteria.

Alignment: Same as patron deity.

Base Attack Bonus: +6.

Skills: Knowledge (religion) 6 ranks, Tumble 3 ranks.

Feats: Dodge, Expertise, Weapon Focus (patron deity's favored weapon).

Special: The ability to smite good or evil.

CLASS SKILLS

The dervish's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: A dervish is proficient with all simple and martial weapons, and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Perfect Piety (Ex): At 1st level, the dervish becomes so devoted to his faith that he can never be made to act against it, whether willingly or unwillingly. Not even an enchantment or mind-influencing spell or effect can cause him to act in a fashion contrary to his religious beliefs. He is not immune to all the effects of spells like *charm person* or *dominate person*, but he cannot be commanded through such spells to act against his religion. Thus, a sorcerer could *dominate* a dervish and command him to reveal his name or the location of his home, but he could not command him to kill an ally or even stop attacking the sorcerer if he belonged to a group or faith inimical to the dervish's own.

Zealous Strike (Ex): Beginning at 1st level and increasing every four levels thereafter, the dervish gains the ability to infuse strikes with his deity's favored weapon with divine energies. Each level grants a +1d6 sacred bonus to damage on all attacks directed against oppo-



DERVISH

Class Level	Base Attack	Fort Save	Ref Save	Will Save
1st	+1	+2	+2	+0
2nd	+2	+3	+3	+0
3rd	+3	+3	+3	+1
4th	+4	+4	+4	+1
5th	+5	+4	+4	+1
6th	+6	+5	+5	+2
7th	+7	+5	+5	+2
8th	+8	+6	+6	+2
9th	+9	+6	+6	+3
10th	+10	+7	+7	+3

Special

Perfect piety, zealous strike +1d6
 Uncanny dodge (Dex bonus to AC)
 Shield of faith
 Gracious movement
 Zealous strike +2d6
 Uncanny dodge (can't be flanked)
 Weapon specialization
 Gracious movement
 Zealous strike +3d6
 Whirlwind attack

nents whose ethical alignment is diametrical to that of the dervish. Thus, good dervishes gain the bonus against evil opponents and evil dervishes gain the bonus against good opponents. Neutral dervishes must choose either evil or good at 1st level, depending on the inclinations of their patron deity.

Uncanny Dodge: At 2nd level, the dervish gains the extraordinary ability to react instinctively to the presence of danger. The dervish therefore retains his Dexterity bonus to AC (if any) regardless of whether he is caught flat-footed or is attacked by a hidden opponent. He still loses his Dexterity bonus if he is immobilized, however. At 6th level, the dervish can no longer be flanked, since his instincts expand further to deal with more than one opponent at a time. This ability denies rogues and other character classes their ability to use flank attacks to sneak attack the dervish.

Shield of Faith (Su): Beginning at 3rd level, the dervish comes to trust completely in his god's protection. If he wears no armor, he may add both his Dexterity and his Wisdom modifiers to his AC. The Wisdom bonus represents the hand of the dervish's god upon him, so he does not lose this bonus to AC even in situations when he is caught flat-footed or unaware. He still loses his Dexterity bonuses in such situations, of course, and the Wisdom bonus does not apply in situations in which the dervish is immobilized.

Gracious Movement: At 4th level, the dervish learns to move gracefully, as if the hand of his god were guiding him. This

allows him to dodge potentially fatal blows and turn them into less deadly ones. A number of times per day equal to his Wisdom modifier, the dervish can attempt a Reflex save (DC 20) to prevent a critical hit from being scored against him by an opponent's attack. If successful, the character negates the critical hit, reducing the hit to normal damage instead. To use this ability effectively, the dervish must be able to see his opponent and cannot be in a situation in which he would lose his Dexterity bonus to AC. At 8th level, the character learns to move so gracefully that he reduces a critical hit to a miss upon a successful Reflex save.

Weapon Specialization: At 7th level, the dervish gains the Weapon Specialization feat in his favored weapon. Weapon Specialization adds a +2 damage bonus with this weapon. If the weapon is a ranged weapon, the damage bonus applies only if the target is within 30 ft., since it's only at that range that the dervish can strike precisely enough to deliver the additional damage.

Whirlwind Attack: At 10th level, a dervish acquires the extraordinary ability to make a Whirlwind Attack a number of times per day equal to his Wisdom modifier. This ability functions exactly like the feat of the same name, except that it is limited in the number of times per day it is usable and the character need not meet all the prerequisites to use it.

ORGANIZATION: HAND OF THE RIGHTEOUS

PURPOSE

The Hand of the Righteous is an order of holy warriors who serve the temples of good as fanatical bodyguards, soldiers, and occasionally assassins.

LEADER

Dhalie Rurine (LG human female Pal9/Der10)

CURRENT ACTIVITIES

The gods of good are no less interested in aiding their mortal followers than those of evil. If anything, they are far more interested in doing so. However, unlike their diabolical counterparts, good deities are unwilling to do whatever is necessary to achieve their ends. They impose on themselves and their worshippers codes of conduct that, some say, hamper their ability to respond to the evil in the world and leave it easy prey for the machinations of the less virtuous. Whether this charge is fair or not, there is little question that even chaotically aligned good deities do not condone the principle that the ends justify the means, even in the face of the greatest of threats. And so, the saying goes, evil flourishes while good men are hampered by their self-limiting morality.

Such has been the state of affairs in many lands for untold generations. Evil, given free rein, has thrived and good has sapped its own vitality through the imposition of rules and regulations designed to keep it on the straight and narrow. Chadoth Pamarwi, a priest of the god of law, saw this sorry state of affairs and was moved to tears by it. A deeply honorable and devout man, he understood well the necessity of codes of personal morality. He believed them essential to the right ordering of a life in accordance with divine principles. As a priest of the god of law, he also believed that there can be no good if there is not also order. Yet, Pamarwi could not deny that the forces of good operated at a distinct disadvantage to those of evil, because they were unwilling to break rules or toss aside virtue in order to achieve the victory they sought.

Chadoth Pamarwi meditated long on this question. He eventually concluded that what the forces of good lacked was not a willingness to flout honor and principle, but the courage to face horrendous defeat even if, in doing so, it could win in the long term. What the priest meant was that the followers of good deities understandably valued their lives and those of their soldiers. However, Pamarwi came to believe that the intensity with which they valued these lives stood in the way of success. After all, there are more valuable things than life—virtue, freedom, knowledge. These things transcended life and could never be safeguarded if life were held as more valuable.

So it was that Chadoth Pamarwi founded the Hand of the Righteous, an order of paladins who valued goodness more than their own lives. Infused with the teachings of their respective gods—they served many—the members of the Hand were fanatics. They fought without concern for their own well being, willingly risking life and limb in the name of their cause. At the same time, their devotion to goodness was so great that they did not allow their fanaticism to overshadow it. The Hand killed without anger and warred without fear. Their minds were never poisoned by dark emotions and they kept their thoughts firmly on the righteous goals of their superiors, who used them wherever they were needed in whatever capacity was most appropriate.

The Hand of the Righteous never became a large or popular order of paladins. Most outsiders, even those sympathetic to Pamarwi's vision, find the Hand to be frightening—at once frighteningly zealous and divinely calm. Hand members are aloof from day to day concerns and focus solely on their mission. They take pleasure in even the smallest things, for they know that at any moment they may be called upon to die for the cause of good against evil. The Hand works with many temples of good deities (though they prefer lawful ones over neutral or chaotic ones) on a wide variety of missions. Most often they are used as shock troops or special operatives. Occasionally, they are even used to kill evil leaders before they can do greater harm. The Hand sees no incompatibility between their actions and the cause they serve. That they retain their paladinhood, while gaining other additional abilities, suggests that their patron deities agree.

CAMPAIGN INTEGRATION

The Hand of the Righteous can be used in several different ways, depending on the DM's needs for his campaign. Most obviously, it can be used as a paladin order, although one with a difference. The fanaticism of the Hand is unusual and runs counter to the expectations many players have for such groups. If the DM so wishes, he can play this element up, since it is always good to keep the players guessing. Of course, it is also possible the DM may wish to portray the Hand as slightly sinister, perhaps proof that even good can go too far when pushed to the limits of its collective endurance.

As written, the Hand's members retain their paladin status, but the DM could just as easily use them as ex-paladins, although he would have to rework the prerequisites for the dervish prestige class slightly. In this version, the Hand is made up of a bunch of grim zealots who have lost sight of what they are supposed to be fighting for. Perhaps the characters must help them to see the error of their ways. Alternately, the PCs might be attracted to the group because they are willing to do what needs to be done to give the forces of good a fighting chance. The Hand is made up of martyrs who are risking their own souls to save what they hold most dear—goodness and law—by betraying them. This tragic version of the Hand of the Righteous might prove very useful, especially in campaigns where goodness is on the wane and evil on the rise.

EXORCIST

Few dare to walk the darkened paths of the dead, and fewer still live to tell the tale. Although many churches deny their existence, exorcists are the ultimate defense against poltergeists, demons, and evil spirits. They are masters of a dangerous art that carefully stands on the border between the ordered world of the living and the chaotic realm of the dead.

The exorcist is often called upon to eradicate a haunting or a possession. They are a grim lot who have spent years pouring over forbidden and often dangerous texts to develop an innate understanding of the nether world and its inhabitants. A character must possess an incredible strength of will and understanding of death before hoping to become an exorcist.

Those that fail this trial often go insane.

Primarily clerics take this class, but paladins may find it useful when combating the undead. All other classes lack the necessary abilities to fight these terrible, unseen foes. Most churches discourage the exorcist from discussing his occupation in public since it tends to inspire fear and distrust. There are said to be secret schools hidden across the realm that specialize in training exorcists, but these have not yet been proven to be anything other than rumors.

Hit Die: d8.

REQUIREMENTS

To become an exorcist, a character must fulfill the following requirements.

Skills: Knowledge (undead) 3 ranks.

Feats: Extra Turning, Iron Will.

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

Special: Since most possessing creatures come from the abyssal planes, the character must be able to speak Abyssal.

CLASS SKILLS

The exorcist's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (the planes) (Int), Knowledge (religion) (Int), Knowledge (undead) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the exorcist prestige class.

Weapon and Armor Proficiency: Exorcists are proficient with all simple weapons, all types of armor (light, medium, and heavy), and shields.

Spells: The exorcist continues to grow in his knowledge of magic throughout his studies. Thus when a new exorcist level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class that he belonged to before adding the prestige class. If a character had more than one divine spellcasting class before he became an exorcist, he must decide to which class he adds each

level of exorcist for purposes of determining his spells per day.

Ghostblade (Su): The first skill an exorcist learns is how to channel his own spiritual energy through his hands and into his weapons. As such, any melee weapon that an exorcist wields temporarily gains the *ghost touch* power for as long it remains within his hands. This means that the weapon can deal damage normally to incorporeal creatures. In addition, the positive energy used to generate this effect causes an additional 1d4 points of damage to all undead creatures. This bonus damage increases by 1d4 points at 3rd, 6th, and 9th levels. This ability has no effect on ranged weapons, unless they are wielded in melee (such as a spear or dagger).

Detect Undead (Sp): An exorcist can cast *detect undead* at will as a spell-like ability.

Deathspeak: An exorcist spends many long hours studying the ancient research that deals with spirits and fiends. He gains a rare understanding of what these tortured and cruel spirits experience and how they think. Beginning at 2nd level, the exorcist gains a +4 circumstance bonus to Charisma-based skill checks in his interactions with fiends and ghosts.

Fearless (Ex): At 2nd level, an exorcist becomes immune to fear (magical and otherwise).

Mistwalk (Su): At 4th level, the exorcist gains the ability to project a thin, green mist in a 20-ft. radius from his body. All living creatures within this mist act as if under the influence of an *invisibility to undead* spell. This mist is not mobile, though creatures may move freely within it and remain under its effects. Creatures must be within 20 feet of the exorcist when he invokes this ability to be affected by it, and if a creature leaves the area he immediately loses the mist's benefit and may not regain it until the exorcists invokes the power again. This ability is usable three times per day.

Control Possession (Su): At 5th level, an exorcist can enforce his will onto a spirit or extraplanar creature that has possessed another creature or object on the material plane. This is a supernatural ability that requires one full-round action to complete. At the end of the round, the character and entity make opposed Will saves. If the exorcist wins, the entity



EXORCIST

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Ghostblade +1d4, <i>detect undead</i>	+1 level of existing class
2nd	+1	+0	+0	+3	Deathspeak, fearless	+1 level of existing class
3rd	+2	+1	+1	+3	Ghostblade (+2d4)	+1 level of existing class
4th	+3	+1	+1	+4	Mistwalk	+1 level of existing class
5th	+3	+1	+1	+4	Control possession	+1 level of existing class
6th	+4	+2	+2	+5	Ghostblade (+3d4)	+1 level of existing class
7th	+5	+2	+2	+5	Ethereal sight	+1 level of existing class
8th	+6	+2	+2	+6	Spirit grip	+1 level of existing class
9th	+6	+4	+3	+6	Ghostblade (+4d4)	+1 level of existing class
10th	+7	+5	+3	+7	<i>Banishment</i> , expel	+1 level of existing class

becomes trapped inside its current host for as long as the exorcist maintains concentration. It may still perform any other action that it is capable of such as casting spells and attacking. If the entity wins this check, it is thereafter immune to being trapped with this ability unless it switches hosts.

If a host is rendered unconscious while a spirit is trapped inside, the entity is banished to its home plane.

Ethereal Sight (Ex): Beginning at 7th level, the irises of the exorcist's eyes become partially ethereal. His eyes develop a barely noticeable and unnatural glow, and he can now see creatures and objects on the ethereal plane as if he were also on that plane. This change also makes an exorcist immune to all gaze attacks (magical or otherwise) regardless of which plane they originate from.

Spirit Grip (Ex): At 8th level, an exorcist has the supernatural ability to grab objects and creatures on the ethereal plane. With a grapple attack, an exorcist can take hold of and pin a ghost or other incorporeal creature as if they were corporeal.

Expel (Su): Upon reaching 10th level, an exorcist furthers his control over possessions to include expulsion. He can now force a ghost, demon, or other extraplanar creature out of an object or person on the material plane. He must first trap the creature with his control possession ability, and then he can make an opposed Will save with the creature each

round. Once he succeeds at this check, the creature is banished to its home plane and may not return to the material plane for a year and a day.

Banishment (Sp): At 10th level, an exorcist can banish an extraplanar creature into a small object. This spell-like ability can be used once per day and for all purposes except one resembles the *banishment* spell. Instead of sending the creature to its home plane, an exorcist traps it in an object. The exorcist must be holding the desired object and it must be able to be closed in some way. Common objects include lamps, books, boxes, bottles, or bags. The object must be non-magical at the time it is used for this purpose.

Once bound, the extraplanar creature must stay within the chosen object forever until the object is either opened or destroyed, at which point the trapped entity is freed. As long as the extraplanar creature remains bound inside, the object emits a slight magical aura, although magically identifying the object does not reveal its purpose or design. When first bound, the exorcist must define some phrase or action that will release the trapped creature. This must be written down in a permanent manner, and if this inscription or the object it is inscribed upon is ever destroyed, or the condition fulfilled, the creature is loosed from its bondage.

ORGANIZATION: THE CUSTODIANS OF THE DIVINE PATH

PURPOSE

The Custodians believe that death is an ending decreed by the gods and that undead must be destroyed to ensure that decree is upheld.

LEADER

Sunenti Hlaktan (LG human male Pal11/Exo9)

CURRENT ACTIVITIES

Death claims everyone in the end, whether king or commoner. There is no escape from its icy clutches, for its dominion extends over all the earth and perhaps beyond. Moreover, the gods themselves acknowledge its power and promise their followers their just rewards or punishments only after death has first made its claim upon them. Despite this—or perhaps because of it—there are those who would cheat death. Worse still, there are those who would take advantage of it, using their own powers to steal a portion of death's dominion to mock it as well as life. It was to combat these individuals and their allies that the Custodians of the Divine Path were established.

The Custodians came to be during an onslaught of undead raised by the mighty necromancer Nyelan Tsokomo a century ago. Tsokomo was an adherent to an evil philosophy with two basic tenets. The first was that the gods were not worthy of worship, since they mistreated mortal beings and took little interest in their plight. The second was that the most effective way to rebel against the gods was to seek immortality by any and all means, including necromancy. Tsokomo saw his raising of hordes of zombies and skeletons, not to mention more powerful undead creatures, as a kind of insurrection against the gods he had forsaken.

Initially, Tsokomo's rebellion gained few adherents beyond a small coterie of evil and self-interested beings. Indeed, many evil humanoids and cultists looked askance at the necromancer, deeming him insane to challenge the gods in such a fashion. Some even opposed him, since he had no truck with their customs or taboos against desecrating the graves of their

dead. Even so, Tsokomo's army of the undead proved quite difficult to destroy and it wrought havoc across the world. In time, its might proved an inducement for others to join him in his rejection of the gods and all that they represent.

For a handful of good-aligned deities, this was the last straw. Rather than allow the necromancer to continue mocking them and undermining their authority on earth, they inspired an idealistic paladin named Bejjene Tsa'a to take up arms against Tsokomo. Tsa'a rallied the followers of other deities to his cause and created a huge army to challenge the undead army. In the end, the forces of good were victorious and Tsokomo finally met the end he had been avoiding for so long.

However, the gods did not wish to see a repeat of Nyelan Tsokomo's rebellion. They entrusted Bejjene Tsa'a with the task of establishing an order devoted to fighting the undead and those who would not hold sacred the finality of death. Under their direction, the Custodians of the Divine Way came to be. From the first, its members (who belong to many good-aligned faiths) have warred against necromancy and evil undead. It has likewise aided good undead to move on to their final reward and accept their place in the afterlife as the gods intended. As the decades wore on, they expanded their mandate to battle against evil outsiders as well, seeing their attempts to interfere in mortal affairs as just as much an affront to the gods as the existence of undead.

CAMPAIGN INTEGRATION

The Custodians can be used in several ways, depending on the needs of the campaign. The straightforward approach has them function exactly as described—stalwart defenders of the gods against the undead and fiendish outsiders. On this model, they can be used in almost any setting in which good gods cooperate in the face of great evil. In settings where this is not the case, they can serve only a single god or a small collection of deities. What is important is that their focus on battling the undead and evil outsiders remains intact.

A more ambiguous possibility paints the Custodians as servants of a divine status quo. Though good in their intentions, they are in many ways enforcers for the gods. If painted as stiff-necked and intolerant,

they might view those who use *raise dead* or *resurrection* spells as blasphemers who defy the gods just as Nyelan Tsokomo did. They would certainly oppose other forms of life extension or death avoidance as unnatural, which might not endear them to many people—including the PCs. This interpretation of the organization is darker and more unpleasant and isn't suitable for every setting. In campaigns where the interests of mortals and gods diverge, however, the Custodians might make a nice adversary group that is not evil but is nevertheless an antagonist.

Another possibility would make the Custodians less martial and more interested in healing. They see the undead as beings in torment and seek to return them to the Divine Path that leads to acceptance of their ultimate fate. In this way, they would act more like spiritual counselors than warriors, using their abilities to bridge the gap between the living and the dead in the name of peace. Of course, sometimes, there would be no option except violence, but this would be a last resort rather than standard operating procedure. This version of the Custodians might work best as an NPC organization, but some player characters might find it appropriate nonetheless.

FAITH GUARDIAN

A faith guardian is a welcome addition to any adventuring party. They are skilled protectors who have devoted their lives to helping others. Harnessing the magical energies around them, faith guardians shield and heal those who travel with them. Rarely do members of this prestige class settle in one place, preferring the open life of the road so they can help as many people as possible. Sometimes several faith guardians band together to act as traveling healers, especially in times of war or pestilence.

Most faith guardians begin as clerics who enjoy the expanded strength of healing and protection offered by this prestige class. However, paladins and druids may also be enticed by the selfless nature of the faith guardian.

Hit Die: d8.

REQUIREMENTS

To become faith guardian, a character must fulfill the following requirements.

Alignment: Any good.

Skills: Alchemy 3 ranks, Concentration 4 ranks, Heal 8 ranks, Profession (herbalist) 4 ranks.

Feats: Skill Focus (Heal).

Spellcasting: Ability to cast divine spells of 1st level or higher.

CLASS SKILLS

The faith guardian's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Heal (Wis), Knowledge (religion), Profession (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the faith guardian prestige class.

Weapon and Armor Proficiency: Faith guardians are proficient with all simple weapons, all types of armor (light, medium, heavy), and shields.

Spells: A faith guardian remains truthful to her spiritual growth and continues to gain levels in divine magic. Thus for every two levels of faith guardian gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class that she belonged to before adding the prestige class. However, she does not gain any other benefits that would normally be associated with the other class such as increased undead turning. If a character had more than one divine spellcasting class before she became a faith guardian, she must decide to which class she adds each level of faith guardian for purposes of determining her spells per day. She cannot add the new level to an arcane spellcasting class.

Shield Other (Sp): The faith guardian can cast *shield other* at will, but may only ward one creature at a time.

Field of Peace (Su): At 2nd level, a faith guardian can designate an area of peace around her that discourages fighting. She can use this supernatural ability once per day and it lasts one round per level. The field of peace covers a 10-ft. radius around the faith guardian and moves with her. Enemies and allies within the field attempting to strike or otherwise act in

aggression must make a Will save (DC 15 + faith guardian's Wisdom modifier). Failing the save means that the creature cannot attack or take any aggressive action in that round. A successful save means that a character is not affected by the field of peace for that round attack. If the faith guardian takes any aggressive action while the field is active, the effect immediately ends and the character is considered fatigued for the rest of the battle.

Hands of the Healer: Upon reaching 3rd level, a faith guardian becomes more skilled at healing wounds. All of her spells that restore lost hit points heal an additional point of damage per class level and she gains a +2 circumstance bonus to all Heal checks.

Restore Mind (Sp): Faith guardians strive to protect the mind as well as the body from harm. At 4th level, a faith guardian can *break enchantment*, as per the spell, once per week.

Elemental Sphere (Su): At 5th level, a faith guardian generates a small sphere of protection against elemental damage that moves with the character. The sphere absorbs the first two points of damage each round from acid, cold, electricity, fire, and sonic sources (natural and magical). This protection extends to all creatures within a 10-ft. radius.

At 10th level, the sphere absorbs the first 5 hit points of damage each round.

Sacred Ground (Su): At 6th level, once per day, a faith guardian can declare an area around her to be consecrated. This creates a supernatural barrier that covers a 20-ft. radius around the faith guardian. This barrier does not move until the character leaves it or wills it to end, or when someone within the barrier takes an aggressive action. Undead creatures and evil outsiders that come into contact with the barrier will find it an impassable wall.

Eyes of the Healer (Ex): Beginning at 7th level, a faith guardian has complete mastery over her healing magic. All her healing spells that required touch can be cast with range of Close (25 ft. + 5 ft./2 levels).

Fear of Redemption (Sp): At 8th level, a faith guardian can project an impression of supernatural wonder that inspires fear in those who would cause great harm. Three times per day as



FAITH GUARDIAN

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Shield other	
2nd	+1	+3	+0	+3	Sacred ground	+1 of existing level
3rd	+2	+3	+1	+3	Hands of the healer	
4th	+3	+4	+1	+4	Restore mind	+1 of existing level
5th	+3	+4	+1	+4	Elemental sphere	
6th	+4	+5	+2	+5	Field of peace	+1 of existing level
7th	+5	+5	+2	+5	Eyes of the healer	+1 of existing level
8th	+6	+6	+2	+6	Fear of redemption	+1 of existing level
9th	+6	+6	+3	+6	Divine resilience	+1 of existing level
10th	+7	+7	+3	+7	Soul of the healer	+1 of existing level

a spell-like ability, a faith guardian can target an enemy with the fear of redemption. This power floods the enemy's mind with images of eternal punishment and divine wrath. This ability acts in all ways as a *symbol (fear)* spell cast by a 20th-level sorcerer.

Divine Resilience (Ex): At 9th level, a faith guardian gains damage reduction 1/—, as the power of her faith makes her incredibly resilient to damage.

Soul of the Healer (Su): Upon reaching 10th level, a faith guardian understands the very flow of life. She can now transfer her own life energy into other creatures in order to heal them more quickly. The character may now heal characters with her own hit points, at a rate of two points of healing for every hit point so lost. Thus, if a faith guardian sacrificed 10 hit points, she could heal 20 hit points of damage to a touched creature. This may also be used as an attack, harming undead at the same rate on a successful melee touch attack. The faith guardian may sacrifice up to five hit points per point of Wisdom modifier per day with this ability.

ORGANIZATION: THE HEALING HANDS OF JAHTIL

PURPOSE

The Healing Hands are a peripatetic sect who offers their services to any who likewise travel the world in the battle against evil.

LEADER

Galdith Ahnjai (NG human male Clr10/Fgu10)

CURRENT ACTIVITIES

Evil is everywhere. It is an unpleasant fact to contemplate, yet it is also true. For untold centuries, the war between good and evil has raged unabated, with neither side gaining the upper hand for long. In the course of this titanic struggle, each faction has employed different strategies, to varying degrees of success. Despite the ups and downs of this conflict, the forces of good have always done better than one might expect, because of their faith in the abilities of small bands of individuals, possessed of extraordinary talents and a high degree of mobility. Beholden to no one and wandering freely across the world, such bands are an important element of good's long-term strategy and have proven remarkably effective. These adventuring parties are now an integral part of the war against evil—even if many of them do not realize their own significance.

But evil is a wily foe. It has not sat idly by and allowed its archrival to use adventurers for its own ends. Instead, evil has, in its own way, encouraged the formation of counterbalances to the good adventurers of the world. Now, bands of evil humanoids and champions of darkness have arisen to challenge the forces of good. Like adventurers, these new minions of evil are small in number and independent in mindset. Yet, they still serve evil—and very well indeed. In recent times, the effectiveness of adventuring parties has lessened, leading

some to believe that the tide may have turned yet again in the eons-old war between good and evil.

The Healing Hands of Jaihtil disagree with this assessment. At least, they do not believe that evil can claim the upper hand without a fight. Founded by a priestess of the god of healing, the Healing Hands are an unusual sect of clerics, paladins, and other servants of good. They exist to travel the world and work side by side with adventurers, both as fighters and (as one might expect) healers. Members of the sect are healers without equal. Imbued by their god with numerous divine abilities, they act as faith guardians for their companions, using their own dedication to protect and defend others from harm.

The Healing Hands believe there is no greater purpose in life than to guard one's fellow beings from the forces of evil—with one's own body if need be. Indeed, the Healing Hands are well known for their willingness to interpose themselves between an ally and danger. Despite their name, though, this sect is not opposed to violence. Most of its members are well trained in martial matters and readily enter combat to defend their allies. In fact, many Healing Hands are former adventurers themselves, who have forsaken their old ways and dedicated their lives to the furtherance of good. Now they travel the world, seeking out those whom they could aid in battling evil by offering their divine gifts and even their very flesh to shield others from harm.

CAMPAIGN INTEGRATION

The Healing Hands of Jaihtil are very easily integrated into an ongoing campaign. The entire reason this sect exists is to aid adventurers. This makes them ideally suited for any traditional fantasy campaign that features bands of rootless heroes who wander from trouble spot to trouble spot doing good and fighting evil. The Healing Hands are likewise an obvious organization for player character clerics and paladins to join, if they are looking for a way to acquire abilities that benefit the entire party. Admittedly, not all players are interested in such abilities, but many are and the Healing Hands make it easy to introduce them into a game.

The Healing Hands also make excellent allies, whether on a temporary or permanent basis.

Like the adventurers many of them once were, Healing Hands wander the world, seeking out those whom they can protect. Thus, a DM could bring one into his campaign with little or no difficulty or even an explanation other than the obvious—he is here to aid the characters in their fight against evil. Likewise, a Healing Hand might be assigned to the characters' party by a religious authority as a reward for service in the cause of good. Such an NPC would make a great addition to the party and would give the characters some much-needed protection and healing in times of trouble.

The only possible difficulty in using the Healing Hands in a campaign concerns the role adventuring parties play in the DM's setting. If they are an acknowledged and regular part of the setting, there should be few difficulties. If they are uncommon or even rare, then the question might arise as to what possible role they could have in the strategies of the forces of good. Likewise, the plausibility of Healing Hands members being former adventurers might be called into question. In the end, what the DM needs to decide is whether adventurers are common enough to factor into the plans of good powers, and if so, whether it is reasonable a religious sect would arise to protect them. If not, some tweaking will be necessary to use the Healing Hands as described, but it should not prove an insurmountable task. Perhaps the sect is small in number and exists specifically to aid the characters and other rare heroes like themselves. Other such variations are possible as well.

HOUND MASTER

From over the hill the sounds of the approaching horsemen sounded like rolling thunder. The horsemen have one goal; attack the forest of Urg-Noran and burn it to the ground. For several years the rivalry between the tyrant Perivax and the elders of the wood had grown to destructive levels. Now, the tyrant was taking action and sending his horsemen into the woods to destroy its peaceful inhabitants. The horsemen rode over the hill only to be surprised by a sight none of them expected. Standing on the outer fringe of the woodland area, dozens of druids stood as a line, blocking the entrance of the woods. Each druid was dressed in rugged clothing and held a fierce hound on the end of a length of chain. But rather than wild animals held at bay by



force, the hounds appeared to be calm and cooperative with the woodland protectors. This could mean only one thing, the hound masters of Urg-Noran.

To become a hound master a druid must first possess a desire to work with a hound and the patience to train it. Many hound masters find this patience and path in life early, while they are young. It is through years of training and sacrifice that a druid discovers the secrets to taming, training, and enhancing a hound of the wild beyond its conventional limits. They are looked upon with respect by beings of the wild and sometimes with a sense of unease by those of more civilized lands. The bond between a hound master and her companion is unshakable (much like the relationship between a paladin and her mount).

Hound masters come from all types of racial backgrounds, as well as both good and evil alignments. Good hound masters tend to tame and train wolves, dogs, and blink dogs, while evil hound masters train hell hounds and howlers. Religiously, hound masters worship the gods of animals and nature.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hound master, a character must fulfill the following criteria.

Skills: Animal Empathy 5 ranks, Handle Animal 10 ranks, and Wilderness Lore 10 ranks.

Feats: Track.

Spellcasting: Ability to cast *animal friendship*.

Special: To become a hound master the character must track and tame one of the following creatures: riding dog, wolf, blink dog, dire wolf, hell hound, or howler.

CLASS SKILLS

The hound master's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

HOUND MASTER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Beast tamer +1	+1 level of divine class
2nd	+1	+3	+0	+3	Improved <i>animal friendship</i>	+1 level of divine class
3rd	+2	+3	+1	+3	Beast tamer +2	+1 level of divine class
4th	+3	+4	+1	+4	Master technique	+1 level of divine class
5th	+3	+4	+1	+4	Bond of life	+1 level of divine class
6th	+4	+5	+2	+5	Beast tamer +3	+1 level of divine class
7th	+5	+5	+2	+5	Scent	+1 level of divine class
8th	+6	+6	+2	+6	Master technique	+1 level of divine class
9th	+6	+6	+3	+6	Beast tamer +4	+1 level of divine class
10th	+7	+7	+3	+7	Hound master, master technique	+1 level of divine class

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Hound masters are proficient with the following weapons: club, dagger, dart, halbspear, longspear, quarterstaff, scimitar, sickle, shortspear, and sling. Their oath with nature (as a druid's) prohibits them from using any type of weapons other than these. They are proficient with light and medium armor, but are prohibited from wearing any kind of metal armor (they may wear only padded, leather, or hide armor). They are skilled with shields, but only use wooden varieties.

Beast Tamer: The hound master is exceptionally skilled at taming the wildest of creatures. Beginning at 1st level, the hound master gains a +1 competence bonus to all Animal Empathy and Handle Animal skill checks. This bonus increases to +2 at 3rd level, +3 at 6th level, and reaches the maximum bonus of +4 at 9th level.

Improved *animal friendship* (Ex): The hound master can have double the normal amount of animal companions through the use of the *animal friendship* spell, but at least half of the total HD of her companions must be from the list of hounds found in the prerequisites for this class.

Master Technique: The hound master is an expert in the arts of training her hounds and developing supernatural abilities within them that other creatures of their type do not possess. This experience and training develops over months of spellcasting practice and physical conditioning to prepare her hound for these

changes. Beginning at 4th level, the hound master may add one ability from the list below to her hound companion. The hound master may select a new master technique at 6th, 8th, and 10th level. If the hound with a master technique dies, the hound master must spend one full month per technique training a new hound companion to duplicate the previously selected techniques (she may not choose a new type of technique).

Additional Hit Dice: One of the hound master's companions gains one additional HD per two levels in this class.

Saving Throw Bonuses: One of the hound master's companions gains a +1 circumstance bonus to all of its saving throws per two levels in this class.

Bonus Feat: This ability grants the hound companion a bonus feat from the following list (if applicable): Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Endurance, Improved Initiative, Power Attack, Improved Bull Rush, Run, and Track.

Resistance to Energy: The hound master can train her hound companion to resist the harmful effects of a certain energy type. With this ability, a single hound companion gains a resistance score of 5 against one type of energy (fire, cold, sonic, etc.)

Bond of Life (Su): The bond shared between the hound master and her companion runs deep. This bond allows the hound master to share her very life with her companion

should it be mortally wounded. Beginning at 5th level, the hound master may grant a number of hit points equal to her Constitution ability score to her hound companion. She must touch her companion to do so, and she suffers an amount of damage equal to the number of hit points she transfers. This damage may not be prevented.

Scent (Ex): By working with her companion, the hound master gains the ability to track her foes by scent. At 7th level, the hound master gains the scent special quality (MM, Introduction).

Hound Master (Su): Through rigorous training and spellcasting, the hound master and her hound companion reach an upper plateau of power and durability. At 10th level, the hound master and her hound companions gain damage reduction 10/+1 as long as they are within 30 feet of one another.

INQUISITOR

Every organized religion has its heretics and dissidents, individuals who are not merely content to abandon their previously held faith but wish to entice others into doing so as well. There are likewise those whose zeal for their beliefs is so great that they lose sight of all balance and unthinkingly act against the very beliefs they claim to hold dear. And sometimes the faithful are targeted as victims because of their beliefs. In all these instances, religious authorities must empower someone to get to the bottom of the crimes committed for or against the faith—the inquisitor.

The inquisitor is an ecclesiastical investigator, empowered by his religion to solve crimes (however defined) related to that religion in some fashion. He uses his keen senses and understanding of the criminal mind to bring wrongdoers to religious justice. Though not necessarily evil, all inquisitors are stern devotees of their religions, filled with the desire to defend and protect it from those who do not share their devotion. As representatives of their faith, inquisitors bear a heavy burden to act according to its philosophy, lest they bring it into disrepute by their misdeeds. While a just and honest inquisitor can reassure the faithful of their leaders' concern for their spiritual well-being, an unjust and dishonest one can sow suspicion and encourage the very heresy and dissent he exists to root out.

Hit Die: d8.

REQUIREMENTS

To qualify to become an inquisitor, a character must fulfill all the following criteria.

Alignment: Any lawful.

Gather Information: 3 ranks.

Knowledge (religion): 8 ranks.

Sense Motive: 3 ranks.

Feats: Alertness.

Spells: Must be able to cast 1st-level divine spells.

Special: Must be granted inquisitorial authority by a religious leader with the legal ability to grant such authority.

CLASS SKILLS

The inquisitor's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapons and Armor Proficiency: An inquisitor is proficient with all simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: An inquisitor trains in divine magic. Thus, when a new inquisitor level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, for example). This essentially means that he adds the level of inquisitor to the level of some other divine spellcasting class the character has, then determines spells per day and caster level accordingly.

Ecclesiastical Sanction: An inquisitor is an official religious investigator, granted his authority by a cleric of sufficient rank to do so. Consequently, he may do whatever he feels is appropriate to pursue his investigations, within the bounds of his religion. In most cases, his sanction enables him to question suspects and witnesses and to search locales for clues without fear of interference from local religious or temporal authorities, which will generally be obliged to help him (provided there is a good relationship with his religion). Unless he is evil and operating in evil lands, he cannot freely use torture or violence to achieve his ends. The inquisitor must be able to answer for all his actions to his superiors, many of whom take dim views of the abuse of his sanction.

Investigation (Ex): The inquisitor's primary purpose is to solve crimes perpetrated against his faith. Consequently, he excels at finding clues and piecing together information to form a hypothesis as to who might be behind such crimes. To use investigation, he must make a successful Gather Information check against the following DCs, depending on the type of information he wishes to acquire. The inquisitor may add his class level to the result of the check to determine the final total.

DC Type of Information Gained

- 20 Criminal's motive for perpetrating the crime
- 25 Criminal's race, gender, or occupation; criminal's relative power level

Each use of investigation requires half an hour of uninterrupted thought to use properly. Thus, the inquisitor cannot take 10 or 20 while using the ability, as such efforts add nothing to his chance of success.

Discern Lies (Sp): Beginning at 2nd level, an inquisitor can *discern lies* as a free action. This ability functions exactly like the divine spell of the same name, using the inquisitor's character level to determine any of its variable effects. At 2nd level, the ability is usable once per day, but every two levels thereafter (4th, 6th, 8th, 10th), the inquisitor can use the ability an additional number of times per day.

Conviction (Ex): At 3rd level, the inquisitor's devotion to his faith becomes so great that he cannot ever be compelled to betray it, even by magical means. This ability grants him immu-



INQUISITOR

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Ecclesiastical sanction, investigation	+1 level of existing class
2nd	+1	+3	+0	+3	<i>Discern lies</i> 1/day	+1 level of existing class
3rd	+2	+3	+1	+3	Conviction, rend the veil	+1 level of existing class
4th	+3	+4	+1	+4	<i>Discern lies</i> 2/day	+1 level of existing class
5th	+3	+4	+1	+4	<i>Zone of truth</i> 1/day	+1 level of existing class
6th	+4	+5	+2	+5	<i>Discern lies</i> 3/day	+1 level of existing class
7th	+5	+5	+2	+5	<i>Zone of truth</i> 2/day	+1 level of existing class
8th	+6	+6	+2	+6	<i>Discern lies</i> 4/day	+1 level of existing class
9th	+6	+6	+3	+6	Compel confession	+1 level of existing class
10th	+7	+7	+3	+7	<i>Discern lies</i> 5/day	+1 level of existing class

nity from any mind-affecting ability, spell, or spell-like effect to the extent that it might compel him to act contrary to the dictates of his religion. However, it is not blanket immunity to mind-affecting magic. Thus, an inquisitor could be affected by a *charm person* spell only if its caster did not ask the inquisitor to act against his faith. The spellcaster could, for example, command the inquisitor to overlook evidence implicating him in a crime or to go to bed early, but he could not ask him to violate the tenets of his god. The moment the caster of a mind-affecting spell attempts to do so, the spell is immediately broken and the inquisitor realizes someone has attempted to control his mind, although he does not know who.

Rend the Veil (Su): At 3rd level, the inquisitor also gains the ability to see through illusions as a free action. To use this ability, the inquisitor makes a dispel check against the illusion, just as if he were casting *dispel magic*, using his inquisitor class level instead of his caster level. If successful, the illusion is dispelled for the inquisitor, but not for those around him.

This ability likewise gives the inquisitor a +2 competence bonus on Spot checks against uses of the Disguise skill.

Zone of Truth (Sp): At 5th level, the inquisitor gains the spell-like ability to cast *zone of truth* once per day as a standard action. This ability functions exactly like the spell of the same name, but uses the inquisitor's class level to determine any variable effects. At 7th level, he gains the ability to cast it twice per day.

Compel Confession (Ex): At 9th level, the inquisitor learns how to compel the guilty to confess their crimes while in his presence. The inquisitor rolls 1d20 + his class level + his Charisma modifier against a DC of 15 + the subject's ranks in Bluff. The subject may add a further +2 to the DC if he has the Iron Will feat. If the Inquisitor has 5 or more ranks in Diplomacy or Intimidate (depending on his style of interrogation), he gains a +2 synergy bonus to his roll. He may also add a further +2 if he had previously ascertained the guilty party's motive through the use of investigation or other means.

If successful, the guilty party will confess to his crimes, just as if he had been affected by a *dominate person* spell. The compel confession ability does not, however, elicit remorse or repentance for these crimes, only the acknowledgement of his involvement in them as well as his reasons for perpetrating them.

ORGANIZATION: THE UNLIDDED EYE

PURPOSE

The Unlidded Eye exists to root out corruption within the Church of the Sun God, whether of mortal or supernatural origin.

LEADER

Gelasius (LN human male Clr10/Inq10)

CURRENT ACTIVITIES

The Church of the Sun is one of the most powerful religions in the world. Its membership is large and diverse, encompassing numerous races and ethical perspectives, and having branches in many lands. Its good deeds are many and all who oppose the forces of darkness welcome its leadership in the face of evil. Unfortunately, such power and influence does not come without its own pitfalls. Over the years, men and women have entered the church's service not out of genuine piety but because they saw it as a means of personal advancement. Such venal individuals weakened the church and made it easier prey for even more sinister forces—fiends hoping to destroy the religion and end its threat to them.

Fortunately for those who love the church, its patriarch recognized the rot that had set in before it was irreparable. To combat it, he authorized the creation of the Unlidded Eye, an inquisitorial order whose mandate is the discovery of those within the church who do not truly serve it. The investigators of the Unlidded Eye have the legal authority to travel throughout the church's holdings—temples, abbeys, hospitals—and gain access to its records and personnel. Members of the church, both clerical and lay, are bidden to assist these inquisitors however they can in their mission. Failing to do so or hindering them runs the risk of ecclesiastical censure and possibly even civil penalties in lands that enjoy especially good relations with the church.

In principle, the Unlidded Eye seeks out only individuals or groups within the church that act against its interests. That is, a priest who takes bribes in order to provide preferential treatment to a nobleman or a merchant who provides illicit texts to apostates would be fair targets for the inquisitors, but a member of another faith who proselytizes on its behalf would not. Of course, such niceties are often forgotten, particularly in areas where zeal for the church is strong or when inquisitors allow their personal biases to get in the way of good judgment. Perhaps unsurprisingly, the Unlidded Eye's agents often stray beyond the spirit of their mandate and harass those they should not. Officially, the church takes a dim view of such overstepping of bounds, but prelates sometimes look the other way when the Unlidded Eye does its dirty work for them. After all, why shed a tear if inquisitors looking for heretics

“accidentally” sack the temple of a competing religion?

This attitude has unfortunate repercussions for both the church and the Unlidded Eye. In addition to seeking out heretics, apostates, and corrupt clerics within the church, the inquisitors are also expected to uncover evidence of fiendish infiltration as well. Indeed, combating such otherworldly foes is even more vital than dealing with human frailties and errors. Alas, many inquisitors have become so blinded by mortal concerns that they overlook even compelling evidence of the fiendish corruption that could ultimately prove more detrimental to the Church of the Sun. Similarly, the abuse of its authority has undermined its standing with many of the faithful, who now so distrust the Unlidded Eye that they fail to report evidence of genuine misdeeds, lest they inadvertently fall prey to the misguided zeal of the inquisition as well.

The Unlidded Eye is now at a crossroads. In some respects, its institution has been a boon for the Church of the Sun, shoring up support and providing much needed investigation into persons and groups that threaten its place in the world. In others, it has been nothing short of a failure. Overly enthusiastic inquisitors strike fear into the hearts of ordinary believers, while failing to see that their actions bring the church into disrepute precisely at a time when its influence is most needed in the world. Unless recent trends can be reversed, the Unlidded Eye may become as much a servant of evil as the groups it was established to combat.

CAMPAIGN INTEGRATION

The Unlidded Eye is easily integrated into any campaign that includes a large and well-organized religion with a hierarchical structure. As written, the inquisition is intended as an example of a good institution gone wrong, one that has forgotten its original mandate and is teetering on the brink of evil. If the DM so desires, it could easily fall into genuine evil and become an instrument of repression and fear rather than a tool used by good to find hidden enemies. In such a case, the Unlidded Eye might even be an unwitting servant of the very fiends its inquisitors were authorized to uncover and destroy. They would then become powerful and dangerous enemies of the PCs, possessed of both fiendish backing and ecclesiastical sanction. If the characters dare to oppose

the Unlidded Eye, they may find themselves in a dangerous position—branded as heretics and enemies of the Church of the Sun.

Of course, the PCs might decide to restore the inquisition to its former virtue. This works especially well if they are devotees of the church's deities or perhaps even members of the Unlidded Eye themselves. In such a situation, they'd be fighting against the odds to overcome their overzealous colleagues while trying to remain true to the original mission of the organization. Add to this the manipulations of fiends and genuine heretics and the PCs will have quite a time in their efforts.

Alternatively, the Unlidded Eye may be a genuinely good organization whose extreme zeal is rare. Instead of being an instrument of evil waiting to happen, the inquisition is restrained and disciplined. Its members, for the most part, do not overstep their mandate and work for the good of the church and its faithful. This option works especially well in campaigns where hidden evils are the primary enemies. Unless the DM wishes to imbue his game with a dark character, it's probably best to keep the Unlidded Eye more solidly on the side of good. It may prove too bleak for many players otherwise—unless that's the sort of game they wish to play, in which case the inquisition makes for a good example of how hidden corruption destroys all institutions in the end.

KEEPER OF THE BLACK FLAME

For the past three days Evan of the Flame has avoided patrols of orcs, city-guard members, and members of the Church of Holy Redemption. He is tired and beaten, his clothes are in rags, and he has not eaten a decent meal for several days. Now, here in the depths of the maze-like corridors beneath the free city, Evan has reached the end of his long journey. Hidden within the sewer depths, a small chamber is filled with a soft purple glow that warms Evan like a mother's embrace. Inside the room a man draped in a long black robe welcomes him with a cold smile and asks only one question, "Do you keep the flame?" Evan has served his dark, nameless god for many years. He has witnessed the cold brutality of his the keepers for answers given incorrectly. He has seen the torture and pain inflicted on would-be spies sent from noble houses and knightly orders. He has served the dark god without fear and with-

out question; his methods (as well as the methods of the keepers) must be precise and executed without fear. Now he has heard the call to join the elite of his god's followers, he is nearly ready for the trials to come. With a moment to collect his emotion, Evan's response is calm and precise, "No, I merely hold it until the day of gathering." He prays to the dark one that his efforts have not been in vain.

The keeper of the black flame is a path walked by very few characters. While the temptation of dark powers and servitude to a forgotten god of destruction may seem tempting to some, it is not a road easily traveled. Power comes with a price, and the demands of the dark god are not to be ignored or forgotten. For the keeper of the black flame, he understands that he carries but a small flicker of his master's power and that someday he may finally hear the call of his dark god to awaken him from his forgotten slumber.

A keeper of the black flame may come from several different walks of life, but all are clerics of some capacity. For some, the call to darkness came in the form of distant whispers and promises of infinite power. To others, a lust for forgotten knowledge led them to discover the dark god's existence, and as a result led to their faithful servitude. Multiclassed wizards, sorcerers, fighters, paladins, rogues, and even bards make excellent keepers of the black flame, while barbarians and druids do not always mesh well with the secretive organization. All keepers of the black flame are evil.

Hit Die: d8.

REQUIREMENTS

To qualify to become a keeper of the black flame, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Bluff 3 ranks, Innuendo 3 ranks, and Knowledge (religion) 10 ranks.

Spellcasting: Must be able to cast 4th-level divine spells.

Special: A character must gain knowledge of and worship the ancient dark god of destruction. After a period of service, the character will either hear the call of the dark god to become a keeper of the black flame, or he will be approached to join the secret religion dedicated to awakening the dark god.

CLASS SKILLS

The keeper of the black flame's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (arcana), Listen (Wis), Scry (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The keeper of the black flame is proficient with all simple weapons, all types of armor (light, medium, and heavy), as well as with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spellcasting: The keeper of the black flame continues training in magic as he devotes his life to the return of the dark god. Thus, when a new keeper of the black flame level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained for doing so. This means that he adds his level of keeper of the black flame to the level of another spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one spellcasting class before he became a keeper of the black flame, he must decide to which class he adds each level of keeper of the black flame for purposes of determining spells per day when he adds the new level.

Agent of the Black Flame (Sp): Through secret rituals, devoted research, and unyielding faith, the worshipper of the dark god has gained the attention of his patron master. The rituals necessary to gain the attention of such a deity are secrets that agents of good (and in some situations the agents of evil) will kill to protect and destroy. The splintered cults of the dark god must maintain a level of total secrecy and stealth for fear of gaining the attention of nosy heroes or rival villains. To maintain this, the



KEEPER OF THE BLACK FLAME

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Agent of the black flame	+1 level of existing class
2nd	+1	+3	+0	+3	Blessing of the dark god +1	+1 level of existing class
3rd	+2	+3	+1	+3	Protector of the black flame	+1 level of existing class
4th	+3	+4	+1	+4	Blessing of the dark god +2	+1 level of existing class
5th	+3	+4	+1	+4	Touched by the black flame	+1 level of existing class
6th	+4	+5	+2	+5	Vessel of the black flame	+1 level of existing class
					Blessing of the dark god +3	
7th	+5	+5	+2	+5	Caressed by the black flame	+1 level of existing class
8th	+6	+6	+2	+6	Blessing of the dark god +4	+1 level of existing class
9th	+6	+6	+3	+6	Sentinel of the black flame	+1 level of existing class
10th	+7	+7	+3	+7	Keeper of the black flame	+1 level of existing class
					Blessing of the dark god +5	

agent of the black flame learns a secret means of communication and develops a supernatural sense for detecting those pure of heart. At 1st level, the agent of the black flame gains a +2 competence bonus to all Innuendo skill checks while communicating with a member of the dark god's cult. Also at 1st level, the agent of the black flame may *detect good* at will as a spell-like ability.

Blessing of the Dark God (Ex): The cult of the dark god is comprised of a precious few individuals who have learned of his existence (either through divine contact or years of researching ancient tomes). The number of followers entrusted as keepers of the black flame is small, and these precious few carry a small portion of the dark god's power within themselves, waiting for the time of his return. This is a dangerous task, and as such the dark god uses what few resources he has to help ensure the safety of his agents. Beginning at 2nd level, the agent of the black flame gains a +1 profane bonus to all of his saving throws. This bonus increases by +1 at every even-numbered level thereafter.

Protector of the Black Flame (Sp): As an agent of the black flame, the character has performed a number of tasks (both mundane and dangerous) in the name of his dark patron. This service is rewarded by his promotion within the ranks of the dark god's cult and in the eyes of the patron himself. At 3rd level, the agent of the black flame becomes a protector of the black flame. With this new title, the charac-

ter gains two abilities. First, his competence bonus with Innuendo skill checks increases from +2 to +3. Next, the protector of the black flame is granted his first taste of the dark power that slumbers within his soul. Once per day, the protector of the black flame may use a spell-like ability that acts as an *inflict critical wounds* spell as cast by a cleric of his character level.

Touched by the Black Flame (Ex): Within the protector of the black flame's soul burns a small piece of his dark god's power. The power touches the soul of the character and tempers his resistance to the fires of the mortal world, making him stronger and putting him closer to the image of his dark god. At 4th level, the protector of the black flame gains fire resistance 5.

Vessel of the Black Flame (Su): With the passage of time, the faith and fanatical devotion the protector of the black flame displays to his dark god increases. By this time, no task is too great and no price is too much to pay. At 6th level, the protector of the black flame becomes a vessel of the black flame. This position grants the character two new abilities. First, the competence bonus he is granted to Innuendo skill checks increases to +4. Next, he is entrusted with more freedom in using the power he carries. The vessel of the black flame may tap into the power within his soul and once per day spontaneously cast any prepared spell as a maximized spell. Using this ability does not increase the spell level of the augmented spell.

Caressed by the Black Flame (Ex): With the level of his patron's favor growing, so too does the black flame that burns in his soul. At 7th level, the vessel of the black flame gains fire resistance 10.

Sentinel of the Black Flame (Su): Within the ranks of the dark god's cult, the sentinel of the black flame acts as an elite agent, a fanatical worshipper, and a feared assassin to those who would stand in the path of the dark god's agenda. After a period of devoted service as an underling within the cult, the vessel of the black flame becomes a member of the cult's elite, a sentinel of the black flame. At any given time, there are only four followers of the dark god who hold this title. At 9th level, the character's promotion to the sentinel of the black flame ushers in the addition of several new abilities that aid him in his duties. First, the sentinel of the black flame is now a master of communicating in a stealthy manner with other worshippers of the dark god. The competence bonus he is granted on Innuendo checks increases to +5. Next, the black flame within his soul burns so strongly that it is necessary to mask his appearance to all forms of magical divinations for fear of being noticed by a divine source opposed to the dark god's agenda. The character is immune to all forms of magical scrying and divination. These spells simply reveal nothing when the character is within their range.

Keeper of the Black Flame (Su): For the sentinel of the black flame there is only one person who stands above him in the eyes of his dark god, the keeper of the black flame. The keeper of the black flame is the most trusted, respected, and feared member of the dark god's cult. He is the canon of the dark god's faith and answers to none but the dark god himself (who speaks to him regularly through visions, dreams, etc.). There is only one character entrusted to be the keeper of the black flame at any given time. At 10th level, the sentinel of the black flame undergoes the rituals necessary to become the sole keeper of the black flame. With this new title, the keeper of the black flame is entrusted with the full scope of the power he carries within himself. In addition to the powers he already possesses, the keeper of the black flame gains the following abilities:

- The keeper of the black flame is immune to all spells and spell effects that duplicate the

effects of spells from the destruction clerical domain.

- The keeper of the black flame gains damage reduction of 20/+2.
- Once per day, the keeper of the black flame may unleash a spell-like ability that acts as a *firestorm* spell cast as a cleric equal to the character level of the keeper of the black flame.

PRIEST OF THE DJINN

Though cults do not typically venerate any entity (or group of entities), there are those cults that have been duped into believing in the essential divinity of one or more creatures. Priests of the djinn are members of one such cult and believe that the djinn they serve provide the divine energy they draw upon for their clerical abilities. In truth, the djinn are mere opportunists, creatures who have taken advantage of the cult and its power.

On the other hand, the djinn do provide useful training to their priests, especially in the arcane arts. So, while priests of the djinn may be dupes, they are well-tended dupes who are treated with some degree of respect by their masters. Though it is difficult to say what might happen if the priests ever did discover the duplicity of their masters, it is very possible they would say nothing, preferring to maintain the status quo rather than disrupt their cozy relationship.

Hit Die: d8.

REQUIREMENTS

To qualify as a priest of the djinn, a character must fulfill all of the following requirements.

Skills: Knowledge (religion) 8 ranks.

Languages: Auran.

Spellcasting: The character must have purchased the ability to cast at least 2nd-level divine spells using a cult's temporary Power Index.

Special: The character must be able to channel divine power (such as used for turning or rebuking the undead).

Note: This prestige class uses rules from the cults section of Chapter 3. If these rules are not being used, this class will need to be adjusted by the DM to fit into his campaign.



CLASS SKILLS

The priest of the djinn's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the priest of the djinn.

Reduced Spellcasting Cost: The priest of the djinn may draw upon the training provided by the djinn to improve his spellcasting ability more easily than would normally be possible. When purchasing levels of spellcasting ability, the priest of the djinn need only pay one-half the normal Power Index cost per level.

Enhanced Spell List (Air): When this ability is gained, the character may cast any spell from the air domain as if they were on his cult's spell list.

Elemental Companion: The djinn provide the priest with an air elemental who will answer his call during times of need. By expending one of his divine channeling attempts for the day, the priest is able to summon a Medium-size air elemental. The elemental will remain for a number of hours equal to the priest's level of this prestige class, or until it is slain, whichever comes first.

Lightning Touch (Su): By expending one of his divine channeling attempts for the day, the priest can make touch attacks that deal 1d8 points of electrical damage for a number of rounds equal to his current character level. Alternatively, this enhancement may be bestowed upon a summoned elemental companion.

Breath of the Djinn (Sp): The character is now able to spontaneously cast any level-appropriate spells from the air domain. He no longer needs to prepare these spells and may, if he chooses, substitute one of these spells for any other prepared spell of the same level.

Enhanced Elemental Companion: As elemental companion, but the summoned air elemental is a Large elemental.

PRIEST OF THE DJINN

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Reduced spellcasting cost	As purchased
2nd	+1	+0	+0	+3	Enhanced spell list (Air)	As purchased
3rd	+2	+1	+1	+3	Elemental companion	As purchased
4th	+3	+1	+1	+4	Lightning touch	As purchased
5th	+3	+1	+1	+4	Breath of the djinn	As purchased
6th	+4	+2	+2	+5	Enhanced elemental companion	As purchased
7th	+5	+2	+2	+5	Enhanced spell list (Electricity)	As purchased
8th	+6	+2	+2	+6	Augmented elemental companion	As purchased
9th	+6	+3	+3	+6	Soul of the djinn	As purchased
10th	+7	+3	+3	+7	Heart of the djinn	As purchased

Enhanced Spell List (Electricity): This ability allows the character to cast any spell with the Electricity descriptor as if it was on his cult's spell list.

Augmented Elemental Companion: As elemental companion, but the summoned air elemental is a Huge elemental.

Soul of the Djinn: At this level of skill, the priest of the djinn has gained a true affinity for the djinn and their elements. The character is now afforded a +4 natural bonus to any saving throws against spells, abilities, or effects with the Air or Electricity descriptors.

Heart of the Djinn (Sp): The character can spontaneously cast any level-appropriate spell provided that spell comes from the air domain or has the Electricity descriptor.

ORGANIZATION: THE WIND CHILDREN

PURPOSE

The Wind Children believe the djinni are the source of all divine power and worship them as gods.

LEADER

Shadad (LN dwarf male Clr10/Dji5)

CURRENT ACTIVITIES

Mortal beings are easily awed. Compared to most inhabitants of other planes, they are weak and insignificant. It is little wonder then that some of these outsiders play on mortal gullibility and feelings of inadequacy to create power bases for themselves on the Material Plane. Demon and devil cults are perhaps the most well known and feared examples of such power bases, but they are far from the only ones. In fact, some of the most durable of these cults have nothing to do with fiends or other denizens of the lower planes.

The Wind Children are a good example of such a cult. Created several centuries ago, the Wind Children are the servants of the djinn known as Dur-Sha. Dur-Sha was but a minor elemental spirit on the Plane of Air, but he longed for more power. Deprived of such influence on his home plane, he turned to the Material Plane, where he appeared to a dwarf by the name of Arbalam. Dur-Sha explained to Arbalam that the djinni were the creators of all life on earth. He pointed out that without air in his lungs, Arbalam—and all other mortal beings—would die. The djinni provided such breath and sustained all life through their intercession. Dur-Sha likewise displayed his many magical abilities to Arbalam, impressing the dwarf with his power. The djinn then instructed the dwarf in arcane arts he had previously not known, which sealed his devotion to him.



Arbalam founded a cult in honor of Dur-Sha and all djinni. Its members called themselves the Wind Children, a reference to the divine wind that sustained them thanks to the intercession of the djinni. The cult served two primary purposes. First, it provided Dur-Sha with a base of power on the Material Plane. He hoped that, when the cult grew large enough, he might be able to use the power of belief engendered by it to increase his standing on the Plane of Air, perhaps even becoming the leader of his people. Second, Dur-Sha wished to use his worshippers as part of a grand experiment to uplift mortals to a higher existence, namely an elemental one like his own. Dur-Sha used a portion of his power to improve his Wind Children in various ways, making them more like himself. In this, his efforts to date have only been partly successful, since mortals have proven less amenable to elemental evolution than he had hoped. Yet, he continues to try, hoping one day to create a perfect hybrid of mortal and outsider that might serve as his special prophet on the Material Plane.

Until that day, the Wind Children go about their business largely in secret. The cult actively recruits new members, so as to increase Dur-Sha's power, but it does not proselytize publicly. Instead, it seeks out individuals it believes will best aid the djinn in his efforts to create a better world, for Dur-Sha has concocted an elaborate mythology to explain how his jealous servants—other djinni—have usurped his rightful place as ruler of all, and that he might one day regain his throne and reward them for their service. Unsurprisingly, the cult is hostile to other djinni (not to mention other elemental creatures, air or not) and views them as despicable beings who have mistreated their master.

Those who know of the cult consider it largely harmless, since its members do little to harm those who do not share their peculiar views. From time to time, a zealot will appear and attempt to convert others to Dur-Sha's worship by force, but he is usually stopped by the Wind Children themselves. The djinn has little interest in seeing his followers fall into disrepute. Unfortunately, there are signs that some of Dur-Sha's enemies on the Plane of Air have taken notice of his little scheme and plan to stop his meddling on the Material Plane once and for all. When they finally do take action, there is little doubt the Wind Children will be at the forefront of that battle.

CAMPAIGN INTEGRATION

The Wind Children are an unusual group for many fantasy campaigns, but their presence should nevertheless not be disruptive. They serve the useful purpose of showing the existence of an outsider cult that is neither fiendish nor celestial. Instead, it occupies a gray area in between that makes it equally usable as an ally or an adversary. Similarly, the brewing battle between Dur-Sha and his opponents on the Elemental Plane of Air gives the DM an excellent way to introduce the Wind Children, even if no player character is a member of the cult. When there is a sudden and inexplicable series of attacks on a settlement by creatures of elemental air, for example, the PCs may be called in to investigate only to discover the Wind Children. How they react to Dur-Sha's use of mortals to gain power can form the basis for an exciting mini-campaign. If any PC chooses to join the cult, the campaign might take an interesting turn, providing an excellent excuse for an expedition into other planes of existence. Even if no PC takes such an interest, NPC

Wind Children might make fascinating additions to the campaign—proof that gods are not the only beings worthy of mortal worship.

SIN EATER

The world is a dark and evil place and the sins of mortals stalk the earth in the shape of monsters. The sin eater understands this and is armed with gifts to track down and destroy the creatures that are particularly inimical to his religion. As the sin eater destroys these vile beasts, he cleanses the world of the sins of mortals—but doing so forever taints him.

Hit Die: d8.

REQUIREMENTS

To qualify as a sin eater, a character must fulfill all of the following requirements.

Alignment: Any non-neutral.

Skills: Knowledge (religion) 8 ranks, Wilderness Lore 3 ranks.

Feats: Track.

Special: The character must be able to cast divine spells and have at least one domain ability useable each day.

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sin eater.

Weapon and Armor Proficiency: The sin eater is proficient with all forms of armor, shields and all simple weapons. In addition, the sin eater retains any weapon or armor proficiencies gained as a result of his choice of deity. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells: The sin eater continues to gain ability as a divine spell caster as well as mastering the



skills necessary to fulfill her duties. For each level where this ability is gained, the character gains new divine spells as if he had also gained a level in whatever divine spell casting class he belonged to before becoming a sin eater. The character does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that the sin eater can cast per day, simply add the number of times this ability is gained to the level of his previous divine spell casting class. Characters with more than one divine spell casting class must decide which class to assign each of these sin eater abilities to for purposes of determining spells per day.

Locate Sinner (Su): When this ability is activated, the sin eater is able to discern the general location of any sinner (see below) tied to any of his domains within 120 ft. Once activated, this ability remains active for the rest of the day, or until the sin eater sees a sinner. This ability may only be used once per day per sin eater level.

SIN EATER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Locate sinner	+1 level of existing class
2nd	+2	+3	+0	+3	Bane, call sin	+1 level of existing class
3rd	+3	+3	+1	+3	Consume sin	+1 level of existing class
4th	+4	+4	+1	+4	Bane, crushing faith	+1 level of existing class
5th	+5	+4	+1	+4	Will of faith	+1 level of existing class
6th	+6	+5	+2	+5	Bane, rejuvenation	+1 level of existing class
7th	+7	+5	+2	+5	Devour sin	+1 level of existing class
8th	+8	+6	+2	+6	Bane, aura of faith	+1 level of existing class
9th	+9	+6	+3	+6	Absorb sin	+1 level of existing class
10th	+10	+7	+3	+7	Bane, expunge sin	+1 level of existing class

Call Sin (Su): Activating this ability requires the sin eater to be within 30 feet of a sinner and to expend one of his divine channeling attempts for the day. When the ability is activated, the sinner must make a Fortitude save (DC 15 + the sin eater's Charisma modifier), failure indicating that the sinner is stunned for a number of rounds equal to the sin eater's Charisma modifier.

Consume Sin (Su): Once this ability is gained, the sin eater may use his divine channeling ability to turn sinners as if they were undead. The sin eater may add his sin eater levels to his cleric levels for purposes of this check. Even if the sin eater is of an alignment that would normally only be able to rebuke undead, this ability is always treated as a turning attempting against the sinners. The sin eater consumes the sin of any creatures destroyed by this ability, bolstering his strength and providing him with 1d4 temporary hit points per creature so destroyed. These hit points last for one minute per class level, during which time the sin eater may have more than his normal maximum hit points.

Crushing Faith (Su): Activating this ability requires the sin eater to expend one of his divine channeling attempts for the day. When activated, this ability doubles the critical threat range of any melee weapon wielded by the sin eater when he is attacking a sinner, and all critical threats are automatically confirmed. This effect lasts for one round per class level.

Will of Faith: At this level, the sin eater receives a +4 divine bonus to any Will saves he makes to resist the abilities or spells of a sinner. Note that this divine bonus applies only to abilities or spells that directly target the

sin eater as an individual. If a sin eater is simply in the area of effect of a spell, he does not receive this bonus.

Rejuvenation (Su): The sin eater is able to turn the sin of his foes into a restorative energy that expunges any taint of negative energy he may currently be suffering. When this ability is activated, the sin eater expends spell slots to heal temporary ability damage or negative levels bestowed by an undead's draining attack. He must expend one level worth of spell slots per point of ability damage or two levels worth of spell slots per negative level in order to be healed in this manner. All damage and negative levels are immediately restored as if the sin eater had been the target of a *restoration* spell.

Devour Sin (Ex): With this ability, the sin eater may choose to gain spell slots instead of temporary hit points when he uses his consume sin ability. For each sinner he destroys, he gains one level worth of spell slots. He may divide these slots up any way he likes, but they may only be filled with domain spells or spells that the cleric can normally cast spontaneously. These spell slots expire and are lost when the cleric next prepares spells.

Aura of Faith (Sp): By expending one of his divine channeling attempts for the day, the sin eater may bolster his presence with the power of his faith. This ability lasts for a number of rounds equal to his current character level. While active, the aura of faith works exactly as the *repulsion* spell cast by a cleric of the sin eater's character level, but it only repels sinners.

Absorb Sin (Su): This ability works as consume sin, but provides the sin eater with 1d4 hit points for every creature successfully turned or destroyed, rather than those which are simply destroyed. In addition, this ability provides the sin eater with a +5 divine bonus to any turning checks he makes against sinners. This ability cannot be used with devour sin.

Expunge Sin (Su): The ultimate proof of the sin eater's faith is his ability to destroy sinners by touch alone. Once per day, the sin eater can expend two of his divine channeling attempts for the day to charge his hands with the power of his deity. This remains in effect for one round per class level, or until discharged. If the sin eater is able to make a successful touch attack against a sinner during this time, the divine energy instantly flows from the sin eater into his target. The sin eater and his target must then make opposed Will saves. If the sin eater wins this contest, the target is instantly slain. If the sin eater fails, however, he immediately suffers 1d4 points of subdual damage per HD of the target creature. The target creature must have fewer HD than the sin eater for this ability to function; if this is not the case, the energy still discharges but it causes no effect.

Sinners: For the purposes of this prestige class, a sinner is any creature that fulfills all the following requirements:

- It is not of the same race as the sin eater.
- Its alignment is diametrically opposed to the sin eater's on at least one axis. That is, it is a chaotic creature where the sin eater is lawful or an evil creature where the sin eater is good.
- It must have an Intelligence of at least 5.
- The creature either has no religion or worships a god with no domains in common with the sin eater's god.

A sin eater must kill sinners with a total number of HD equal to twice his character level before advancing to the next level in this class. If he does not do this, he may not take a level of sin eater when he reaches a new level.

ORGANIZATION: THE SODALITY OF SUFFERING

PURPOSE

The source of all suffering is sin and the Sodality's members exist to alleviate this suffering by destroying—or “eating” in their terminology—sin and those tainted by it.

LEADER

Elietla Dija (LG human female Pal10/Sin5)

CURRENT ACTIVITIES

That the world and all its inhabitants are gripped by suffering cannot be denied. Religion and philosophy alike have long grappled with this difficult question: why do mortals suffer and what is the cause of that suffering? There are as many answers as there are beliefs. A commonly held answer is that suffering is the result of free will, a natural consequence of the fact that mortal beings may choose to do good or to do evil. When they choose to do evil—or sin—their actions reverberate beyond themselves and can affect others as well. That is because, according to this answer, sin runs counter to the natural order of the universe. It is not merely an evil act (although it certainly is that); it is disobedience. Sin is an attempt to subvert the divine order by placing oneself, rather than the gods, at the center of all things, as it should be.

Such an explanation would be acceptable to the followers of both evil and good gods, although each would define the divine order differently, according to their own perspective. Even so, there is good reason to believe that this explanation is not merely a philosophical position without any basis in fact. The universe is clearly wracked by suffering, and all mortal beings can add to or subtract from that suffering by their actions. Indeed, mortal actions regularly have far-reaching—and frequently disastrous—consequences for those not immediately involved in the choice to act one way rather than another.

The Sodality of Suffering is an order of clerics and paladins dedicated to the proposition that the root of all suffering is sin. They preach conformity of mortal action to the



wills of the gods of good. Anything that runs counter to the gods' will contributes to the suffering in the universe and is to be avoided at all costs. To outsiders, the Sodality is an austere, even puritanical, group who take little pleasure in anything. Their sole interest, according to this caricature, is to cleanse the world of sin and anything less is mere frivolity unworthy of their time. This is, as noted, an incorrect picture of the Sodality. Its members, known as "sin eaters," are indeed dedicated to their cause, sometimes to the point of zealotry. Yet, not all of them are dour and uncompromising individuals without any appreciation for the joys of mortal existence. In fact, many sin eaters took up their cause in order to protect these joys and to ensure that they remain untainted by the evil of sin.

The Sodality is not content simply to preach and teach. It is a militant order, whose members take an active role in rooting out sin wherever it can be found. Sin eaters believe that those tainted by sin damn not only themselves but those around them. Unless sinners can be shriven and returned to the light, they must be destroyed. The Sodality views this activity as a grim necessity rather than as something to be savored. None of the good gods who

sponsor the Sodality approve of indiscriminate killing. After all, such actions would themselves be sins. Thus, sin eaters go to great lengths to convert sinners to the right path, making them among the most compassionate of people. Of course, sometimes compassion is insufficient, and in such cases the Sodality of Suffering is prepared to do whatever it must to wipe the blot of sin from the face of the universe.

CAMPAIGN INTEGRATION

The Sodality of Suffering is relatively easy to integrate into most fantasy campaigns, provided the battle between good and evil is an element of the setting. The specifics of the Sodality's philosophy of suffering need not be adopted wholeheartedly, if the DM does not wish to do so. All that is essential is that the DM find a way to connect the concepts of "sin" and "evil" and show that the continued existence of both lead to suffering. Although presented as an ecumenical organization with members from many good faiths, the DM could just as easily limit it to a single god without doing damage to the Sodality's central concept. In settings where good and evil do not enjoy prominent places, the Sodality becomes less easy to use. It could still exist, but the sin eaters might be viewed as dangerous fanatics. Their efforts to convert sinners, for example, might be considered ridiculous, even detestable, in worlds where little emphasis is placed on abiding by the will of the gods.

Sin eaters work well as either player or non-player characters. As PCs, their vocation will necessarily color the focus and development of any campaigns in which they are involved. The clash between good and evil will become paramount. The philosophical question of the origin of suffering will likewise enter center stage. If the DM is uncomfortable with such intellectual conundrums, he should either downplay these elements to the class or forbid its appearance. As NPCs, sin eaters can be used in a number of ways, both as allies and as antagonists. By changing the alignment of the Sodality, the DM can use it in multiple situations. Perhaps their definition of sin is chaotic behavior instead of evil behavior. How would that affect their appearance? By making small changes such as that, the DM can use the Sodality of Suffering in a way best suited to his current needs and where he wishes to take his campaign.

SUCCEDANEUM

Where clerics are an important part of a community, they often act as intermediaries between mortals and their gods. The skills and wisdom of the priest helps her to smooth communication between the powerful, often alien, gods and their fragile mortal supplicants. When the gods are benevolent and compassionate this is a simple task, and most clerics are up for the challenge.

But there are many gods who make harsh demands on their people, who expect rich and plentiful sacrifices, regardless of the poverty of their followers. The succedanea exist to shield their people from the whims of these gods, accepting the punishments that would otherwise be meted out to those less able to deal with the suffering. These priests also work to forestall the angry outbursts of their gods, they toil continuously to keep their gods appeased and sated. In return, the succedanea are granted divine favors that allow them to weather the suffering and hardships the gods pile upon their shoulders.

Hit Die: d8.

REQUIREMENTS

To qualify as a succedaneum, a character must fulfill all of the following requirements.

Skills: Knowledge (religion) 8 ranks.

Feats: Extra Turning, Toughness.

Special: The character must be able to channel divine power (such as that used for turning or rebuking the undead).

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the succedaneum.

Weapon and Armor Proficiency: The suc-

cedaneum is proficient with all forms of armor, shields, and all simple weapons. In addition, the succedaneum retains any proficiency gained as a result of his choice of deity. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells: The succedaneum continues to gain ability as a divine spell caster as well as mastering the skills necessary to fulfill his duties. For each level where this ability is gained, the character gains new divine spells as if he had also gained a level in whatever divine spell casting class he belonged to before becoming a succedaneum. The character does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that the succedaneum can cast per day, simply add the number of times this ability is gained to the level of his previous divine spell casting class. Characters with more than one divine spell casting class must decide which class to assign each of these succedaneum abilities to for purposes of determining spells per day.

Divine Endurance (Su): The succedaneum is capable of resisting punishment that would reduce most people to quivering heaps. When this ability is activated, the succedaneum gains a level of damage reduction depending on his current level in this class. However, the succedaneum also suffers damage each round until he ends the effect. This ability lasts for a number of rounds equal to the succedaneum's total number of cleric levels plus his total levels in this prestige class. Activating this ability requires the succedaneum to expend one of his divine channeling attempts for the day. The succedaneum can end this ability as a free action, and before taking damage in the round in which he ends it.

Class Level	DR	Damage
1-4	5/+1	1d6
5-9	10/+2	1d8
10	15/+3	1d10

Bane Vanquish (Su): This ability is not used, exactly, but when it is gained any curses afflicting the succedaneum or any equipment he is currently carrying are immediately removed. Curses gained after this ability



is gained act normally until removed or the succedaneum gains another bane vanquish. Any level or type of curse is removed by this ability, which represents the divine favor of the succedaneum's deity as the god cleanses him in preparation for accepting further punishment during his darker moods.

Blood Sacrifice (Su): The succedaneum can, by sacrificing one hit point for each level of the spell he would like to cast, cast a divine spell to which he would not normally have access. The succedaneum may not cast any divine spell that he did not prepare. The spell must be one that the cleric normally has access to when preparing his spells for the day. The damage suffered by using this ability cannot be magically healed until 24 hours have passed since the time of casting, although normal rest can repair these wounds.

Divine Boon (Sp): By expending one of his available divine channeling attempts, the succedaneum can invoke the name of his god. This grants a +5 circumstance bonus to any single skill check, saving throw, attack roll, or damage roll made in the next five hours. The succedaneum may choose to add the bonus after the roll has been made, but before it is resolved. Using this ability causes 1d6 hit points of damage to the succedaneum at the time the bonus is applied to a roll, as the gods remind their servant what it means to serve them. The succedaneum may only have one divine favor active at a time.

Divine Intercession (Su): The succedaneum is skilled in turning aside the hand of the gods, taking the pain intended for another onto himself. The character may use this ability at will, but activating it is a standard action and the effect lasts until the succedaneum's next round. When the divine intercession ability is used, the succedaneum may choose to take any damage or other ill effects that would normally happen to a character within his sight. These effects must be caused by a failed saving throw, such as the damage from a fireball or the stoning gaze of a medusa. The other character is then treated exactly as if he was not the target of the attack, spell, or other hazard. The succedaneum suffers the full effects of the attack, however, and is allowed no saving throw to resist the effects.

SUCCEDANEUM

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Divine endurance	+1 level of existing class
2nd	+1	+3	+0	+3	Bane vanquish	+1 level of existing class
3rd	+2	+3	+1	+3	Blood sacrifice	+1 level of existing class
4th	+3	+4	+1	+4	Bane vanquish	+1 level of existing class
5th	+3	+4	+1	+4	Divine boon	+1 level of existing class
6th	+4	+5	+2	+5	Bane vanquish	+1 level of existing class
7th	+5	+5	+2	+5	Divine intercession	+1 level of existing class
8th	+6	+6	+2	+6	Poison purge	+1 level of existing class
9th	+6	+6	+3	+6	Bane vanquish	+1 level of existing class
10th	+7	+7	+3	+7	Cleanse magic	+1 level of existing class

Poison Purge (Su): Activating this ability requires the expenditure of one of the succedaneum's divine channeling attempts for the day. The ability instantly removes all poisons from the succedaneum's system, as if he had cast *neutralize poison* on himself.

Cleanse Magic (Su): When this ability is used, any detrimental magical effect the succedaneum is suffering from is immediately removed from his person. All effects of the enchantment are reversed, such as the ability damage from a *bestow curse* spell or the Constitution damage from a *poison* spell.

ORGANIZATION: THE LIVING MARTYRS

PURPOSE

When the gods demand more than their worshippers can provide, members of the Martyrs offer themselves up instead.

LEADER

Inatik (NG half-elf female Clr7/Suc10)

CURRENT ACTIVITIES

It is no understatement to say that the gods are wholly unlike the mortals who worship them. Even those deities who were once mortals themselves are usually so far removed from the realities of earthly existence that they can scarcely comprehend it any longer. Unsurprisingly, then, the gods sometimes make demands of their devotees that show the full

extent of this lack of comprehension. Whether they ask for bountiful sacrifices, extraordinary deeds, or unwavering fidelity, gods such as these can make life very difficult for their followers—especially if the divine demands are beyond the capacity of mortals to easily fulfill.

A common reaction of gods whose worshippers continue to ask for boons without also abiding by their dicta is to act harshly, even cruelly, by punishing their delinquent followers in a variety of ways. Unfortunately, such blandishments often teach nothing to the god's worshippers, who may well be doing everything they can to carry out his commands. The distance between the divine and the mortal is far greater than many gods recognize. They fail to realize that their expectations are too high for ordinary mortals, which is why they are continually disappointed by their behavior, with punishment being the inevitable outcome.

The Living Martyrs came into existence to prevent this outcome as best as it could. Its members, who call themselves the succedanea, are mortal men and women who have dedicated themselves to appeasing the gods when others cannot. Their vocation is a difficult and lonely one that few take up. After all, how many people would willingly intercede on behalf of their fellow men, especially if the consequences of failure are pain and suffering. Yet, that is exactly what the succedanea do.

The Living Martyrs owe their origin to a lone hermit named Utukin, who had long observed the seemingly capricious behavior of many gods. Utukin knew, however, that the gods, being divine, could not possibly

fall victim to mortal flaws, at least not to flaws as banal as whimsy or fickleness. There had to be some other explanation for their unrealistic expectations of mortals and their capacity to fulfill godly commands. Utukin concluded that gods and men were so unlike one another that someone had to mediate between them, someone above and beyond ordinary priests. These mediators had to understand both the mortal and divine worlds intimately and be willing to suffer the consequences of this knowledge. Thus, the Living Martyrs were born.

This organization has never possessed many members. The few it does possess have adopted an itinerant lifestyle, traveling from settlement to settlement to act on behalf of many different communities. Succedanea thus serve no single god, at least not often. Instead, they offer themselves up to act as a mediator between any god and his worshippers that requires their involvement. The Martyrs hope that their members might enlighten others as to the difference between gods and mortals so that they may one day better adapt to its exigencies.

In the meantime, they do what is necessary to stave off divine wrath and punishment. In this, the succedanea are largely successful. Their dedication to their strange vocation has made them strong, capable of withstanding great suffering in place of others. Many succedanea appear almost fatalistic in their actions, even though they profess no such philosophical position. Indeed, the Martyrs exist to change both human and—it is whispered—divine behavior, so that one day both will better understand the other and the need for the succedanea will be no more. Until then, they stand ready to do what they can to maintain mortal favor with the often inexplicable actions of the gods.

CAMPAIGN INTEGRATION

The Living Martyrs are a very unusual group and require careful integration by the DM, if he wishes to use them as written. For one, the group depends heavily on a particular understanding of the gods and of divine behavior, namely that the gods are sometimes out of touch with mortal existence and may not even understand it fully. This conception of the gods as alien beings is not right for every campaign setting, meaning that the Martyrs must be reworked to be usable in settings where this is not the case. Furthermore, the Martyrs

also assume that the gods need worship and sacrifices and that the failure of mortals to provide these things will anger the gods, resulting in punishments of various sorts. Finally, the succedanea are described as not being devoted to any single god but to the gods in general, acting as interlocutors between the mortal and divine worlds. This too may run counter to the principles behind many campaign worlds.

No DM is under any obligation to allow the Living Martyrs into his campaign. Indeed, he is encouraged to disallow them if he is not willing to address many of the issues raised above. However, if he is willing to do so, the succedanea provide a way to restore some of the awe and majesty to the gods—as well as some of their mystery. As written, the Martyrs interact with deities whose actions and motivations are often at odds with mortal reason. That is a good way to ensure that the gods remain beyond the ken of the player characters, as well as to impart the succedanea themselves with an air of mystery. Very few players will probably have much interest in becoming a Living Martyr, but they make excellent NPCs in games where the reality and nature of the gods is an important element. Used in this fashion, DMs can slowly introduce the succedanea and gauge their effects before committing himself to making them a central part of his campaign.

TRUE CRUSADER

Some come for the glory, others for money, but a chosen few come because they are divinely inspired. The crusader is a warrior with a mission and a purpose. Huge armies of these champions are often brought together under one banner to fight for some noble goal. However, many of them are not true crusaders. These special warriors are blessed and carefully watched over by the heavenly sponsor that chose them.

True crusaders can come from almost any background, from the lowliest farmer to the most heroic knight. Although each is unique, all crusaders have one feature that ties them together: they are chosen to complete a quest. This quest could be finding a lost holy relic, overthrowing a wicked monarch, or whatever happens to be in the deity's designs. A true crusader's quests are most often given through a vision, a dream, a manifestation, or through an intermediary like a cleric or an oracle.

Once begun, a true crusader must try to complete his quest and may continue to add levels in this prestige class once the quest is completed. Any character may become a true crusader but it is most favored by paladins since they can take it without the multilevel restriction normally placed on their class. As such, a paladin may still take levels in his paladin class even after taking the true crusader prestige class.

Hit Die: d10.

REQUIREMENTS

To become a true crusader, a character must fulfill the following requirements.

Wisdom: 14+.

Alignment: Lawful good.

Base Attack Bonus: +5.

Spellcasting: Ability to cast divine spells.

Special: The character must be given a holy quest by a deity.

CLASS SKILLS

The true crusader's class skills (and the key ability for each skill) are Concentration (Con), Climb (Str), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Swim (Str), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the true crusader prestige class.

Weapon and Armor Proficiency: True crusaders are proficient with all simple and martial weapons, with all types of armor, and with all shields.

Spells: The true crusader continues to grow in his knowledge of magic throughout his studies. Thus when a new true crusader level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class that he belonged to before adding the prestige class. If a character had more than one divine spellcasting class before he became an true crusader, he must decide to which class he adds each level of true crusader for purposes of determining his spells per day.



Loyalty: The true crusader cannot willingly jeopardize his success or lose interest in the holy quest that has been set before him. Doing so without just cause invokes the punishment of the sponsoring deity, who may strip the true crusader of all his special class abilities.

Divine Strength (Su): When the journey becomes tough and the need is great, a true crusader can call on his sponsoring deity to grant him a small boon that makes him stronger, quicker and more durable. As a supernatural ability, a true crusader can invoke divine strength to temporarily gain a +2 sacred bonus to Strength, Constitution, and Charisma. This blessing lasts for a number of rounds equal to 3 + the character's Wisdom modifier. A true crusader can call upon divine strength only once per battle and only a certain number of times per day (determined by level). Calling on divine strength is a free action.

Sworn Enemy: At 2nd level, a true crusader chooses a sworn enemy from a religion that opposes his own. Against creatures, followers, and clerics of the chosen religion, a true crusader gains a +2 circumstance bonus to attack and damage. This is an extraordinary ability and the bonus does not apply

TRUE CRUSADER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+0	Divine strength, loyalty	+1 level of existing class
2nd	+2	+3	+0	+0	Sworn enemy	+1 level of existing class
3rd	+3	+3	+1	+1	Divine strength 2/day	+1 level of existing class
4th	+4	+4	+1	+1	Devoted warrior	+1 level of existing class
5th	+5	+4	+1	+1	Divine strength 3/day	+1 level of existing class
6th	+6	+5	+2	+2	Holy shield	+1 level of existing class
7th	+7	+5	+2	+2	Divine strength 4/day	+1 level of existing class
8th	+8	+6	+2	+2	Heroes from beyond	+1 level of existing class
9th	+9	+6	+3	+3	Divine strength 5/day	+1 level of existing class
10th	+10	+7	+3	+3	Aura of strength	+1 level of existing class

to creatures immune to critical hits or when the character does not know of his opponent's religious affiliation.

Devoted Warrior (Ex): Beginning at 4th level, a true crusader becomes so zealous, so caught up with his purpose, that he can force his body to withstand extreme punishment. If reduced to 0 hit points, a true crusader is not considered disabled, but still takes 1 point of damage after completing any action. From -1 to -9 hit points, a true crusader may remain conscious by making a Fortitude save (DC 15). If the crusader fails this roll, he goes unconscious. If he succeeds, he remains standing and is considered fatigued (suffering a -2 penalty to Strength and Dexterity, and unable to run or charge.) His chances for stabilization are standard and he still loses one hit point per round until stabilized. The fatigue ends once the character's hit points are brought above 0.

Holy Shield (Su): At 6th level, a true crusader can summon forth a magical shield to aid him in battle. This shield conveys a +2 bonus to AC and radiates a small aura of protection against evil or good, which is chosen upon acquiring this ability and does not change. Opponents of the chosen alignment suffer a -1 penalty to attack and damage against a character wielding this shield. However, no one other than the true crusader may handle this shield, which can be summoned or dismissed at will as a free action.

Heroes From Beyond (Sp): At 6th level, a true crusader gains the ability to summon help once per day. This requires one full round action to perform and calls forth 1d4+1 3rd level fighters who will help the true crusader in

any reasonable way they can. Although these are spiritual warriors and have no real ties to the material plane, they will not follow ridiculous or suicidal orders such as jumping into an active volcano or walking down a trap-infested tunnel. The fighters remain for one round per level or until killed.

Hero From Beyond: Medium-size outsider; HD 3d8+6+3; hp 22; Init +5; Spd 20 ft; AC 18; Atk +5 melee (1d8+2), +4 ranged (1d8); AL: LG; SV Fort +5, Ref +4, Will +4; Str 15, Dex 12, Con 14, Int 12, Wis 12, Cha 10.

Skills: Climb +8, Jump +8, Ride +8, Spot +4, Swim +8; *Feats:* Toughness, Improved Initiative, Power Attack.

Equipment: Splint mail, large steel shield, longsword, composite longbow, 20 arrows.

Aura of Strength (Su): At 10th level, a true crusader can pass on the blessing bestowed by divine strength to those around him. Allies within a 10-ft. radius of a true crusader gain the bonuses to Strength, Constitution, and Charisma when the true crusader calls upon divine strength. They lose these bonuses should they leave the aura's area of effect.

ORGANIZATION: THE HADDISA

PURPOSE

The Haddisa are a fallen sect of dwarven warriors dedicated to the destruction of all who oppress their people.

LEADER

Enlilta Seggal (LE dwarf male Clr6/Ftr5/Trc9)

CURRENT ACTIVITIES

Religious zeal is a powerful force in the affairs of mortals. Properly harnessed, the sheer power of belief can accomplish great things, whether for good or ill. Some of the most impressive accomplishments in history are the result of spiritual fervor: the foundation of cities and kingdoms, works of art and culture, and wars and inquisitions. In itself, such zeal is neither good nor bad. It is simply another motivation, albeit an exceedingly powerful one, by which mortal beings spur themselves on to mighty deeds. What makes the most difference is the nature of the beliefs that inspire such devotion. If they are wicked, self-serving, or destructive, they can be the source of monumental evil in the world. Perhaps worse still is when genuinely praiseworthy beliefs are perverted and made to serve despicable ends.

Such is the story of the Haddisa. The dwarven kingdom of Emelerund was, as seems to be the fate of such realms in the present age, constantly under siege by its many foes. Humanoids of various sorts, as well as their fiendish allies from the lower planes, waged an unending war against Emelerund and its proud people. Appeals for help to nearby human and elven kingdoms were ignored, leaving the dwarves to their own devices. A dwarven cleric named Batukal Garad, who served the god of war, beseeched his deity for a solution to this dire problem, lest Emelerund fall before the humanoid hordes that daily pounded on its gates. Garad feared—and rightly so—that nothing less than divine intervention could prevent the inevitable demise of all that he held dear.

The gods are deservedly called dispassionate, for they are rarely moved by the emotional appeals of their followers. The god of war is no different, taking a wider view than that offered by his dwarven priest. Yet, he also understood that his cause in the world—warfare—would be best served if he provided the dwarves with a means to fight back against the humanoids and evil outsiders who harried them within their mountain home. And so it was that the god of war provided Garad with the inspiration to create a cadre of holy warriors, filled with zeal for warfare, to defend Emelerund and its



subjects. Called the Haddisa (meaning “the Zealous” in Dwarven), these warriors would strike back against the kingdom’s enemies and take the battle to their foes rather than continuing the defensive war that had prevailed for so long.

The Haddisa succeeded better than Garad could ever have dreamed. Filled with the divine power of the god of war, they made headway against their hated enemies. They not only defended Emelerund but also launched increasingly destructive raids against their foes’ strongholds. In short order, entire tribes of humanoids were wiped from the face of the earth, never to bother the dwarves again. The Haddisa waged an ever-widening war against those who stood against Emelerund. The warriors were no longer content simply to defeat their kingdom’s enemies. No, they were determined to defeat anyone who oppressed dwarves anywhere.

It did not take long before the Haddisa considered anyone who had not acted to support Emelerund to be its enemies. Human, elves, halflings, and gnomes all became fair targets for these zealots, since few had ever sent aid to Emelerund when it had asked

for it. For his part, the god of war cared little for such a shift in the Haddisa's philosophy. In many ways, its newfound hostility toward a wider range of opponents better served his goals. Now, warfare was commonplace and Emelerund was a kingdom bent on conquest. Anyone who dared to stand in their way was considered a viable target and suffered at the hands of these dwarven holy warriors.

Now, even those who once aided the dwarves despise the Haddisa. They see them as little better than the humanoids who once threatened Emelerund. Within the kingdom, there are voices who oppose the Haddisa and their reign of terror, among them Batukal Garad, who regrets his appeal to his god. Along with a handful of other like-minded dwarves, he hopes to return the Haddisa to their original purpose and clear their good name before it is too late.

CAMPAIGN INTEGRATION

The Haddisa can be used in several ways. The most straightforward is as an enemy group of religious zealots. That they are dwarven zealots whose originally noble goal has been corrupted only makes them more interesting than run of the mill villains. Of course, some DMs may wish to emphasize their fallen nature in order to make them into tragic figures. This works especially well if there are one or more dwarven PCs in the party, some of whom will undoubtedly look upon the Haddisa with as much pity as contempt. It is also possible that a dwarf PC may share the group's ultimate goal—protection of the dwarven people from their enemies—without condoning its methods. Such a character might join forces with Batukal Garad or other dissidents who wish to return the Haddisa to the light.

Another equally intriguing approach concerns the role of the god of war in the creation of this group. Was it truly the god of war who inspired Garad, or was it an evil deity who took advantage of his credulity? If this is the case, exposing the duplicity might go some way toward defeating the Haddisa. Of course, if the god of war really did create the Haddisa as suggested here, what does that say about his relationship to his followers? The god obviously cares more about the furtherance of his own causes than the well being of his devotees. Coming to grips with this fact—and possibly dealing with it—could form the basis of a truly epic series of adventures.

THE VALORE

Summoned to the imperial palace of the dread tyrant Inzull, Valus Winterclaw sat peacefully in the grand meeting hall, alone. His simple blue robes covering and warming his thin elven frame, the elder valore mage awaited the ambassador of the tyrant's lands to negotiate the peaceful settlement of his patron kingdom's treaty with Inzull. This negotiation attempt came at the personal request of Kirk Fairwind, the founder and leader of the valore, an old friend and teacher to Valus.

In silence he meditates, preparing for what may be a heated negotiation. The silence is broken by the sound of the meeting room's large oak doors opening to reveal a squad of Inzull's elite guard. Valus calmly opens his eyes and speaks, "I take it there is to be no negotiation." Arrogant laughter bellows forth as their leader, a tall half-ogre named Prusk, enters the room. The laughter is halted by the half-ogre's gasp of terror. "He is valore! No one told me he was valore! None of us shall leave this room alive! Run you fools! Run!" Prusk gasps desperately. With a calm grace, Valus stands and draws his sword. "I am sorry that we could not come to a peaceful resolve. I hold you no ill will."

The path of the valore is one chosen by very few heroes of faith. While the valore possess amazing martial skills and is feared in combat for his expert precision, he must also live a life of intense training and mental discipline while maintaining an always peaceful demeanor. The valore is free from rage, revenge, and envy. As a whole, the valore strive for peace throughout the free lands, setting out to see evil brought low.

Valore characters come from many walks of life, but most of them are clerics and paladins who follow the gods of valor, mental prowess, and peace. Fighters, wizards, sorcerers, monks, psions, and psychic warriors also make excellent valore characters. Bards, rogues, and barbarians are typically not welcomed into the organization unless they have made drastic changes to their lifestyle and alignment.

Hit Die: d8.

REQUIREMENTS

To qualify to become a valore, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Alignment: Must be lawful good or lawful neutral.

Proficiency: Must be proficient with one of the following swords: shortsword, longsword, rapier, scimitar, or greatsword.

Skills: Craft (weaponsmithing) 4 ranks, Diplomacy 5 ranks, Knowledge (religion) 5 ranks.

Spellcasting: Ability to cast divine spells of at least 2nd level.

Special: A character must be invited by an existing member of the organization, and then craft a masterwork sword of a type found above.

CLASS SKILLS

The valere's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (nobility and royalty), Listen (Wis), Ride (Dex), Scry (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The valere does not gain proficiency with any weapons and may not wear armor. A valere who wears any type of conventional armor loses his valere abilities until he removes it. Magic items that grant deflection bonuses and other magical protections (*rings of protection*, *bracers of armor*, etc.) are permitted.

Spellcasting: A valere continues his training in magic as well as his devotion to mental and physical exercises, although he cannot progress as quickly as other spellcasting classes. Thus, beginning at 2nd level and continuing for every other level thereafter, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one spellcasting class before he became a valere, he must decide to which class he adds each level of valere for purposes of determining spells per day when he adds the new level.

Diplomatic Relations: The valere act as



VALORE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+0	+0	+2	Diplomatic relations +2	
2nd	+2	+0	+0	+3	Martial insight	+1 level of existing class
3rd	+3	+1	+1	+3	Bond of the blade +2	
4th	+4	+1	+1	+4	Focused strike 1/day	+1 level of existing class
5th	+5	+1	+1	+4	Diplomatic relations +4	
6th	+6	+2	+2	+5	Bond of the blade +3	+1 level of existing class
7th	+7	+2	+2	+5	Mind of mental focus	
8th	+8	+2	+2	+6	Focused strike 2/day	+1 level of existing class
9th	+9	+3	+3	+6	Bond of the blade +4	
10th	+10	+3	+3	+7	Diplomatic relations +6, Valore knight	+1 level of existing class

ambassadors for peace and justice. Whether it be a simple trade dispute to hostile feelings between rival nations, the valore always seek a peaceful resolution first. Beginning at 1st level, the valore gains a +2 competence bonus to each of the following skills: Diplomacy, Gather Information, and Sense Motive. At 5th level, this bonus increases to +4 and increases to +6 at 10th level.

Martial Insight: A life of meditation and mental exercise allows a valore to gain an almost supernatural sense for danger while in combat situations. At 2nd level, the valore may add his Wisdom modifier to initiative rolls. This is treated as an insight bonus and stacks with any other bonuses that he may have to initiative, such as the Improved Initiative feat.

Bond of the Blade (Ex): In a process that begins with the forging of his chosen weapon, the valore develops a sacred bond with his weapon that increases his skills and damaging potential when forced to use it. At 3rd level, the valore's forged blade acts as a +2 *magic weapon*. He may also enchant the blade with other abilities as if it were a magic weapon. If his blade is picked up by another character (even another valore character), the blade is considered to be only a masterwork weapon (unless the valore has added any extra magical effects to the blade through magical means). At 6th level, the blade acts as a +3 *magic weapon*. At 9th level, the blade acts as a +4 *magic weapon*. If his blade is destroyed, he loses this bonus and must repair the damaged weapon or forge a new masterwork weapon. After one week of training with the weapon, this

bonus returns at the appropriate degree of strength.

Focused Strike (Sp): The faith of the valore runs deep. His devotion to martial studies, mental prowess, and a peaceful disposition do not go unnoticed in the eyes of his patron deity. At 4th level, the valore may call upon a moment of divine clarity in combat, gaining bonuses to a single attack and damage roll. This ability acts as a *divine favor* spell cast by a 12th-level cleric, granting a +4 bonus to both attack and damage rolls. At 8th level, he may use this ability twice a day.

Mind of Focus (Ex): At 7th level, the valore becomes immune to all mind-influencing spells and effects. This immunity comes through the extensive mental training and meditation that the valore undergoes each day. The valore must meditate for one hour each day to maintain this ability, and if he fails to do so the ability is lost until he next meditates.

Valore Knight: After years of dedication, faith, and training the valore becomes a living embodiment of all that he holds dear. By doing so, he reaches a plateau that all other valore hope to reach, and thereby unlocks the gates of his mind to let the powers that lay dormant there manifest themselves.

At 10th level, the valore gains the following abilities:

- The valore has trained his body and mind to reach supernatural levels of greatness; this training displays itself by granting the valore a damage reduction score of 20/+1.

- This is a supernatural ability.
- A +10 competence bonus to one of the skills listed from his Diplomatic Relations ability (Diplomacy, Gather Information, and Sense Motive). This bonus replaces the +6 competence bonus he is granted to one of these skills with his diplomatic relations ability. It does not stack.
- A +2 inherent bonus either to his Dexterity, Wisdom, or Charisma ability score.
- The bond he shares with his blade improves to +5. This is an extraordinary ability.

LEGENDARY CLASSES

So you stole the Kingston diamond, passed the guild's tests, and became a master thief. Or perhaps you've mastered the whirling blades and won a handsome fee in the arena. Maybe you are a wizard who mastered the elements and learned to carry the stuff of fire within your very body. What is left for men and women such as you, who have conquered every challenge, solved every puzzle, and defeated every enemy?

There is one challenge left: to become a legend.

Legendary classes present high-level options for characters on the verge of greatness, whose names will be scribed eternally and against whose deeds each man shall measure his own. Although similar in concept and appearance to prestige classes, they represent far more. They describe the pinnacle of a profession or culture, the kind of opportunity that only appears once in a generation. Someone who decides to walk the path of a legendary class may be fulfilling his people's oldest myth, or a society's greatest fear. It is never an easy path, nor one many would choose. Those who do take up the mantle award themselves great power as well as great danger, and only the boldest are able to fulfill their destiny.

CLASS MECHANICS

Legendary classes have all the same progressions as normal classes: base attack bonus, saving throws, and special abilities. They also have unique class skill packages and proficien-

cies. Like a prestige class, there are prerequisites that must be fulfilled before the first legendary class level may be selected. Some of these are left open for the DM's discretion, so that he can customize them to his home campaign. This allows the DM to include feats from official sources that have not been released as Open Game Content.

THE PREPARATION

A character must announce his intention to take a legendary class well in advance of ever taking a level in it. In game terms, this represents the character trying to catch the attention of a deity or powerful extra-planar being, applying for a position within an organization, or channeling the spirits of his ancestors. Two levels before the character takes his first legendary class level, he must announce his commitment. This means that if Grafft decides to channel the spirit of his ancestor in order to become the Paragon at 13th level, he must announce his intention no later than the point at which he reaches 11th level. Once the character has announced the level at which he will become a legend, there is no turning back.

Each legendary class has among its prerequisites a list of quests, each of which must be fulfilled in between the time of commitment and the acquisition of the first level of the class. The character may not complete them before he announces his intentions. Once each quest has been fulfilled and all other prerequisites are met, the character may take a legendary class level.

Legends wait for no man. If some or all of the quests go unfulfilled, the character may not advance in level until they are. All excess experience gained in the meantime is lost. This means that in the above example, if Grafft reached 77,999 experience points without defeating enough challengers, he would gain no more experience until he had done so. The character need not meet all the prerequisites of the class upon announcing his intentions, but he must meet them before taking the first legendary class level. If he does not, the same penalty described above applies.

THE POWER

Legendary characters have access to powers and abilities beyond the reach of

those who have chosen ordinary lives and less impressive legacies. They also wield greater control over the development of their powers than other characters, having choices to make as they rise in level and power. Even though two characters march down the same path, each may end up quite differently depending on these choices.

For each legendary class level gained, the character may choose one special ability from those listed. The power and scope of this ability are determined at that time and do not increase as the character goes up in levels. This is known as the ability's power level. No power may be chosen more than once. This always means a sacrifice for the character, but sometimes the rewards of patience are worth the wait.

EXAMPLE POWERS OF A 5TH-LEVEL PARAGON

Call of the Divine I: The character gains a +1 legendary bonus to his Leadership score.

Helm of Salvation II: The character gains damage reduction 2/-.

Divine Wisdom III: The character gains a +3 legendary bonus to Wisdom.

Armor of God IV: The character gains a +4 legendary bonus to AC.

Divine Charisma V: The character gains a +5 legendary bonus to Charisma.

THE PRICE

Once a character has begun to walk the path of a legend, he may not turn back even if his faith is shattered or his kingdom lost. The forces acting upon him are great, and he cannot resist the tidal wave of fate he has chosen to ride. Once a character chooses to take a legendary class level, he may not choose any other classes until the legendary class has been completed. Although this may seem restrictive, it is a small price to pay for the power and prestige afforded a legend.

AVATAR

The mover of mountains. The chosen child.
The favored servant.

An avatar has attained the true essence of divine perfection. He is without peer, and is chosen to carry the hopes, dreams, and fears of all kind. He is more than just a servant; he is a messenger, handpicked to deliver the world into a new age. Avatars often come from humble backgrounds, but their divine strength exceeds that of any mortal potential. So powerful is the avatar that each deity has but one at a time, a single servant given the key to divine glory. It is the dream of almost every paladin, cleric, and druid to be chosen for this incredible honor. Many have strived for the power but few ever attain it.

The avatar must remain faithful, no matter how difficult the trial. His faith can never waver, for he must fulfill his divine fate to live his life as a benchmark for all others to follow.

Hit Die: d8.

REQUIREMENTS

To qualify to become an avatar, a character must fulfill all the following requirements.

Alignment: Must be the exact alignment of his patron deity.

Skills: Knowledge (religion) 15 ranks.

Feats: Leadership, Iron Will, Skill Focus (Knowledge (religion)), any one feat of the DM's choice.

Spellcasting: Must be able to cast at least 7th-level divine spells that are granted by a deity.

Special: The character may only take levels in a divine spellcasting class during his questing period.

QUESTS

- A good character must perform three unique acts of heroic greatness, but these acts cannot include direct violence of any kind. An act can be as perilous as reforming an evil dragon or recovering a lost holy relic or as simple as saving a town from starvation or finding a home for an orphaned child. The character must accomplish each of these tasks in secret; he may not take credit for them, and those that benefit from these deeds cannot know his true name. This

shows the character's devotion of doing good without seeking personal glory.

Evil priests must do exactly the opposite, whether that means corrupting a being of pure good or executing a plan that starves a town or causes its crops to fail. The character must also work in secrecy, so as not to bring down retribution on his god or his church.

- The character must slay at least three outsiders whose alignment is opposite of that of his deity. These outsiders must be at least CR 9 creatures, and they must be killed on the priest's home plane.

CLASS SKILLS

The avatar's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the avatar legendary class.

Weapon and Armor Proficiency: Avatars are proficient with all simple and martial weapons, all types of armor, and shields.

Spells: The avatar continues to grow in spiritual skill. Thus when the avatar gains 1st, 3rd, and 5th levels, the character gains new spells per day as if he had also gained a level in a divine spellcasting class that he belonged to before adding the legendary class. If a character had more than one divine spellcasting class before he became an avatar, he must decide to which class he adds each level of avatar for purposes of determining his spells per day.

AVATAR ABILITIES

Voice of Truth: When the avatar speaks, people listen. He is the ideal messenger and draws people together with the power of his words. The avatar gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.



AVATAR

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Avatar Ability	+1 level of existing class
2nd	+2	+3	+0	+3	Avatar Ability	
3rd	+3	+3	+1	+3	Avatar Ability	+1 level of existing class
4th	+4	+4	+1	+4	Avatar Ability	
5th	+5	+4	+1	+4	Avatar Ability	+1 level of existing class

Deeper Understanding: Filled with the gift of divine truth, the avatar's sense of understanding grows in strength. People from all walks of life come to the avatar seeking wisdom. The avatar gains a +1 legendary bonus to his Wisdom per power level. This is a one-time bonus.

Divine Shield (Su): The avatar possesses an aura of divine radiance that deflects attacks and improves her defense. As a supernatural ability, he gains a +1 legendary bonus to AC per power level. This is a one-time bonus.

Hands of Power: The avatar carries the power of the gods. He gains access to one additional domain per power level. These domains must be associated with the avatar's god, and the character gains all of the normal advantages of having access to a domain (domain ability, extra spells, etc.). Characters without access to domains cannot gain access to domains through this ability.

Divine Invulnerability (Ex): To properly deliver his message, the avatar must overcome incredible obstacles. To this end, he develops a supernatural resistance to various sources of damage. The avatar gains immunity to one of the following sources per power level: acid, cold, death, electricity, fire, petrification, and poison.

Barrier of Strength (Su): As a free action once per day per power level, an avatar can surround herself in a protective aura that acts like a *globe of invulnerability* spell cast by a 20th-level sorcerer. In addition, this barrier protects the avatar as if he had cast *stoneskin*. Each use of the barrier of strength lasts for three rounds per power level.

Divine Sight (Su): Few can fool the eyes of the Avatar for he understands the essence of truth. He can see right through the tricks and disguises of his enemies. The avatar gains a +4 bonus per power level to all Sense Motive and Spot checks, and he can cast *true seeing* once per day per power level.

BEACON OF FAITH

Among the most faithful of a god's followers, a select few rise above all others in terms of faith and determination. These qualities are personified within the chosen follower of a lawful-minded deity. A student of her words, a warrior in her name, and a living bane to the perversions called the undead, the beacon of faith is a living conduit for the holy words and principled power of her patron deity. Unlike the canons and knight lords of other faiths, the beacon moves among her fellow worshippers unnoticed and without special garb. Her name is scarcely known among the elite of her faith and she seeks no special acknowledgment among her peers, for she possesses the favor of her god. When she is not teaching the word and beliefs of her patron to the young and interested, she acts as a fearsome warrior for the faith. This legendary power is brought to bear in full force against the minions of undeath, the evil elements of entropic power, and chaotic powers that seek nothing but destruction.

Becoming a beacon of faith is a choice made not solely upon the whim of the character, but by her patron deity as well. Much like the faith caster, the beacon of faith is an oddity among the followers of a particular faith. She is gifted, chosen above others, and burdened with the responsibilities befitting once with such power. A beacon of faith is a messiah to the faithful and desperate and a target for enemies of the faith. In most cases, the burden is too much to

bear and results in a loss of faith or a loss of life. But for the few who are able to summon forth the spiritual fortitude to persevere over adversity, the pleasure of serving their patron god is reward itself.

Hit Die: d10.

REQUIREMENTS

To qualify to become a beacon of faith, a character must fulfill the following criteria.

Alignment: The character must be lawful good or lawful neutral and worship a lawful deity.

Spellcasting: Must be able to cast 7th-level divine spells.

Skills: Knowledge (religion) 15 ranks, Knowledge (arcana) 5 ranks.

Feats: Extra Turning, Holy Glow (page 87), any one feat of the DM's choice.

Special: The character must be able to channel principled energy (see page 155).

QUESTS

- The character must locate and read from the First Tome, a book that was created to outline the faith and doctrine of her patron deity. Currently, a tyrannical cloud giant king holds the tome in his fortress that floats on a cloud above the land.
- The character must journey to the positive energy plane and stay there for no fewer than 7 days. During this period of time, the character becomes infused with the power of her faith and the plane itself.

CLASS SKILLS

The beacon of faith's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The beacon of faith is proficient with all simple and martial weapons, all types of armor (light, medium, and heavy), and shields. Note that armor check



BEACON OF FAITH

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Beacon of Faith Ability	+1 level of existing class
2nd	+1	+3	+0	+3	Beacon of Faith Ability	
3rd	+2	+3	+1	+3	Beacon of Faith Ability	+1 level of existing class
4th	+3	+4	+1	+4	Beacon of Faith Ability	
5th	+3	+4	+1	+4	Beacon of Faith Ability	+1 level of existing class

penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells: The beacon of faith continues training in divine magic as she spreads the word of her patron deity. Thus, when a beacon of faith gains 1st, 3rd, and 5th levels, the character gains new divine spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. However, she does not gain any other benefit a character of that class would have gained for doing so. This means that she adds the level of beacon of faith to the level of her divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

BEACON OF FAITH ABILITIES

Enhanced Wisdom: The intimate teachings of her patron deity allow the beacon of faith to become wise beyond her years and divinely patient. The character gains a +1 legendary bonus to her Wisdom per power level. This is a one-time bonus.

Enhanced Charisma: The drive and presence of life that the beacon of faith presents is legendary. She is beloved by allies and feared by her enemies. The character gains a +1 legendary bonus to her Charisma per power level. This is a one-time bonus.

Divine Spellpower: The beacon of faith is in many ways a direct conduit of her patron's power and will. The intense connection she shares with her patron allows her divine spellcasting abilities to function with more potency than other followers within her faith. With this ability, the beacon of faith gains a +1 legendary bonus per power level to the save DCs to resist her spells.

Bonus Feat: The beacon of faith is a living conduit of positive energy. With her experience and legendary talents, she may develop new uses for channeling her principled energy. This ability allows the beacon of faith to select a bonus feat from the following list: Counterharm, Counterspell, Divine Competence, Divine Sustenance, Harm Undead, Fuel Spell, Shield of Faith, and Weaken Enchantment. Of course, the beacon of faith must possess all of the prerequisites needed to choose the selected feat. This ability may be selected multiple times, with a new feat chosen each time.

Baneful Aura (Su): Imbued with the legendary power of her patron deity, the beacon of faith radiates an aura of light and power that harms the undead. Once per day per power level, the beacon of faith radiates a 20-ft. aura of positive energy that, upon physical contact with an undead creature, acts as a turning attempt from the beacon of faith. The aura functions exactly as if the beacon of faith had attempted to turn the undead creature within the aura. This ability however, does not require the beacon of faith to expend one of her turning attempts for the day. The aura's duration is equal to three rounds per power level, and activating it is a standard action that does not provoke an attack of opportunity.

Energy Negation: As a living battery of positive energy the beacon of faith possesses a legendary resistance to the influences of negative energy. With this ability, the beacon of faith gains a +4 legendary bonus per power level to all saving throws to resist negative energy effects (necromantic spells, energy drain, undead ability drain, etc.).

Banish Evil (Su): A number of times per day equal to her power level, a beacon of faith may turn evil outsiders exactly as if he were turning

DIVINE CHANNEL

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Divine Channel Ability	+1 level of existing class
2nd	+2	+3	+0	+3	Divine Channel Ability	
3rd	+3	+3	+1	+3	Divine Channel Ability	+1 level of existing class
4th	+4	+4	+1	+4	Divine Channel Ability	
5th	+5	+4	+1	+4	Divine Channel Ability	+1 level of existing class

undead. The normal rules apply as described in the PHB. If he already possesses a class (or classes) that allows him to turn undead, he may add his beacon of faith levels to the levels in the other class to determine his effective level for this ability. If he does not, he uses his beacon of faith levels alone to determine his effectiveness.

Special: The divine channel must have been killed and then resurrected. Members of the prospective channel's faith must perform the resurrection.

DIVINE CHANNEL

When the Lava Witches marched on the City of Pillars, only the presence of the gods saved the inhabitants from a fiery death. Appearing wreathed in streamers of divine power, the Six Fangs of Man led the paladins of the city in a stunning counterattack that left the main force of the Lava Witches routed and the witches themselves bound in mithral manacles.

What few knew, however, was that the Fangs were not the gods themselves, but the divine channels used by those gods to protect the faithful. Throughout the world, where the gods must work closely with the mortals who serve them, the divine channels act as conduits through which the gods may funnel their power. Though the cost is high to those who act as the channel, the undeniable lure of power gained directly from the divine is often enough to convince the worthy to pursue this path.

Hit Die: d10.

REQUIREMENTS

To qualify to become a divine channel, a character must fulfill the following requirements.

Base Attack Bonus: +8.

Skills: Knowledge (religion) 15 ranks.

Feats: Combat Casting, Iron Will, Leadership, Spell Focus, any metamagic feat.

Spellcasting: The ability to cast at least 3rd-level divine spells.

QUESTS

- Proving you are worthy to become a divine channel is a difficult task. To satisfy the first quest, you must travel to the Ring of Blood in the lower hells and challenge a pentacle of outsiders to a duel. The weakest of these creatures you battle must have three-quarters of your total character levels in HD and each subsequent outsider must have at least one more HD than the creature that preceded it. You may rest for up to one hour between each of your battles, but all five of the fights must take place during the same day. When you have collected a single knucklebone from each of the defeated outsiders, you must return to a temple of your god to display your trophies.
- The second quest requires you to take the knucklebones to the Forge of the Dead Gods. There, you must locate and placate the ancient Seekers of Purity and assist them in extracting the godsore from the corpses of the fallen deities. When this challenging and deadly task is completed, the Seekers will bind your trophies into a torc forged from the godsore. This powerful symbol allows your god's energy to find its way to you across the planes and allows you to channel it in appropriate ways without being burned to a cinder.
- With your torc in place, you must then travel to your god's home plane and anoint the item with holy (or unholy) water there. Agents of other gods will attempt to stop you on this final leg of your questing, desperate to keep yet another agent of



a deity from walking the worlds of men. If you succeed in anointing the torc, then your travails have only begun, for you will be known ever after as a divine channel, a tool of the gods.

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine channel.

Weapon and Armor Proficiency: The divine channel is proficient with all forms of armor, shields and all simple weapons. In addition, the divine channel retains any proficiency gained as a result of his choice of deity. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells: The divine channel continues to gain ability as a divine spellcaster as well as mastering the skills necessary to fulfill his destiny. For each level where this ability is gained, the character gains new divine spells as if he had also gained a level in whatever divine spell casting class he belonged to before becoming a divine channel. The character does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that the divine channel can cast per day, simply add the number of times this ability is gained to the level of his previous divine spell casting class. Characters with more than one divine spell casting class must decide which class to assign each of these divine channel abilities to for purposes of determining spells per day.

DIVINE CHANNEL ABILITIES

The following abilities are available to the divine channel.

Will of God: The divine channel's connection to his deity grants him a +1 legendary bonus to Wisdom per power level. This is a one-time bonus.

Undying Servant: The divine channel's leadership is crucial to his role, so his deity blesses him with an extraordinary resilience that grants him a +1 legendary bonus to Constitution per power level. This is a one-time bonus.

Armored Soul: By exuding the power of his god through his skin, the divine channel is able to protect himself from physical damage. This ability grants the character a +1 legendary bonus to AC per power level.

Bolster Faithful (Su): This ability allows the divine channel to inspire others who share his faith (that is, anyone who worships the same deity or an allied deity), filling them with a sense of importance and impending victory. When activated, this provides all of the channel's allies within 15 feet per power level with a +1 legendary bonus per power level to all skill checks, saving throws, attack rolls, and damage rolls. These bonuses last for one minute per power level, and this ability may be used once per power level per day.

Channeled Might: When selected, this ability adds +1 per power level to the save DC of any spell from a school covered by one of the divine channel's Spell Focus feats.

Exalted Channeling: This ability allows the divine channel to more effectively turn or rebuke undead by directly exposing the creatures to the power of his god. This ability may be used during any turning or rebuking attempt and provides a legendary bonus to all turning checks and turning damage rolls equal to twice this ability's power level.

Furious Vengeance: Through the use of this ability, the divine channel is filled with a righteous wrath that allows her to lay waste to her enemies. Once per day per power level, the divine channel may convert her life force into a legendary bonus to all attack and damage rolls. For every five hit points she sacrifices, up to five per power level, she gains a +1 legendary bonus to attack and damage rolls. These bonuses last for one minute, though she need only sacrifice hit points when the power is activated.

Invoke Name: When the divine channel utters the name of her deity, the syllables are laden with great power and destructive potential. Whenever this ability is used, any hostile creature within 10 feet per power level must immediately make a Will saving throw (DC 15 + the divine channel's Charisma modifier + the power level of this ability) or be stunned for one round per power level. This ability can be used once per power level per day.

DIVINE FORGER

From deep within mountain strongholds constructed of stone and metal, the dwarves continue to invent new mining techniques and develop their ever-growing mastery of the forge. Foremost among these master crafters is a rare legend among the dwarven race; he is a creator, a teacher, and a devoted acolyte of the dwarven god of creation. His masterpieces are timeless, resisting both the harmful effects of aging and physical abuse. As he forges he chants the praises of his god, and after his work is complete he offers each new creation in the name of his god. Speaking his name invokes an aura of deep and unwavering respect, both among the dwarves and in the outside world among even the most fledgling craftsmen. His skills at the forge transcend racial borders and his faith humbles even the most devoted clerics of the creator.

To become a divine forger, a dwarven character must devote much of his adult life to mastering his forging skills and learning the deepest beliefs of the creator god. His reputation is built first among his people, as he crafts the tools and weapons necessary for day to day life. As his skills and legend grow, so too will the demand for his work. In time, his legend will attract outsiders to the dwarven strongholds in search of his craftsmanship. During this time, the divine forger continues to study the lessons of the creator god in hope of gaining a new level of understanding both physically with his forging skills and spiritually with his faith in the creator god. For the divine forger, the art of forging is a tribute to the teachings of the creator god, each strike of the hammer on heated metal is a sign of tribute and each creation is a reflection of the divine forger's faith.

Hit Die: d10.



REQUIREMENTS

To qualify to become a divine forger, a character must fulfill the following criteria.

Race: The character that chooses to become a divine forger must be a dwarf.

Base Attack Bonus: +9.

Skills: Craft (one of armorsmithing, blacksmithing, or weaponsmithing) 15 ranks, Craft (any other of armorsmithing, blacksmithing, or weaponsmithing) 8 ranks, and Knowledge (religion) 5 ranks.

Feats: Craft Magic Arms & Armor, Sunder, and any one feat of the DM's choice.

Spellcasting: The character must be able to cast at least 4th-level cleric spells.

QUESTS

- The character must forge a magical weapon or piece of armor worth at least a market price of 18,000 gp.
- The character must find the legendary *Forge of Souls*. Once he finds the forge, he must use it to create a masterwork weapon or a set of masterwork armor. After the item is forged, the character must leave the forge and item behind and never return.

CLASS SKILLS

The divine forger's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Search (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The divine forger is proficient with all simple weapons and martial weapons, and is proficient with all types of armor as well as with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spellcasting: The divine forger continues his training with divine magic as he masters his skills with the forge. Thus, when the divine forger reaches 1st, 3rd, and 5th level, the character gains new divine spells per day as if he

DIVINE FORGER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Divine Forger Ability	+1 level of existing class
2nd	+1	+3	+0	+3	Divine Forger Ability	+1 level of existing class
3rd	+2	+3	+1	+3	Divine Forger Ability	+1 level of existing class
4th	+3	+4	+1	+4	Divine Forger Ability	+1 level of existing class
5th	+3	+4	+1	+4	Divine Forger Ability	+1 level of existing class

had also gained a level in a divine spellcasting class he belonged to before he added this class. He may only gain spell levels in divine magic, not arcane magic. However, he does not gain any other benefit a character of that class would have gained for doing so.

DIVINE FORGER ABILITIES

Enhanced Wisdom: A life spent in the service of the creator god and as a master of the forge has granted the divine forger a legendary level of wisdom and patience. The character gains a +1 legendary bonus to Wisdom per power level. This is a one-time bonus.

Enhanced Constitution: Enduring the sacred heat of the forge and pushing himself to reach a new level of forge mastery has tempered the divine forger to uncomfortable conditions and increased his stamina. The character gains a +1 legendary bonus to Constitution per power level. This is a one-time bonus.

Legendary Creator: The creations of the divine forger are more durable and longer lasting than the forged items of other smiths, as the divine forger's creations are laced with the strength of his faith. Any item crafted by a divine forger gains a +4 bonus per power level to all saves.

Channeling of Faith (Ex): The divine forger is in many ways the most devout follower of the creator god. He embodies all of the virtues that the creator god demands. His faith is unshakable, and this faith is channeled through his very touch. Any warhammer wielded by the divine forger gains a +1 enhancement bonus per power level. In addition, he can grant such a hammer the *holy* trait for up to one minute per power level per day.

Knowledge of Destruction: There are situations where forged items have become tainted with evil magic or stained by the blood of innocents. The divine forger is tasked to destroy such weapons and items wherever he encounters them. When striking an object, the divine forger ignores 2 points of hardness per power level. In addition, he may ignore enhancement bonuses up to the power level at which this ability is selected when using the Sunder feat or when striking a magical object.

Will of Mithral: The faith of the divine forger is as strong as the rarest metal. This strength of faith has forged an unbeatable willpower that drives the divine forger in the face of certain defeat or fear. This ability grants the divine forger a +1 legendary bonus per power level to all Will saves. This is a one-time bonus.

KNIGHT LORD

Overlooking a battlefield filled with chaos, destruction, and bloodshed, a lone knight sits atop an armored warhorse. His platemail is scarred from hundreds of encounters; his cape has faded slightly from years of long travel over unforgiving terrain. Drawing his longsword, he gives a silent prayer to his patron god of valor and justice. He is not just a knight; he is a king among knights and paladins. He continually stands as a beacon to those who would see evil and tyranny brought low. This man is no ordinary knight, he is a legend—he is the knight lord.

The path that leads to becoming a knight lord is one filled with faith, sacrifice, and perseverance in the face of ultimate evil. By harnessing the power of their patron deity and finding a spark of complete heroism within themselves, a select few become more than heroes, they become legends.



Hit Die: d12.

REQUIREMENTS

To qualify to become a knight lord, a character must fulfill the following criteria.

Base Attack Bonus: +10.

Skills: Diplomacy 10 ranks, Ride 15 ranks.

Feats: Leadership, Mounted Combat, Weapon Focus (deity's favored weapon), any one feat of the DM's choice.

Special: The character must have a paladin's special mount. The character must be able to cast at least 2nd-level divine spells as a paladin.

QUESTS

- The character must lead a battalion of troops into a large-scale battle and be victorious. The character's battalion may suffer casualties, but no more than half of the battalion's original number. Additionally, the character must enter combat with his troops and directly contribute to the victory.
- He must journey to the Vrast Swamp and find the *Lost Tomb of the Valorous Knight*. Within the tomb she must overcome the nine trials of valor and be given the blessing of the phantom knights who govern over the lost tomb.

CLASS SKILLS

The knight lord's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The knight lord is proficient with all simple and martial weapons. He is also proficient with all types of armor, and with shields.

Paladin Abilities: The knight lord continues to improve both his lay on hands and spellcasting abilities as if he had also gained a level in paladin. For purposes of determining these two abilities, add the character's paladin and knight lord class levels.

Knight Lord

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

Special

Knight Lord Ability
Knight Lord Ability
Knight Lord Ability
Knight Lord Ability
Knight Lord Ability

Knight Lord Abilities

Enhanced Wisdom: The experience and insight of a legendary hero is respected by his allies and feared by his foes. The character gains a +1 legendary bonus to Constitution per power level. This is a one-time bonus.

Enhanced Charisma: The knight lord is legendary for his charisma, either for his peaceful approach to diplomatic relations or for his commanding presence when he leads hundreds of troops into battle. The character gains a +1 legendary bonus to Charisma per power level. This is a one-time bonus.

Invincible Aura (Ex): As a leader of men and a pillar of holy strength, the knight lord radiates an aura of invincible faith. With this ability, the bonus granted by the knight lord's aura of courage ability increases by +2 per power level and the radius of the effect increases by 20 feet per power level.

Legendary Turning (Ex): Much like his legendary talents with divine spellcasting, the knight lord is equally talented with his skills in channeling positive energy to destroy the legions of the dead. By selecting this ability, the knight lord gains a +2 legendary bonus per power level to all turning damage rolls. Note, this ability does not affect the knight lord's turning check. Also, the knight lord counts as being one level higher per power level for purposes of determining how powerful an undead he can destroy.

Unrivaled Grace: For the paladin, his divine grace aids him in surviving attacking to his fortitude, agility, and willpower. The knight lord's grace is legendary. With this ability, the knight lord gains an additional +1 legendary bonus to each of his saving throws per power level.

Divine Spell Power (Ex): For the knight lord, divine spellcasting is as essential to his survival as his favored weapon. But unlike many paladins, the knight lord has developed a legendary focus and comprehension of his divine powers. This ability grants the knight lord a +1 legendary bonus per power level to all save DC's to resist the divine spells he casts. The legendary bonus stacks with any feats or abilities that the knight lord may already possess that increase the save DC of the divine spells he casts.

Defying Death's Embrace: As a legend among men and a devoted follower of his patron deity, the knight lord's ability to defy death is mythic. As long as he has any allies on the field of battle, the knight lord continues to fight to an extra -10 hit points per power level. Thus, if he takes this ability at power level two, he gains the ability to fight to an additional -20 hit points, so he does not drop until he reaches -30. If the knight lord ever finds himself alone on the field while below -10 hit points, his deity claims his soul immediately.

Mystic

Hidden away from the eyes of the common man, a timeless being has watched the tapestry of history unfold. She has watched kingdoms rise and later fall. She has seen the birth and death of legendary heroes. She is a teacher, a student, and a being of infinite knowledge. She is the mystic. Her name is as much a secret as the forgotten knowledge she studies. Most mystics are infamous for their seclusion, as the cruelty and sadness of history has driven them to push the potential folly of their world's inhabitants away. A few still travel the world in search of knowledge, but their journey is tainted by their knowledge that the worst of history is doomed to repeat. For most mystics, the only companions they know

Mystic

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Mystic Ability	+1 level of existing class
2nd	+1	+3	+0	+3	Mystic Ability	
3rd	+2	+3	+1	+3	Mystic Ability	+1 level of existing class
4th	+3	+4	+1	+4	Mystic Ability	
5th	+3	+4	+1	+4	Mystic Ability	+1 level of existing class

are the vast tomes of ancient knowledge and the intimate connection they share with their patron deity. They hear the whispers of their patron god, speak to the land itself, and converse with demons—if you would believe all of the stories associated with their calling.

Becoming a mystic is not a choice easily made by a character. In many cases, the way of life chooses the individual rather than the other way around. Her long years and unwavering faith in her god are the factors that lead her to the path of the mystic. She is a rumor, a myth, and a legend both feared and respected by the very few who dare to speak her true name or seek an audience with her. The mystic is a speaker of deep wisdom and brutal truths, a combination that does not sit well with people of narrow beliefs. Heroes in great need of lost knowledge seek her out to learn of ancient times and hidden truths, but the price of such knowledge is usually great as the mystic traditionally covets her privacy.

Hit Die: d8.

REQUIREMENTS

To qualify to become a mystic, a character must fulfill the following criteria.

Age: The character that chooses to become a mystic may be no younger than middle aged.

Spellcasting: Must be able to cast 7th-level divine spells.

Skills: Knowledge (religion) 15 ranks, Knowledge (arcana) 10 ranks, and Knowledge (history) 5 ranks.

Special: The character must have “secret” as a class ability.

QUESTS

- The character must survive a period of great war and suffering, either within a sin-

gle kingdom or an entire world in turmoil. During this time, the character must chronicle the events around her and successfully fill a tome with historical accounts of the period.

- The character must find and read the legendary *Chronicle of Man*, a lost tome filled with a complete (and magically updating) timeline of the unfolding history of mankind.

CLASS SKILLS

The mystic’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills) (Int), Listen (Wis), Profession (Wis), Scry (Int), Search (Int), Sense Motive (Wis) and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The mystic is proficient with all simple weapons and is proficient with all types of armor (light, medium, and heavy), as well as with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells: The mystic continues training in divine magic as she devotes her life to survival and the collection of lost knowledge. Thus, at 1st, 3rd, and 5th level the character gains new divine spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She may only gain spell levels in divine magic, not arcane magic. However, she does not gain any other benefit a character of that class would have gained for doing so.

MYSTIC ABILITIES

Enhanced Wisdom: A long life of struggle, survival, and research brings a legendary level of wisdom to the mystic. The character gains a +1 legendary bonus to Wisdom per power level. This is a one-time bonus.

Enhanced Intelligence: The mystic is legendary for her intelligence in matters of lost or forbidden knowledge. The character gains a +1 legendary bonus to Intelligence per power level. This is a one-time bonus.

Well of Knowledge: The mystic's long years and her devotion to faith and study have honed her mind to recall even the most insignificant details from the lost tomes of ancient times. With this ability, the mystic gains a +10 legendary bonus to one of her Knowledge skills per power level. Thus, if taken at 2nd level, the mystic can choose two Knowledge skills, each of which gains the +10 bonus. This legendary bonus stacks with any feats, abilities, and spells the mystic may possess that increases her knowledge skills.

Applied Knowledge: The mystic is a true student of life, studying all aspects of her faith and skill. With this ability, the mystic may select one bonus feat per power level from the following list: Skill Focus (any), Spell Focus (any), any item creation feat, any metamagic feat.

Power of Faith: The devotion displayed by the mystic does not go unnoticed in the eyes of her patron deity. She has devoted her long life to the studies and collection of forgotten knowledge, as well as the religious doctrines of her god. This collection of religious knowledge increases the bond the mystic shares with her god as well. By selecting this ability, the mystic gains the ability to prepare up to three extra spell levels per day per power level.

Secrets of Arcane Hostility (Ex): The knowledge possessed by the mystic can be used in two ways: as a benefit to those who would wish to aid the forces of good or as a weapon used by the forces of evil. In either case, the mystic has learned the secrets to defending herself against particular schools of magic. This ability grants the mystic a +2 legendary bonus per power level to saves against one school of magic per power level. Thus, a mystic that took this ability at 3rd level would gain a +6 bonus to saves against three schools of magic.





Master of Ancient Languages: During her long life of study and faith, the mystic is presented with the opportunity (and in many cases the necessity) to learn once lost or secret languages. With this ability, the mystic may select two bonus languages per power level.

PARAGON

The gods of law and goodness place great trust in mortal beings, seeing them as the surest ways to spread their influence in the world and protect their worshippers on earth. While clerics tend to the faithful's spiritual needs, holy warriors must tend to their physical protection, for the depredations of evil are many and violent. Paladins are the most prominent of these warriors. Their exploits are well known and inspire courage and devotion in believers—proof that mortals can make a difference in the face of great evil.

Yet, even paladins are sometimes insufficient to act as the instruments of their gods. Sometimes, a deity needs an even more exceptional servant, an individual whose total devotion to his cause is so great that he becomes known as an exemplar of his faith. A pillar of righteousness such as this is rare, especially in the dark days of the present, which is why he is needed all the more. Combining perfect love for his patron deity with martial prowess and undaunted courage, the paragon lives only to defend law and good from evil, in whatever forms it takes. Whether at the head of a huge army or as a lone crusader against injustice, the paragon is a holy warrior without peer.

Hit Die: d10.

REQUIREMENTS

To qualify to become a paragon, a character must fulfill the following requirements.

Alignment: Lawful good.

Base Attack Bonus: +12.

Charisma: 17+.

Skills: Diplomacy 12 ranks.

Feats: Leadership, Weapon Focus (patron deity's favored weapon), any one feat of the DM's choice.

Special: Ability to smite evil.

The character must have a patron deity to whose service he is dedicated and from whose teachings he has never deviated, even unwill-

PARAGON

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

ingly. Any act that would require the casting of an *atonement* spell for redemption counts as an unacceptable deviation, as may other acts, depending on the stringency of the religion in question.

If a character falters in his faith after he has announced that he is going to try to become a paragon, he can no longer do so, but may then progress in other class levels, destined never to become a legend. If a paragon ever deviates from his faith, only a *miracle* spell followed by *atonement* can restore him to his former status. Until such a time, the paragon loses the use of all legendary abilities gained and may not acquire new levels in this class until he has either atoned or decided to renounce his status forever by advancing in another class.

QUESTS

- The character must journey into a remote locale sacred to his patron deity and fast there for a month, during which time celestials sent to test his mettle will tempt him. The temptations take numerous forms, including the mental and spiritual as well as the physical. If the would-be paragon even considers giving in to one of them, he will have lost the favor of his patron and can never pursue the legendary path he seeks.
- The character must seek out a powerful enemy of his patron deity and challenge him to personal combat before witnesses. The character is free to use whatever weapons and armor he possesses but no other magical enhancements, whether from divine or arcane sources. He must dedicate his combat to the glory of his god and emerge victorious to win a place as a paragon.

CLASS SKILLS

The paragon's class skills (and the key ability for each) are: Craft (Int), Diplomacy (Cha),

Special

Paragon Ability
Paragon Ability
Paragon Ability
Paragon Ability
Paragon Ability

Handle Animal (Cha), Heal (Wis), Knowledge (arcana), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the paragon legendary class.

Weapons and Armor Proficiency: A paragon is proficient with all simple and martial weapons, all armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

PARAGON ABILITIES

Divine Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Divine Wisdom: The paragon gains a +1 legendary bonus to his Wisdom per power level. This is a one-time bonus.

Armor of God: The paragon is suffused with the power of his deity, protecting him from bodily harm. He gains a +1 legendary bonus to AC per power level. This bonus stacks with all other AC bonuses and the paragon keeps this bonus even if he is caught flat-footed or if he would normally not be allowed an AC modifier for any reason.

Benediction (Sp): The mere presence of a paragon has a potent effect on his allies. Once per day per power level, the paragon can invoke a more powerful version of the *bless* spell centered on himself. All

allies within 50 feet per power level gain a +2 bonus to attack rolls and saves against fear. This ability lasts one minute per power level.

Call of the Divine: The paragon gains a +1 legendary bonus to his Leadership score per power level.

Helm of Salvation (Ex): The paragon grows increasingly less susceptible to physical harm, acquiring damage reduction 1/- per power level.

Positive Energy Reservoir: The paragon is so strongly connected to the Positive Material Plane that he is resistant to the level and ability draining effects of undead creatures. For each level of this power, he may ignore three levels of draining per day. The paragon may not choose which type of draining he wishes to ignore. The order in which he is struck determines which levels are resisted and which ones are not. Thus, at power level two, the paragon may resist six levels of draining. If he is attacked first by a wight, he may ignore the negative energy level he would have gained. If he is then attacked by a shadow, he may ignore the five points of Strength drain its attack deals, thereby using up his full allotment for the day. He may not choose to “hold back” the levels as he sees fit. For the purposes of this ability, a negative energy level is equal to a point of ability drain. This is a supernatural ability and is effective only against creatures of the “undead” type.

Wrath of God: Once per day per power level, the paragon can channel the wrath of his god against evil opponents. This improves his attack and damage roll against such opponents by +2 per power level for a number of rounds equal to the power level at which this ability is selected.

SOULTAMER

The gods battle constantly, but most often they wage their wars through proxies. Powerful servants stalk each other across the planes and sunder kingdoms as they attempt to slay one another in the names of their gods. The sneaker gods long ago learned that it takes much more effort to invest a new creature with the power to carry their names than it does to convert an existing servant of another god.

The soultamer is the result of this line of logic. Trained to corrupt and convert the servants of other gods, the soultamer is granted more and more powerful abilities for his efforts. While not every god uses soultamers, those who do often find themselves with a surprising number of new servitors, stolen from other gods.

Where other divine servitors simply attack to kill their enemies, the soultamers prefer to restrain their foes and bind them for later repentance. As the soultamer captures enemy servitors, he learns to reform their essence, bringing them into the service of his master. As an added bonus, the soultamer is granted the right to claim a single trophy from time to time, increasing his own power at the expense of one of his captured servants.

On the battlefields of the gods, the soultamer is feared—not for what he can do to the body and mind, but for the way in which he can pervert and destroy even the strongest of souls.

Hit Die: d10.

REQUIREMENTS

To qualify to become a soultamer, a character must fulfill the following requirements.

Charisma: 16+.

Feats: Extra Turning, Forge Ring, Iron Will, Leadership.

Special: The character must have been a cleric of the deity he serves and must never have been a cleric of another deity. If the character switches deities after declaring his intention to become a soultamer, he immediately draws the ire of the god to which he was formerly pledged. The DM is encouraged to inflict whatever hellish curse or grievous injury he wishes upon the character as the god rages against him.

QUESTS

- When a powerful character decides to serve his god as a soultamer, he must seek out a priest or champion of another deity. The priest or champion must have at least as many HD or levels as the would-be soultamer and must worship a deity that is not allied with that of the petitioner. This target must be captured and held prisoner by the aspiring soultamer. The prisoner must then be made to watch as his temple

or stronghold is torn down and the earth upon which it stood is burned and salted. The aspiring soultamer may bring up to ten of his allies with him to destroy the enemy stronghold or temple, but must capture the enemy champion by himself.

- Once the enemy priest is captured and made to witness the destruction of his property, the unfortunate must be returned to the hopeful's own temple. There, the priests will hold him prisoner. This is enough to get the attention of the aspirant's deity, who will then commune with the local priesthood and acknowledge the power and skill of the soultamer candidate. The candidate must then bring to the temple three of an enemy deity's Soul Seals, taken from the heads of three high priests. Only when all three of the Seals have been broken on the aspirant's altar will he be recognized as a soultamer.

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the soultamer.

Weapon and Armor Proficiency: The soultamer is proficient with all forms of armor, shields and all simple weapons. In addition, the soultamer retains any proficiency gained as a result of his choice of deity. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells: The soultamer continues to gain ability as a divine spellcaster as well as mastering the skills necessary to fulfill his destiny. For each level where this ability is gained, the character gains new divine spells as if he had also gained a level in whatever divine spell casting class he belonged to before becoming a soultamer. The character does not, however, gain any other benefits of his former divine class, such as



SOULTAMER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Soultamer Ability	+1 level of existing class
2nd	+2	+3	+0	+3	Soultamer Ability	
3rd	+3	+3	+1	+3	Soultamer Ability	+1 level of existing class
4th	+4	+4	+1	+4	Soultamer Ability	
5th	+5	+4	+1	+4	Soultamer Ability	+1 level of existing class

improved chance of turning or rebuking undead. In other words, to determine the number of spells that the soultamer can cast per day, simply add the number of times this ability is gained to the level of his previous divine spell casting class. Characters with more than one divine spell casting class must decide which class to assign each of these soultamer abilities to for purposes of determining spells per day.

SOULTAMER ABILITIES

Stunning Aura: With his natural presence augmented by the power of his god, the soultamer is granted a +1 legendary bonus to Charisma per power level. This is a one-time bonus.

Divine Understanding: The deep understanding that a soultamer must possess to walk his path is reflected by a +1 legendary bonus to Wisdom per power level. This is a one-time bonus.

Crushing Faith (Su): The soultamer is so strong in the faith of his deity he is able to inhibit the spellcasting ability of the priests of other gods. This ability can be activated once per day per power level, and it prevents all clerics of other deities from casting spells. This prohibition extends to a 20-ft. radius per power level, and it affects clerics of up to two levels per power level. So, if chosen at 3rd power level, this ability prohibits enemy clerics of up to 6th level within 60 feet from casting spells.

Enrapturing Presence (Su): Once per power level per day, the soultamer may attempt to turn any enchantment spell cast against him back against the caster. The original spellcaster immediately becomes the target of the spell and must resist its effects normally. A soultamer may not attempt to reflect a given enchantment more than a single time.

Master's Hand: Whenever the soultamer

strikes to subdue when using a melee weapon, he gains a +1 legendary bonus to his attack and damage rolls per power level, regardless of the weapon he uses. In addition, when attacking a servant or priest of another god, the critical threat range of his weapon is increased by one per power level. These bonuses only apply when the soultamer is attacking to subdue a target.

Bind Soul (Su): Whenever a servant or priest of another deity is rendered unconscious as the result of subdual damage caused by the soultamer or his allies, the soultamer may attempt to bind the creature's soul. This must be attempted before the target regains consciousness and may only be performed once per power level per day. The target of this ability is allowed a Will save (DC equal to the soultamer's current character levels + his current Charisma modifier + the power level of this ability). Bound creatures are unable to take any hostile action against the soultamer and will attempt to protect him from harm if they are capable of doing so. Bound creatures must be returned to the temple of the soultamer's god at the earliest opportunity as the binding will unravel after one week per power level. When the binding is unraveled, the formerly bound creature may act as it sees fit and will certainly seek vengeance against the creature who imprisoned it.

Creatures who are bound by this ability and then returned to a temple of the soultamer's deity undergo a conversion process at the temple. This process endures for an entire lunar cycle, during which time the priests of the soultamer's god reinforce the soul binding. At the end of this time, the bound creature must make a successful Will save (DC 30 + the total character levels of the soultamer who originally bound it) or immediately convert to the soultamer's religion. Should the creature succeed at the Will save, however, it dies immediately and its soul is returned to the realms of its god,

where it is rewarded for its martyrdom.

Ring of Power (Su): Though most of the creatures affected by the soul binding power of this prestige class must be delivered to the soultamer's temple, a few meet a more tragic end. This ability allows the soultamer to forge the spirit of a bound creature into a ring, which he may then wear. This utterly destroys the creature in question, putting it beyond even the power of a *wish* spell to return the entity to life. This ability must be used within 10 minutes of soul binding a creature, or it cannot be used on that creature.

When the power is used, the soultamer and the target creature engage in an opposed Will save. The soultamer gains a +1 legendary bonus per power level to this roll. If the soultamer wins, the creature is immediately disincorporated and its spirit becomes a ring of slightly glowing gold wrapped around the soultamer's finger. If the creature wins, it is immediately unbound and heals all subdual damage from which it currently suffers. The creature may not be bound by the soultamer for at least 24 hours and will likely seek to extract its vengeance immediately upon its awakening.

The ring of power created by this ability has two charges per power level. These charges may be used to cast any divine spell available to the soultamer, provided its level is equal to or less than the number of charges (including the charge being used to cast the spell) currently held within the ring. When the last charge is released, the ring of power dissipates in a dully glowing mist. A soultamer can only have one ring of power at a time.

Voice of Command (Ex): The soultamer becomes a master of enchantment spells of all types. He may now prepare arcane enchantment spells as if they were divine spells. These spells may be of no higher level than the power level at which this ability is chosen. He may use any spell trigger items that require arcane spells as well, such as a *wand of hypnotism*. In addition to this, the soultamer's Enchantment spells all have their save DCs increased by one per power level. So, if chosen at power level three, the soultamer can cast up to 3rd-level arcane Enchantment spells and all Enchantment spells he casts have their save DCs increased by three.

THE PLAGUE

A dark presence lurks among the thick woodland areas of the free lands. She is a decaying shadow in rags, filled with famine, rot, and pestilence. Her name is unknown and her true face a mystery to the few who have encountered her wrath and survived. With each step, the earth whimpers. With each breath, life ceases to be. With each passing touch, mighty oaks fall into a withered and blackened husk. Surrounded by vermin and decay she destroys what life creates. Stories of her hatred for the balance of nature are legendary. She is a legend in the darkest sense of the word. She is the plague.

To become the plague is to remove all love for life and beauty from a character's personality. She must turn her back on the world of the living, the balance of nature, and the will to see the world grow. Her purpose is to see all living things withered, servants of the wild slain, and all unique beauties of the earth scarred. Former allies fear her corrupting will as well as her touch of utter decay. Past enemies gain an underlying (yet prominent) sense of fear at the mention of her name. With the coming of spring she will become filled with rage and venomous spittle at the birth of new life. Yet she will fall into an unsettling calm with the arrival of a harsh winter, delighting in the death and oppression of the season's wrath.

Hit Die: d10.

REQUIREMENTS

To qualify to become the plague, a character must fulfill the following criteria.

Alignment: Neutral evil.

Skills: Alchemy 5 ranks, Knowledge (nature) 10 ranks, and Wilderness Lore 15 ranks.

Feats: Great Fortitude, and one feat of the DM's choice.

Special: The character must be immune to organic poisons and be able to cast *poison* and *insect plague*.

QUESTS

- The character must locate and bathe in the boggy waters of the Unholy Glade, a swamp of the foulest waters and vermin-infested foliage.
- The character must pollute a water



source in her native lands with a disease or poison of her own creation. The poison or disease must have a save DC of 15 or higher.

- The character must slay the chosen protector of a woodland area (druid, satyr, unicorn, etc.) and drink its blood. While she does this, she will receive a vision and approval from the god of plagues and famine to become one of his champions.

CLASS SKILLS

The plague's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The plague is proficient with the following weapons: club, dagger, dart, halfspear, longspear, quarterstaff, scimitar, sickle, shortspear, and sling. Unlike the druid, she shares no oath with nature that prohibits her from using any type of weapons other than these. If she chooses, she may use and gain proficiencies with any type of weapon. She is also proficient with light and medium armors and shields, but typically chooses not to wear any metal armor (though she may).

Spells: The plague continues her sinister training with divine magic to increase her abilities to destroy ecosystems and the balance of the wilderness. Thus, at 1st, 3rd, and 5th levels, the character gains new divine spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the legendary class. However, she does not gain any other benefit a character of that class would have gained for doing so. This means that she adds the level of plague to the level of her divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

THE PLAGUE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Plague Ability	+1 level of existing class
2nd	+1	+3	+0	+3	Plague Ability	
3rd	+2	+3	+1	+3	Plague Ability	+1 level of existing class
4th	+3	+4	+1	+4	Plague Ability	
5th	+3	+4	+1	+4	Plague Ability	+1 level of existing class

PLAGUE ABILITIES

Enhanced Wisdom: The willingness to destroy natural beauty and balance, as well as servitude to the gods of plague demands a legendary degree of willpower and wisdom (though many would say a lack of wisdom). The character gains a +1 legendary bonus to her Wisdom per power level. This is a one-time bonus.

Enhanced Constitution: For the plague, an existence immersed in famine, disease, and filth requires a personal fortitude higher than that of a normal creature. The character gains a +1 legendary bonus to her Constitution per power level. This is a one-time bonus.

Horde of Vermin: The plague is a being of famine, rot, and decay. Her lifestyle attracts hordes of unsavory allies and companions to assist her in the wasting of the land. With this ability, the plague attracts a horde of vermin with a total of up to 10 HD per power level.

All of the vermin gain an Intelligence score of 6 and are treated as animal companions of the plague, functioning under the rules established by the *animal friendship* spell. The only exception is that there is no limit to the number of vermin companions that the plague may have in her service at one time (regardless of HD or other restrictions). The plague and her vermin companions are capable of communicating basic phrases to each other, but no complex communication is possible.

Aura of Decay (Su): The plague radiates an aura of death and decay that affects all living things around her (including her vermin allies, should she have any). Once per day per power level she can create a 20-ft. aura of negative energy around herself that acts like a *horrid wilting* spell as cast by a 20th-level sorcerer. The DC to resist the effect is 18 + the plague's

Wisdom modifier + one per power level.

Venomous Touch (Ex): The skin of the plague is a withered and rotten husk that seemingly oozes venom and death. For up to one minute per power level per day, the plague's skin radiates a sickening venom that affects anyone that touches the plague or strikes her in combat. Anyone doing so must make a Fortitude save (DC 14 + power level) or be affected by a *poison* spell. This ability can be turned on and off as a free action.

Poison Knowledge (Ex): The plague is legendary for her ability to spoil and poison any pure substance (such as water or air). With this skill, she also learns to effectively create poisons of legendary potency. The plague becomes completely immune to poisons of any kind, and any poison she brews has its save DC increased by two per power level. Calculate the poison's cost by its unmodified save DC if using the poison creation rules found in *Traps & Treachery*.

Carrier of Disease (Ex): The plague is a beacon for all diseases and forms of decay. She conditions her body to resist such diseases, but also to act as a carrier for them as well. When she selects this ability, the plague automatically gains immunity to all diseases. In addition, any disease with which she comes into contact may be stored in her body. She may store up to one disease per power level with this ability. Stored diseases gestate and spread throughout her body for up to one week before dying out. During this time, the plague may transmit a disease of her choice to any creature she successfully strikes with a melee touch attack. She is not considered armed for purposes of this attack, and she must strike with natural weapons to utilize it. Plagues often keep creatures such as dire rats and otyughs close at hand so they can always have a ready supply of diseases to transmit in this way.



WILD MASTER

Secluded deep within hidden groves and woodland areas, a being sits on a throne of briars, foliage, and earth. She is surrounded by creatures of the wild, who she sees as a royal court. To invoke her name in the wild lands is to call upon a spirit of vengeance. Her motives serve none aside from the land itself and the denizens who depend upon it for survival. She is a goddess to some and a demon to others, as she shows no fear and offers no quarter to those who defile nature. Her devotion to the protection of nature is legendary. She is the wild master.

To become a wild master, a character must devote herself fully to the path of a druid. While she walks this path she must establish a connection with the land and the denizens of the wild. Her connection must be absolute and stronger than that of other druids, she must not only protect the land, she must become one with it. The sacrifices to her life are great, emotion must be all but abandoned and her full wrath against defilers must be without hesitation. Those close to her will question her sanity as she speaks with the land and the creatures within it. She no longer fears the elements, but rather revels in them. With the coming of each spring she will sing the praises of the nature goddess and at the dawn of each new winter she will mourn the passing of every flower as a mother would mourn a passing son.

Hit Die: d10.

REQUIREMENTS

To qualify to become a wild master, a character must fulfill the following criteria.

Alignment: Neutral.

Skills: Knowledge (nature) 10 ranks, Knowledge (religion) 5 ranks, and Wilderness Lore 15 ranks.

Feats: Alertness, Endurance, any one feat of the DM's choice.

Special: The character must be able to cast divine spells as a druid and must have more druid levels than any other class. In addition, the character must be able to *wild shape* into a dire animal form.

QUESTS

- The character must protect an area of wood-

WILD MASTER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Wild Master Ability	+1 level of existing class
2nd	+1	+3	+0	+3	Wild Master Ability	
3rd	+2	+3	+1	+3	Wild Master Ability	+1 level of existing class
4th	+3	+4	+1	+4	Wild Master Ability	
5th	+3	+4	+1	+4	Wild Master Ability	+1 level of existing class

lands or jungle no smaller than five square miles from pillaging or destruction for a period of one year. During this time, she may have assistance in protecting the area. She may venture away from the area for short periods of time (no longer than one month), but she must entrust an ally or cohort (if applicable) to watch over the land in her absence.

- The character must find the *Grove of the Elders*, a lost grove where the nature goddess is said to visit with the coming of each harvest moon. By finding the grove and with the approval of the nature goddess, the character may bathe in the mystic waters of the grove and take her place as a wild master in the service of her new patron.

CLASS SKILLS

The wild master's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The wild master is proficient with the following kinds of weapons: club, dagger, dart, halfspear, long-spear, quarterstaff, scimitar, sickle, shortspear, and sling. Her oath with nature (as a druid's) prohibits her from using any type of weapons other than these. She is proficient with light and medium armors, but is prohibited from wearing any kind of metal armors (she may wear only padded, leather, or hide armors). She is skilled with shields but may only use wooden types.

Spellcasting: The wild master continues her training with divine magic as she protects her lands from outside evil. Thus, when a wild master gains 1st, 3rd, and 5th level, the character gains new divine spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added this class. However, she does not gain any other benefit a character of that class would have gained for doing so.

WILD MASTER ABILITIES

Enhanced Wisdom: The teachings of the nature goddess hone the impulses of the wild master, making her more focused and capable in the protection of her lands. The character gains a +1 legendary bonus to Wisdom per power level. This is a one-time bonus.

Enhanced Constitution: By spending her life among the elements and surviving by her skills in the wild, the wild master develops a legendary resiliency to the harsh effects of nature. The character gains a +1 legendary bonus to Constitution per power level. This is a one-time bonus.

Legendary Allies: The allies of the wild master in many ways are as legendary as the character herself. With this ability, all animal companions of the wild master gain +2 HD per power level, along with all the associated benefits of additional HD (extra skills and feats, better base attack bonus and saves, etc.).

Nature's Charge (Sp): The wild master can cast the following spells once per day per power level depending on the power level at which this ability is chosen.

Power Level	Spell
1	<i>Summon nature's ally III</i>
2	<i>Summon nature's ally IV</i>
3	<i>Summon nature's ally V</i>
4	<i>Summon nature's ally VI</i>
5	<i>Summon nature's ally VII</i>

Child of the Wood: For the wild master, the wilderness is home. Through practice and patience, her skills for surviving and traveling in the wilderness have become legendary. By selecting this ability, the wild master gains a +5 legendary bonus per power level to each of the following skills: Intuit Direction, Knowledge (nature), and Wilderness Lore. This legendary bonus stacks with any feats, spells, or abilities that grant bonuses to any of these skills.

Blessings of the Goddess (Ex): As a protector of the wilderness, the wild master's patron grants her an incredible resistance to the dangers of the denizens of the wild. With this ability, the wild master gains a +2 legendary bonus per power level to all saving throws to resist any extraordinary, supernatural, or spell-like ability that originates with a fey, magical beast, or plant creature.

Power of Nature (Ex): The wild master learns to draw power from the land around her to fuel her spellcasting abilities. Once per day per power level, the character can cast a spell utilizing one of the following feats as if she had that feat, though she need not pay any penalty for such casting. The feats she can use with this power include Empower Spell, Enlarge Spell, Extend Spell, and Maximize Spell.

VARIANT CLASSES

This section discusses variant core classes—new versions of the base classes, which are designed for players to take at first level.

FAITH CASTER

For many, faith is a weapon in times of the greatest darkness. True faith is unshakable when faced with even the greatest odds. It moves mountains, determines the victors of battle, and allows the downtrodden to overcome what is thought to be impossible. It is

faith that attracts so many like-minded followers to the teachings and beliefs of a patron god. For a well-known deity, these followers can number in the hundreds of thousands. Each offers a piece of themselves to a deity in hopes of receiving a small glimmer of hope, spiritual guidance, and leadership.

It is from within these legions of followers that an oddity among the faithful emerges. She is a cleric in many aspects, teaching the word of her patron god and defending his beliefs in the face of adversity. But unlike other clerics or warriors of the cloth, she is special, granted abilities unlike those of her fellow worshippers. She is the faith caster.

Adventures: Like the cleric, the faith caster is a champion of her faith and to the teachings of her patron deity. Of course, the teaching of her deity greatly influence her actions in life. For example, good faith casters work to help people and defeat the evil influences of the world around them. Evil faith casters strive to see the weak brought beneath them and the influence of their evil gods spread across the lands like a plague.

The faith caster is a living extension of her god's will and is granted abilities above and beyond those of conventional clerics. It is this distinction that endangers the life of a faith caster, as she becomes a target for enemies of her faith, or those who do not understand her power. As a result, she must travel the land in search of willing students, potential slaves, or daring adventurers, depending on her alignment.

Alignment: There are faith casters of all alignments, just as there are clerics. They are almost equal in number, as the number of worshippers a particular god has is irrelevant to how he doles out his divine power. Faith casters tend more toward chaos than clerics, just as sorcerers eschew the structured training of a wizard's school.

Religion: As mentioned, there is at least one faith caster active within the ranks of each deity's followers. In these cases, the solitary faith caster may be revered as a living embodiment of a god's will and placed into a position of authority. Other faiths may see the occurrence of faith casters as common practice.

Oddly, it is the deity of magic and knowledge

who boasts the most prolific amount of faith casters among his followers. Sages speculate that it is the god's comprehension of arcane studies that allow him to bestow the gifts of the faith caster among so many of his faithful.

Background: Much like the sorcerer, the faith caster begins to display extraordinary talents and abilities at puberty. But unlike a sorcerer, the faith caster displays talents of a divine nature. These talents may manifest in the form of an exceptional ability to treat wounds, nightly visions, a drastic change in hair color (such as from black to white), or the appearance of a birthmark that resembles a deity's holy symbol. This period of time is crucial for the young faith caster, as some cultures may perceive these odd traits as bad omens or signs of demonic influence.

If allowed to grow and learn, the faith caster develops her talents and her connection with her patron deity, eventually understanding what she is and what she can do. If successful enough to master her gifts and truly embrace the path laid before her, the faith caster can become anything she chooses. Whether this is a spiritual leader, a tyrant following the whims of a maniacal god, or a simple sage studying the lost wonders of the world is up to the player and DM to decide.

Race: Most faith casters are humans or elves, as the path is of a more magical than traditionally clerical nature. That said, a faith caster can appear in any racial profile and on behalf of any deity. In fact, the most powerful faith caster to date is rumored to be an ancient eye tyrant hidden deep within the bowels of the Underdark.

Other Classes: Naturally faith casters find a close kinship with other characters of divine backgrounds (clerics, paladins, and druids), as they tend to share an understanding of the divine cosmology that others may not comprehend. Wizards and sorcerers tend to respect the spellcasting prowess of the faith caster, while bards, monks, fighters, rogues, and barbarians are indifferent to her.

GAME RULE INFORMATION

Faith casters have the following game statistics.

Abilities: Like the cleric, Wisdom determines how powerful a faith caster's spells will be,



FAITH CASTER

Level	Base				Special	Spells Per Day												
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1	2	3	4	5	6	7	8	9			
1	+0	+2	+0	+2	Spontaneous casting	3	1+1	-	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3		4	2+1	-	-	-	-	-	-	-	-	-	-	-
3	+1	+3	+1	+3		4	2+1	1+1	-	-	-	-	-	-	-	-	-	-
4	+2	+4	+1	+4		4	3+1	2+1	-	-	-	-	-	-	-	-	-	-
5	+2	+4	+1	+4		4	3+1	2+1	1+1	-	-	-	-	-	-	-	-	-
6	+3	+5	+2	+5		4	3+1	3+1	2+1	-	-	-	-	-	-	-	-	-
7	+3	+5	+2	+5		4	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-	-
8	+4	+6	+2	+6		4	4+1	3+1	3+1	2+1	-	-	-	-	-	-	-	-
9	+4	+6	+3	+6		4	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-
10	+5	+7	+3	+7		4	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-	-
11	+5	+7	+3	+7		4	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-
12	+6/+1	+8	+4	+8		4	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-
13	+6/+1	+8	+4	+8		4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-
14	+7/+2	+9	+4	+9		4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-
15	+7/+2	+9	+5	+9		4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-
16	+8/+3	+10	+5	+10		4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-
17	+8/+3	+10	+5	+10		4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-
18	+9/+4	+11	+6	+11		4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-
19	+9/+4	+11	+6	+11		4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	-	-	-
20	+10/+5	+12	+6	+12		4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

how many she can cast per day, and how difficult her spells are to overcome. To cast a spell, a faith caster must have a Wisdom score of 10 + the selected spell's level. A faith caster receives bonus spells based on her Wisdom. The DC of saving throws to resist the faith caster's spells are 10 + the selected spell's level + the faith caster's Wisdom ability score modifier. Also, as a rare follower of her faith, the faith caster may rely on her Charisma score for diplomatic relations and intimidation tactics.

Alignment: Any (as typically determined by the alignment of the faith caster's patron deity).

Hit Die: d6.

CLASS SKILLS

The faith caster's class skills (and key ability for each skill) are: Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points at First Level: (2 + Int modifier) x 4.

Skill Points as Each Additional Level: 2 + Int modifier.

Starting Gold: 5d4x10.

CLASS ABILITIES

All of the following are class features of the faith caster.

Weapon and Armor Proficiencies: Faith casters are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. They are also proficient with light armor, but not shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spontaneous Divine Spells: The faith caster casts divine spells. Unlike clerics who must prepare spells for each day, the faith caster may select her spells from the cleric spell list as she needs them, provided that she can cast spells of that level or type (alignment restrictions that would normally apply to a cleric also apply to the faith caster). The DC of saving throws to

resist the faith caster's spells are 10 + the selected spell's level + the faith caster's Wisdom ability score modifier.

The faith caster meditates or practices a daily ritual aligned with the doctrine of her patron deity's faith. Though she need not prepare her spells in advance, she must still practice the rituals of praise and worship to her deity. If she is unable to perform such a ritual, she does not gain new spells for the day and may not use any domain abilities until she does.

Domains: Faith casters choose two domains from their deity's list at the time they are created. They gain the domain abilities of both, and like their other spells, they may choose which domain spell to cast each day spontaneously, as needed. A faith caster's domain spells, unlike a cleric, are not added to her list of available spells, so she may not cast them spontaneously other than as her one domain spell per day.

THAUMATURGE

Divine spellcasters are generally not regarded as being as potent as their arcane counterparts. The thaumaturge is proof that that perspective is not completely accurate. Thaumaturges are the divine equivalent of wizards, in that they have honed their magical abilities to a fine art, making them far more effective with spells than clerics. They are rare individuals whose devotion to their god focuses on scholarly and magical pursuits rather than more traditional ones, such as preaching and tending to the spiritual needs of the faithful.

The thaumaturge is often misunderstood by those who are unfamiliar with his calling—even among those of his religion. These individuals are no less faithful to their gods than clerics. They simply serve them in a different way. Indeed, many temples find thaumaturges to be excellent additions to their hierarchies. Their facility with spellcasting, not to mention their affinity for creating magic items, makes them every bit as valuable as clerics, sometimes more so, depending on the current needs of their religions.

Adventures: Thaumaturges go on adventures for many of the same reasons other classes do—excitement and the quest for knowledge. The latter is especially important to thaumaturges, since their vocation is a scholarly

one that is well served by gaining wisdom and insights into the wider world. Thaumaturges make great additions to adventuring parties. Although their hand-to-hand combat abilities are weak, they can cast many more divine spells than clerics of an equivalent level, which can come in handy during the dangerous encounters adventurers frequently come to face.

Characteristics: The thaumaturge is a divine spellcaster par excellence. While he lacks access to domain spells, spontaneous healing, and turning undead, he has acquired a larger number of spells per level. In addition, the thaumaturge has wider access to metamagic and item creation feats, meaning that he is more likely to use his spells in unusual (and powerful) ways. Many thaumaturges aid their temples by creating magic items for them. Adventuring thaumaturges often do the same, providing their companions with divine magic items to aid them in their endeavors.

Alignment: Thaumaturges can be of any alignment, although they tend slightly toward law rather chaos. However, members of this class can be found across the full spectrum of alignments. Like clerics, most thaumaturges are of the same alignment as their patron deities. If not, they can be no more than one step away. Also like clerics, thaumaturges may not be neutral in alignment unless their god is also neutral.

Religion: In principle, thaumaturges can be found in every religion. In practice, they tend to be more common among gods of knowledge and magic, as well as related domains. Deities who watch over scholarly pursuits of any sort are also common patrons for thaumaturges. Of course, there is no reason a god of war, for example, would not accept thaumaturgical followers. They would probably be rare, but nevertheless welcome in his service, since their potent magical abilities would prove useful in a wide variety of applications, not just scholarly matters.

Background: The practice of thaumaturgy is especially attractive to magically talented individuals who feel a strong call to serve their patron deity. Instead of becoming sorcerers or wizards as they might otherwise have done, they seek out the inner mysteries of their god, learning to wield great divine magic as a result. Because thaumaturgy requires

THAUMATURGE

Level	Base	Fort Save	Ref Save	Will Save	Special	Spells Per Day												
	Attack Bonus					0	1	2	3	4	5	6	7	8	9			
1	+0	+0	+0	+2	Bonus feat	5	3	—	—	—	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—	—	—	—
3	+2	+1	+1	+3		6	5	—	—	—	—	—	—	—	—	—	—	—
4	+3	+1	+1	+4		6	6	3	—	—	—	—	—	—	—	—	—	—
5	+3	+1	+1	+4	Bonus feat	6	6	4	—	—	—	—	—	—	—	—	—	—
6	+4	+2	+2	+5		6	6	5	3	—	—	—	—	—	—	—	—	—
7	+5	+2	+2	+5		6	6	6	4	—	—	—	—	—	—	—	—	—
8	+6/+1	+2	+2	+6		6	6	6	5	3	—	—	—	—	—	—	—	—
9	+6/+1	+3	+3	+6		6	6	6	6	4	—	—	—	—	—	—	—	—
10	+7/+2	+3	+3	+7	Bonus feat	6	6	6	6	5	3	—	—	—	—	—	—	—
11	+8/+3	+3	+3	+7		6	6	6	6	6	4	—	—	—	—	—	—	—
12	+9/+4	+4	+4	+8		6	6	6	6	6	5	3	—	—	—	—	—	—
13	+9/+4	+4	+4	+8		6	6	6	6	6	6	4	—	—	—	—	—	—
14	+10/+5	+4	+4	+9		6	6	6	6	6	6	5	3	—	—	—	—	—
15	+11/+6/+1	+5	+5	+9	Bonus feat	6	6	6	6	6	6	6	4	—	—	—	—	—
16	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	6	5	3	—	—	—	—
17	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	6	6	4	—	—	—	—
18	+13/+8/+3	+6	+6	+11		6	6	6	6	6	6	6	6	5	3	—	—	—
19	+14/+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4	—	—	—
20	+15/+10/+5	+6	+6	+12	Bonus feat	6	6	6	6	6	6	6	6	6	6	6	6	6

fewer years of study and practice than arcane magic, it is very popular with the common folk, who often lack the funds necessary to pay a master to teach them magic. Noblemen also have respect for thaumaturges, seeing them as more powerful than clerics—and therefore more worthy of respect.

Races: Humans make fine thaumaturges, but so do highly magical races like elves and gnomes. Half-elves also do well as thaumaturges. Dwarves and halflings are less common members of this class and half-orcs are rarer still. Among humanoids, they are almost never found, but there are stories of mighty sahuagin and troglodyte thaumaturges who rule their people through the divine magic they wield.

Other Classes: Thaumaturges naturally get along well with other divine spellcasters, especially clerics, whom they recognize as equally important representatives of their gods. Paladins frequently become bodyguards of thaumaturges, making up for their lack of combat prowess. Members of this class also respect druids for their unusual spellcasting

abilities, which intrigue them as scholars of the divine. Thaumaturges get along well with both wizards and sorcerers too, as well as bards, because their magical talents complement one another nicely. Indeed, the only class thaumaturges have difficulty with are barbarians, seeing them as crude and primitive, even if they are occasionally useful as muscle.

GAME RULE INFORMATION

Thaumaturges have the following game statistics.

Abilities: Thaumaturges are very powerful divine spellcasters. Consequently, Wisdom determines how powerful a spell a thaumaturge can cast, how many spells he can cast per day, and how hard those spells are to resist. To cast a spell, a thaumaturge must have a Wisdom score of 10 + the spell's level. He gets bonus spells based on his Wisdom and the DC of saving throws against his spells is 10 + the spell's level + the thaumaturge's Wisdom modifier. Equally important is Intelligence, since many of his skills are based on that ability.

Alignment: Varies by deity. A thaumaturge's alignment may be no more than one step from

that of his deity. A thaumaturge's alignment may only be neutral even if his deity's alignment is also neutral.

Hit Die: d8.

CLASS SKILLS

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

Skill Points at 1st level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Gold: 5d4x10.

CLASS FEATURES

All of the following are class features of the thaumaturge.

Armor and Weapon Proficiency:

Thaumaturges are proficient with all simple weapons, light and medium armor, and shields.

Spells: A thaumaturge casts divine spells. He may prepare and cast any spell on the Cleric Spells list, provided he can cast spells of that level. The Difficulty Class for a saving throw against a thaumaturge spell is 10 + the spell's level + the thaumaturge's Wisdom modifier. Each thaumaturge must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a thaumaturge can prepare spells. A thaumaturge's bonus spells are based on Wisdom. Unlike clerics, thaumaturges do not acquire any domain spells.

Chaotic, Evil, Good, and Lawful Spells: A thaumaturge cannot cast spells of an alignment opposed to his own or to his deity's.

Extra Turning: Because thaumaturges cannot turn or rebuke undead, this feat is unavailable to them.

Bonus Feats: At 1st level and every five levels thereafter, a thaumaturge gains a bonus feat. This feat must be a metamagic feat or an item creation feat.



Bonus Languages: A thaumaturge list of bonus languages includes Celestial, Abyssal, and Infernal, in addition to the bonus languages available to the character because of his race.

Ex-Thaumaturges: A thaumaturge who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and class features and cannot gain levels as a thaumaturge of that god until he atones.

CHAPTER TWO

TOOLS OF FAITH

This chapter contains a host of new feats that you can use to enhance your faith-based characters, as well as a discussion of holy symbols, including new types of symbols and the powers they can hold. All of the text in this chapter is considered **Open Game Content**.

NEW FEATS

The following section describes several new feats for use in any d20 System game. Several of the feats have prerequisites that are also listed as class abilities for certain classes, such as turn undead for a cleric. If a character has a class ability that mirrors a feat, then that will pass for the appropriate prerequisite. If the character somehow loses this ability, however, he will no longer have access to any feats that require it.

CHANNELED ENERGY FEATS

Positive and negative energy is raw and primal; it is the stuff from which finer spells are woven. With will and dedication, it can be shaped and turned to many tasks. Those who learn to master their control over this energy are few, but they can sometimes accomplish things

which others cannot. Channeled energy feats represent just such power.

Some of the feats described below are exceptionally powerful; they require two or more uses of channeled energy to use. If the character does not have this many uses left in the current day, he cannot take advantage of this feat. Additional uses granted by the Extra Turning feat do count as uses, even if turning is not involved.

Note: Unless specifically noted otherwise, any use of the term positive energy can and should be read as meaning any type of divine energy, including principled and entropic energy.

ADDITIONAL ENERGY TYPE [CHANNELED ENERGY]

You can harness more than one type of divine energy (see page 155).

Prerequisite: Cha 15+.

Benefit: The character can channel a second type of divine energy, appropriate to his alignment. Thus, a lawful good channeler may channel both Principled and Positive power. A neutral good channeler could channel Positive and either Principled or Entropic (or Principled and Entropic, but never Negative) energy.

ARCAINE SUBSTITUTION [METAMAGIC]

You are able to substitute a single arcane spell for one of the divine spells you can spontaneously cast.

Prerequisites: You must have the ability to cast at least 1st-level divine and 1st-level arcane spells.

Benefit: You may select one of the arcane spells you know and cast it as a divine spontaneous spell. When you select this arcane spell, it permanently takes the place of one of the divine spells you can cast spontaneously. Casting the arcane spell in this way requires the use of one of your turning or rebuking attempts for the day.

BLOOD OF THE MARTYR [CHANNELED ENERGY]

You may continue to fight when the less faithful would have fallen.

Prerequisites: Wis 17+.

Benefit: You can channel positive energy to keep yourself from falling unconscious when brought to less than 0 hit points. Whenever you drop into negative hit points, you may expend one channeling attempt to remain conscious, allowing you to take normal actions. You still lose one hit point per round, though you may still stabilize, and if you ever reach -10 you drop dead immediately. Once you run out of channeling attempts or decide not to use one, you immediately fall unconscious as normal.

COUNTERHARM [CHANNELED ENERGY]

You can counter the effects of harmful spells using positive energy.

Prerequisites: Wis 13+, ability to channel positive energy.

Benefit: You may use one or more turning attempts to negate the effects of an *inflict wounds* spell that targets you. Doing so is not considered an action, and the spell is automatically negated. This requires the expenditure of one turning attempt per level of the spell being countered.

CHANNELED COUNTERSPELL [CHANNELED ENERGY]

You can counter an enemy's spells through the power of your faith.

Prerequisites: Cha 15+, ability to cast *dispel magic* as a divine spell.

Benefit: The character can channel energy to counter a spell, even if he does not have *dispel magic* or an appropriate counterspell prepared. This consumes one turning attempt plus one per level of the spell being countered. Furthermore, a spell slot equal in level to the spell being countered must be consumed. (Thus, to counter a 3rd-level spell without an appropriate counterspell, the cleric must use four charges of channeled energy and a 3rd-level spell.) A successful Spellcraft check is still needed to identify the spell being countered before this ability can be used.

DIVINE COMPETENCE [CHANNELED ENERGY]

You perform better under pressure by surging the power of your god into your actions.

Prerequisites: Cha 13+, at least one rank in the target skill.

Benefit: The character can tap into his faith to increase his aptitude with a certain skill. When a character is about to use a skill, he can burn a turning attempt to grant a +5 divine bonus to the ensuing skill check.

Special: The character may not take 10 or 20 when using Divine Competence.

DIVINE GLOW [CHANNELED ENERGY]

Your deity's true light shines from your body.

Prerequisites: Holy Glow.

Benefit: Whenever you activate your Holy Glow feat, all undead within the area take 1d6 points of damage per round, in addition to the effects of that feat. Any undead creature that successfully strikes you in melee combat suffers an additional 2d6 points of damage.

DIVINE SUSTENANCE [CHANNELED ENERGY]

You can sustain yourself in the wild through the power of your faith alone.

Prerequisites: Con 13+, Wilderness Lore 2 ranks.

Benefit: The character can fuel his body with channeled energy, rendering it unnecessary for him to eat, drink, or sleep for long periods of time. At the start of each day, the character must burn one of his turning attempts. He need not eat, drink, or sleep for 24 hours after that time. When he does this, he must make a Fortitude save (DC 10 + the number of days using this ability) or suffer one point of temporary Constitution damage per

TABLE 2-1: NEW FEATS

General Feats Mounted Spellcasting	Prerequisites Ride skill, Mounted Combat
Channeled Energy Feats Additional Energy Type Blood of the Martyr Counterharm Channeled Counterspell Divine Competence Divine Glow Divine Sustenance Fuel Spell Harm Undead Heal Undead Holy Glow	Prerequisites Cha 15+ Wis 17+ Wis 13+, ability to cast channel positive energy Cha 15+, ability to cast dispel magic as a divine spell Cha 13+, at least one rank in the target skill Holy Glow Con 13+, Wilderness Lore 2 ranks Cha 15+, ability to channel divine energy Wis 15+, ability to channel positive energy and cast daylight Wis 15+, ability to channel positive energy and cast animate dead Ability to channel positive energy
Metamagic Feats Arcane Substitution	Prerequisites Ability to cast 1st-level arcane and divine spells
Divine Feats Hand of Warding Howl of Faith Resurrection Bound Spirit Burn	Prerequisites Ability to cast 3rd-level divine spells Ability to cast at least 5th-level divine spells Ability to cast divine spells Ability to cast divine spells, Extra Turning

day that he used this ability. This ability damage cannot be healed by magical means, and returns at a rate of one point per full night's rest the character gets. If the character voluntarily ends his period of sustenance, he suffers two points of temporary Constitution damage as above.

FUEL SPELL [CHANNELED ENERGY]

You can increase the power of spells you cast by channeling the power of your deity.

Prerequisites: Cha 15+, ability to channel divine energy.

Benefit: With this power, you can turn raw divine energy into fuel for your spells. Each attempt thus consumed increases the caster level of a spell you cast this round by one. These spells may not have a descriptor that differs from the type of energy you are channeling, so you could not channel positive energy to increase the caster level of a spell with the Evil, Chaos, or Law descriptors, for example.

HAND OF WARDING [DIVINE]

You are able to prevent the passage of other creatures through a specific portal.

Prerequisites: You must have the ability to cast at least 3rd-level divine spells granted by a specific deity or pantheon of deities.

Benefit: You must position yourself in the center of the portal or passageway you wish to defend, which must not be more than 15 ft. wide. You may not make any attacks other than attacks of opportunity while you are attempting to protect an area, but you receive a number of attacks of opportunity each round equal to your Charisma modifier. Any creature that you successfully damage with an attack of opportunity must immediately stop any movement it is taking for the round, but may otherwise act normally.

HARM UNDEAD [CHANNELED ENERGY]

You can cause grievous wounds to undead.

Prerequisite: Wis 15+, ability to channel positive energy, ability to cast *daylight* as a divine spell.

Benefit: The cleric or paladin with this power can channel positive energy in such a way that his touch disrupts the flow of negative energy that keeps undead animated. Doing so is a free action, and any blow the character strikes against an undead creature during a round in which he uses this power deals an additional 1d6 points of damage per turning attempt expended. The character may declare that he is using this ability, and how many charges he is expending, after a hit is scored but before damage is rolled.

HEAL UNDEAD [CHANNELLED ENERGY]

You can heal undead creatures by channeling the power of your deity through your hands.

Prerequisites: Wis 15+, ability to channel negative energy, ability to cast *animate dead* as a divine spell.

Benefit: As a standard action, you may infuse undead with the negative energy you channel. Doing so heals all undead within 30 feet by 1d8 points for every channeling attempt you expend.

HOLY GLOW [CHANNELLED ENERGY]

You exude the power and light of your deity.

Prerequisites: Ability to channel positive energy.

Benefit: The character can expend a turning attempt to glow with a pure radiance. This provides light equivalent to a *continual flame* spell, and all undead within 30 ft. suffer a -2 morale penalty to attack rolls and AC. This effect lasts for one minute.

HOWL OF FAITH [DIVINE]

You are able to turn creatures other than the undead.

Prerequisites: The ability to cast at least 5th-level divine spells granted by a specific deity or pantheon of deities.

Benefit: By expending two of your turning or rebuking attempts as a standard action, you may attempt to turn creatures other than the undead. Note that when you use this ability, you may only turn creatures that are of a diametrically opposed alignment on at least one of the two alignment axes (good/evil or law/chaos). This feat may not be used to rebuke creatures, nor will it ever destroy creatures it is used to turn. Regardless of your alignment, you

may only turn creatures using this ability.

Normal: You are normally only able to turn undead creatures.

MOUNTED SPELLCASTING [GENERAL]

You are skilled at casting spells from horseback.

Prerequisites: Ride skill, Mounted Combat.

Benefit: You do not need to make a Concentration check when casting spells from horseback.

RESURRECTION BOUND [DIVINE]

Your faith is so strong that your body is better able to bounce back from spells that return your spirit from the grave.

Prerequisites: Ability to cast divine spells granted by a specific deity or pantheon of deities.

Benefit: A *raise dead* spell cast for your benefit acts as if it were a *true resurrection* spell in all ways.

SPIRIT BURN [DIVINE]

You are able to convert the spiritual energy of the recently deceased into spellcasting ability.

Prerequisites: Ability to cast divine spells granted by a specific deity or pantheon of deities; the Extra Turning feat.

Benefit: In the round immediately following the death of a living creature, you may expend one of your turning or rebuking attempts for the day to convert the spiritual energy of the deceased into a spell that you can spontaneously cast. This spell is cast as a standard action and may be of no higher level than the hit dice of the creature whose spirit you are burning to power it and must be a divine spell you can cast spontaneously. Note that use of this ability is always an evil action as it tortures the spirit used to power the spell.

TABLE 2-2: HOLY SYMBOLS

Form	Types Available	Cost	Weight
Standard	All	1 gp	1/10 lb.
Fancy	All	25 gp	1 lb.
Jewelry	All	500 gp	1 lb.
Metal Gear	All	1,000 gp	No weight
Wood Gear	All	200 gp	No weight
Tattoo	Normal, Greater	1,000 gp	No weight
Sketch	Normal	5 sp	No weight
Items	All	100 gp	Varies

HOLY SYMBOLS

The holy symbol is an invaluable tool to the cleric for casting divine spells and repelling or controlling undead. It is a representation of the cleric's conviction and helps to identify which deity she follows. A cleric can only use a holy symbol dedicated to her deity or to one of her deity's domains.

Some symbols are more powerful than others and have a stronger connection with the divine. They often have unique forms, such as a statue, a ring, or even the cleric's weapon itself. All that matters is the meaning behind the image, the purpose of the mark. By wearing a holy symbol, a cleric is physically expressing her faith to the world.

HOLY SYMBOL TYPES

Normal Symbols: Normal holy symbols are those without any inherent powers. They are only useful in the hands of a skilled cleric. Otherwise, they primarily function as decorations, though they may occasionally ward off a weak-minded monster.

Greater Symbols: Greater symbols have strong innate powers and are highly prized by clerics and collectors. The unique powers of a greater symbol can stem from an unusual component in their creation such as the bark from a dryad's tree or the scales of a gold dragon. A greater symbol might have been worn by a high-level cleric for several years and somehow retained a little of its former owner's powers. Greater symbols grant a +1 bonus to all turning checks and turning damage rolls,

and often come with one or two special abilities. In order to have a greater symbol made, use Table 2-3 to determine the cost increase.

Legendary Symbols: Legendary symbols are exceedingly rare and powerful. The exact method for creating one is a mystery. Some say these relics come from the hands of an avatar or a prophet. Others say that the ancient craftsmen of old held some lost secret. A few even believe that these symbols are gifts from the gods. Each one is unique and often has a history or name tied to it. Many legendary symbols rest in church vaults and are rarely, if ever, for sale. Legendary symbols grant a +3 bonus to all turning checks and turning damage rolls.

UNUSUAL HOLY SYMBOLS

Not all holy symbols are bulky discs hanging around a cleric's neck. A symbol is just that, the representation of an idea. The holy symbol could be a strange character, a picture, or an image. Basically any object that identifies itself with a deity or a religion could be called a holy symbol. Listed in Table 2-2 are different forms the holy symbol can take as well as suggestions of cost, weight, and the types available.

Standard: Standard holy symbols are circular discs made from simple, light materials like wood and copper. They are readily available at any church or town market.

Fancy: Fancy holy symbols are exactly the same as standard symbols except that they are made from more expensive materials such as silver and gold.

Jewelry: A skilled jeweler can etch the mark of a holy symbol into virtually any piece of jewelry, from sapphire earrings to silver bracelets.

The price listed in Table 2–2 is merely the cost of paying the jeweler to perform this delicate operation, so it should be added to the base cost of the desired jewelry.

Metal Gear: A holy symbol can be etched or built into the very framework of a weapon or piece of armor made from metal. This requires the talents of an expert blacksmith but it is well worth the trouble. If a character does not already own the desired armor or weapon, then the price listed in Table 2–2 should be added to the item's base cost. Adding a holy symbol to armor or weapons does not grant the user a proficiency or increase damage or protection in any way. Greater symbols are often an exception to this, possibly having qualities that adjust damage or protection.

Wood Gear: Similar to metal gear but requiring the work of a carpenter instead of a blacksmith.

Tattoo: A tattooed holy symbol is made from specially blended ink and holy water. It is best placed on an easily viewable area such as the palm, cheek, or forehead. A tattooed holy symbol cannot turn or rebuke undead unless they can see it. Tattooed holy symbols are not considered destroyed unless severely burned or hacked off completely. A tattoo artist who also happens to be a 10th-level or higher cleric can create a greater tattooed holy symbol.

Sketch: A sketched holy symbol has been drawn on a piece of white parchment by a church illuminator and can only be used once. Most clerics will not depend on a sketched symbol except in a dire or unusual situation. A sketched symbol does fulfill the divine focus component of a spell, but once used, it flashes brightly and vanishes, leaving behind a blank sheet of paper.

Items: Small statues, lamps, books, and other miscellaneous items can become holy symbols with a little work. These items must be blessed by a 10th-level or higher cleric and have some sort of visible mark on them that identifies a particular deity or religious base.



SPECIAL POWERS

Not all holy symbols are created equal. Greater and legendary symbols have unique powers that make them more sought after by adventurers. To generate a greater or legendary holy symbol, use Table 2–3 to determine its energy bonus and base cost. The energy bonus is used in Table 2–3 to determine available powers. The DM chooses the powers a symbol possesses, though he may allow a player to have some say. A symbol can have multiple powers, as long as the energy cost is less than or equal to its energy bonus. As such, a holy symbol with an energy bonus of +3 can have one power with an energy cost of three, or three powers with the energy cost of one, or any combination therein. For example, Aurelia finds a greater holy symbol with a +2 energy bonus. It comes with one 1st-level spell-like ability and one bonus 1st-level spell slot.

Spell-Like Ability: The holy symbol contains one or more divine spells of up to 5th level, which the wearer can cast once per day each. Each spell has a caster level equal to the minimum level needed to cast the spell, and the user must pay all the normal

TABLE 2-3: GREATER AND LEGENDARY SYMBOLS

Greater	Legendary	Energy Bonus	Cost
0-60	—	+1	2,000 gp
61-85	—	+2	8,000 gp
86-95	0-50	+3	18,000 gp
—	51-75	+4	32,000 gp
—	76-85	+5	50,000 gp
96-100	85-95	Special ability and roll again*	—
—	96-100	Specific	—

*A holy symbol can only have one special ability. The special ability is determined by deity or domain.

costs associated with the spell. Once used, the spell cannot be cast again until the following day when the symbol recharges itself. If the symbol represents a specific deity, the spell must be within one of the deity's domains.

Extra Spell Slot: The holy symbol grants its wearer an extra spell slot of up to 5th level. If the holy symbol is removed, the slot and whatever spell it contained is lost for that day. A cleric can only use this power if she is capable of casting a spell one level higher than is granted by the extra slot. For example, a 7th-level cleric could not have a *cure critical wounds* stored in her holy symbol, because the spell is of equal level to the highest level spell she can cast. She could, however, store a *cure serious wounds*.

Spell Resistance: The holy symbol grants its wearer spell resistance. To determine if a spell or spell-like ability works, a spellcaster must make a caster level check (1d20 + caster level). If the result equals or exceeds the spell resistance, the spell works normally, although the wearer still gets a saving throw as normal. The wearer may lower her resistance to accept a spell as a free action.

Metamagic Feat: The holy symbol allows its wearer to cast a spell using a metamagic feat as if she had that feat, although she must abide by all the usual restrictions of that feat.

SPECIAL ABILITIES

The following holy symbol abilities are organized by domain. If a cleric cannot use the holy symbol, she does not gain the benefit of its powers. Non-clerics do not gain the benefit of these special abilities.

Air – “Air Shield” The wearer is immune to dangerous air. She suffers no ill effects from poisonous gases or from *stinking cloud*, *cloud-kill* or *acid fog* spells. However, this does not negate the obscuring qualities of these spells.

Animal – “Snake Eyes” The wearer can cast *hold animal* and *dominate animal* without verbal components.

Chaos – “Spellbreaker” The wearer gains SR 20 versus all spells cast by lawful creatures.

Death – “The Black Spot” The wearer is immune to death spells and effects.

Destruction – “Hammer of Pain” The wearer gains a +1 circumstance bonus to all damage rolls with her melee attacks.

Earth – “Earth Shield” The wearer gains a +1 natural armor bonus to AC.

Evil – “Devil’s Blade” The wearer gains the ability to smite good once per day. This ability works exactly like the paladin’s smite evil ability, except that it affects good creatures instead of evil ones and the character uses her cleric level to determine the bonus damage caused by the strike.

Fire – “Flame Shield” The wearer gains fire resistance 5. She ignores the first five points of fire damage each round, regardless of its source.

Good – “Angel’s Sword” The wearer gains the ability to smite evil once per day. This ability works exactly like the paladin’s smite evil ability, except the character uses her cleric

TABLE 2-4: HOLY SYMBOL POWERS

Energy Cost	Powers
1	1st-level spell-like ability, extra 1st-level spell slot
2	2nd-level spell-like ability, extra 2nd-level spell slot, spell resistance 9, Metamagic feat 1/day
3	3rd-level spell-like ability, extra 3rd-level spell slot, spell resistance 11
4	4th-level spell-like ability, extra 4th-level spell slot, spell resistance 13, Metamagic feat 3/day
5	5th-level spell-like ability, extra 5th-level spell slot, spell resistance 15

level to determine the bonus damage caused by the strike.

Healing – “Healing Circle” The wearer gains the ability to cast *heal* once per day, but may only target herself with the spell.

Knowledge – “Ring of Truth” The wearer gains a +10 bonus on Sense Motive checks when determining the honesty of another character or NPC.

Law – “Complete Order” The wearer can apply a metamagic feat without cost to any one spell that she prepares each day. She must still possess the feat that she wishes to use.

Luck – “Dextrous Roll” Once per day, the wearer may reduce the damage of one melee or ranged attack that hits her by 50%. She may declare this after the attack roll but before damage is determined.

Magic – “Mundane Aura” Magical items worn by the cleric possessing this holy symbol do not radiate any magical aura whatsoever.

Plant – “The Great Tree” The wearer may move through natural thorns, briars, overgrown brambles, and similar terrain at normal speed. The wearer is also rendered immune to magically manipulated terrain, such as that generated by an *entangle* or *spike stones* spell.

Protection – “Mind Shield” The wearer gains a +2 circumstance bonus to Will saves.

Strength – “The Bull” The wearer may carry an additional 40 lb. of weight without penalty.

Sun – “Fallen Star” Upon command, the holy symbol glows like a torch, shedding light in a 20-ft. radius. This light cannot pierce magical darkness but lasts until the symbol is discarded or commanded to stop.

Travel – “Quick Feet” The wearer gains a +1 circumstance bonus to Initiative checks.

Trickery – “Hidden Meaning” The holy symbol does not show a mark of any kind and is smooth all over. It can still turn/rebuke undead and be used as a divine focus.

War – “Battle Fury” The wearer gains a +1 circumstance bonus to her melee attacks.

Water – “Gills” The wearer can breathe underwater as normal.

SPECIFIC LEGENDARY HOLY SYMBOLS

The following holy symbols are preconstructed with exactly the qualities described here.

Elana’s Torch: This holy symbol was once owned by the cleric Elana and used in her battles against the undead. It is a simple wooden disc with the image of a sun printed on it. Upon command, this symbol can emit a blast of sunlight to strike an opponent within 60 ft. The cleric must make a successful ranged touch attack to strike her target. A successful hit deals 2d8 points of damage to an undead target. Creatures particularly vulnerable

TABLE 2–5: SPECIFIC LEGENDARY HOLY SYMBOLS

Symbol	Domains	Form	Cost
Elana's Torch	Knowledge, Sun, Magic	Disc	32,000 gp
Celestial Disc	Good, Law, Protection, Luck	Disc	86,000 gp
Skull of Hathos	Evil, Chaos, Destruction, Trickery	Item	26,000 gp
Ring of Sulis	Healing, Strength	Jewelry	44,000 gp
Cain's Belt	Animal, Travel, Death, Plant	Wood Gear	27,000 gp
Dragoon Shield	Air, Fire, Earth, Water, War	Metal gear	14,000 gp

to sunlight such as a vampire take double damage. The symbol can also cast *identify* once per day.

Celestial Disc: This holy symbol is a silver disc with a delicate pattern in gold painted on it. It grants its wearer an SR of 20 and projects an aura of holy protection about him as if he is continually under the effects of a *magic circle against evil*.

Skull of Hathos: This holy symbol was made from the head of the dark cleric Hathos after his untimely murder. It is covered in symbols painted in blood and has two dark rubies embedded in the eye sockets. It generates an aura of hatred. All creatures within a 10-ft. radius must make a Will save (DC 10) or become extremely violent and angry. The symbol can also cast *summon monster IV*, once per day.

The Ring of Sulis: This holy symbol is a golden ring with a single bright pearl inset. It is said that ring once belonged to a good cleric who fell in battle trying to heal the wounded. When the cleric's body was brought to his true love's side, she cried over him through the night. The goddess of healing heard the woman's cries and restored the man to life. A pearl was formed from the woman's tears. A wearer of this ring heals one point of damage each round so long as he has at least one hit point.

Cain's Belt: This holy symbol is a wooden belt buckle. It depicts the image of a roaring tiger and grants the wearer a +4 bonus on all Animal Empathy and Wilderness Lore checks. The symbol can cast *antilife shell*, once per day.

Dragoon Shield: This holy symbol has been etched onto the front of a large steel shield. It serves as a +2 *shield* and protects its wearer from Air, Earth, Water, and Fire damage by

preventing the first 5 points of damage each round from any of these sources. The shield can be traced back to the elemental wars, but how it was created remains a mystery.

CHAPTER THREE

CULTS AND SMALL GODS

This chapter contains information on new types of worship available to characters and NPCs in your game. First up is a discussion of small gods disciples and small gods, lesser divine beings who nevertheless can grant spells and other powers to their followers. Next you will find a section on cults, how they work, who joins them, and the ever-changing nature and intensity of their power.

The divine avatar template, the stat blocks for the individual small gods, and all rules-related material derived from the d20 System Reference Document are considered **Open Game Content**. All other text in this chapter is considered closed content.

SMALL GODS DISCIPLES

The multiverse is awash in divine power. The gods, the awe-inspiring outsiders who reside in realms beyond the Material Plane, are the most obvious example of this power, but they are not the only ones. Indeed, deities possess only a small portion of the divine power that flows

through the many planes and worlds of the cosmos. Certainly they command their powers with unparalleled facility, and their feats and exploits are without peer. It is little wonder then that mortal beings willingly bow down before the gods in worship, beseeching them to use divine power for their good—or even granting a portion of it to them. Divine spellcasters, like clerics, druids, and paladins (among others), are prime examples of godly servants, mortals in whom the deities have invested a spark of their power. Though mighty, the deities are not numerous in the grand scheme of things. Most worlds know only several dozen true gods at most. Therefore, the remaining divine power of the multiverse must find other vessels, other conduits through which to flow into the Material Plane. These other vessels are commonly called small gods, for they are neither as potent nor broad in their power as the great gods whom clerics typically serve.

Small gods come in a variety of forms, owing to their diverse origins and relation to the world. Whether they are known locally as ancestor spirits, animal totems, saints, angels, bodhisattvas, or a hundred other names, small gods all share certain char-

TABLE 3-2: SMALL GOD QUALITIES

Small god CR	Highest Disciple Level	Number of Disciples*	Number of Worshippers Necessary
5	1	1	100
6	2	3	400
7	3	7	1,100
8	4	15	2,600
9	5	31	5,700
10	6	63	12,000
11	7	127	24,700
12	8	255	50,200
13	9	511	101,300
14	10	1,023	203,600
15	11	2,047	408,300
16	12	4,095	817,800
17	13	8,191	1,636,900
18	14	16,383	3,275,200
19	15	32,767	6,551,900
20	16	65,536	13,105,500
21	17	131,071	26,212,600
22	18	262,143	52,426,900
23	19	524,287	104,855,600
24	20	1,048,575	209,713,100

*Disciples refer to divine spellcasters.

acteristics. First—and perhaps most importantly—they are far more likely to lend direct aid to their followers in a timely fashion. Small gods tend to be very concerned about the welfare of their worshippers, far more so than are the great gods of the multiverse, whose attention is often too lofty to hear the pleas of a lowly beggar, peasant, or even an adventurer. Admittedly, this attention can sometimes be a drawback, since some (perhaps many) small gods are habitual meddlers in mortal affairs. Of course, many worshippers find even meddlesome small gods to be preferable to the aloof and distant great gods. Perhaps unsurprisingly, the temples of the great gods regularly co-opt and integrate the cults of small gods into their beliefs as a way of ensuring a continued connection between their divine patrons and the lesser mortals of the Material Plane. This practice is often extremely popular. In many lands, small gods are far more popular than the greater divinities with which they are ostensibly associated, which is a source of wonderment to the uninitiated and embarrassment to the priesthoods.

Even so, small gods are not called such without reason. Their powers, though truly

divine, are but droplets from the vast waters of power that flow through the multiverse. Consequently, their disciples are subject to numerous limits to their powers compared to the servants of greater deities. Though very much like other clerics, the disciples of small gods must accept that their patrons can only transfer so much of their own power to them at any given time. Likewise, the number of a small god's disciples is itself limited, meaning that, at any given time, there can only be so many disciples in a particular small god's service. Of course, these disciples usually believe that the benefits of serving a small god outweigh these and other limitations. As noted already, a small god is more likely to answer the prayers of his worshippers. In addition, many small gods become personally involved in mortal affairs, manifesting either in person or through a divine avatar. When faced with an intractable foe or a dire situation, the knowledge that a disciple's god may directly intervene on his behalf is more than enough reason to accept the limitations that go with such worship.

Unlike greater deities, small gods are essentially divine versions of creatures that can be

found in the core rules. Most are at least CR 5 and possess enough worshippers to channel divine power. More significant small gods are CR 9 or higher, with a handful in the CR 15–20 range. True deities of the sort worshipped by most mortal religions, on the other hand, are CR 24 at least, with most being even higher than that. The ability of a small god to grant his disciples divine power is tied directly to his CR, which is why many small gods have a paucity of devoted followers. These followers are the small god's primary means of influencing mortal affairs. They are thus extremely precious to him, which is why these minor divinities are more likely to act on their behalf than are their more powerful cousins—yet another reason why the worship of small gods continues despite its relative weakness compared to more traditional piety.

What follows are expansions on the rules presented in *Spells & Spellcraft* (pages 95–99). For ease of use, they retain the same section titles as those in the other book. The DM is the ultimate arbiter of whether he wishes to use the original or expanded versions of the rules for small gods disciples, depending on the needs of his campaign. The expansions are intended to be modular, allowing for maximum flexibility. Thus, if the DM wishes to use the more detailed rules for Intercession while retaining the original rules for Greater Spirits he may do so without fear that the material here is incompatible. In general, it is recommended that the DM only use these expanded rules if small gods are an important part of his campaign. Otherwise, the less detailed versions presented in *Spells & Spellcraft* will probably suffice.

DIVINE SPECIAL QUALITY

What distinguishes a small god from ordinary mortal beings is a spark of divinity. This spark is represented through the special quality “divine.” This quality is shared with greater gods as well and is what enables the small god to grant spells to his disciples and to hear pleas for intercession. Naturally, small gods, as their name suggests, are more limited in their ability to grant spells than are the mightier gods of the multiverse. This manifests itself in several ways, the most basic of which is their general inability to grant domain access to their disciples. Only the most powerful of the small gods, called Greater Spirits (see below), grant their disciples domain abilities and spells. In all

other respects, though, the disciples of a small god function exactly like a cleric, as described in the PHB.

Of course, not all small gods possess as many domains as their CR would suggest. The DM should bear this in mind when assigning domains. In general, small gods have much smaller spheres of influence than their greater counterparts, which is why they usually have fewer domains. In addition, the smaller the number of their domains, the more likely they are to answer calls for intercession (see below). In a small god's stat block, the domains to which he grants access are indicated in parentheses after the divine special quality. Small gods act as their own divine focus for spellcasting purposes. Consequently, this quality is inherently linked to the number of followers that the small god has at any given time.

The primary benefit of the divine special quality is the ability to provide supernatural aid to one's followers. A small god can support a pyramid of disciples, starting with one who is at least four divine spellcasting levels below its CR. Each level below this first disciple has twice as many as the previous one. Therefore, a CR 18 small god can support one 14th-level disciple, two 13th-level disciples, four 12th-level disciples, and so on. These disciples are the only divine spellcasters to whom the small god may grant spells. At no time may these divinities have more disciples than those available according to the pyramidal arrangement described here.

For each level of spellcasting disciple, there must be 100 non-spellcasting members of the small god's faith. Worshippers provide the spiritual energy that a small god needs to grant divine magic to his priests. While the number of followers acts as a foundation for a small god's ability to transfer spiritual energy into his disciples, it does not allow him to transcend the limits of his raw power. He can only delegate as much spiritual energy as allowed under the pyramid of disciples, described in the previous paragraph. Therefore, small gods that somehow attract more followers may find themselves controlling larger earthly territories than one might expect, but they cannot grant any more divine spellcasting power. Unlike greater gods, small gods are inherently limited in how and to what extent they may channel their divine powers through mortal wor-

shippers. In rare cases, small gods can channel power to a smaller number of more powerful disciples. If the DM chooses to allow this option, each shift down in the number of followers shifts up the highest follower level possible for that small god. However, the highest level may never be more than one below the small god's CR. Very few small gods opt for this approach, since doing so limits their scope of influence and creates an opening for unscrupulous mortals who might wish to challenge the small god in order to seize his divine power for themselves (see below).

Because small gods are more intimately tied to the well being of their followers than are greater gods, it can be much easier to hobble or even eliminate their earthly power. The crudest—yet most effective—means of achieving this goal is killing off the followers of the small god. Less violently, a would-be “divine assassin” might try to intimidate these followers into renouncing their faith and abandoning the small god's worship. The latter approach is in some ways more difficult, since it depends on a follower's sincerity when he says that he no longer reveres the small god. Nevertheless, many inquisitions and similar movements have used it quite effectively. Many followers, even devout ones, may choose to protect themselves and their loved ones rather than remain faithful to a small god, especially when faced with the dire consequences of continued obstinacy. As the small god's number of worshippers drops, it can support fewer spellcasting disciples. This in turn weakens the flow of divine energy to those disciples, some of whom may lose higher-level spells, while others may lose their spellcasting abilities completely.

OBTAINING DIVINE POWER

The divine special quality is what sets small gods apart from mere mortal beings. They are what make Verthaxis more than a mere red dragon or Elibia more than a mere water elemental. This spark of divinity within a small god elevates him and allows him to channel a portion of his spiritual energy to his disciples. These facts lead naturally to the question: how is divine power obtained? What must a mortal creature do in order to acquire this special quality and join the ranks of the small gods?

There are three primary means to achieve this power, only two of which are all that com-

mon. As usual, the DM is the final arbiter on such matters in his campaign. After all, accepting the possibility that a mortal creature may acquire divinity—even the relatively weak divinity of a small god—is also to accept the possibility that a player character may acquire it. If the DM is uncomfortable with such a potential outcome, he would be wise to make the actual process of doing so more difficult than what is described here, if not outright impossible. The means detailed below are intended as guidelines for those DMs who wish to offer an explanation for the existence of small gods, along with rules to adjudicate their coming into being.

The first means is the most straightforward: sponsorship by another divine power, generally a greater god. Many deities find themselves taxed by the breadth and number of their worshippers and responsibilities. Rather than ignore them, these gods decide to empower lesser beings to do their bidding and act as their representatives. These subsidiary beings are small gods, whom greater gods grant a portion of their own essence, thereby elevating them to divine status themselves. These small gods are by far the most common in the multiverse, especially on worlds where there are relatively few but powerful deities. These divinities have a much harder time tending to the needs of their faithful, which is why they often create small gods to act as their intercessors. In some settings, small gods may be more common than true deities, who remain aloof from mortal affairs or otherwise absorbed in their own matters.

The second means is through the defeat of a small god and the seizure of its power. This route is fraught with danger. As relatively weak as they are, most small gods are still formidable entities. The divine spark within them augments their abilities in numerous ways, including extra toughness. Furthermore, the disciples of small gods are often tenacious in defense of their patron. This is understandable, since their continued ability to cast spells is tied even more directly to a small god's well being than that of a greater god. Therefore, any mortal who wishes to slay a small god must contend with his disciples before facing the challenge of the deity himself.

Assuming the mortal succeeds in slaying the small god, there is still no guarantee that he will be able to subsume the divine spark within

the god and incorporate it into himself. After all, divine energy is not something one can simply seize as if it were a prize like any other. To succeed in this epic endeavor, the character must first slay the small god, of course. Then, he must consciously choose to accept the divine spark within the defeated deity, since no one becomes even a small god by accident. The character must make a level check against the small god's CR+4. This check is modified by a -1 penalty for every step the character is from the small god's alignment. Thus, if a lawful evil character defeats a lawful good minor deity, the check receives a -2 penalty, since it is two steps removed. A chaotic evil character defeating the same god would receive a -4 penalty, on the other hand. Failure means that the character cannot incorporate the divine spark into himself and it returns to its source in the planes beyond.

If successful in the level check, the character incorporates the divine spark within himself and acquires the divine special quality, just like the small god he has beaten. However, the character is not yet fully a small god. He lacks the ability to grant divine spells or, assuming he possesses a high enough CR, access to a domain. To gain these manifestations of his newly acquired divinity, the character must wait a month and succeed at another level check, this one against a standard DC of 20. If this check is successful, the character may now abide by the rules described above for granting spells and gaining disciples.

If the character is unsuccessful, he suffers temporary ability score damage, losing three points of Wisdom. This damage cannot be restored by the usual magical or other means. It remains with the character until another month has passed and he successfully makes another level check against DC 20. If this is successful, the character comes into his divine powers as described and the Wisdom damage is automatically and completely healed. If this second level check is also unsuccessful, the character takes three more points of Wisdom damage. This process continues until either the character succeeds at the check or his Wisdom is reduced to 0, in which case he falls into a coma-like slumber from which he cannot be awakened by mortal means, magical or otherwise. He will remain in this state until he either dies from starvation or is healed by deity-level magic (such as the intercession of a small god).



If restored in this fashion, the character may never again attempt to incorporate a divine spark. He is forever limited to a purely mortal existence.

The third means to gain small godhood is the most elusive and mysterious. In fact, it is not so much a single means as many paths, none of which fall under the previous two categories. Generally, a powerful character finds some way to harness the divine energy of the multiverse and infuse it into his very being, ascending to divine status, albeit of a very minor sort. It goes without saying that succeeding in this endeavor is the culmination of an epic quest or the fulfillment of an ancient prophecy. The DM is free to determine how a character might achieve this goal. This should naturally be a difficult undertaking, far more impressive than anything required to enter even a legendary class. In addition, the undertaking must be something other than convincing a greater god to sponsor the character or stealing the power of an already-existing small god. These means have already been discussed above and the rules there apply in all such situations.

TYPES OF SMALL GODS

Not all small gods are the same. They all have their own unique personalities and powers. They also have their own origins. In many ways, their origins, or more precisely their relationship to the divine hierarchy, determines a great deal about them. This section briefly details the most common types of small gods and the significance of each type. For the most part, the differences between each type are entirely one of flavor, with a few small rules modifications between them. Of course, a DM is free to add further modifications as he sees fit, using the information presented here as a guideline. In games where small gods play an important role, such expansion is probably necessary, while in games where they play but a small role, even the level of detail in this section may be too great.

ANCESTOR SPIRIT

An ancestor spirit is, as its name suggests, the divine spirit that protects his mortal descendants. In some cultures, ancestors are revered as protectors and guardians of their earthly families. Small god ancestor spirits do precisely that. Consequently, their number of potential worshippers is usually quite small,

meaning that even the most powerful of ancestor spirits rarely rises above CR 5 or so, except in rare instances where a large number of related clans recognize and revere a common ancestor. Even then, a CR greater than seven is highly unlikely, if not impossible.

ASCENDED MASTER/DEIFIED HERO

This category is similar in many ways to an ancestor spirit, in that examples of it are mortals who are viewed as guardians and protectors of the living. Unlike ancestor spirits, ascended masters and deified heroes have a much greater potential for worshippers. If the former mortal is an important religious figure or the founder of a kingdom, his pool of followers could be quite large indeed. In fact, this category is one of the most likely to include high CRs, since the influence of these masters and heroes is widespread.

BODHISATTVA

A bodhisattva is a special category of ascended master, who has foregone his heavenly reward in order to guide and protect mortal beings. Such small gods are almost always associated with a larger religion, for which they act as messengers or prophets. Because they have chosen to return to the Material Plane, they are especially interested in mortal affairs. Followers who call upon their aid gain a bonus to all Intercession checks (see below). Bodhisattvas possess the full range of possible CRs, although most tend toward the mid-range (CR 8–12), with a few exceptional examples at higher levels.

DIVINE AVATAR

A divine avatar is an unusual type of small god. In many ways, such beings are wholly unlike the others described in this section, since they often possess only a temporary existence, although there are examples of divine avatars existing for years, even decades. A divine avatar is a fusion of a mortal being with the divine essence of a greater deity. At any given time, there may be no more than one divine avatar for each domain a deity commands. More mortal than divine, the avatar nevertheless possesses shards of a god's powers, making him a formidable opponent or valuable ally. The avatar retains his own personality and will, although he understands the wishes of the deity with whom he is joined.

CREATING A DIVINE AVATAR

“Divine Avatar” is a template that can be applied to any divine spellcaster (referred to hereafter as “base creature”). It uses all the base creature’s statistics and special abilities except as noted here.

Special Qualities: A divine avatar retains all the special qualities of the base creature and gains those described below. In addition, the avatar is considered divine (see above).

Damage Reduction: 10/+2

Mind Blank (Su): A divine avatar is constantly protected by a *mind blank*.

Spell-Like Abilities: At will – *bless/curse water, consecrate/desecrate, and detect chaos/evil/good/law*. Once per day, the avatar may freely cast one divine spell from each level 0 through 9 as a spell-like ability. These spells must be chosen on a daily basis, just like any other divine spell, but different spells may be chosen each day.

Spell Immunities (Su): A divine avatar is immune to all forms of Enchantment (Charm) [Mind-Affecting] spells.

Spell Resistance: 30

Abilities: A divine avatar gains a +5 bonus to the two abilities most closely associated with the deity, as determined by the DM.

Skills: Because he gains limited access to the knowledge of the deity whose power imbues him, a divine avatar gets a +10 circumstance bonus on all Knowledge and Craft checks related to the domain the avatar represents, as determined by the DM. At the DM’s discretion, a divine avatar might instead take this bonus for other skills closely tied to the deity’s domains.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +5.

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Being chosen as a vessel for a god’s power is a rare gift granted only to the truly devout, mortals who have given their lives to the service of their deity. Typically, such mortals must possess at least 18 character levels in classes favored by the deity (as determined by the DM), in addition to an alignment identical to that of the god. Clerics and druids are the most common candidates for this gift, but other classes are far from impossible. Of course, these requirements are far from absolute. Each deity may choose to grant avatar status on any-

one he chooses, regardless of whether they meet the typical requirements.

Although a divine avatar gains many benefits from his close association with his patron deity, there are drawbacks as well. Besides drawing the attention of enemies of the god (who seek out avatars as a way of striking at the deity), the process of housing the divine essence is physically taxing. Each 8-hour period during which an avatar is active requires a Constitution check (DC 20) to avoid

becoming exhausted. Exhausted characters move at half normal speed and suffer an effective penalty of -6 to Strength and Dexterity. After an hour of complete rest, the effective penalty is reduced to -2, but another eight hours of complete rest is needed to eliminate that penalty.

NATURE SPIRIT/TOTEM ANIMAL

Nature spirits and totem animals are one of the more prevalent types of small gods in the multiverse. These small gods are almost universally based on animals, beasts, magical beasts, or elementals. Pastoral races and communities, such as farmers or elves, commonly worship nature spirits. Their disciples are sometimes druids rather than clerics. Totem animals differ very little from nature spirits, except that they tend to be less powerful and more prevalent in primitive or barbarian societies. Like ancestor spirits, totem animals typically have a smaller body of worshippers, which tends to limit their power and influence in the world. Nature spirits are rarely so limited, with many small gods of this type having widespread and powerful cults.

SAINT

A saint is very much like a deified hero in that he was once a mortal whose exploits earned him a share of divine energy after his death. Unlike a mere hero, a saint's exploits are always connected to the service of a deity, who raises him up as a paragon of virtue and model of faithfulness. Like a bodhisattva, a saint is usually even more interested in mortal affairs than most small gods. This gives his disciples a bonus to attempts to gain his intercession (see below). Saints are very common in large religions devoted to a single god, where they oversee particular activities and professions. These patron saints are invoked often by their worshippers and are apt to respond in circumstances relating to their sphere of influence.

DIVINE ASPECTS

Another possibility to consider is that a small god may not be an independent entity as such, but rather a fragment of a more powerful deity. The more powerful god is usually at least CR 30—maybe more—and must have a sphere of influence that is both broad and deep, such as death or war or love. In such cases, the god might create lesser versions of himself, each with a different focus within his larger

sphere. Thus, there might be small gods of martyrdom, accidental death, funerals, and death in battle who are all aspects of a more powerful god of death. These aspects operate under the same rules as other small gods, including the relative weakness of their disciples compared to clerics of the greater god. Such a god can have no more than one small god at half his CR, two at the next CR below it, four below that, and so on. Thus, a CR 30 god could have one CR 15 small god, two CR 14 small gods, four CR 13 small gods, etc. Most greater gods rarely bother with so many aspects, but there are always exceptions, especially if the god is very influential and cannot easily attend to the needs of all his followers at any given time.

DISCIPLE ABILITIES

When dealing with small gods, a distinction must be made between their followers and their disciples. A follower is a rank and file believer, an individual who worships the small god and is a member of his faith. A disciple, on the other hand, is a priest of the small god. He is a special servant who has chosen to dedicate himself to the deity and in return receives a portion of the god's power in the form of divine spells. Most such disciples are clerics, according to the rules of the PHB, although a handful are druids. Other divine spellcasting classes (such as paladins or rangers) are also included among small gods disciples, but these are more rare, if only because they cannot take full advantage of the spiritual energy a small god offers to his disciples. In terms of raw power, it makes far more sense for a small god to sponsor clerics or druids than paladins or rangers of equal level, given the former's greater facility with divine spells.

Compared to the clerics of greater gods, the disciples of small gods are less powerful in several significant ways. For example, only the most powerful small gods are able to grant access to domain spells and granted abilities. They are likewise limited in the number and levels of their disciples, as described in the section above. Given these drawbacks, one might rightly wonder why anyone would choose to follow a small god rather than a greater divinity. The answer is simple: closeness.

Small gods, by their very nature, are far closer to their disciples (and even followers) than are the so-called true deities of the multiverse.

Small gods take an active interest in the lives and predicaments of those who worship them. They are also far more likely than other gods to intervene on behalf of their disciples. Indeed, small gods appear to aid their worshippers with something approaching regularity. Compared to their more powerful counterparts, small gods appear to be at the beck and call of their disciples, especially bodhisattvas and saints, whose interest in mortal affairs is one of their defining characteristics. One of the primary reasons small gods disciples serve their masters is the knowledge that when they call upon them for assistance, there is a good chance they will heed that call—and aid them in a beneficial fashion.

INTERCESSION

Small gods are much more likely to hear the prayers of their followers—and respond to them—than are the great gods of the multiverse. Once per week, any follower of a small god may pray for his patron's intercession. To determine whether the small god heeds this plea, the disciple makes a divine spellcaster level check against a DC of the small god's CR +2. If successful, the small god directly aids the disciple in some way. Of course, some prayers for intercession are more worthy than others. The level check may be modified based on the circumstances and conditions under which the prayer was made, taking into account the piety of the disciple as well. Table 3-1 shows some of the factors the DM may take into consideration when allowing the disciple of a small god to pray for his patron's intercession.

If the level check is successful, the character's patron will intervene in some fashion. The degree to which the small god involves himself depends on a number of factors, including the influence of the disciple within his cult. No matter how insignificant a disciple the character is, a successful check always results in some sort of helpful effect, even if it is only the small god's granting the character a bonus spell appropriate to his current needs. Of course, there may be times when the deity reacts by appearing personally or through a divine avatar—a far more impressive display of the small god's power.

Sometimes, a small god will choose to intercede even without a formal request from his disciples. This occurs most often when his



mortal followers are in danger or being menaced by enemies of the small god. The DM may choose to determine if, when, and how a small god reacts under certain circumstances, according to his own interpretation of the divinity's personality and goals. If he wishes to employ a less mechanistic system, the DM may make a Divine Notice check against a DC equal to the small god's CR. The DM treats the deity's CR as if it were an ability score and determines its modifier. Thus, a deity with CR 12 has a modifier of +1, while a deity with CR 18 has a modifier of +4. The DM then adds this modifier to a roll of 1d20 and compares it to the Divine Notice DC. If successful, the small god intervenes on behalf of his followers, even if none of his disciples has beseeched him for assistance. If the DM wishes, the Divine Notice check can be further modified using the modifiers from the Intercession table above.

A disciple may attempt multiple pleas for intercession during a single week, but each additional attempt in the same week (regardless of previous success or failure) adds a cumulative +5 to the Intercession DC. Though more interested in mortal affairs than many greater gods, even small gods find the constant wheedling of a single disciple, no matter

TABLE 3-1: INTERCESSION CHECK MODIFIERS

Condition	Modifier
Every 500 gp worth of sacrificial offerings	+1
Every 5 character levels of supplicant	+1
Every 5 ranks in Knowledge (religion)	+1
Every 5 ranks in Diplomacy	+1
Request relates generally to god's sphere	+1
Request relates specifically to god's sphere	+3
God is a bodhisattva or saint	+2
Outside god's area of influence	-4
Request does not relate to god's sphere	-1
Request is counter to god's sphere	-3

how devoted, to be an irritant. If such a persistent disciple is lucky, his patron will only ignore his subsequent requests. If he is not, he may find himself smote by the small god's displeasure in some fashion. The DM is advised to be creative in dishing out punishment to a disciple while not being cruel—unless the character truly deserves it. Good examples of punishment are the withdrawal of spellcasting abilities for a day (or longer), loss of future intercession checks for a month, negative ability scores, or even negative energy levels in extreme cases. More elaborate punishments are also possible, depending on the nature and personality of the small god. Even so, the DM should bear in mind that most small gods are reluctant to permanently harm their devoted disciples (even annoying ones), since to do so would ultimately undermine their ability to influence the world.

At the same time, small gods prefer to act through others. This is why they grant spells to their disciples. It is also why many small gods become disenchanted with followers who call upon them too often or who are unwilling to use the gifts they have already granted. Disciples who act in such a fashion may find themselves in a position where their patron may cast them out of his service, at least until he has made atonement in some fashion. For although small gods are more involved in mortal affairs than their greater counterparts, this does not mean they exist solely to aid their servants' every whims. Small gods are gods, after all, and have other matters to which to attend beyond answering prayers and calls for intercession. The DM should keep this mind when handling requests for divine assistance. Where small gods differ from greater gods

is that they can be called upon at all. Within living memory, worshippers have had their prayers directly answered by small gods, whereas such an occurrence is rare among the devotees of more powerful deities.

Another aspect that DMs should bear in mind when handling intercession is that divine and mortal outlooks differ. What a god, even a small one, thinks is the best outcome of any given situation is not necessarily the best from a mortal perspective. This is especially true for certain types of small gods, like ancestor or nature spirits. These beings act according to a grander vision than that possessed by any single mortal. Ancestor spirits, for example, protect entire families, not simply one member of that line. Therefore, they may sometimes respond to a supplicant's call and act in a way that ensures the family line continues, even if doing so might harm the fortunes of the supplicant himself. Nature spirits are very similar in that the welfare of an aspect of the natural world is their purview. This can and does run counter to the wishes of mortals, who sometimes find themselves at odds with the demands of a small god.

In a similar vein, small gods may not necessarily like their worshippers or even their disciples. They may act in their favor when called but only out of a sense of honor or obligation. This is especially true in primitive and animistic religions, where the relationship between a worshipper and a god is almost commercial in nature. The small god and his disciple enter into the equivalent of a contract, whereby the disciple promises to deliver worshippers and, in exchange, the god promises to deliver spiritual energy to the disciple. This

TABLE 3–2: INTERCESSION EFFECTS

The type and strength of a small god's intercession is determined by two factors: the small god's CR and the disciple's level. The following tables form a matrix to assist the DM in creating the effects of a small god's intercession, after a worshipper has rolled a successful spellcaster check. It should be remembered, though, that the disciple who calls for intercession does not get to choose how his small god will intercede. That decision rests entirely with the DM, based on the guidelines given below.

Small God CR	Maximum Intercession Effect*
5–8	Spell of level 1–2
9–12	Spell of levels 3–4
13–15	Spell of level 5
16–18	Spell of level 6
19–21	Spell of level 7
22–24	Spell of level 8
25+	Spell of level 9

*Although not absolutely limited, most small gods choose spell effects that derive from the domains associated with them. Other effects are possible, of course, but the DM should ensure that the effects are in keeping with the general tenor of the small god's ethos. Thus, a god with the Healing domain would rarely intercede by manifesting violent effects, for example. Also, just because a small god grants a spell effect that mimics *fly* does not mean it works just like the spell. Perhaps the small god appears to carry a character that is trapped across a chasm, but once the disciple is safely on the other side, the god disappears, and the character loses the ability.

Disciple Level	Maximum Targets Affected*	Maximum Area of Effect**
1–3	1 (disciple only)	As per spell effect
4–6	up to 1 other	As per spell effect
7–9	up to 2 others	As per spell effect
10–12	up to 4 others	1. 5 times normal area
13–15	up to 8 others	2 times normal area
16–18	up to 16 others	3 times normal area
19–20	up to 32 others	5 times normal area
21+	up to 64 others	10 times normal area

*The level of the spell effect the small god is creating modifies the number of targets affected by the intercession effect. Thus, if a 10th-level disciple worships a CR 18 small god, he can expect a divine spell effect of no more than 6th level in power. He can also expect that no more than four others will be affected by the intercession. However, the maximum number of targets affected can be no more than the maximum listed above divided by the spell effect's level. In the previous example, a 6th-level spell effect could only work for 1 target—the disciple himself—since four divided by six is less than 1. Anything less than one affects only the disciple. Naturally, the DM can decide that a small god uses a lower level of effect, in order to increase the number of worshippers affected by it.

It should be noted that the maximum targets affected is in addition to those normally allowed by the spell the small god chooses to use for its effect.

**The area of effect is used to determine the maximum space over which the intercession effect operates. If the number of targets (as determined by the previous column) allowed are not all within the spell's area of effect, they do not benefit from the intercession. However, even if the area of effect is large enough to include more targets than would be allowed according to the chart above, the maximum number of targets is not changed. Naturally, the effect's range is immaterial, since the small god need not be physically present to intercede on behalf of his disciple and worshippers.

contract is based purely on a fair exchange, nothing more—certainly not affection. Nature spirits, for example, are well known for being alien in their outlook compared to other small gods. Consequently, they seek out disciples only as a means of interacting with the world rather than from any other motives. This sort of relationship undoubtedly seems alien to the clerics of greater gods, but it is commonplace at the lower end of the divine hierarchy.

GREATER SPIRITS

Small gods whose CR is at least 18 are often called greater spirits, which is more than a lofty title granted them by theologians and others knowledgeable in divine matters, for it represents an important threshold in the power of these minor deities. As mentioned previously, small gods cannot usually grant their disciples access to domains or the granted powers that go with them. This changes at CR 18, when the small god is sufficiently powerful in his own right that he may expand his influence to include a single domain, which he can in turn offer to his disciples. This domain must, of course, relate directly to the small god's sphere

of influence. Thus, a nature spirit of lakes and rivers would have the Water domain, while a saint of martial prowess would have War.

The limited nature of the small god's domain is a consequence of their unique status. Small gods derive their power from being narrowly focused. It is the primary reason why they are much more likely to hear pleas for intercession as well. To attempt to claim dominion over domains beyond their immediate purview would risk diluting their power base—with dire consequences. The worshippers of a bodhisattva of knowledge, for instance, expect that their god will give them insights into arcane matters. If he did not, preferring instead to grant them abilities related to fire or animals, he would risk alienating them and thereby weakening his own influence in the world. Very few small gods would risk such an outcome.

At the same time, no small god can ever make the transition to greater godhood without broadening his base of support. Being the ancestor of a great and glorious noble house is a good basis for a small god, but it is not the path to higher levels of divine authority. If a



small god wishes to ascend higher in the planar hierarchy, he must be able to appeal to a broader range of potential worshippers. That means acquiring further domains in most (though not all) cases. Fortunately, the increase in a small god's personal power, as represented by his CR, works to his advantage. As a small god's CR increases, so too does his ability to grant access to additional domains. At CR 21, a small god may grant a second domain, usually one related to his first. Again, this is not a hard and fast rule and each small god must make the decision for himself as he grows in power. At CR 24, a small god gains a third domain and is on the verge of true divinity, especially if his influence on the Material Plane has expanded both in numbers and geography.

Of course, the question remains: how does a small god increase his CR? The answer is obvious. He must increase his followers. Only by gaining more worshippers can he channel more divine energy and propel himself to further heights of divinity. Doing so is extremely difficult, however, since a small god needs 100 worshippers for every spellcasting level of his disciples. As the highest level of possible spellcasting disciple increases, the number of disciples beneath him also increases, which adds to the need for even more worshippers. To reach CR 24, a small god needs millions of worshippers—hardly an easy accomplishment.

Not surprisingly, the disciples of ambitious small gods are extremely evangelistic. They travel about, spreading word of their divine patron and his teachings, hoping that they might convince others to accept their faith. Unfortunately, these would-be missionaries run into a problem that is inherent to small gods. Just as these minor deities' power is limited, so too is the range of their influence, as explained in the following section. Admittedly, not all small gods are status seeking ladder climbers. Many—if not most—are content with their lot, even if it means that they are not nearly as powerful or influential as the so-called true gods of the multiverse.

Even so, there are small gods, especially the mightiest of the greater spirits, who do seek to expand their powers and influence by any means necessary. These gods are not content with the slow and difficult work of converting more worshippers to their cause. For these small gods, there is at least one other option:

defeat a more powerful small—or even greater—god. As usual, the DM must approve this method before allowing it into his campaign, particularly if one or more player characters have already seized a spark of divinity for themselves. This works exactly the same way as described in the “Obtaining Divine Power” section above, including the various modifiers and consequences for failure. The small god must defeat another more powerful small god and incorporate his divine spark into himself by making a successful level check. This increases the small god's CR by half the difference between his current CR and that of the god he defeated. Thus, if a CR 18 small god slays a CR 22 small god, a successful level check increases his CR by two steps. As one might expect, this method appeals primarily to evil and self-interested small gods. Other methods of increasing a small god's power may exist, but they are not widely known. The DM is encouraged to make the difficulty of other such methods commensurate with the potential gain.

RANGE OF INFLUENCE

Like the limits on the number of disciples to whom he can grant spells, there are also limits on the range at which a small god can exert his influence. By “influence,” one should understand the territory over which the small god has any power. Beyond that territory, his effectiveness decreases quite precipitously, which is why the cults of small gods tend to be local. It is also one of the primary reasons that their worship rarely grows beyond the original core of devotees, although, as noted in the previous section, there are means to overcome this impediment.

The amount of territory that a small god can influence is based on his CR. Generally speaking, a small god can effectively influence an area equal to 10 times his CR in miles. Therefore, a CR 10 small god can influence an area approximately 100 miles in radius. This number is a rough estimate. There are examples of gods whose influence is wider or smaller, depending largely on the concentration of his followers. The DM should remember that a god's territorial influence must be indexed against the number of his followers. For example, a nature spirit might only have a few thousand worshippers. However, these worshippers might be spread over a very

wide area, far greater than one might expect based on his CR alone. On the other hand, a deified hero might be worshipped only in one small city, most of whose inhabitants pay him some obeisance. Thus, his area of influence might be limited to the city and its immediate surrounds rather than for the hundreds of miles that the hero's CR might suggest. The DM should adjudicate such special circumstances as he sees fit, so long as he remembers the following rules.

In considering the range of a small god's influence, the DM should consider another option as well. At the decision of the deity, he may choose to expand his area of influence to cover a much wider area at the expense of the power he can channel to his disciples. At the cost of one level of effective CR for the purposes of determining the highest level of disciple, the small god can double his area of influence. This process can be repeated indefinitely, with each drop doubling the area further. Thus, a CR 15 saint normally can support one 11th-level disciple and has an effective range of influence of 150 miles. By dropping his highest level of disciple to 10th-level, he can expand his range of influence to 300 miles. By dropping the highest level of disciple to 9th-level, he could expand it further to 600 miles, and so on. Each drop in the most powerful disciple's level relates only to spellcasting ability, nothing more. A disciple so affected would retain all his other level-dependent benefits (base attack bonuses, saves, hit points, etc.), which remain just as they were before the drop. Naturally, the drop in the highest-level disciple reverberates throughout the pyramid beneath him, with each disciple in the hierarchy suffering accordingly. Consequently, some disciples may find themselves suddenly bereft of all their spellcasting abilities.

A small god's ability to expand or contract his range of influence is reversible at whim. That is, the god can choose when and for how long he wishes to weaken his disciples in order to increase his range. This is usually done in times of grave crisis or war, when the god must ensure that his followers can travel far from his center of power without suffering ill effects. Of course, the side effect of this range extension—weakening his disciples—is not always viewed positively by the disciples so weakened.

Indeed, it can be a source of friction within the small god's followers. More than once in

history, a small god's gambit in this area resulted in apostasy among his disciples, who became embittered at being deprived of their powers. This is a risk that many small gods would never take, while others see it as essential.

The range of a small god's influence is primarily a matter for his spellcasting disciples, although it has effects for his followers as well. Within the range of the god's influence, all the normal rules outlined in this section apply normally. Outside this range, a small god cannot act as readily and his worshippers have diminished contact with him. All attempts to seek his intercession are at a -4 penalty. This is equally true of disciples and ordinary followers. Disciples likewise suffer an effective -4 penalty to their level but only for the purposes of determining spell levels and spells per day. Thus, a 12th-level disciple is treated as if he were 8th-level for this purpose. Only spell ability is affected by being outside the range of the small god's influence. All other level-dependent benefits remain unaffected, as mentioned in the previous paragraph. The effective level loss is a function of the small god's limitations in channeling divine energy rather than a true level drain.

DRAWBACKS

As noted throughout this section, serving a small god has its drawbacks as well as its advantages. Being closer to one's god, as well as knowing that he is likely to intercede personally when asked, is a powerful attraction to many believers. On the other hand, small gods are weak and localized in their powers compared to greater deities in the multiverse. While the localized power may not be a concern to many worshippers, the weakness can be problematic. Small gods can be destroyed, sometimes quite easily. More than a few adventurers have sought out small gods to slay, as have power-mad small—and even greater—gods looking for a way to expand their own influence in the world. Similarly, small gods sometimes find themselves bullied by more powerful beings, who attempt to enlist them in their own divine schemes and power plays, dragging their unwitting followers along with them.

When a small god is destroyed, his disciples immediately lose all their divine spellcasting abilities. Without the divine energy that the god

provided, the disciples function exactly like ex-clerics, as described in the PHB. In order to regain their spellcasting abilities, they must find a new divine patron. Many former disciples turn to greater gods for such patronage, becoming disenchanted with service to small gods. Others look to the being that slew their master and attempt to enter his service. This is especially common among the disciples of evil small gods, where might is usually equated with right. Naturally, the disciples of good and neutral small gods rarely follow this path, preferring instead to find another appropriately aligned divinity to be their master. Whatever the case, the disciple must follow the guidelines for *atonement* as described under the spell of the same name before they can serve another god and regain their divine spellcasting abilities.

SAMPLE SMALL GODS

ELIBIA, GODDESS OF THE ERESPONT

Communities all along the Erespont River worship Elibia, a nature spirit associated with the locale. She is usually depicted as a blue-green maiden with flowing white robes, lying just under the water, an arm rising above the surface.

The leader of her faith is a 5th-level cleric, who is an elder in one of the two villages that exist on opposite sides of the river. His counterpart on the other side is a 4th-level cleric. The disciple's two villages lie just down the river from each other, creating a friendly rivalry in both mercantile and religious matters. This rivalry comes to a head during the annual spring festival, where brightly colored boats made entirely of flowers are set out upon the river in Elibia's name. Her demands are not great, mainly coming in the form of music and festivals featuring flowers spread across the surface of the river. She is worshipped in small shrines tended by local families, usually near piers or otherwise close to the water.

Elibia regards her followers as her children, albeit children she does not understand very well. Her worship is found all along the river, both in the largest towns and in the smaller communities around them. Further inland and along the ocean coast her worship is weaker. If her clerics travel more than 90 miles away from the river, they lose spellcasting levels until they return.



Elibia, Goddess of the Erespont, CR 9; Medium-size water elemental; Clr6; HD 4d8+12+6d8+18; hp 82; Init +1 (Dex); Spd 20 ft., swim 90 ft.; AC 19 (+1 Dex, +8 natural); Atk +10/+5 melee (1d8 + 4 slam); SA Water mastery, drench, vortex; SQ divine, elemental; AL N; SV Fort +12, Ref +4, Will +10; Str 16, Dex 12, Con 17, Int 6, Wis 17, Cha 13.

Skills: Concentration +9, Listen +7, Spot +7.
Feats: Enlarge Spell, Extend Spell, Iron Will, Power Attack.

Small God Qualities: Number of Disciples: 31; highest disciple level: 5; number of worshippers: 5,700; intercession DC: 11.

MOONGA, THE APE LORD

Among the jungle barbarians of the south, there is no nature spirit more revered than Moonga, the Ape Lord. Local legend has it that it was Moonga that first taught the barbarians the rudiments of civilization and that protected them in the ancient past from the depredations of Sabor, the Devil Cat, who had threatened them for so long. Depicted as a large silverback gorilla with eyes of bright flame, Moonga is an impressive sight and inspires his warrior-worshippers to remarkable feats in war.

The leader of Moonga's worship is a 6th-level druid, who also acts as a war leader among the barbarians. Although not the chief of the tribe, the druid is Moonga's representative in the jungle and, as such, his word is taken very seriously. Rarely does the chief—or anyone else—act in a way that is contrary to the druid's sage advice. Worship of the Ape Lord consists of weekly sacrifices of jungle cats to his glory, as well as ritual dances on the night of the new moon, when the sky is darkest and Moonga's protection is most needed.

For his part, Moonga is genuinely concerned with his worshippers, despite his very low intelligence. The small god operates on an instinctual level, protecting the jungle and all its primates, not only his fellow apes but (obviously) men as well, whom he treats as members of his extended family. Unsurprisingly, the barbarians who serve him hold all apes and monkeys in high esteem. They never harm them nor do they keep them as pets. Should one of their tribe fall prey to a gorilla attack, it is seen as a sign of Moonga's displeasure and no retaliation is taken against the offending ape.

Moonga, the Ape Lord, CR 8; Large animal; Bar6; HD 4d8+8+6d12+12; hp 103; Init +2 (Dex); Spd 30 ft., climb 30 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk +7/+7 melee (1d6+5 claws), +2 melee (1d6+2 bite); SQ divine, rage 2/day, scent, uncanny dodge (can't be flanked); AL N; SV Fort +13, Ref +8, Will +4; Str 21, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills: Climb +18, Listen +6, Spot +6. *Feats:* Great Fortitude, Power Attack, Sunder.

Small God Qualities: Number of Disciples: 15; highest disciple level: 4; number of worshippers: 2,600; intercession DC: 10.

BALZAGOTH, BEARER OF FLAME

Baalzagoth is an errant pit fiend who was cast out of his fiendish home and now dwells upon the Material Plane, where he has established himself as a powerful small god. A small nation has accepted him as their god and views him as the embodiment of the volcano that squats on the border of that realm. Out of fear of his powers, they serve him and sow evil throughout the world.

A 9th-level cleric is the leader of Baalzagoth's twisted faith. He is also the leader of the nation that has willingly accepted enslavement to the devil. The rites of the Bearer of Flame are bloody and cruel, demanding human sacrifice at regular intervals. Dissent is not tolerated in any form. A religious police force exists to enforce Baalzagoth's edicts and sow terror throughout the land. Few of the devil's worshippers do so out of any love for the small god, but that matters little to him. Indeed, he revels in the fear mortals feel since it salves his bruised ego for having been cast out of the lower plane from which he came.

Despite this demeanor, Baalzagoth does support and protect his followers. He has made their nation strong in war and actively encourages territorial expansion, hoping that success in this area will win him more converts—and more power. He also rewards loyal service through gifts of magic items, an additional perk that sets him apart from many small gods.

Baalzagoth, Bearer of Flame, CR 13; Large outsider (evil, lawful); HD 13d8+65; hp 136; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft., fly 60 ft.; AC 30 (-1 size, +1 Dex, +20 natural); Atk +19/+19 melee (1d6+7 claws),

+14/+14 melee (1d4+3 wings), +14 melee (2d6+3 bite and poison plus disease), +14 melee (2d4+3 tail slap); SA Spell-like abilities, fear aura, improved grab, constrict 2d4+10, summon baatezu; SQ Damage reduction 25/+2, divine, baatezu qualities, regeneration 5; AL LE; SV Fort +13, Ref +9, Will +13; Str 25, Dex 13, Con 21, Int 20, Wis 20, Cha 16.

Skills: Bluff +17, Climb +20, Concentration +19, Disguise +17, Hide +4, Jump +19, Knowledge (arcana) +20, Listen +21, Move Silently +17, Search +21, Spellcraft +21, Spot +21; *Feats:* Cleave, Great Cleave, Improved Initiative, Power Attack.

Small God Qualities: Number of Disciples: 511; highest disciple level: 9; number of worshippers: 562,100; intercession DC: 15.

CULTS

Mortals crave worship. They long to relinquish responsibility to a higher power and revel in the reflected glory of entities and ideals greater than themselves. In many fantasy settings, the gods gladly accept the worship of mortals and, in return, grant them powers and guidance to help them make their way in a treacherous world. But there are times when no god is on hand or there are no deities with an ethos compatible with a potential group of worshippers. When enough mortals gather together to venerate a particular concept, principle, or lifestyle, there exists the potential for a cult to form.

Cults, for our purposes, are religious congregations without gods, but with a supply of divine power. The members' belief in the cult and what it represents is enough to form the nucleus of divinity, a core of power around which the cult grows. Though there are certainly good cults, the preponderance of gods able to fulfill the needs of the virtuous makes it much more likely that cults will flourish in the dark places, in the hidden alleys where the desperate and depraved gather together. Of course, in societies where evil is the norm, good cults can arise as well, as they attempt to find a faith that supports their viewpoint.

THE GENESIS OF A CULT

Cults always start small, with a handful of like-minded individuals banding together for a

common cause. It may be intentional, as in the case of a group of heretics meeting regularly in order to discuss their twisted beliefs, or may come about purely as a matter of coincidence. The Cult of the Homeblades, for example, transcended during a vicious siege of an isolated barbarian clan by an army of orcs.

A cult cannot form if there are fewer than six members. Though five members can get together for a dozen years and sing the praises of the Ululating Light, there is no reasonable chance for their belief to give birth to a religious movement with any true divine power. If they wish to solidify their faith into a true cult, they must recruit a sixth member to push their worship over the edge from quiet devotion to full-blown cult.

Even when there are enough true believers gathered together, there is no guarantee a cult will form. Given enough time, almost any group of worshippers can generate enough belief to create a cult, but few groups stay together long enough to provide the fuel necessary to start the divine fire. The table below shows the amount of time required for a group of true believers to transcend into a cult.

TRANSFORMATION TIME BY MEMBERS

Members	Time to Transformation
6	12 months
12	11 months
24	10 months
48	9 months
96	8 months
192	7 months
384	6 months
768	5 months
1,536	4 months
3,072	3 months
6,144	2 months
12,288	1 month
24,576	0 months*

*If the time required for the transformation is ever reduced to 0 months by the number of believers, the transformation happens immediately, flashing through the minds of all the members with a glorious roar of exultation, often accompanied by ecstatic visions and other manifestations related to the domain(s) chosen by the cultists. While the exact experience is different from cult to cult, it is an undeniable moment as the affirmation of belief blasts through the membership.



THE GROWTH OF A CULT

Once the cult is formed, it begins to mature and grow. Like-minded individuals who fall into the cult's area of influence will surely be drawn to the core, either out of curiosity or a sincere desire to join the group. Given a steady influx of followers, cults can grow to prodigious size, rivaling religions backed by a true deity. The catch, of course, is that a steady influx of cultists is not an easy thing to gain.

Each month, a cult may gain or lose members based on its Power Index (see below) and the population density in the cult's location. To determine whether or not the cult gains or loses members, the cult must make a power check (DC 10 + the Power Index of the cult divided by 5,000). A power check is 1d20 + the cult's highest Charisma modifier + 1/10,000 points of permanent Power Index the cult currently possesses.

If the power check succeeds, the cult's permanent Power Index increases by 1d10% for every 5 points by which the check exceeds the DC. If the check fails, however, the cult's permanent Power Index decreases by 10% for every 5 points by which the check failed to

meet the DC. Note that the alterations for success or failure are applied only for every 5 full points by which the DC was missed or exceeded. For cults with very small Power Indexes, any resulting increase or decrease of less than one is treated as one.

Example: The Cult of Ululating Light has a permanent Power Index of 1,000. The DC for its monthly power check is 10, as it has less than 5,000 points of permanent Power Index. Likewise, it gains no bonus to its power check due to the size of its Power Index, and the highest Charisma modifier in the cult is +3. If the power check result is 15, then the cult's Power Index increases by 1–100 (1d10% of its current permanent Power Index). If the power check had been 13 or 8, however, the cult's permanent PI would not increase or decrease because the DC was not exceeded or missed by a full 5 points.

POWER INDEX

The permanent Power Index for a cult is determined by combining the total number of members and the power of those members as detailed below. A cult consisting of a 100 peasants led by a dozen 10th-level paladins, for example, is far stronger than a cult consisting of 500 hundred villagers and their 5th-level expert leader.

To determine a cult's base power, divide the total number of members (not guides, counselors, emissaries, or visionaries) by 5. Add 1 to this total for every guide, add 5 for every counselor, 10 for every emissary, and 20 if the cult has a visionary leading it.

Every member of a cult with any character levels (either of an NPC class, a standard class, a prestige class, or a monster with HD greater than one) contributes to the power modifier of the cult. The modifier is very important, as even a few characters with significant levels can greatly augment the power of a cult. To determine the power modifier of the cult, first determine how many members of each level are within the cult and group them together as shown in the table below. Then multiply the number of members of each level category by the power modifier listed on the table below. Total all of these modifiers to determine the final power modifier for the cult.

The total Power Index of the cult is then figured by multiplying the total base power by the total power modifier.

Members	Base Power
Per 5 members	+1
Per Guide	+1
Per Counselor	+5
Per Emissary	+10
Per visionary	+20

Member Strength	Modifier
Per member with 1–3 levels	x1.5
Per member with 4–6 levels	x2
Per member with 7–9 levels	x2.5
Per member with 10–12 levels	x3
Per member with 13–15 levels	x3.5
Per member with 16–19 levels	x4
Per member with 20 levels	x5

EXAMPLE

The Cult of Teratomic Rebirth has a total of 5,000 standard members. This means the cult must have 166 guides, 16 counselors, and 1 emissary to keep things running. Calculating the base power for the cult, then, we have the following Base Power:

Members	Power
5,000 members	1,000 (5,000 divided by 5)
166 guides	166 (1 per guide)
16 Counselors	80 (5 per counselor)
1 Emissary	10 (10 per emissary)
Total Power:	1,256

Now, each counselor must have at least three character levels and each emissary must have at least five character levels, which means this cult has a power modifier for the counselors and emissaries.

Assuming the minimum requirements are met, then, we have 16 characters in the cult with one to three levels. Each of these adds 1.5 to the power multiplier, as shown on the table above, for a total power modifier of 24. The emissary is of level five, so we can see from the table above that he contributes two to the power modifier. This gives us a total power modifier of 26.

The final Power Index for the cult, then, is equal to the base power of 1,256 multiplied by the power modifier of 26, for a total of 32,656.

USING THE POWER INDEX

The members of a cult only gain divine powers by spending the Power Index of the cult. Though common members may not gain any divine powers through their association with the cult, any guide, counselor, or emissary may expend Power Index without the need to consult any other member of the cult. In theory, all members of the cult leadership will work together to increase the power of the cult but, in practice, there is often a great deal of infighting as each of the cult's leaders strives to seize more of the power for his own.

A cultist who is either a guide, counselor, emissary, or visionary may, whenever he gains a level, expend up to his level x 4,000 points of the cult's available Power Index (see below). If two members of a cult are attempting to withdraw power from the cult at the same time, the higher-level character has first rights.

PERMANENT VS. AVAILABLE POWER INDEX

A cult's permanent Power Index can only be changed by the natural growth process (as detailed above) or as the result of actions taken by the cult. When a cultist uses some of the Power Index of a cult to purchase special abilities for himself (such as spellcasting ability) he reduces the available Power Index of the cult. All other clerics or adepts must struggle to get their piece of the remaining available Power Index when they gain a level—when it is reduced to zero, no one is able to gain any additional divine abilities until the available Power Index is replenished.

This has no effect on the permanent Power Index, however, which represents the total energy produced by the faith and belief of the cult's membership. If a member of the cult who purchased abilities with the available Power Index is killed (and not resurrected or otherwise returned from the grave within a month's time) the energy he took from the cult will be replaced one month from the time of his death, thereby increasing the available Power Index (though it should be noted that his death may impact the permanent Power Index as well, see below).

APOTHEOTIC TRANSCENDENCE

If, at any time, a cult ever has a permanent Power Index of more than 5,000,000, it immediately becomes something more than a mere cult. The power of belief is so strong that the cult's ethos becomes a god or goddess, instantly converting the cult into a true religion. At that moment, all clerics of the cult immediately gain all of the abilities normally associated with a cleric of a standard religion (including the full divine spell lists, spellcasting ability, turning and rebuking undead, and any other abilities associated with clerics).

Sadly, this transcendence takes the life of the cult's visionary as his personality and image is used to create the template for the cult's deity.

SCHISMS AND COLLAPSE

If a cult with a permanent Power Index greater than 1,000 ever fails its Power Check three months in a row, it faces a schism. Seeing the membership of the cult dwindle, a group of cultists decide to jump ship and form their own, splinter sect of the cult in the hopes that they can grow more steadily on their own. This schism takes 4d6% of the cult's current permanent Power Index away to begin anew. Cultists with divine abilities taken from the original cult's available Power Index retain those abilities if they join the new cult, but the new cult will have a deficit in its Power Index equal to the amount by which the purchased abilities are greater than the schismatic cult's permanent Power Index.

If a schism occurs more than once in a single year, the remaining cultists lose faith and the cult disintegrates. 1d10x5% of the cultists left in the original cult will seek out one of the schismatic cults (if they still exist) while the rest will turn to more traditional religions or abandon their faith entirely. Cultists who join one of the splinter cults will retain any abilities purchased from the original group's temporary Power Index, but the new cult may incur a permanent Power Index deficit (see above). Cultists who abandon the cult altogether lose any abilities gained from the use of temporary Power Index and the power they used is lost forever.

THE ANATOMY OF CULT MEMBERSHIP

When there are only a handful of members in a cult, it is easy for them to keep track of one another—all six or 20 of them can fit into someone's home and meetings are easy to coordinate. As the membership grows, however, it becomes more difficult to keep track of everyone and, more importantly, to keep everyone's belief in the core principles of the cult in line. This requires leadership and organization, especially before the loose group transforms into an actual cult.

For every 30 members in a cult, there must be a guide, who is simply a member with a Charisma score of 13 or greater. The guides use their natural leadership and social skills to keep the cult together. For every 10 guides, there must be a counselor. Counselors are simply guides with at least three levels in any NPC or PC class. If a cult has 10 counselors, it must also have an emissary. Emissaries are counselors with at least five levels in any NPC or PC class and a Charisma of at least 16. The lower tier members of a cult report, formally or informally, to those above them.

There is no upper limit to the number of emissaries within a cult. Emissaries often gather together, or otherwise communicate, in order to coordinate the activities of the cult or to keep one another apprised of any potential problems the cult is facing. Likewise, counselors who report to the same emissary often meet to discuss different methods for leading others in the cult's ways or handling difficult or disruptive members.

At the very top of the largest cults are the visionaries: these men, women, or creatures are often there when a cult transforms from a simple group of like-minded individuals into a powerful divine force. As the cult grows in size, a visionary becomes a guide, then a counselor, before ascending to become an emissary. When the cult reaches a sufficient size (at least 10 emissaries), then the nascent visionary is filled with a divine insight into the nature of the cult and what it must do to grow and prosper. The presence of a visionary signals a new phase in a cult's development, during which the activities of the cult become more directed, more beneficial to the cult as a whole, and

more dangerous to rival cults or other religious organizations.

Members of a cult often have no contact with members who deal with a different counselor. Even cultists within the same city may be completely ignorant of the larger goals or organization of the cult they belong to, allowing the cult to exist even if one or more of the groups is destroyed.

Characters with one or more levels of a PC class can stand in for counselors or emissaries as follows:

- A character with 5 levels in a PC class can replace two counselors.
- A character with 10 levels in a PC class can replace three counselors or a single emissary.
- A character with 15 levels in a PC class can replace four counselors and three emissaries.
- A character with 20 or more levels in a PC class can replace any number of counselors and emissaries. Effectively, any character with 20 or more levels in any given PC class can support an entire cult through the sheer force of his personality, holding the organization together through raw will and personal power.

THE BENEFITS OF A CULT

Once a cult is transformed from a meager collection of individuals into a true religious power, it gains certain benefits. Primarily, it allows members of the cult to draw upon clerical powers including spells and the granted abilities of the appropriate domains. As the cult grows in power, so too does the belief in its abilities and therefore the abilities it can grant to its followers. In this section, the abilities available to cultists are explored, including those abilities that are not mimicked by traditional deities.

POWERS OF THE CULT

The Power Index of the cult determines what it is able to provide to its members. Whenever a member of the cult's leadership (guides, counselors, emissaries, and the visionary) gains a level as an adept or cleric, they are immediately able to purchase one or more of these abilities, as outlined above. The costs for each of these abilities are listed in the descriptions below.



Granted Domain: For 1,000 PI, a cult may provide a single individual with the granted powers and spells of a single domain. Granted domains operate in all ways as standard clerical domains, providing bonus spells and granted powers each day to the cultist.

When a character with the cleric class gains a level in that class, he may seize a portion of the available Power Index to gain any of the cult's domains he does not already possess. A member of a cult may not ever take the same domain more than once and may never gain domains not possessed by the cult.

Spellcasting Ability: A cult cannot have clerics until it has enough Power Index to providing these religious figures with the ability to cast spells. Spellcasting ability is provided in one-level increments to members of the cult when they gain a level on a first come, first served basis. Any cult member who gains a level as an adept or cleric also gains the spellcasting ability as soon as the appropriate class level is taken and the cost of this ability is deducted from the cult's Power Index.

The following table shows the reduction in a cult's available Power Index when a

TABLE 3-3: CULT ACTIONS

Action Type	Temporary PI	Permanent PI	PI Requirements
Minor	1d4 * PI	PI	1,000 PI
Significant	1d6 * PI	1.5 * PI	10,000 PI
Critical	1d8 * PI	2 * PI	50,000 PI

Action Type: The type of action performed by the cult.

Temporary PI: This is the temporary increase in the Power Index gained by the cult when an action succeeds. One-half of this amount is lost, however, when the actions of a cult fail in their endeavors.

Permanent PI: This is the permanent increase in the cult's Power Index if their action succeeds. One-half of this amount is lost, however, when the actions of a cult fail.

PI Requirements: The Power Index of a cult determines the types of actions it can take, and how often those actions can be attempted. The PI Requirement reduces the temporary Power Index of the cult by the amount listed and represents the effort needed by the cult to undertake an action of a given type. Note, however, that this requirement is not the PI invested in the action attempt—it is, instead, a power tax above and beyond the effort of the cult. A cult can only take an action it can afford to pay the PI requirement for. Temporary Power Index spent in this way regenerates at the rate of 5,000 PI per month, provided the cult's actions do not fail. See below for the consequences of a failed action.

level of spellcasting ability is gained by one of its members. Note that the costs below are cumulative, each level must be paid for when a cleric gains the ability to cast those spells, and the cost is not reduced by the amount already paid for a previous level. For example, it requires a total Power Index cost of 511,000 in order for a cult to provide 1st- through 9th-level spells to one member. Clearly, only very large cults will be able to support this kind of activity and most cults will have many members capable of casting a few spells rather than a small number of members capable of casting higher-level spells.

Spells	Cost
Level 1	1,000
Level 2	2,000
Level 3	4,000
Level 4	8,000
Level 5	16,000
Level 6	32,000
Level 7	64,000
Level 8	128,000
Level 9	256,000

Spell Lists: Cults do not have access to all divine spells, as do standard religions. Instead, they have a smaller, customized list

of spells available to their clerics. The number of spells on a cult's spell list is determined by the cult and must be purchased using the cult's Power Index. Unlike many other cult abilities, spells added to the spell list permanently reduce the cult's Power Index – once a spell is added to the list, it must remain on the list as long as the cult exists.

Placing a spell on the spell list costs a variable amount of its Power Index, as shown below:

A divine spell may be added to the cult's existing spell list for 100 PI. This spell may be of any level and is added to the cult's spell list at the same spell level at which it is available for standard clerics.

A divine spell of 2nd- to 4th-level may be added to the cult's existing spell list as a spell of one level lower at a cost of 500 PI. That is, a 2nd-level spell can be added to the cult's spell list as a 1st-level spell, a 3rd-level spell as a 2nd-level spell, and a 4th-level spell as a 3rd-level spell.

An arcane spell of up to 5th-level may be added to the cult's existing spell list for 200 PI. This spell will be added to the cult's spell list two

levels higher than the level at which it is available for wizards.

An arcane spell of 6th- to 7th-level may be added to the cult's existing spell list for 500 PI. This spell will be added to the cult's spell list one level higher than the level at which it is available for wizards.

An arcane spell of 8th-level may be added to the cult's existing spell list for 1,000 PI. This spell will be added to the cult's spell list as a 9th-level spell.

Turning and Rebuking: A cult is capable of providing the ability to turn or rebuke undead to its clerics at a cost of 5,000 Power Index. When this ability is gained, the cultist gains all of the turning abilities of a cleric equal to his current level. Unlike spellcasting ability, a cultist may gain levels in the cleric class without the need to acquire this ability.

THE ACTIONS OF THE CULT

A cult's activities can go a long way toward improving their Power Index. By striving to increase their own power, or decrease the power of an opposing cult, the cultists can strengthen their own faith or send spears of doubt into the beliefs of their enemies. In general, the activities of a cult fall into the following categories:

Insignificant actions are those that have no bearing on the cult or its beliefs. The activities of most cultists fall into this category.

Minor actions have some bearing on the cult and the cultists' relationship to the core beliefs of the cult. A minor action ranges from the handing out of pamphlets outside the cult's temple or headquarters to street-corner proselytizing in a public place.

Significant actions are designed and executed in such a way as to provide the maximum benefit to the cult or the greatest detriment to the cult's enemies. Large-scale public displays (such as parades or rallies) meant to promote awareness of the cult (or the evil of the cult's enemies) are common significant actions. Less common, but no less significant, are attacks made against the property of enemy cultists. Setting fire to the headquarters of an enemy cult is a good example of this type of activity,

as is the theft of items important to the cult.

Critical actions are those that have a great impact on the cult as a whole, such as the construction of a major new temple, or those actions that can significantly hinder the ability of an enemy cult to operate. Constructing a massive pyramid of brass is one example of this type of action and assassinating the local emissaries of an opposing cult is another. The important thing about critical actions is that they will draw attention to the cult in a big way and should only be attempted a few times each year.

Each type of action can be used to increase the Power Index of the cult, usually for a temporary boost of power but sometimes in a permanent fashion. The table below illustrates the benefits provided by the actions taken by a cult, as well as information about how often a cult can undertake any of these actions.

CULT ACTIONS: SUCCESS OR FAILURE

When a cult decides to undertake an action to promote itself or cripple an enemy, it must determine how much of its available Power Index it wishes to expend in the effort. The Power Index, in this case, can be thought of as a shorthand method for determining the available resources a cult possesses. When an action is taken, the cult must first pay the temporary Power Index cost of the PI Requirement (see above) and then must determine how much of their permanent Power Index they would like to invest in the attempt. If the action succeeds (see below for the chances of a given action succeeding or failing), the investment is returned with interest and the cult benefits from its actions. If, on the other hand, the cult's actions fail, the cultists lose the invested resources and may be substantially weakened by their failure. To determine the success or failure of a cult, use the following system:

The cult is treated as a character and must make a power check in order to succeed at the given action.

The cult receives a +1 circumstance bonus for every 1,000 points of Power Index it invests in the attempted action. This bonus tops out at +10, regardless of the size of the cult. More than a single cult may attempt to work together, but the Power Index bonus for cults other than the initiating cult are

reduced by $\frac{1}{2}$ (that is, it requires 2,000 Power Index to provide a +1 bonus).

The DC of the check is based on the type of action being performed. Minor actions have a DC of 15, Significant actions have a DC of 20, and Critical actions have a DC of 30.

If an enemy cult is opposing the action, treat this power check as opposed and resolve normally.

The enemy cult receives a +1 circumstance bonus for every 1,000 points of available Power Index they dedicate to opposing the action. More than one cult can oppose the action of a single cult, but the Power Index bonus for cults other than the primary target are reduced by $\frac{1}{2}$ (that is, it requires 2,000 Power Index to provide a +1 bonus).

In the case of opposed rolls, the cult who wins the opposed power check is considered to have succeeded in their action (if they initiated the action) or to have prevented the action of another cult (if they were opposing the actions of another cult). If the initiating cult wins the power check, the defending cult loses all of the resources it applied to its defense, as do any cults who assisted them. If the initiating cult loses the power check, then it loses the Power Index as for a normal action and the defenders suffer no losses.

GAINING AND LOSING PERMANENT POWER INDEX

When permanent Power Index is gained or lost, there is a corresponding increase or decrease in the number of members of the cult. In the case of actions taken by the cult, this means that some followers may have been killed during the action (thereby returning any available Power Index they had used to the pool) or that followers joined the cult after a public success. Simply add or subtract the value of members who join or leave the cult until the permanent Power Index is equal to its new level.

Any increase in permanent Power Index is added immediately to the available Power Index of the cult. However, a loss of permanent Power Index is first subtracted from the available Power Index. If this loss would reduce the available Power Index below zero, no cultists lose any of their powers, but no new

powers may be gained until the deficit has been corrected.

Example: The Cult of the Ululating Light has a permanent Power Index of 43,000 and an available Power Index of 1,000. After a successful action to promote the cult's interests, the cult's permanent Power Index increases by 2,500 (to 45,500), as does its available Power Index (to 3,500). Shortly thereafter, one of the cult's emissaries purchases level two spellcasting ability (for 2,000 PI), reducing the available Power Index to 1,500. Note that this purchase does not change the permanent Power Index.

When cultists from the Eternal Scream Fraternity attack the Ululating Light's tower, however, they manage to inflict a great deal of damage, costing the Ululating Light 4,500 of its permanent Power Index. This reduces the available index of the cult to -3,000 (1,500 available Power Index minus the 4,500 lost). None of the cultists of the Ululating Light lose any of their abilities purchased as a result of the lost available Power Index, but they are unable to gain any new abilities until the permanent Power Index has increased enough to remove the deficit from the available Power Index (at least 3,000 permanent Power Index will need to be gained in this case to return the available Power Index to 0). Of course, it is also possible to regain some temporary Power Index by killing one of the cultists currently using it.

PLAYER CHARACTERS AND CULTS

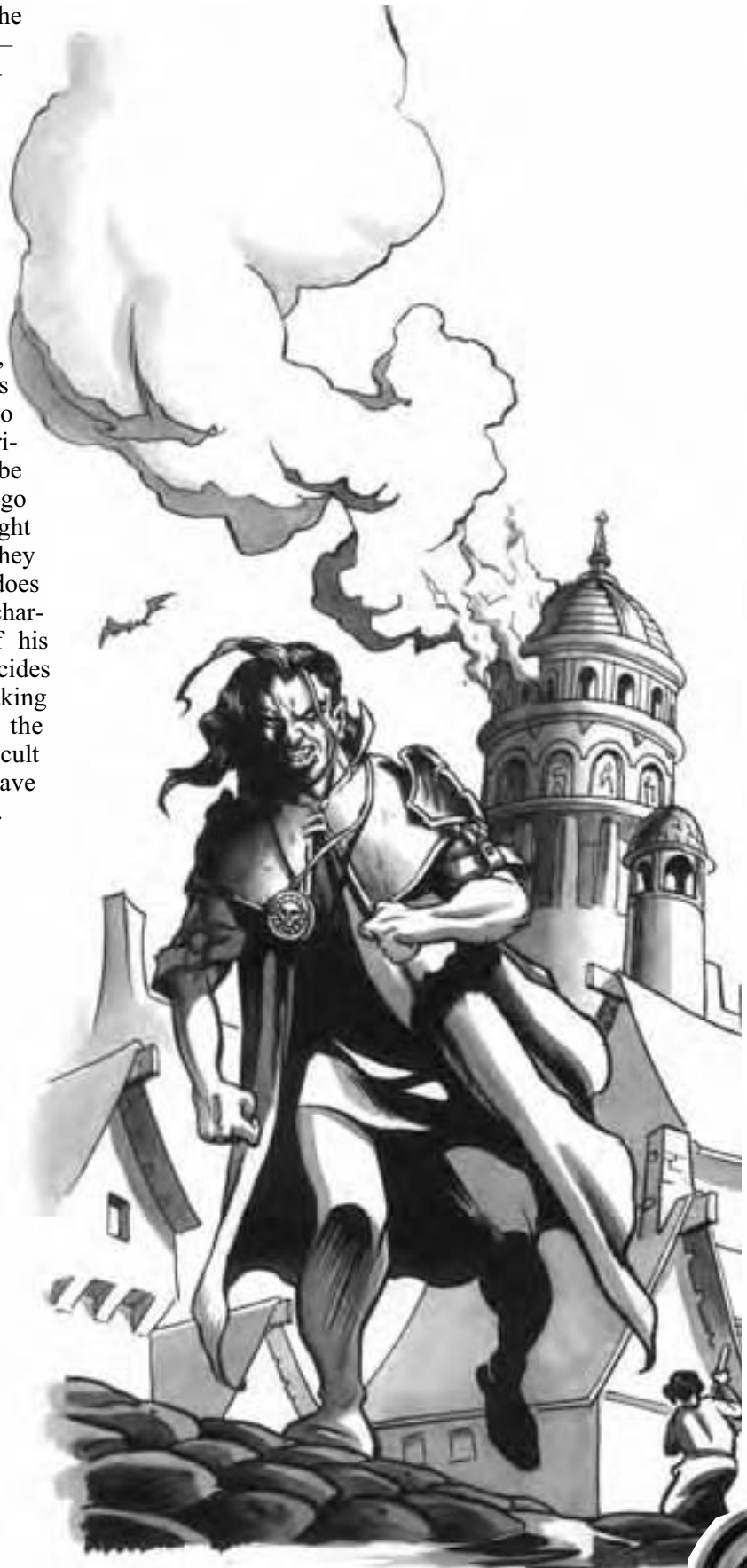
A player character can very quickly become an important member of any cult he joins. His willingness to undertake actions for the cult makes him a likely candidate for quick ascension through the ranks of the true believers and his personal power greatly aids the cult in general.

On the other hand, the character likely gains levels at a much more rapid pace than his fellow cult members and, if he is a cleric, will be eating up substantially more of the temporary Power Index than other members. This can make him a great many enemies and put him at the top of the hit list for enemy cultists who see him as a threat.

If player characters take part in an action on behalf of the cult (see above), the cult must still pay the PI cost for the action. The cultists can

provide some assistance to the characters and must also lay the groundwork for the attempt – everything from gathering intelligence to providing equipment or transportation may be the responsibility of the cult. The involvement of characters improves the chances for success of these actions and cults will be glad to assist in any way they can.

The downside to this, of course, is that characters who are cultists may find themselves unable to leave the cult after a certain period of time. The cultists will be loathe to let one of their agents go and will be even more distraught over the great loss in power they will suffer if the character does leave the cult. Even worse, the character himself will lose all of his divine powers the instant he decides to depart the cult for good, making him a very easy target for the cultists. Though working with a cult does have its benefits, it can have very serious downsides, as well.



CHAPTER FOUR

FAITH ORGANIZATIONS

This chapter contains information on disciplines of faith and schools that can instruct even the most pious clerics, paladins, and druids in ways to further influence the world with their divine will. Next you will find a section on spreading the word, a discussion of missionary ideas in your fantasy game. Finally, a variety of organizations are presented that can give meaning and direction to beginning and experienced characters of faith alike.

All text in this chapter is designated closed content. All rules-related material derived from the d20 System Reference Document is designated **Open Game Content**.

DISCIPLINES OF FAITH

Characters versed in the divine arts are continuously called upon to improve and strengthen their spiritual understanding and power. Some become great leaders, finding their own path by helping others on the way. Some turn to solitude and personal reflection. They find satisfaction through a deeper understanding of

themselves. And yet others seek spiritual growth through study and learning. They become masters of a discipline.

A discipline is a unique field of knowledge somehow tied to a clerical or divine purpose. These can range anywhere from mixing herbs to finding and protecting those with spiritual gifts. Disciplines enrich the soul and provide a greater depth of inner power.

Anyone who wishes to learn a discipline is called a student. There are typically 10 lessons to learn in a discipline. Once a student has learned at least half of the lessons in a discipline, he is considered a master and may teach others. A student who learns from more than one discipline will never be considered a master, although he may still teach as long as he has learned at least half the lessons of a discipline.

By spending the time and experience required for each lesson (outlined in Table 4–), a student learns a special technique. If a student undergoes a lesson but does not meet a specific requirement, then he cannot use the technique earned in the lesson until he meets the requirement. Even if a student does not meet all the requirements for a lesson, he can still learn it.

TABLE 4-1: DISCIPLINE COSTS

Lesson	XP Cost	Time Cost	Level Cap
1	100	1 week	1
2	300	1 day	2
3	600	2 days	4
4	1,000	3 days	6
5	1,500	4 days	8
6	2,100	1 week	10
7	2,800	1 week, 3 days	12
8	3,600	2 weeks	15
9	4,500	3 weeks	18
10	5,500	1 month	20

A student must always learn the first lesson of a discipline before advancing further. This determines the student's course of education. That first discipline is called the primary discipline and all others are considered secondary. Because each discipline has its own way of learning, it is more difficult for a student to learn the lessons of a secondary one. As such, a character must pay twice the normal XP cost to learn a lesson from any secondary discipline. A lesson can only be learned once and remains with a character for life.

Only a master can instruct others in arts of a discipline, but not all masters can use the techniques they teach. A master never needs to spend the XP required to teach a lesson, only the time and, if applicable, the gold.

The level cap listed in Table 4-1 details the ideal level that a character should be to learn a specific lesson. If a student wishes to undertake a lesson and does not meet the level cap, the XP costs are increased by 20% to reflect the difficulty of the lesson.

TRAVELING MASTERS, AND ACADEMIES

In order to learn a discipline, a student may either seek out an academy or employ a traveling master.

Academies are large organizations that are most often found within cities and metropolises, although a few are mobile. An academy has training rooms, all the necessary educational equipment, prayer services, and a staff of trained masters, usually one for every five stu-

dents. Since most academies are church funded, they are occasionally only open to clerics and followers of a particular deity or characters of a particular alignment.

However, there is hope for unaffiliated divine casters in the form of traveling masters. These masters are a little more common than academies and can be found almost anywhere. A character can locate a traveling master by succeeding at a Gather Information check (DC 25) and spending 1d4 weeks searching. Traveling masters are under no obligation to teach and can charge whatever rate they feel like. Some may ask for gold, magical items, or favors, such as destroying a cursed artifact, in exchange for their teachings. Some masters refuse to teach at all, and may require strong convincing to take on a student.

Traveling masters tend to be cheaper than academies since they do not have a huge staff to maintain. The kind of one-on-one learning to be had from a traveling master decreases the time requirements for a lesson by 15%.

BLACK WOOD HERBALISTS

The herbalists of the Black Wood began, humbly enough, as cooks for local inns and taverns. The three sisters who founded the discipline initially wanted a place to teach young girls the proper uses of herbs in food. Kimberly, Isabella, and Melissa Goodwright harvested their herbs from the nearby Black Wood, so named because of the dark-colored ivy that hangs from all the trees. Eventually, the three expanded their teaching to cover herbal remedies for problems as diverse as combat wounds and insomnia. This

shift marked an important change in the discipline and soon there were more students wanting to learn how to heal or how to properly spice a dinner. The Black Wood Herbalists are still highly respected cooks and their skill with spices, roots, and oils almost exceeds their knowledge of medicinals.

School Motto: Everything in Nature Has a Use.

ACADEMY

The original academy of the Herbalists was the Grovestone, which lay on the outskirts of the Black Wood. Several years ago, it moved to the center of the woods and has been there ever since. The rest halls and common rooms are built against enormous tree trunks, and surrounding the buildings on all sides are special gardens tended by friendly shambling mounds. The gardens are a virtual cornucopia of herbs, small plants, and fauna of every conceivable type and rarity. Four druids currently govern the Grovestone and they accept only dedicated students willing to stay on for at least four months. There is no charge for food and shelter, but lessons require a donation of 100 gp per month. This money goes to pay for herb hunters to bring back unusual specimens for the discipline leaders to study.

TRAVELING MASTER

Wendell Gobtree is a squat little man with a bulging face and thick glasses. He possesses a veritable fountain of herb lore knowledge but, unfortunately, few people share in his love of spice and plants and find his company rather boring and tedious. Gobtree considers himself the world's greatest traveling chef and after one taste of his famous hotpot soup, most people would be inclined to agree. He charges 1 gp per day for lessons.

LESSON ONE – HERBLORE

A student of the Herbalists receives quite an education regarding various plants and their uses. She gains a +2 bonus to all Profession (herbalist) checks and may consider it a class skill.

LESSON TWO – EDIBLES AND POISONS

Which plants are safe to eat and which are not? This question has plagued many an adventurer who is low on rations and wondering

what that pink mushroom would do to his growling stomach. In this lesson, a student learns the names of common plants and weeds and quick tricks to determine if they are edible or not. She gains a +4 bonus to Wilderness Lore checks for this purpose.

LESSON THREE – TEA READING

Foretelling the future by the patterns in tea leaves is an ancient art form. The Black Wood Herbalists have their own version, which produces surprisingly accurate results. This technique duplicates the effects of the *augury* spell and can be performed once per day.

LESSON FOUR – HEALING SALVES

Certain herbs, when mixed appropriately, are very helpful in closing wounds, preventing infection, and stabilizing a dying character. If a student who knows this technique has 5 or more ranks in Profession (herbalism), her synergy bonus on Heal checks increases to +4.

LESSON FIVE – EXTRACT POISON

Deadly poisons can strike without warning. Small children are prone to munching on pretty flowers, while adventurers often come in contact with irritable snakes or nasty traps. Extracting a poison is a delicate process since it does not necessarily cure the poison or its initial affects. A character who knows this technique can use a Heal check (DC equal to the poison's save DC) to extract a poison and prevent any further damage it might cause. Initial damage is not healed by this technique.

LESSON SIX – CURE DISEASE

Some curative balms are very helpful to a healer confronted with disease. Although they generally smell awful, these balms must be smeared over the diseased individual's skin, particularly in areas where the disease is highly active. A student who knows this technique can make a Heal check (DC equals 10 + the disease's save DC) to cure a disease. This duplicates the effects of the *remove disease* spell. The ingredients necessary to create the balm cost 150 gp.

LESSON SEVEN – HEALING OILS

The recipes for minor healing oils have been refined and perfected over the centuries. A student learns how to mix these oils from common ingredients found in healer's kits and small

herb gardens. They are non-magical in nature but greatly aid in the recovery of an injured individual. If a student who knows this technique has 10 or more ranks in Profession (herbalism), her synergy bonus on Heal checks increases to +6. Treated individuals recover two hit points immediately and naturally heal at twice the normal rate for 24 hours.

LESSON EIGHT – DISPELLING INCENSE

Incense and spice are great for relaxation and clearing the mind of harmful enchantments. A character who knows this technique can use a Heal check (DC equal to the spell's save DC) to dispel an enchantment on a character or animal. This duplicates the effects of the *break enchantment* spell. In order for the student to perform the Heal check properly, the victim must breathe in the fumes of the burning incense. The incense costs 150 gp per application.

LESSON NINE – ADVANCED POTIONS

Requires the Brew Potion feat. Other spellcasters may have the knowledge to put together potions, but none can make them quite as strong as the Herbalists of the Black Wood. The Herbalists bring an immense mental library of useful herbs to the alchemy table. Provided that the herbalist knows and can cast the spell, she can now brew a potion of any spell of 4th level or lower.

LESSON TEN – MASTERY OF PLANTS

A Black Wood Herbalist eventually develops a supernatural control over plants and sentient plant creatures. It is not so much a dominating presence as an awe-filled friendship. The plants look up to and respect the herbalist's knowledge. Once per day, a character with this technique can express her mastery of plants, which mimics the effects of the *command plants* spell. Charmed plants, however, never overcome the enchantment unless the Herbalist personally attacks them.

ANRATH NATURALISTS

Centuries ago, the druids of Anrath made a terrible mistake. They tried to create the perfect being with the powers of animal and man. These beastmen were cruel, heartless monsters and had to be destroyed. It was a hard lesson for the druids. And yet, some foolish individuals failed to learn from this great tragedy and continue to nourish the old dream in secret. The



Anrath Naturalists were formed to combat those dark few who even now create such atrocities.

Motto: Become What You Hunt.

ACADEMY

The Naturalist Academy of Greenleaf has only just opened. It currently inhabits a large, hollowed-out redwood tree, but that is only temporary until it can afford the construction of a new facility. To raise funds, the headmaster, Niles Bladesparrow, has already begun taking students. Price for study is 50 gp per week. Students must sleep under the stars but the food is free and they hold a great feast at the beginning of each week.

TRAVELING MASTER

The half-orc, Malachi Silverclaw, stands an impressive eight feet tall. He picked up his nickname by the giant silver claw he wields as a weapon. Not overly friendly, Silverclaw takes on students periodically and charges 5 gp per week for lessons. He is currently tracking down an old enemy, an elf-fox named Beldar Dreamsong.



LESSON ONE – TRACKING

The first lesson of the Naturalists focuses on how to identify different tracks while keeping an eye out for unusual or unnatural ones. The student gets a +2 bonus to Wilderness Lore checks while tracking, and Wilderness Lore is considered a class skill for the character.

LESSON TWO – TRAPS AND CAGES

The Naturalists often want to capture a creature alive, rather than just hunt it down and kill it. To this end, much of their early training revolves around the creation and maintenance of traps, as well as learning which traps are most effective against certain types of creatures. This knowledge grants the character a +2 bonus to Craft (trapmaking) checks, Wilderness Lore checks related to traps, and Search and Spot checks to notice a trap.

LESSON THREE – SURPRISE ATTACK

The Naturalists believe that getting the job done is more important than the method used to accomplish it. Forgoing fair play, this lesson teaches a student how to make a surprise attack by staying downwind, keeping silent, and remaining still. These are all tools used to prevent an animal from sensing an attack. This negates any extraordinary ability that would otherwise save an opponent from a surprise attack by the Naturalist.

LESSON FOUR – NET MASTERY

One of the favored weapons of the naturalist is the net because an animal's strongest asset is usually its speed, and the net denies them that. As a result of his training, the student gains the Weapon Focus (net), and he can use it at twice the normal range.

LESSON FIVE – THE HUNTSMAN

For this lesson, a student and master enter a forest with heavy foliage and practice hitting small targets from a distance. The goal of this training is to refine ranged attacks on creatures with cover or concealment. When performing a ranged attack, a character with this technique treats his targets as if they had one degree less cover or concealment. This does not apply if the target has full cover or concealment.

LESSON SIX – NATURAL DISARMING

A Naturalist must be ready to fight enemies that

attack with tooth and talon as well as tempered steel. As such, the group designed a method of striking that temporarily disarms a natural attack such as a claw or bite. By striking the limb in such a way, the Naturalist stuns the limb so that it cannot be used in combat. A character with this technique makes a standard disarm roll against an opponent. However, on a successful disarm, the opponent cannot use the stunned limb for a number of rounds equal to $1d4 +$ the Naturalist's Strength modifier. This technique can be used against any opponent using natural weaponry, including monks.

LESSON SEVEN – ANIMAL TAMER

In an ancient ceremony, the naturalists can strengthen their spiritual dominion over the animal kingdom. This is a well-guarded secret passed down by the druids of Anrath. A character with this technique casts spells from the Animal domain at +1 caster level, regardless of whether or not they were prepared as domain or regular spells.

LESSON EIGHT – ANIMAL KNOWLEDGE

The Naturalist student is taught how to target key muscle joints and how to follow an animal's movement to predict its next position. He gains a +1 bonus to attack and damage rolls when fighting animals.

LESSON NINE – CLOAK OF NATURE

Students of the Anrath Naturalists are given an incredible supernatural ability at the end of this weeklong ritual. A character with this ability can magically blend into his surroundings, granting him a +10 circumstance bonus to Hide checks when in the wilderness.

LESSON TEN – CALL OF THE WILD

By far, the most dangerous ability a naturalist can possess is the power to summon forth several dire animals to do his bidding. This ability mimics the *summon nature's ally VII* spell. It summons $1d4+1$ dire lions 75% of the time or $1d2+1$ dire bears 25% of the time. A Naturalist can use this ability once per week.

THE MOONRUNNERS

During the age of malice, attendance and trust in religion were at all-time lows. This angst was no doubt encouraged by the many rulers hoping to shift the bitterness and anger of the

populace away from the seats of power and towards the pulpit. They looked for any excuse, any small transgression, to take church leaders to trial. Executions were common. Several churches banded together to form a more secure, more honest means to communicate and send packages back and forth to one another. They needed trusted servants who could bypass government roadblocks and bandits without much aid. Thus the Moonrunners were born. An elite band of messengers who could travel great distances with incredible speed, the Moonrunners are highly respected among many religions.

Motto: Always Finish What You Start.

ACADEMY

One of the five great Moonrunner academies, Starview stands tall and proud among the icy peaks of Eastern Torent. Seven stories high and shaped like a cone with a large balcony on each floor open to the sky, Starview teaches around 400 students at a time. The trails around Starview are ideal for running and on most nights, the sky fills with thousands of stars. A cleric named Saxibar Knox and his wife Neria run the academy. Costs for study are 120 gp per month, which includes room and board.

TRAVELING MASTER

A forest elf with short dark hair and lavender eyes, Lydia Frost often makes runs between the church in Areth to its sister church in Kerlsdale. She has a large scar across her cheek, which she attributes to a tangle with a bulette. She charges 2 sp per day for training but she is always on the move and is liable to stop teaching after any lesson.

LESSON ONE – SLEEPING MARCH

On long trips sleep is a commodity, especially when time is an issue. The Moonrunners teach a student how to keep their legs moving in a steady rhythmic motion while the rest of the body sleeps. And yet, the mind remains aware enough to keep to a path or road. Upon learning this lesson, a character can rest while on the move but only on roads or well-traveled paths. She remains only dimly aware of her surrounding but will turn or stop based on the curves of the road. She cannot run while sleep marching but maintains a strong stride. Oftentimes, two Moonrunners travel together like this taking turns resting so that at least one keeps watch for danger.

LESSON TWO – MOONSPRINT

The Moonrunners got their name because they mostly traveled at night and used the moon to replenish their strength. A student of this discipline learns to draw energy from the surrounding light to maintain her stamina. She can run indefinitely under moonlight.

LESSON THREE – LEAP OF RAYS

The very air around a Moonrunner vibrates with the energy of light. A student of this school learns techniques to harness this energy to quicken her movement. Her first lesson teaches her how to travel on these rays in short bursts. This technique bestows a +4 circumstance bonus on Jump checks when she is under the light of the moon.

LESSON FOUR – WORLD MAP

In the course of their travels, the Moonrunners have amassed a large collection of maps. A new student must pour through these documents as part of her training so that she understands the world she must travel through. This grants her a +2 bonus to Intuit Direction checks and makes it a class skill. If a character with this technique possesses 5 or more ranks in Intuit Direction, her synergy bonus to Wilderness Lore checks increases to +4.

LESSON FIVE – CAT'S EYES

A student spends a lot of time traveling with her master at night to learn this lesson. Her eyes sharpen and she develops the ability to pick out shapes and objects in low light. In addition, she drinks a strange concoction of potions to improve her vision at night. From this, a character gains the extraordinary ability to see in moonlight as if it were daylight, gaining low-light vision. Characters who already have low-light vision gain no benefit from this lesson, but must still train in it to progress in this school.

LESSON SIX – STARWEAVING

The stars in the sky have an energy all their own, and with training a Moonrunner can learn to harness this energy. With a little patience, it can be used to lengthen the reach of a Moonrunner's spells. A character with this technique can cast spells as if using the Enlarge Spell feat, even without possessing the feat or paying its normal cost. This ability only works when under the light of the stars.

LESSON SEVEN – LUNAR BLUR

By manipulating the energy of moonlight and wrapping it around themselves like a blanket, Moonrunners become difficult to see and appear slightly blurred. This duplicates the effects of the *blur* spell as cast by a 10th-level sorcerer can be used under moonlight or starlight as a spell-like ability, three times per day.

LESSON EIGHT – MOONLEAP

The original Moonrunners had to sneak past roadblocks, bandits, and all sorts of nasty traps and hindrances on their journeys. They developed the moonleap technique to help them bypass these obstacles. A student of the Moonrunners gains the supernatural ability to travel between moonlight as if by means of a *dimension door* spell. The magical transport must begin and end in moonlight, and the Moonrunner can travel up to 100 ft. once per day in this manner.

LESSON NINE – MOONFLIGHT

The Moonrunner student perfects her travel on the energies of moonlight in this lesson. This supernatural ability duplicates the effects of the *fly* spell cast by a 6th-level sorcerer and can be used once per night, and only under the light of the moon.

LESSON TEN – MOONRUN

By changing her energy patterns to match that of the light around her, a master Moonrunner can travel incredible distances in a very short time. This is a supernatural ability that mimics the effects of the *teleport* spell, usable once per day. Like the moonleap ability, she must begin and end her journey under the light of the moon.

WARRIORS OF THE PHOENIX

The warriors of the phoenix were once a secret organization made up of wealthy clerics. Over time, they formed a discipline that studied the habits and powers of the mighty phoenix. They uncovered the secrets of self-preservation and virtual invulnerability. Recently, they have become more accepting of new members and openly admit to meddling in many governmental decisions. The Warriors have a strong political presence in many lands and are a dangerous group to anger.

Motto: To Die in Fire is To Be Born Again.

ACADEMY

The House of Braziers is a large mansion easily found in the wealthy section of Xaria. The academy has been in the Brazier family for almost 14 generations. Oliver Brazier III runs the academy, although his fading health suggests that the mantle will soon pass to one of his three children. However, none of them seem interested in continuing the academy. Costs for study are 3,000 gp per six-month semester. This includes room, board, and all necessary supplies and services.

TRAVELING MASTER

Horez Dekar, once a stable leader of his own temple, resigned after he made a small mistake that resulted in the death of a young girl. The distress of this accident has haunted his nightmares for years. He prays daily for a quest, some divine service that will help him overcome his guilt. Horez has taken a vow of poverty and does not accept money for lessons. However, he expects students to pay for his food and rooms at inns.

LESSON ONE – COMMANDING PRESENCE

The Warriors are sometimes accused of being all talk and no action. There is a little truth to this claim. The Warriors are great speakers and continually work to refine a commanding presence. This technique grants a +2 circumstance bonus to Intimidate checks and makes it a class skill.

LESSON TWO – A STRONG BODY

The Warriors practice a strict morning exercise regimen that helps to keep the body healthy and strong. Sit-ups, jogging, and personal prayer are all important parts of this routine. The result is a +1 inherent bonus to all Fortitude saves.

LESSON THREE – A QUICK WIT

As part of the Warrior's training, a student practices verbal responses and fast-talking. She studies stories of heroes that used their minds to get out of dangerous situations. The result of this knowledge is a +1 inherent bonus to all Will saves.



LESSON FOUR – A FAST REACTION

Simple muscle exercises performed regularly help to keep the body tense and quick to respond. The student develops a faster reaction time and keeps her body in prime condition. The result is a +1 inherent bonus to all Reflex saves.

LESSON FIVE – FLIGHT OF SMOKE

The Warriors prefer to avoid battle whenever possible, and will leave a fight rather than risk their lives. After learning this technique, the character may once per day declare that she is using the flight of smoke. For one round, the character provokes no attacks of opportunity for movement of any kind.

LESSON SIX – WINGS OF FIRE

The phoenix is a creature of fire. Its wings spread in glorious flame around it. The Warriors have a small prayer to the phoenix, which generates a shield of fire for protection. This is a supernatural ability, usable once per day, that duplicates the effects of a *fire shield*.

LESSON SEVEN – BODY OF FLAME

The Warriors have spent a great deal of time, money, and effort to study the body, and as a result they know many of its secrets. Through intense meditation they can purge their body of all foreign matter. This cures diseases, neutralizes poisons, and expels parasites. A character must spend five rounds doing nothing but intense concentration to cleanse his body in this way, after which he is affected as if targeted by both *remove disease* and *neutralize poison*. This ability can be used three times per week.

LESSON EIGHT – HEALING REST

Through intense prayer and ritual, the Warriors have mastered the technique of self-healing to an amazing degree. With just eight hours of rest, a character with this technique can heal all lost hit points. However, should the rest be interrupted, no hit points are recovered.

LESSON NINE – SENSE OF DANGER

The Warriors of the Phoenix train a student to maintain a constant state of awareness. As part of his training, the student is led by the master to a lake. The student is blindfolded and forced to walk on a thin bridge while avoiding rocks thrown by the master. This treatment leads to an extraordinary sense of dodging danger. A character with this technique is never surprised.

LESSON TEN – REINCARNATION

The Warrior at this level has perfected his connection with the phoenix to the point that he can now reincarnate himself. To learn the lesson, a student must drink various elixirs made from the feathers of a fallen phoenix. Upon death, other than by old age, the Warrior of the Phoenix resurrects one hour after death. He emerges at full hit points and one level lower due to the shock of dying and being reborn. However, he retains all the knowledge and abilities of this discipline.

This ability works only once, after which time the character loses this ability and may never regain it. All other abilities gained through the school are retained as normal.

THE SKEPTICS OF RATH

When the Archduke Erlos granted complete freedom of religion in his country, he thought that he was making a humane and enlightened decision. However, the ramifications that followed were not as beneficial as he would have liked. Con artists swarmed into Rath like locusts. Soon over half its citizens were destitute slaves to these self-proclaimed prophets. The true churches were furious and began a desperate battle to keep their followers from being led astray by these charlatans. The churches organized the Skeptics to seek out and expose these frauds. The Skeptics surpassed even the most optimistic expectations. Within months, many of the false religions were completely overturned, their altars smashed and their ill-gotten coffers plundered. The Archduke soon retracted his decree. Although abuse of this kind is not common anymore, the skeptics still patrol the kingdoms ferreting out those who use faith to exploit the weak.

Motto: The Blind Are Easily Led Astray.

ACADEMY

Ringfield's Academy of Religious Validity teaches young clerics and men of all ages the finer points of skeptical philosophy. The academy itself is a large, rectangular building with very elaborate decorations on the sides, roof, and front steps. Ringfield's is an old academy with a proud tradition. William Leguin, an experienced halfling with friends and connections in just about every royal circle, currently runs the academy. Costs for study are 15 gp per week without room and board or 16 gp per week with room and board.

TRAVELING MASTER

Lady Pernelia Finch is a vehement old woman with refined taste and elegant manners befitting someone of noble rank. In fact, she was once a duchess until her foolish husband lost all their money to a scam artist who offered spiritual enlightenment through questionable means. After her husband died of a heart attack, Pernelia entered the monastery. She soon learned the arts of the Skeptic and now works diligently to prevent others from suffering her husband's mistake. She charges 1 gp per day for lessons, and students are expected to follow her in her inquiries and learn by example.

LESSON ONE – RELIGIOUS STUDIES

Before a Skeptic can condemn a religion for being false, he must first know what makes one true. This can prevent an embarrassing and potentially harmful mistake. Students are given a crash course on the gods, their followers, key tenets, and church histories. The student gains a +2 bonus to all Knowledge (religion) checks.

LESSON TWO – RAPT ATTENTION

Con artists employ many techniques in their elaborate scams but their most dangerous weapon is the power of their words. A student of the Skeptics learns the various verbal tricks and physical cues employed to catch lies and see through persuasive fantasies. These skills grant the student a +2 bonus to all Sense Motive checks, and Sense Motive becomes a class skill.

LESSON THREE – CYNICAL MIND

A Skeptic believes little that he hears, unless it comes straight from the mouth of a deity, and even then there is always some doubt. They develop a cynical mind, which grants a +2 bonus to all saving throws against enchantments and mind-influencing spells and abilities.

LESSON FOUR – TONGUE OF THE VIPER

It takes more than truth to compete with the words of a competent liar. Sometimes the fear of divine retribution is the only answer to the honeyed promises of a charlatan. Students are taught how to utilize fear in their words and sermons, granting them a +2 bonus to Intimidate checks and making it a class skill.

LESSON FIVE – SMOKE AND MIRRORS

Arcane magic has a history of being used to fake heavenly signs of power. As such, Skeptics are always on the lookout for magic, and they learn techniques to help them see through simple parlor tricks and magical leg-erdemain. The Skeptic gains the ability to cast *detect magic* at will as a spell-like ability.

LESSON SIX – SCAN MIND

What a person says and what a person thinks are often two different things, and the easiest way to catch a lie is to go straight to the source. Skeptics have mastered the mental requirements to read another individual's mind. This spell-like ability duplicates the effects of the *detect thoughts* spell and can be used three times per day.



LESSON SEVEN – EYES OF TRUTH

A Skeptic studies objects and people in great depth. She can see tiny imperfections and characteristics that are often overlooked. Illusions, in particular, require a great deal of observation to pierce. This technique allows the Skeptic to see through an illusion by making a Spot check (DC equal to the spell's save DC). This extraordinary talent duplicates the effects of a *true seeing* spell, but it only reveals the truth behind illusions.

LESSON EIGHT – HANDS OF TRUTH

An illusion only has as much power as the belief of those that see it. If a Skeptic knows that something is an illusion, she can convince those around her to stop believing in it. She makes a Diplomacy check (DC equal to the spell's save DC), success indicating that all allies that can hear her automatically make their saves to disbelieve a single illusion in the area.

LESSON NINE – SHATTER THE STONE

The Skeptics have mastered the ability to send out an intense magical blast that shatters troublesome magical devices. As a supernatural ability, a character with this technique can try to shatter a magical object, once per day. This duplicates the effects of a *shatter* spell but the object in question receives a -10 penalty to its save.

LESSON TEN – DIVINE INTERVENTION

Some powerful sorcerers and wizards use magic to control the minds of the populace. This can make the Skeptic's job quite dangerous, especially when hordes of mind-controlled followers are threatening to terminate an intruder to their temple. The Skeptics devised a divine ritual for such occasions that calls upon heavenly support. Once per day, as a spell-like ability, a character with this technique can cast the *break enchantment* spell on all creatures within a 20-ft. radius.

VOICES OF SOLUVO

Many clerics and politicians go to the Voices of Soluvo to learn the art of speaking to and controlling large crowds. Quite possibly the oldest discipline still in practice, the Voices of Soluvo can be traced all the way back to the very first clerics. They take the power of

language to new heights and are masters of the vernacular. Thrilling sermons and inspiring speeches are always in demand, so a Voice rarely has trouble finding work.

Motto: The Power of Words Can Move Mountains.

ACADEMY

The Belltower in the port city of Laureth grew up around an old lighthouse. The lamp and the top of the lighthouse are still intact, but they only shine during the extremely foggy weather common to the area. Leonardo Caltrain, a half-elf with long, silver hair and a broad smile, runs the academy with strict precision. Price for study at Belltower is 150 gp per month, which includes room and board.

TRAVELING MASTER

Known only as the Red Marquis, this obese teacher wears a deep scarlet robe that gives him the comical look of a large tomato. The Marquis has a thick black beard, a deep booming voice, and a large appetite. He is typically found traveling with a mute assistant name Bergle. The Marquis will take a student for 5 gp per day and Bergle often appreciates the help carrying his luggage. A truly pious man, the Marquis moves from town to town taking freelance work to encourage church attendance and larger offerings.

LESSON ONE – FRIENDLY EAR

In order to speak well, one must also be able to listen. Perhaps the hardest lesson for a student to learn, the friendly ear requires a student to sit with the master while he regales some of the most boring, complex, and lengthy stories imaginable, occasionally surprising the student with quizzes. This technique grants the student a +2 bonus to Concentration checks.

LESSON TWO – KEEN EARS

Lesson two continues to stress the importance of listening as the master trains a student to concentrate and pick up on unique conversations in crowded situations. This technique grants a +2 bonus to Listen checks and makes it a class skill.

LESSON THREE – STRONG VOICE

In this lesson, a student learns how to project her voice and stress certain syllables for greater

effect, as well as how to speak with authority even on topics of which she has minimal knowledge. The student gains a +2 bonus to Intimidate checks, and Intimidate becomes a class skill.

LESSON FOUR – MELODIOUS VOICE

A deep, soothing voice can lull a listener into a relaxed state and make them more open to suggestion. In the melodious voice lesson, a student develops the extraordinary ability to hypnotize animals and people with just his voice. This duplicates the effects of the *hypnotize* spell and can be used three times per day as a spell-like ability.

LESSON FIVE – GENTLE VOICE

The first of several speech lessons, the gentle voice technique works on the student's ability to remain calm, properly enunciate, and speak with a soothing tone of voice. As a result, the student gains a +1 inherent bonus to Charisma.

LESSON SIX – STUNNING SHOUT

The stunning shout is an extraordinary ability usable only once per encounter. It requires one full round action to make a stunning shout against a single opponent. The opponent must make a Will save opposed by the student's Intimidate check or be stunned for a number of rounds equal to 1 + the student's Charisma modifier.

LESSON SEVEN – DISTRACTING VOICE

Those students who learn the distracting voice gain the extraordinary ability to change their speech so that it quickly draws the attention of all within earshot. The student has to spend a full round action speaking and gesturing wildly to initiate this effect. Anyone within 30 ft. of the speaker must make a successful Concentration check (DC 10 + the Voice's Charisma modifier + 1/2 the Voice's level) in order to perform any action that requires concentration, including spellcasting and some skills.

LESSON EIGHT – CLEAR VOICE

Projecting one's voice requires a good understanding of acoustics. A student of the Voices is taught the extraordinary ability to project his voice no matter his surroundings. With this technique, a character can speak clearly to subjects as far as 300 ft. away. Spells that require a



target to hear the verbal components, such as *charm person*, can be used on any target within this range, regardless of the spell's normal range.

LESSON NINE – SHATTERSCREAM

In this lesson, a student studies the various pitches of sound and how they can affect listeners and objects. The shatterscream is a supernatural ability, usable once per day. When a student uses a shatterscream, all creatures within a 30-ft. radius must make a Reflex save (DC 15). Failure means that the creature is deafened for 1d6+1 hours, suffering all the normal effects of that condition. Creatures that are deaf or have some other means of hearing are not affected by this ability.

LESSON TEN – SUNSPEAK

The ultimate speaking technique taught by the Voices is the supernatural ability to communicate with one's mind. Once per day, a character with sunspeak can talk to another character via telepathy for 10 minutes, regardless of their distance. Both the speaker and the listener must be on the same plane.

HEALERS OF THE WHITE HAND

Common superstition states that it is very bad luck to harm a member of the White Hand during war since these healers are neutral and tend to the wounded on both sides. The Healers often wear large, white scarves around their necks for easy identification. Originally, they wore bright white gloves, which is how the discipline got its name. These healer's gloves were magical in nature, never stained, and aided healing tremendously, but the art for making them has been lost and most members of this discipline do not have them. The Healers of the White Hand proudly help all who are injured regardless of race and alignment. This philosophy has never changed throughout the Healer's long history.

Motto: As Long As There is Life, There is Hope.

ACADEMY

The Sisters of Grace Hospice is four stories tall and made from thick, white granite. The bare walls are punctuated by numerous stained glass windows. The very self-possessed Reginald Black runs the academy. He has never failed to save a patient no matter how severe the problem. Cost for study is 1,000 gp per six-month semester. This includes room and board.

TRAVELING MASTER

A kindly old lady in her late forties, Winter Mayflower believes in proper grammar, good hygiene, and pleasant company. Prospective students that do not meet these criteria must do some heavy convincing or be turned away. As a child, Winter lost her whole family to the plague. She miraculously walked away unscathed. Winter does not take money for teaching but likes magical jewelry, clothing, and miscellaneous accessories.

LESSON ONE – THE HEALING PROFESSION

The Healers of the White Hand have turned healing into more than just a profession; it has become an art form. This lesson bestows a character with a +2 bonus in Profession (healer) and makes it a class skill. If a character has 5 ranks or more in this skill, she gains a +2 synergy bonus to Heal checks.

LESSON TWO – NEEDLES, THREAD, AND SPIRITS

Borrowing the methods of the seamstress and adding a little of their own medicine, the Healers have developed several quick methods for patching up the wounded. A student practices various speed stitching and mending techniques until the master is satisfied with the quality and pace of her work. A character with this technique gains a +5 circumstance bonus when administering first aid.

LESSON THREE – VETERINARY MEDICINE

The Healers serve all walks of life, not just the intelligent ones. Farmers often turn to the Healers to cure an ailing cow or help a crippled horse. Students work for several days with animals, and as a result they gain a +2 bonus to Animal Empathy checks.

LESSON FOUR – COMBAT MEDICINE

The Healers of the White Hand truly shine on the fields of battle. By keeping a close watch on a fight, a student is taught how to quickly move in and grab a fallen or wounded ally without incurring an attack of opportunity. The Healer learns how to cast any *cure* spell in a threatened area without incurring an attack of opportunity in the event that a wounded character cannot be moved without causing further harm.

LESSON FIVE – EMPOWER CURE

By putting forth a little extra effort, a Healer can greatly increase the power of his *cure* spells. He can pay one slot higher than the spell's normal cost to cure an additional point of damage per caster level.

LESSON SIX – POTENT POTIONS

Healing and cure potions mixed by the Healers are much stronger than normal. Students are given very precise recipes with exact measurements of each ingredient, the proper time to cast each spell, and a couple of secret components that make the potions more powerful. *Cure* potions mixed by the Healer restore the maximum hit points possible. For example, a *cure light wounds* potion mixed by a 6th-level cleric would normally heal 1d8+6 hit points of damage. A potion mixed with this technique automatically heals 14 hit points of damage.

LESSON SEVEN – ADVANCED HEALER

The Healers have various rituals and techniques to strengthen their connection with the divine. By performing these rituals, a student greatly improves his spellcasting abilities. From this point forward, the character casts all Conjunction (Healing) spells at +1 caster level.

LESSON EIGHT – FAST HANDS

In war, a Healer is normally torn in several different directions at once; so many wounded, so little time. Speed is the essence of this lesson, which teaches a student to move his attention quickly among the wounded. Three times per day, the Healer can cast a *cure* spell as a free action. He may only use this ability once per round.

LESSON NINE – EXPERT HEALER

The Healer's skills in the arts are increased with a deeper understanding of healing magic, and she furthers her connections to the divine through self-improving rituals and prayers. Three times per day, healing spells cast by a character with this technique act as if cast with the Maximize spell feat, but without the cost.

LESSON TEN – MASTER HEALER

A Healer at this level can perform miraculous healing. Her connections with the divine have reached their pinnacle and her healing spells are incredibly strong. Three times per day, healing spells cast by the Healer are treated as if cast with the Empower spell feat, but without the cost.

LIONGUARD

When times are tough and hope seems to disappear, the Lionguard step in to inspire and bring out the best in those around them. They are not seekers of personal glory, but instead strengthen others with the power of purpose and determination. This discipline evolved from the work of counselors. The clerics of Hayden discovered a desperate need in the young for accomplishment, but noted that a lack of encouragement, personal fear, and insecurities denied these young people any hope. The Lionguard formed to challenge these obstacles and to help the doubtful achieve their dreams.

Motto: Seek the Strength Within.





ACADEMY

The Lionguard Academy of Kaylorne has turned out many fine young men and women for all of its 180 years of history. Currently run by Desibelle Kant, a knight of incredible renown, the academy teaches around 200 students at any given time. On the outside, visitors see a nondescript two-story structure with glass pane windows placed at regular intervals around the second floor. However, upon stepping inside a visitor is often amazed by the startling array of flowing tapestries, glass structures, and other beautiful pieces of art that decorate the halls and classrooms. These are recent additions, rumored to be purchased from a red dragon's hoard, although Desibelle refuses to confirm or deny such tales. Costs for study are 80 gp per month. Any graduate that completes the first five lessons of the Lionguard at this academy receives an impressive masterwork shield decorated with the academy's logo as a gift.

TRAVELING MASTER

Grushenka Kasloff is a surly dwarf with a sharp tongue, thick blonde hair, and a love for mixing drinks. Her hatred for the undead is only overshadowed by her loathing of poor wine.

Although Grushenka likes to pick on her students, she is a competent instructor and her jests are all in good fun. She charges 6 sp per day for lessons and a student better be willing to try some of her unusual drink concoctions.

LESSON ONE – OPTIMISM

The Lionguard try to instill a strong sense of optimism and morality in their students. A student learns to see how all trials, even bad ones, are an opportunity for spiritual growth. The result of this optimism is a +2 morale bonus to saves against fear effects.

LESSON TWO – ENCOURAGE ALLY

Sometimes all people need for success is a little confidence in themselves and their abilities. A student of the Lionguard is given many helpful ideas on how to inspire faith and self-assurance in another character so that they increase their performance. When aiding an ally in combat, the benefits last an additional round. Additional aid does not stack.

LESSON THREE – RELAX ANIMAL

A calming word. A gentle touch. A sincere smile. There are many ways to soothe a frightened or upset animal. For this lesson, the student and master visit an animal farm or zoo and interact with the animals. The student is taught how to focus an animal's attention away from sources of fright. The character can now calm an animal with an Animal Empathy check (DC 15). This duplicates the effects of the *calm animals* spell.

LESSON FOUR – INSPIRE CONFIDENCE

Fear is always the greatest obstacle to success because it can cause an individual to not even try. The fear of failure, the fear of pain, and the fear of loss are difficult challenges to overcome. The Lionguards know just what to say to strengthen a person's resolve and confidence, and they can uplift a frightened ally or dispel the effects of fear. A character with this ability can make a Diplomacy check (DC 15) to negate the fear of another character, even if it is magically induced.

LESSON FIVE – INSPIRE LEADERSHIP

The Lionguard are famous for taking a young man of simple background and turning him into a great hero and leader among men. With the Lionguard's support, any character can

assume a position of leadership. So blessed is the Lionguard with divine purpose that merely their presence is a boon to those around them. As a supernatural ability a student with this technique can grant another character a +2 bonus to all Charisma checks and Charisma-related skill checks. This ability works as long as the Lionguard can be around to bolster the affected character. A Lionguard may only use this ability on one person at a time.

LESSON SIX – DETERMINED JOURNEYMAN

There are many walls that block the path of a true believer and many pitfalls that can hinder her spiritual growth. In this lesson, the master reminds a student of the divine influences in her life with simple sayings and religious stories to think upon during difficult times. The master teaches the student how to strengthen her will and resolve. As a supernatural ability for up to 10 minutes per day, a character with this technique can slip through hindrances (magical and non) as if continually under the influence of a *freedom of movement* spell.

LESSON SEVEN – PROTECTIVE PRESENCE

The encouraging sayings that a student learns in lesson two are greatly improved in this lesson, in which a master teaches the student how to shift his aid quickly among multiple allies. A character with this technique can offer aid in battle to two separate allies as long as they are within 10 ft. of each other and both adjacent to the Lionguard character.

LESSON EIGHT – INSPIRE RESILIENCE

Many things run through the mind of the dying, even if they are not conscious enough to recognize any of it. Failures, successes, hopes, and dreams all flash before a character's eyes during the last throes of his life. A student of the Lionguard is taught how to reach through to a dying character's thoughts and use them to inspire the character to embrace life. As a supernatural ability, the student can make a Diplomacy check (DC 20) to inspire a dying character. On a successful check, the dying character stabilizes and returns to consciousness with one hit point. This supernatural ability can only be used once per day.

LESSON NINE – COURAGE WARD

The Lionguard have a special prayer that blesses a character with courage. The courage ward

is a supernatural ability and can only be used once per day. A single touched target gains a +4 bonus to all saves for one hour.

LESSON TEN – BATTLE CRY

Kalos Strongblade, the famous barbarian-turned-paladin, first used this technique in the goblin wars during the slaughter of Haryn. Although Kalos and his brave group of knights fell under the goblin onslaught, the goblins suffered incredible losses for their trouble. The battle cry grants a group of allies supernatural strength in combat. By making a cry, all allies within 10 ft. of the Lionguard gain a +4 bonus on all attack and damage rolls for the next minute. A Lionguard can use this ability once per day.

DREAMSEEKERS

The Dreamseekers are spiritualists that walk the fine line between the ordered world and the shifting realm of dreams. They are often called upon to care for the mentally ill or to interpret a particularly ominous dream. The Dreamseekers can trace their discipline's roots to the shamans of the Illianor hills. These ancient clerics, although uncouth, were masters of the mind. They held great spiritual gatherings to appease the powers of nature and to speak with the creatures of the other side. Today, the Dreamseekers seek to understand the threads that connect the body with the spirit and to follow the gateways of the mind to other realms.

School Motto: Knowledge Lies in Both Realms.

ACADEMY

The Teachers of the Lost Hills comprise a mobile academy consisting of several masters, a dozen or so students, and a few tents. During the day, they either sleep or slowly travel through the dry hills and plains of Illianor. At night, they teach and hold fantastic parties filled with music, dance, and bonfires. Studying at the academy is free but one must provide one's own tent and be willing to help with the communal chores. All the masters have equal say in running the academy.

TRAVELING MASTER

A young half-elf man covered with more tattoos than skin, Joseph Flamesparrow seeks his true love. Joseph had a vision



of finding her under the arms of a great bear, holding a white rose, and singing to the moon, but he does not understand the meaning of this riddle. It compels him to travel east following the trail of a dry riverbed. Joseph's grasp of Common is passable but his elven accent makes true communication difficult. He teaches for 2 sp per day.

LESSON ONE – SPIRIT ANIMAL

The first step every Dreamseeker takes is to determine his or her spirit animal. This supernatural guide lies only in the dream world and can teach the student many valuable life lessons. A student finds his spirit animal by inhaling the fumes of a specially prepared candle, which induces a night of what the Dreamseekers call a waking sleep. The student always finds himself on a road of sorts journeying though strange and sometimes twisted terrain. The first animal he spots is his special spirit animal. From then on, the student can concentrate on this animal in meditation to make it appear and aid the student by answering simple questions. This ability duplicates the effects of the *augury* spell and can be used once per day.

LESSON TWO – ENCHANTMENT DETECTION

Dreamseekers are quick studies of spells and enchantments. By merely passing within 5 ft. of an enchanted character, monster, or animal, a Dreamseeker is entitled to a Spot check to notice the enchantment. She must make a Spot check (DC 15 + spell's level) to detect the presence of an enchantment. However, this supernatural ability does not reveal any information about the enchantment, only its presence. Only one check is allowed for a single target.

LESSON THREE – ENCHANTMENT RECOGNITION

By continuing to study the various enchantments and their affects, a student gains a +2 bonus on Spellcraft checks to successfully identify a particular enchantment.

LESSON FOUR – DREAMREADING

In dreams simple objects can symbolize complex feelings and ideas. These meanings are not always understood or grasped by the dreamer. Sometimes they reveal a problem in the dreamer's life, often they can teach a lesson, and on rare occasions these dreams can predict the future. The knowledge of interpreting dreams is a complex and fascinating field studied in great depth by the Dreamseekers. This lesson gives a student a +2 bonus to Knowledge (dreams) and makes it a class ability. By making a knowledge (dreams) roll, a character can interpret dreams. Once per day as a supernatural ability, she can refer to her dreams to determine if a particular course of action is safe. A successful Knowledge (dreams) check (DC 20) answers a difficult problem and duplicates the effects of a *divination* spell.

LESSON FIVE – MENTAL SHIELD

Through increased meditation, prayer, and other mental exercises, a student of the Dreamseekers learns how to put up a mental shield. She can effectively block against outside intrusion and gains a +1 bonus on Will saves.

LESSON SIX – DREAMSPEAKING

Through various rituals, the Dreamseekers study the patterns and shifts in the dreams of others. Students are eventually taught how to project an image of themselves through a dream, which is especially useful for communication with a person in a coma or stupor. A

Dreamseeker can use this supernatural ability once per day and it duplicates the effects of the *dream* spell.

LESSON SEVEN – FACE THE DEMON

In the old days, a victim of an enchantment was thought to be possessed by demons. Scared relatives would often call upon the shamans to drive out these demons and free the victim. Although such silly superstitions are now laughable, the Dreamseekers have maintained the technique and kept its name. In facing the demon, a character forces his will into the subconscious of another, allowing him to break an enchantment. In order to use this ability, the Dreamseeker must be touching the enchanted creature and make a Will save (DC 10 + spell's level). A successful save duplicates the effects of a *break enchantment* spell. He can only attempt this once per day.

LESSON EIGHT – SUMMON NIGHTMARE

In an elaborate ritual known only to the Dreamseekers, a student gains the ability to summon a nightmare demon from the plane of dreams to do his bidding. The nightmare remains for 5 rounds per level and can be summoned once per week.

Nightmare Demon: Medium-size Outsider; CR 5; HD 6d8+12 (39 hp); Init +2; Spd 40 ft., Fly 40 ft. (good); AC 18 (+2 Dex, +6 natural); Atk 2 claws +7 (1d3+1+feartouch); Face/Reach 5 ft. by 5 ft./5 ft.; SA Spell-like abilities, feartouch; SQ Dream qualities, alternative form; AL CN; SV Fort +7, Ref +7, Will +7; Str 13, Dex 14, Con 15, Int 14, Wis 14, Cha 10.

Skills and Feats: Bluff +7, Concentration +6, Disguise +10, Knowledge (dreams) +10, Listen +8, Search +6, Spot +12, Dodge, Mobility.

Spell-like abilities: At will – *deeper darkness*, *detect law*, *dream*, *fear*, *illusionary wall*, *scare*, *screen*, *suggestion*, *telekinesis*, *teleport without error* (self only), and *tongues* (self-only). These abilities are as the spells cast by a 15th-level sorcerer (save DC 13 + spell level.)

Feartouch (Su): Creatures and animals touched by the nightmare demon must make a Will save (DC 12) or be affected by a *fear* spell.

Dream Qualities (Su): Dreams are immune to

sleep, poison, disease, death, and mind-influencing spells and abilities.

Alternative Form (Su): A nightmare can assume any form from Small to Large size as a standard action. This ability acts as the *polymorph self* spell as cast by a 15th-level sorcerer.

LESSON NINE – SPIRITUAL CLEANSING

The meditations used by the Dreamseekers are mainly for traveling to and from the dream world, but they can also be used to refresh and strengthen the body and soul. This ability allows a character to heal all physical damage, poisons, and diseases by resting and meditating for an uninterrupted 8-hour period. This ability can be used once per week.

LESSON TEN – SUMMON DREAMWALKER

The ultimate ritual taught by the Dreamseekers summons a good spirit from the dream world. These dreamwalkers are powerful but do not believe in killing or physically harming anything except evil outsiders. They will not willingly allow someone, even the Dreamseeker who summoned them, to commit an act of violence. A Dreamseeker can summon a dreamwalker 1/week for 5 rounds/level.

Dreamwalker: Medium-size Outsider; CR 7; HD 7d8+14 (45 hp); Init +4; Spd 40 ft., fly 60 ft. (good); AC 21 (+8 full plate, +3 natural); Atk Greatsword +9/+4 melee (1d8+3); Face/Reach 5 ft. by 5 ft./5 ft.; SA: Spell-like abilities, sleeptouch; SQ: dream qualities, alternative form; AL NG; SV Fort +7, Ref +5, Will +7; Str 14, Dex 10, Con 15, Int 12, Wis 15, Cha 16.

Skills and Feats: Concentration +8, Hide +6, Listen +7, Knowledge (dreams) +12, Sense motive +10, Improved Initiative, Power Attack.

Spell-like ability: At will – *aid*, *awaken*, *blur*, *calm animals*, *charm person*, *daylight*, *detect law*, *emotion*, *freedom of movement*, *hold person*, *invisibility*, *sleep*, and *tongues* (self only). These abilities are as the spells cast by a 15th-level sorcerer (save DC 13 + spell level.)

Sleeptouch: Creatures and animals touched by the dreamwalker must make a Will save (DC 14) or be affected by a *sleep* spell as cast by a 15th-level sorcerer.

Dream Qualities (Su): Dreams are



immune to sleep, poison, disease, death, and mind-influencing spells and abilities.

Alternative form (Su): A nightmare can assume any form from Small to Large size as a standard action. This ability acts as a *polymorph self* spell cast by a 15th-level sorcerer.

THE GOLDEN SHIELD

The Golden Shield were organized to find, protect, and raise those individuals who honestly claim the heritage of an outsider. These planetouched children are born with incredible natural powers and the potential to change the world. However, the fear and scorn they often receive from the simple masses can send the planetouched down the paths of evil. The Golden Shield works to find these lost souls in order to shelter them from the corrupting influences of society and other outsiders. The planetouched raised under the care of the Golden Shield become great heroes, legends, and influential contributors towards a better society. Formed years ago by the paladin Theorne Dragoon, the Golden Shield are great teachers, great survivors, and most importantly great protectors. Their work often puts them in direct conflict with outsiders. Evil outsiders, in particular, despise the Golden Shield's meddling, and even some good outsiders dislike the discipline's self-serving nature.

Motto: Protect. Nourish. Build For the Future.

ACADEMY

Castle Valgoth hides deep in the desert of Zerazan. They have watchmen and spies posted in various places to help potential students find the academy and to deal with outsiders hoping to infiltrate and destroy it. An aging paladin named Sir Benjamin Tussle runs the academy and maintains its strong defenses. The academy not only teaches students of the Golden Shield discipline, but also planetouched children. Cost for study is 200 gp per month.

TRAVELING MASTER

Kyle Lobos, a druid with a love for music, is a quick-witted young man with fine, chiseled looks and a dashing smile. He lost his right leg in a childhood injury but he is not hampered nor discouraged by the handicap. Kyle charges 5 sp per day for lessons. He has currently found

a young planetouched boy named Jereth being held by a cruel carnival master, who uses the boy in his freak show.

LESSON ONE – KNOWLEDGE OF THE PLANES

The Golden Shield has conducted hundreds of studies and collected countless books on the different planes. Students are taught all the knowledge they need to identify various creatures, characteristics, and objects from outside the material world. Characters with this technique get a +4 circumstance bonus to Knowledge (the planes) checks and gain it as a class skill.

LESSON TWO – SENSE OF DIRECTION

To teach this lesson, a master gives a long tutorial on how to rely on gut feeling, air currents, color of light, and plant growth to determine one's position. This grants a student a +2 circumstance bonus to Intuit Direction checks, as well as prepares them for travel in other planes.

LESSON THREE – HIDE OUTSIDER

The planetouched have many enemies, not the least of which is the fear and violence of the overly superstitious. Students of the Golden Shield are taught makeup, clothing, and speech techniques to help them hide their outsider qualities with clever disguises. This grants a +4 circumstance bonus to Disguise checks.

LESSON THREE – DETECT OUTSIDERS

All outsiders leave small signs that indicates their presence, from barely detectable auras to more obvious smells and footprints. The Golden Shield teaches a student to pick up on these signs and to remain alert for outsider movements. As a supernatural ability, the student can automatically detect any outsider within 30 ft.

LESSON FIVE – PLANESHUNTER

The Golden Shield must often engage in direct conflict with outsiders. As such, they are taught how to find weakness and hit with greater strength against these creatures. A character with this technique gains a +1 bonus to attack and damage rolls against outsiders.

LESSON SIX – DEMON EYES

Many outsiders are masters of illusion and deception. They can create deadly webs of dis-

trust and anger in the unwary. Students are taught how to pierce through these illusions with intense concentration and the power of their will. By making a Will save (DC 10 + spell's level) a character with this technique can see through an illusion cast by an outsider as if under the effects of a *true seeing* spell.

LESSON SEVEN – INVISIBILITY TO MAGIC

The best way to avoid confrontation with deadly outsiders is not to be seen by them. Members of the Golden Shield have adapted various tricks used by hunters to hide a student from the magical eyes of outsiders. This grants a character the supernatural ability to shield himself from any detection spell cast by an outsider.

LESSON EIGHT – PLANESRUNNER

The Golden Shield makes regular excursions through the other planes to return kidnapped children, find lost artifacts, challenge disruptive entities, and generally keep the Material Plane safe from invasion. A student earns the planesrunner power when he has traveled through at least four separate planes and survived a day in each. This supernatural ability can be used twice per day and duplicates the effects of a *plane shift* spell.

LESSON NINE – FORCE SHIELD

Occasionally members of the Golden Shield encounter an undefeatable enemy. There are many undocumented planar creatures and monsters that break through even the toughest defenses. In these cases the Golden Shield devised a quick prayer that offers some shielding to a student in need. Once per day, a character with this technique has the supernatural ability to summon forth an invisible barrier that duplicates the effects of a *wall of force* spell as if cast by a 10th-level sorcerer.

LESSON TEN – PLANAR ALLY

Not all outsiders hate the Golden Shield. In fact there are some that actually support the Shield's work and want to aid their efforts. These allies can be summoned once per week through a ritual known only to the Golden Shield. A character with this supernatural ability can summon forth any outsider whose CR is less than 10 as if through a *summon monster IX* spell cast by a 20th-level sorcerer.

SPREADING THE WORD

One of the most basic aspects of religion in the real world that is very often ignored in fantasy gaming is the act of sharing the faith. While some religions are more passionate about it than others, almost every religion believes it has the truth, or at least a truth, and wishes others to know it. Even if the religion does not seek converts, it will usually seek to educate others about itself, as much to prevent misunderstandings and bigotry as to share its teachings. Other religions are centered almost entirely around missionary work—perhaps because they believe their faith is the only path to enlightenment, or because a believer's rewards in the afterlife are related to how many they bring into the fold.

Each religion in the campaign world, or at least each religion with an active PC cleric, should have its attitude towards proselytization noted. Note that religion and deity are not synonymous—a single god can have followers that practice a wide range of faiths, and these different faiths can often be more hostile to each than to followers of a different god entirely. Thus, two clerics who serve the same deity, and have the same abilities and alignment, may have very different attitudes about how, or whether to, proselytize.

MISSIONARY OUTLOOKS

There are several possible stances a religion can have on missionary work. They are described below. The descriptions assume a typically polytheistic fantasy world, where the clerics of many different gods all wield roughly identical powers, and the issue of the truth of any religion can be settled by seeing if its clerics can perform miracles—i.e., can cast divine spells. A religion whose clerics cannot work divine magic in a world where the followers of other religions can is going to have an uphill climb, but it can be an interesting roleplaying challenge. (Clerics of such a religion would likely be fighters, experts, or other non-spellcasters with ranks in Knowledge (religion)). Following are several outlooks that a faith may have toward proselytization, or spreading the word.

Hostile: The faith is a secret, not to be shared with unbelievers. You may need to be born into the faith, or you may need to actively seek it out, but the faith does not advertise its existence, does not discuss its beliefs, and does not in any way seek converts. There may be no means of converting to the faith at all; you are either born blessed or you are not. Alternatively, a potential convert must prove themselves by first finding out the faith even exists, then discovering enough of its secrets to find a believer and present himself as a possible convert. Even then, the convert-to-be may have a difficult path ahead. Anyone of the faith who discusses it freely, or perhaps even at all, may find himself disciplined, excommunicated, or killed, depending on the nature of the religion. (Such faiths sometimes breed splinter sects with a more open policy.)

Open: The faith is open to new members and has a relatively simple method of conversion (a minor quest, a few weeks of religious instruction, or a small test of faith), but it does not actively seek new members. Clerics may initiate conversations about their faith, but they will not push the topic of conversion, nor is there any special benefit (secular or spiritual) to winning souls.

Active: The faith actively seeks new members, and conversion is generally simple. Clerics of the faith will often initiate conversations about the faith with anyone who seems reasonably interested, and will usually present the faith in a competitive manner, describing the benefits of following this religion as opposed to many others.

Aggressive: The faith is fanatical in its pursuit of converts. A large portion of the religious dogma is devoted to the spiritual necessity of spreading the word, and clerics of the faith will actively seek to discuss the faith with anyone who will listen. Other faiths will often be denigrated, or simply declared to be false—the miracles of the clerics of such faiths are the result of dark powers or trickery, rather than true manifestations of the divine. The faith will fund expeditions to find new lands that have not heard the word, and will often set up entire colonies in distant lands whose sole intent is to preach.

None: The faith has no interest in spreading itself, or in educating others about itself, but it

is not especially secretive. A cleric will discuss his beliefs willingly with anyone who asks (most of his beliefs, at least—many religions, even the most open, have secret lore or dogma that only the elite know), but he will not initiate conversations about his beliefs or seek to convince others to join. In terms of converts, the faith may not accept them at all, or accept them if they pass some sort of test. In any case, conversion will likely be actively or passively discouraged. Hopeful converts will need to work hard to convince the priesthood to accept them as members of the faith.

Variations: It should be noted that there are variations on the above, as well. For one thing, a religion may be very selective about who it preaches to, even if it is fanatical in that preaching. For example, the Children of the Oak are an elven cult that believes that the elves are, in fact, plant beings rather than flesh-and-blood, and that the ultimate goal for an elf is to be reborn as a tree. All elves in the world are sinners, cast out of the Great Forest, forced to live life in the semblance of meat. The Children are aggressive when it comes to elves, and will send expeditions to the furthest wilds to find any lost elven tribes they can. Hundreds have been slain seeking to convert the drow, but still more volunteer, believing that “all can be saved and reborn in the Woods Above.” However, for obvious reasons, they have no interest whatsoever in discussing their faith with non-elves, and are actively hateful towards half-elves, whom they view as irredeemable.

WHY SPREAD THE FAITH?

There are many reasons to spread the faith. The following are some of the most common:

Moral: The religion’s followers believe it is the one true path, or at least the best path, to enlightenment, salvation, and transcendence. The faithful believe that, at best, those who choose other religions will have a much harder time in the afterlife, that they may be forced to undergo a cycle of reincarnation before transcending, or that they may be condemned to eternal torment. Very often, this basically lofty goal can lead to some of the worst abuses—if a person will suffer eternally if they choose the wrong faith, a small amount of suffering here to convince them of the error of their ways is surely the lesser evil. Religions that proselytize



for this reason are very often lawful in nature.

Divine Fuel: In many fantasy milieus, the gods draw power from worshippers. Gods may begin as elemental spirits or vague wisps of divine energy, slowly gaining power as more and more people believe in them. Once the proto-god is strong enough to become truly self-aware, he will have his followers seek out more and more converts. Gods must compete for worshippers, often viciously, and holy wars are common. In such settings, the only religions that do not proselytize are those that are large and stable enough that the god is sated, or those that follow powerful beings who are not true gods and thus do not need worshippers for this reason (demonic cults, for example). Religions of all alignments may proselytize for this reason.

Secular Power: The gods may or may not need worshippers, but the religious order does. Worshippers provide money to the church in the form of tithes, and they provide political leverage even in societies ruled by secular authorities—given the choice between obeying a mere king and obeying those who speak for the gods themselves, the king is clearly second best. The religion need not be



evil, though many religions that seek only power in this world without any genuine concern for the spiritual well being of the faithful certainly are. A good religion might need secular power in order to be a viable counter-force to a growing evil, however.

Eternal Reward: Some religions preach that followers will be rewarded based on how many souls they can bring over. This resembles the “divine fuel” milieu above, but in this case the god does not need followers so much as he wants them. It may also be that the religion is an evil one, and those who promise themselves to it face eternal damnation unless they can appease their dark master with even more souls, winning their freedom by sacrificing others.

Conversion: The process of convincing someone to give up his current faith for a new one is often long and difficult. Religious beliefs can be among the most passionately held, because they deal with things that transcend mundane concerns. Kings come and go, taxes are raised or lowered, wars start and end, but the soul is eternal. If you make the wrong decision in politics or war, you may have to flee the country or you may be killed—but make the

wrong decision in religion and you may be damned for an eternity, or simply fade into non-existence after death.

Please note that while clerics and paladins are the most likely characters to try to convert an NPC to their faith, it need not be limited to them. Fighters, wizards, or rogues are as likely to worship a god and care about their faith as any cleric is, and may also be as interested in sharing their beliefs with others.

MISSIONARY ACTIVITIES

Different religions have different methods of proselytizing, as do different characters. Some methods are:

The Lone Missionary: This is a single individual (or possibly an individual and his immediate family) who heads out to preach. He may set up shop in a busy city or in a remote (but still inhabited) wilderness, but he is the only representative of the faith there. Depending on the nature of his church, he may be acting almost entirely on his own, with limited or no direct financial support from the church. He will often have a full-time job not directly related to his faith, but will spend all of his free time seeking to spread the word. Other churches sponsor missionaries, who will make regular reports to their superiors on their progress. (If such reports fail to arrive, PCs may be sent to investigate what happened).

The Mission: The church establishes a small religious presence in an area, staffed by a number of clerics and lay personnel. The mission is funded by the church, so the staff is free to preach full time.

The Outreach Center: The church establishes or funds a center that gives aid or provides services objectively (i.e., a small clinic where *cure light wounds* spells are performed for anyone who needs them, or where *create food and water* spells are cast daily to feed the hungry). The primary goal of these centers, however, is to create an atmosphere where people will feel indebted or grateful to the church and inclined to listen to its teachings.

The Cult: Not all religions are benign or open in their recruitment techniques. Cults prey on outcasts, loners, the young, and the confused, and draw them in with offers of great spiritual

TABLE 4-2: CONVERSION CHECK MODIFIERS

Situation	Modifier
Target character is a cleric or paladin	+10+class level
Target character has recently (within the past month) been greatly helped by practitioners of the religion	-5 to DC
Target character has recently received some minor aid from the religion	-2 to DC
Target has more ranks in Knowledge (religion) than character attempting conversion	+1 per rank difference
Religion is culturally dominant in area	-5 to DC
Religion is new to the area	+5 to DC
Each step of alignment difference between target character and character attempting the conversion	+3 to DC
Previous conversion attempt failed by 5 or more	+5 to DC per attempt
Target character is Hostile	+10 to DC
Target character is Unfriendly	+5 to DC

rewards. After suitable conditioning, the newly recruited cultists are often sent far away from their home cities, where they are told to bring in even more converts. Evil cults may simply kill or sacrifice all but the most promising recruits after a certain period of time.

GAME RULES

The conversion process assumes a PC is attempting to convert an NPC. This may be for totally roleplaying-related reasons, or it might be a means of furthering an adventure. The religious conversion of PCs by NPCs or other PCs is best handled solely by roleplaying.

A character's initial stance towards the religion being proselytized can be categorized as follows:

Hatred (50): The character utterly despises the target religion; adherents of it have done him, his family, or his country grievous wrongs, or the religion preaches concepts absolutely antithetical to the character's most deeply held values.

Dislike (30): The character has disdain and contempt for the target religion; he may view

its followers as fools, hypocrites, or criminals, or the religion may hold to values strongly opposed to his own.

Neutral (20): The character has little use for the religion, but does not consider it particularly offensive. It is one more faith out of many.

Interested (15): The character is inclined toward the religion. He may have been experiencing a crisis of faith in his own religion, adherents of the religion may have helped him in the past, or the religion preaches values that are close to the character's own.

Believer (0): The character is a follower of the religion.

The number following the description is the DC of the conversion check needed to move the character one step down the chart, i.e., to move a character from being Neutral to being Interested is DC 20, and from Interested to Believer is DC 15.

The conversion check is based on Diplomacy, with 5 or more ranks in

Knowledge (religion) granting a +2 synergy bonus, and 15 or more ranks in Knowledge (religion) granting a +4 synergy bonus. This represents the character's ability to answer questions, respond to well-known cynical arguments, relate inconsistencies in the target character's own religion, and so on.

A character can make one conversion check for every week he spends training and speaking to a particular person. He may also make one check to apply to a group of people, as long as he has tended to all of their needs for the entire week. A character can successfully proselytize to a number of people equal to his class level + his Charisma modifier each week. The modifiers found in Table 4-2 apply to the DC of a conversion check.

If the check succeeds, the character has moved one step closer to being a believer. If the check succeeds by more than 15, the character has moved two steps closer. If the check fails by 15 or more, the character becomes hostile to the character performing the conversion, and his attitude towards the religion shifts one step up the chart. No further conversion attempts can be successfully made until the character performs a major deed that would convince the NPC to give him another chance.

ORGANIZATIONAL TEMPLATES

Although a few members of the cleric, druid, and paladin classes are loners, most seek out others who share their goals and ideals. They recognize that there is strength in numbers and that their causes—for good or for ill—are better served by working in a group. Still others believe that organizations are the best means to pass on what they know to others of their kind.

Whatever their reasons, divine organizations are at least as common as their fighting or arcane equivalents and they are excellent vehicles for roleplaying. At their most basic level, they can offer a good way to introduce a new prestige class into a campaign, since many prestige classes are closely tied to a small group or organization. They also give the DM a ready source of adventure hooks as well as a method to frame adventures or even entire

campaigns. The rootless adventurer is a common enough archetype in fantasy, but it is not especially well suited to a campaign focused on a particular goal or ideal. Organizations provide a framing device that can serve as a backdrop for a campaign. They are likewise a convenient means by which the characters can interact with one another, since they might all belong to the same group or to a collection of related groups with shared goals. Finally, organizations offer an outlet for advancement that is not tied to defeating monsters or dungeon delving. Characters can encounter an entirely different set of challenges as they attempt to advance within their chosen organization.

When using an organization in a fantasy game, it is important to distinguish between membership in the organization and membership in any prestige classes associated with it. The former is represented by adding a "template" to a character, much in the same way as you would to create certain types of monsters. The following rules explain how to create a character that belongs to an organization, such as the Ashen Circle or the Pantheon. Also included is advice on just how to choose the right balance of requirements and rewards so that a template is not overly powerful compared to others or so weak as to be unsuitable for player characters.

CREATING AN ORGANIZATIONAL TEMPLATE

The first step to creating an organizational template is having an idea for the organization itself. This idea should be either narrowly focused or at least specific enough that there is a reason for its existence. For example, the Ashen Circle is a band of fanatical druids whose fight against evildoers is girded by a "survival of the fittest" philosophy. That is a very narrow focus, making it reasonable as an organization. On the other hand, the Pantheon is not narrowly focused in the same sense. Its members are quite diverse. However, all Pantheonic clerics share a common interest in advancing the cause of good, which is also a good basis for an organization. The DM should bear these examples in mind when creating his own organizational templates.

RANKS

One of the primary benefits of an organizational template is its rank structure. Every organi-

zation will have a number of different ranks, which are levels of authority and initiation within the group. Most will have only five ranks, but more are certainly possible, if the DM so desires. Each rank probably possesses a name, which a member may use as a title before his own, as a badge of his position within the organization. The number and names of the ranks is entirely up to the DM and serves only flavor purposes. That is, they have no game mechanical effects. Instead, they are a way to differentiate between organizations and give the characters a chance to mark their progress by appending the title “Archdruid” or “Master” before their names.

MEMBERSHIP REQUIREMENTS

At each rank, there should be requirements. These requirements must be possessed before the character is allowed to achieve that rank. They are the bare minimum that a character needs before his organization will admit him to the new rank—but there may be other requirements as well. Whether there are is up to the DM and should be based on campaign considerations, such as whether the character in question has ticked off the guildmaster or proven himself an unstable element. If such cases, the DM could reasonably make the character perform additional deeds or meet other requirements before his superiors will allow him to advance further. Again, this is a roleplaying consideration and should be used only if the campaign warrants it.

The membership requirements themselves can be many things. Most typically they are a few game mechanical milestones, such as base attack bonuses, saves, skill ranks, or feats. Their intensity and their number should be linked to both the nature of the organization and the benefits accrued at each rank (see below). In cases where the organization is lenient or where the benefits are especially small, the DM would be wise to make the requirements equally paltry. If, on the other hand, the organization is strict or the benefits are significant, the DM would be reasonable to make the requirements equally impressive.

In general, though, no requirements should be more strenuous than those needed to get into a prestige class. Prestige classes represent elite individuals who have totally devoted themselves to a particular cause, group, or tech-



nique. Organizations, on the other hand, are not nearly as taxing on their members – or rarely are. If a character intends to join an organization rather than a prestige class, it is likely he does not want to focus too strongly on a single aspect of his existence. Given that, the DM should try to keep the requirements for membership in a range that is somewhat less than that of a prestige class. This is only a guideline, of course, since it sometimes makes sense for an organization to have stricter requirements, particularly if the rank benefits are impressive enough.

Another consideration is how broadly based the DM wishes an organization to be. It is generally better to make the requirements broad enough that members of many classes and races can join. So, alternative requirements are often appropriate rather than very specific ones that limit which types of characters may join. Again, there are always exceptions to this suggestion and a DM should bear in mind the purpose and role of the organization before making any decisions one way or the other. In the end, what is most important is the integrity of the group itself. The Ashen Circle, for example, are very much a “druid’s group,” which is why all its ranks require

levels in the druid class. The Pantheon, on the other hand, is actually much less stringent, since it is geared toward all divine servants, not merely clerics.

A NOTE ABOUT REQUIREMENTS AND BENEFITS

Membership requirements and benefits do not stack. That is, if Rank 2 grants +1 Will save bonus and Rank 3 grants +2 Will save bonus, the character does not gain a total of +3 bonus. Similarly, if Rank 1 requires 3 ranks in Knowledge (religion) and Rank 2 requires 5 ranks in Knowledge (religion), the character does not need 8 ranks in total. Each subsequent level assumes the requirements or benefits of the previous one. If, for some reason, this is not the case, the DM should make this explicit. None of the sample organizations included in this book break this rule, however.

BENEFITS

Just as each rank has requirements, so too do they have benefits. These benefits represent the rewards for advancing in the organization's hierarchy. Consequently, they should have real effects in a campaign, whether as a roleplaying device or as a game mechanic. The amount of benefit should be tied directly to the requirements for each rank. An organization with lax requirements should, in general, give fewer and less impressive benefits than those with more strict requirements. Likewise, the type of benefits should make sense within the context of the organization. For example, the Pantheon allows higher rank members access to the temples and resources of all its member faiths. This makes good sense, given the Pantheon's focus on interfaith cooperation. However, it would have made no sense to give higher rank guild members Disable Device as a new class skill. The DM should try to tailor the benefits to the purpose of the organization.

Like requirements, it is important to keep prestige and other classes in mind when creating benefits. Benefits should be useful, but not so useful that they undermine the rules of the game. Therefore, giving someone free feats or an ability unique to a class are probably poor choices as benefits. In fact, feats and class abilities are good benchmarks for what is too powerful. If a benefit comes close to being as effective or useful as a feat or class abil-

ity, the DM should consider revising the benefit. For magical abilities, these should rarely be more powerful than 0-level spells. Otherwise, the uniqueness of the magical classes is undermined. Likewise, bonuses to saves or base attack bonuses should rarely be more than +1.

Roleplaying benefits are probably the best way to ensure that membership in an organization does not become too powerful. Indeed, these sorts of benefits are one of the best ways to use these templates. They give the characters a solid grounding in the setting and show that there are other ways to advance than through accumulating experience points. Gaining access to the resources of many temples, for example, is a true benefit to Pantheon membership. Similarly, the support of other Celestial Order members is equally valuable to the paladins who belong to it.

DRAWBACKS

Drawbacks are a bit like requirements in that they are things that place a burden on members in the organization. They differ in that they do not necessarily increase with rank and usually have more to do with ideology than with skill. For example, members of the Ashen Circle are regarded as bloodthirsty even by other druids, while Pantheon members are seen as heretics by more traditional members of their constituent faiths.

Drawbacks are tests of the character's devotion and should usually be roleplaying-oriented. Mechanically based drawbacks are possible, of course, but the DM would be well advised to use them only when the benefits are especially good. Depriving a character of an entire school of magic, for instance, should only come as a side effect of especially good benefits.

Drawbacks work hand in hand with requirements. They are a way for the DM to balance out a template's benefits with its requirements. If a group's requirements are minimal and the benefits significant, a good way to balance the equation is by levying some hefty drawbacks. On the other hand, if the membership requirements are already quite strict, adding too many drawbacks might be seen as overkill. Weighing these two elements of the template against one another is an important key to creating a reasonable, balanced organizational template for a campaign.

CAUSES FOR EXPULSION

Also related to drawbacks are the causes for expulsion. These are the reasons why an individual can be kicked out of an organization, as well as the consequences for his being ejected. Typically, failing to live up to any of the drawbacks is cause for expulsion, but they need not be the only one. Many organizations will have ideological or theological reasons to expel members, such as someone defying the teachings of a religion or consorting with the enemy. In the end, almost anything could be a cause for expulsion, depending on the focus and stridency of the organization in question.

When deciding on appropriate causes, the DM needs to bear in mind several factors, not least of which being how orthodox a group is. Some groups give their members lots of leeway in their behavior; others do not. In general, tightly knit groups with a lot of power (and therefore benefits) will be less freewheeling and open to diversity of opinion and action than looser and less powerful ones. As always, there are exceptions to these guidelines and the DM should try not to characterize all his organizations in the same way. Variety is important and there will undoubtedly be many groups that defy easy categorization.

Any character who is expelled from an organization loses the template's benefits immediately. He may also suffer other penalties, such as ostracism or even threats of violence from his former comrades. Some organizations are secret in nature and they do not expel anyone; they merely kill them. This is an extreme example, of course, but demon cults or conspiracies, for example, cannot tolerate anyone who knows their secrets and leaves their ranks alive. No matter what, the DM should note what ill effects might occur as a result of being expelled from an organization, above and beyond the loss of its rank benefits.

THE ASHEN CIRCLE

The Ashen Circle is a small but dangerous conclave of fanatical druids who protect the Ashen Lands, a region devastated by evildoers without regard for the sanctity of nature. First and foremost, these druids seek to preserve and restore these lands through their efforts, but they also fight back against nature's despoilers any way that they can. Acting more like an



organized rebellion, the Circle's members strike zealously against their many enemies and spare no expense in taking the battle to them rather than remaining solely within the Ashen Lands. The druids of the Circle observe a harsh justice and believe in survival of the fittest. They regard physical weakness as contemptible and place their trust in strength, seeing it as a gift from their gods and proof of one's righteousness. Consequently, outsiders see them as dangerous savages, little more than barbarians—which only adds to their fearsome reputation among those they fight.

MEMBERSHIP REQUIREMENTS

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Aspirant: Familiarity with druidic ways (druid level 1+); recommendation of an existing druid-level member of the Circle.

Seeker: Familiarity with druidic ways (druid level 3+); 3 ranks in Knowledge (nature).

Initiate: Familiarity with druidic ways (druid level 7+); 1 rank in Animal Empathy; 3 ranks in Wilderness Lore; 5 ranks in Knowledge (nature).

Druid: Familiarity with druidic ways (druidic level 10+); 3 ranks in Animal Empathy; 5 ranks in Wilderness Lore; 7 ranks in Knowledge (nature).

Arch Druid: Familiarity with druidic ways (druid level 13+); defeat another arch druid-level member in non-deadly combat.

BENEFITS

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Aspirant: Each new member is assigned a druid-level member as a mentor, who is the character's official advocate and instructor in the ways of the Circle. At this rank, the character is expected to uphold the ideals of the organization and act in its interest, but is not yet given access to its resources or to meet any of its members beyond his mentor.

Seeker: Knowledge of the Circle's secret code, by which it passes on information to its members. The code is usually carved on tree bark or marked on large boulders to warn members of danger or to point out noteworthy aspects of the local terrain.

Initiate: Initiation into the Circle as a full member, which gives the character free access to food and lodging at its strongholds as well as knowledge of other members in the area.

Druid: The ability to sponsor new members into the Circle. The character also gains a +1 circumstance bonus to all Bluff, Listen, Search, Sense Motive, Spot, and Wilderness Lore checks against despoilers of the natural world whom the Circle leadership has designated as enemies (see arch druid). This bonus stacks with a ranger's favored enemy bonus if he takes a type of creature recognized as an enemy by the Circle.

Arch Druid: The character is now part of the Circle's leadership and has the authority

to designate individuals or groups as enemies, the pronouncement of which gives members of the higher ranks bonuses against them. These enemies must be genuine threats to the Circle or else the gods who protect its members will not grant their favor upon them (thereby eliminating the bonus that would otherwise be gained). The character also gains a +2 bonus to all Bluff, Listen, Search, Sense Motive, Spot, and Wilderness Lore checks against these enemies. As noted above, this bonus stacks with a ranger's favored enemy bonus.

DRAWBACKS

The members of the Ashen Circle observe a strict hierarchy and believe in the efficacy of ritual combat to adjudicate disputes. Consequently, lower rank members must obey those above them without question or risk being expelled from the organization. In addition, members of equal rank may prove the error of the character's decisions by defeating him in non-deadly combat, thereby proving that the gods have withdrawn their support from him. Furthermore, the Circle is extremely secretive (to the point of paranoia), meaning that most members below druid level are often instructed to act without truly understanding why they are doing so, which can create confusion or even frustration in more headstrong individuals.

CAUSES FOR EXPULSION

There are two primary reasons one can be expelled from the Ashen Circle. The first is betraying the Circle or any of its members by word or deed, even unwittingly. The Circle has survived as long as it has only by maintaining strict secrecy. Anyone who betrays that secrecy in any way will be cast out—and possibly killed, depending on the gravity of the betrayal. The Circle also places great stock in obedience. Any member who disobeys a licit directive from a superior or who fails to acknowledge the results of a ritual combat is subject to expulsion as well.

THE MOON CHILDREN

The moon rules the tides and marks the passage of time. Consequently, the Moon Goddess has many worshippers among mortal beings who seek her assistance and guidance. Few do so with as much vigor as the Moon Children, a group of evil lycanthropic druids and rangers.

These men and women consider themselves to have been blessed by the Moon Goddess. They see themselves as her Chosen People. As such, they revel in their bestial natures and glory in the destruction they cause. Their philosophy is one of violence and self-aggrandizement. As the select minions of the Moon Goddess, they stand above the rabble of the world as superior beings who perfectly combine man and animal. The Moon Children view their state as the pinnacle of nature and lord it over the lesser beings of the world. This organization believes that might makes right and does everything within their power to see that this viewpoint is put into action.

MEMBERSHIP REQUIREMENTS

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Whelp: The character must have contracted (or inherited) a form of lycanthropy. He must also have been accepted into the Moon Children and pledged his life to the service of the Moon Goddess.

Yunker: Ability to cast 1st-level druid or ranger spells; 5 ranks in Control Shape; 5 ranks in Knowledge (nature) or Wilderness Lore.

Callant: Ability to cast 2nd-level druid or ranger spells; 7 ranks in Control Shape; 7 ranks in Knowledge (nature) or Wilderness Lore.

Son/Daughter: Ability to cast 3rd-level druid or ranger spells; 9 ranks in Control Shape; 9 ranks in Knowledge (nature) or Wilderness Lore, Con 13+.

Elder Son/Daughter: Ability to use *wildshape* (3/day); 12 ranks in Control Shape; Wis 16+.

BENEFITS

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Whelp: The character gains a +2 circumstance bonus on all Control Shape skill checks so long as he is a member in good standing of the Moon Children.

Yunker: The character's racial bonus to Fortitude and Will saves increases to +3.





Callant: The character's bonus to Control Shape checks increases to +3. In addition, the character gains a +3 circumstance bonus to all saves when resisting attempts by others to cure him of his lycanthropy.

Son/Daughter: The character's damage reduction increases to 20/silver.

Elder Son/Daughter: The character gains the ability to transform into another type of lycanthrope during a full moon. Thus, a wererat Moon Child could gain the ability to transform into a werewolf as well. While in this alternate form, all the usual rules and adjustments related to that form apply. To initiate a change into this alternate form, the character must make a successful Control Shape check (DC 20). If it is not during a full moon period, the character cannot initiate this change.

DRAWBACKS

Moon Children revel in their lycanthropic status. They see it as the ultimate expression of the Moon Goddess's blessing. Consequently, they can never deny their bestial nature, even when they might otherwise wish to do so. That means that, no matter how many ranks in

Control Shape they possess, a Moon Child loses the ability to resist an involuntary change brought on by the rising of the full moon. Likewise, during the three days of the full moon, a member of this group cannot revert back to his original form. Instead, he must remain in either animal or (if available) hybrid form during this period. Again, this drawback cannot be overcome through the use of Control Shape, although all the usual means of curing lycanthropy will work even during this time period.

CAUSES FOR EXPULSION

The only cause for expulsion from the Moon Children is betrayal. If a Moon Child knowingly or unknowingly undermines the organization's goals or brings injury upon any of its members, he will be cast out—and killed—immediately by his former comrades. The definition of betrayal is flexible. A high-ranking member of the Moon Children may choose to be more or less stringent in his understanding of betrayal, thereby making it harder or easier for a member to meet an untimely end. In general, though, the organization is highly cliquish and paranoid. More likely than not, its members will seize upon any mistake or perceived slight as evidence of betrayal. Without question, a Moon Child who reverts to his original form during the time of the full moon (even against his will) has violated the organization's oaths and will be hunted down and killed as a sacrifice to the Moon Goddess.

THE PILGRIM ORDER

An important part of many faiths is the act of pilgrimage—journeying on foot to a holy place associated with the religion. Pilgrims consider their overland treks good for their bodies and their souls. Unfortunately, not everyone shares this assessment. Over the centuries, numerous individuals and groups, for reasons venal and vicious, have attempted to stop the flow of pilgrims through their territories. The Pilgrim Order arose to combat this. An order of paladins dedicated to protecting pilgrims and keeping pilgrim routes free of obstacles, its knights are renowned for their selfless actions and undaunted heroism. The Order maintains hospices along major pilgrim routes and fights against those who would interdict them. Though not devoted to any particular deity, Pilgrim Knights generally serve good-aligned faiths, with a handful of neutral faiths also receiving their protection.

MEMBERSHIP REQUIREMENTS

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Squire: Paladin level 1+; 3 ranks in Heal; Sponsorship by a knight companion of the Order, who acts as the character's mentor and sponsor.

Knight Bachelor: Paladin level 4+; 5 ranks in Heal.

Knight: Paladin level 7+; 7 ranks in Heal; Cha 13+.

Knight Companion: Paladin level 11+; 9; ranks in Heal.

Knight Commander: Paladin level 15+; 11 ranks in Heal; Cha 16+.

BENEFITS

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Squire: The character gains a +1 bonus to hit and damage while defending pilgrims or fighting against those who would interfere with a pilgrim's progress.

Knight Bachelor: The character gains a granted power from one of the following domains: Good, Healing, Law, Protection, or Travel. This ability functions exactly as if the character were a cleric.

Knight: The character gains a +2 bonus to hit and damage while defending pilgrims or fighting against those who would interfere with a pilgrim's progress.

Knight Companion: The character gains the bonus spells of the domain he chose as a knight bachelor. These spells function exactly as if the character was a cleric with that domain. Thus, the character does not gain bonus spells of a level higher than he can cast as a paladin. The character also gains the ability to sponsor new members of the Order, but he is responsible for their training and ensuring they abide by the ideals of the group.

Knight Commander: The character gains a +3 bonus to hit and damage while defending pilgrims or fighting against those who would interfere with a pilgrim's progress.

DRAWBACKS

The Pilgrim Order has several drawbacks that must be considered by potential members. For one, it possesses a rigidly hierarchical structure. Lower-ranking knights are expected to obey the commands of their superiors without question. Failure to do so can result in disciplinary action and, in extreme cases, expulsion from the Order. This organization imposes vows upon its members, including poverty and celibacy. A knight may not possess any more than one magical item of each category he can use (that is, one sword, one suit of armor, one shield, etc.) and only those mundane items he can carry. He can never have more than 50 gp in his purse at any time. Any excess wealth or possessions must be given to worthy individuals or institutions (such as the poor or a good-aligned temple). Likewise, a knight may not marry or engage in romantic relationships while he is a member. He may get a special dispensation to forego this requirement from his superiors but, once he has done so, the character may never rise above knight level, even if he meets the requirements.

CAUSES FOR EXPULSION

Failure to uphold the ideals of the Order or to protect a pilgrim in need are the primary reasons a member might be expelled from this organization. Such failures are considered grave crimes, since they represent a betrayal of sacred oaths. Any member who is expelled loses all his special abilities and is shunned by his former comrades. In all likelihood, he will also lose his paladin-related abilities too, although there may exceptional cases where violating the Order's strictures do not also constitute a violation of the principles of law and good.

THE PANTHEON

The cause of good is a difficult path, if only because evil is both powerful and numerous in the world. To achieve its ends, good must work tirelessly and against impossible odds. Even then, there are numerous impediments and temptations that stand in the way of its ultimate success. That is why a small number of broad-minded clerics from several good-aligned temples decided to pool their resources in the fight against injustice and evil. Calling their organization the Pantheon, these clerics received the blessings of their deities for this unusual experiment. The Pantheon exists to provide aid to all its members, whatever their patron deities. In the eyes of its members, a cleric of the Sun God is no different than a cleric of the God of Justice. Both are members of the Pantheon and both advance the cause of good. Though ridiculed by more conservative members of their faiths, clerics of the Pantheon have achieved a great deal in the past few years and have shown that, together, the forces of good can overcome even the greatest of obstacles.

MEMBERSHIP REQUIREMENTS

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Brother/Sister: Ability to cast 1st-level divine spells; 5 ranks in Diplomacy.

Deacon/Deaconess: Ability to cast 2nd-level divine spells; Spell Focus feat.

Canon/Canoneess: Ability to cast 3rd-level divine spells; 7 ranks in Diplomacy.

Priest/Priestess: Ability to cast 4th-level divine spells; Spell Focus feat (in a different school).

Patriarch/Matriarch: Ability to cast 5th-level divine spells; 9 ranks in Diplomacy.

BENEFITS

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Brother/Sister: Access to the local Pantheonic Temple and the use of its facilities. Each new member is also assigned a

mentor (canon-level member with the same patron deity as the character), who is the character's instructor in the Pantheon's ways.

Deacon/Deaconess: +2 bonus to all Diplomacy checks when dealing with other members of the Pantheon.

Canon/Canoneess: Access to a third domain that the character's patron deity has in common with another god worshipped by the Pantheon. Thus, if a character worships the Sun God and does not currently have access to the domain of Good (but which is one of the Sun God's other domains), the character may choose it if at least one other deity of the Pantheon also grants access to this domain. If the character's patron deity does not have a third domain or a domain in common with the other gods of the Pantheon, the character may select a free metamagic feat instead.

Priest/Priestess: Access to a fourth domain. This ability is governed by the same restrictions as those for the canon benefits.

Patriarch/Matriarch: The character gains a new granted ability from the domain of another deity worshipped by the Pantheon. This domain need not be shared with the character's patron as is the case with the canon and priest benefits.

DRAWBACKS

Being a member of the Pantheon means that a cleric must abide by the teachings of every deity worshipped by its members. That can place numerous burdens on a new member, who must take time to acclimate himself to all of its many doctrines. At the same time, he can never fail to uphold the dictates of his patron deity, who remains the primary source of his divine power. The oddity of this philosophy puts the Pantheon outside the bounds of many more narrow-minded sects, who view its clerics as heretics. Any social interaction skill checks (such as Bluff and Diplomacy, for example) suffer a -2 penalty when used against individuals who hold the Pantheon in contempt.

CAUSES FOR EXPULSION

Pantheonic clerics can be expelled from the organization for a number of reasons. The most common is failure to respect the dictates of every deity in the Pantheon. Since there are so

many of them, the Council of Elders judges each transgression on a case-by-case basis. Simple forgetfulness (which is surprisingly common in the group) is usually insufficient to lead to expulsion. Instead, the character must show a willful disrespect for one or more of the deities in the Pantheon. Likewise, too strong an attachment to one's own patron can also be cause for expulsion. Members are expected to hold every deity in equal reverence and not to proselytize in favor of one over another. To do so is cause for expulsion. Finally, as one might expect, evil acts by a member of the Pantheon are not only cause for expulsion but defrocking as well. A cleric expelled for this reason loses his clerical abilities until he atones, after which he may regain them but will never again be allowed to rejoin the Pantheon.

THE SLAYERS SOCIETY

The world is full of monsters that prey on the unwary. They lurk in the darkness and plot in the shadows. While many servants of good deities see such creatures as the enemies of their faiths, very few dedicate themselves wholeheartedly to their eradication. The Slayers Society is a notable exception. Devoted to a number of related gods of goodness and light, members of the Society work either singly or in small groups to wipe out those monsters that lurk on the edges of civilization. Although most folk applaud their vocation, they nevertheless regard these single-minded monster slayers as odd. They cannot understand why anyone would give up so much for a life filled only with death and destruction, even if it is in the cause of good. The Society, for its part, shows little concern for such opinions, preferring to soldier on in the never-ending battle against the forces of darkness.

MEMBERSHIP REQUIREMENTS

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Initiate: Ability to cast 1st-level divine spells; Wis 13+; good alignment.

Tracker: Track feat; 3 ranks in Gather Information or Move Silently; Will Save +3.

Hunter: Ability to cast 2nd-level divine spells; 5 ranks in Gather Information or Move Silently; 3 ranks in Wilderness Lore; Int 13+.



Master Hunter: 7 ranks in Gather Information or Move Silently; 5 ranks in Wilderness Lore; Will Save +6.

Slayer: Ability to cast 3rd-level divine spells; 9 ranks in Gather Information or Move Silently; 7 ranks in Wilderness Lore; Str 13+.

BENEFITS

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Initiate: The character may select one type of creature as a favored enemy. Against members of the chosen type, the Slayer gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. He also gets the damage bonus with ranged weapons, but only against targets within 30 feet. This bonus does apply to damage against creatures that are immune to critical hits, such as undead—very common enemies of the Society. The types of creatures a member may choose are the same as those available to a ranger (see PHB 45).



Tracker: The favored enemy bonus increases to +2.

Master Hunter: The favored enemy bonus increases to +3.

Master Hunter: The favored enemy bonus increases to +4.

Slayer: The favored enemy bonus increases to +5.

DRAWBACKS

There are two drawbacks to membership in the Society. The first is that any successful member of the group (Rank 3+) becomes well known among the ranks of his enemies. These creatures then become so enraged by his dedication to wiping out their kind that they gain all the benefits of having the member as a chosen enemy. As a result, they gain a +2 bonus to all attack and damage rolls against the member, as well as a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against the member. Furthermore, a Society member who fails to slay one of his chosen enemies for more than a month loses full command of his abilities.

His chosen enemy bonus is reduced by two steps until he again defeats one of his enemies in combat. Thus, a +3 bonus becomes +1, for example. If the member meets the above criterion, his full abilities return in 24 hours minus his character level.

CAUSES FOR EXPULSION

The only causes for expulsion from the Society are a failure to live up to its ideals or to aid another member in time of need. The Society generally takes a very dim view of any member who does not heed the advice of a higher-ranking member, but its hierarchy is loose enough that this is rarely considered reason for expulsion. On the other hand, allowing a sworn enemy of the Society to live is a serious offense. Unless the member is able to explain his actions to his fellows, he is usually expelled and never allowed to rejoin, even if he changes his ways. The Society values consistency and trustworthiness. Any member who would allow an evil monster to live lacks both these virtues and is too unreliable to be allowed to remain a part of the organization. Expelled members lose all their special abilities.

THE FORSAKEN

The life of a paladin is a difficult one. Ardent defenders of good and law, these holy warriors must walk a difficult path, one equally bound by the precepts of honor and righteousness. While a paladin's devotion to these twin masters is what gives him his unique powers and abilities, it can also be a source of internal conflict. What if the dictates of law interfere with those of good? Traditionally, a paladin cannot violate what is lawful and honorable even for a good cause. The means cannot justify the ends. To do so is to forsake the life of a paladin and become, in the view of lawful good churches, little better than a vigilante. The Forsaken is an organization that exists to bring together expaladins and re-dedicate their lives to the cause of good, though a cause not bound by law. In the process, these former paladins find not only a purpose but the powers and abilities they thought forever stripped from them.

MEMBERSHIP REQUIREMENTS

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Gallant: The character must be an ex-paladin who has been sponsored by an existing member of the Forsaken.

Protector: 1 rank in Heal, 3 ranks in Diplomacy or Knowledge (religion).

Defender: Record of accomplishment as a defender of goodness (character level 5+); 3 ranks in Heal, 5 ranks in Diplomacy or Knowledge (religion).

Guardian: 5 ranks in Heal, 7 ranks in Diplomacy or Knowledge (religion); Will save +2.

Justicar: 7 ranks in Heal, 9 ranks in Diplomacy or Knowledge (religion); Will save +3; Renown as a defender of goodness (character level 9+).

BENEFITS

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Gallant: The ability to continue to advance as a paladin, although the character does not gain any of the special abilities of the class or the ability to cast spells.

Protector: As gallant, except the character also gains use of all of a paladin's 1st-level abilities, such as *lay on hands*, *detect evil*, etc.

Defender: As protector, except the character also gains use of all of a paladin's 2nd level abilities, such as aura of courage and smite evil.

Guardian: As defender, except the character also gains use of all of a paladin's 3rd level abilities, such as *remove disease* and turn undead.

Justicar: As guardian, except the character also gains the ability to cast spells and call a special mount.

DRAWBACKS

Membership in the Forsaken has one primary drawback: adherents to most lawful good religions (especially those to which the Forsaken once belonged) view the group with distrust and disdain. These negative opinions manifest as -2 penalties on all Bluff, Diplomacy, and

Sense Motive checks made by members of the Forsaken against those who hold such views. In addition, the Forsaken may experience genuine persecution and violence among those who have become convinced that the group is composed only of traitors and malefactors. This viewpoint is especially prevalent among the upper clergy of lawful good churches, who consider the Forsaken dishonorable rogues—or worse.

CAUSES FOR EXPULSION

Because of its nature, there are very few ways to be expelled from this group. After all, its members have already been expelled from their own paladin orders for various reasons and know the pain that comes with such actions. Likewise, the Forsaken were all at one time expelled for choosing good over law and acting as they saw fit, even when it ran counter to their faith's teachings. This makes them much more flexible and willing to give leeway to other members. The only actions that result in expulsion are those that betray the group and its members or that run counter to the cause of good. While their former religions may disown them, the Forsaken have never wavered from the cause of righteousness and still have little tolerance for those who would do evil, even members of their own group. Depending on the nature of the offense, an expelled member will either be ostracized and stripped of his abilities or (in extreme cases) killed before he can do further harm.

CHAPTER FIVE

GIFTS OF THE
DIVINE

This chapter contains information on the effects of channeling divine energy, including several new types of energy and ideas on how to use it in your game. Following this several racial divine ceremonies are presented that expand on the rules found in *Spells & Spellcraft*. These ceremonies can be used to add flavor to a race in your campaign setting, or to give PCs a temporary boost in power with which to fight a truly epic foe.

All text in this chapter is designated closed content. All rules-related material derived from the d20 System Reference Document is designated **Open Game Content**.

POSITIVE AND
NEGATIVE
ENERGY

Arcane casters tap into the eldritch energies that surround them. Whether by dint of hard study or natural gift, their power is the power to shape and direct natural flows of

energy. Clerics, on the other hand, have a different gift. A cleric is a living link between man and god; his power is the power to shape the energy of the divine itself.

Positive energy is life, light, healing, speed, birth, and renewal. It is generally considered good energy, for most of the things it can be channeled to power are considered good.

Negative energy is death, darkness, decay, rot, and corruption. It is generally considered an evil energy, as the effects associated with it are usually thought of as evil.

In reality, both energies are needed for the universe to exist. All life feeds on death—a plant grows in the soil composed of the decaying bodies of uncounted animals and insects, a deer eats that plant and becomes food for a wolf; the wolf dies, and decays, and forms soil. Thus, even clerics of dark gods, gods of death, pain, and entropy, know they serve a function in the universe, and woe betide those who would keep them from it!

The means by which clerics gain access to the forces of positive and negative energy are little understood. Several different theories as to

their nature exist, but all are variants of the following two:

From the Gods: The energies a cleric or paladin channel come to him or her from the gods they worship; it is a sort of carrier wave that the rest of their abilities travel on as well. The energy flow is the most basic link between deity and follower.

From Beyond: The gods themselves draw on this power. The spells they grant to worshippers are based on their own shaping of it, but the cleric, in the act of worshipping the god and asking for spells, also gains a small tap into that source.

Both theories (and their many variants) have their adherents, and these conflicting views have led to everything from academic debate to bloody religious schisms. The former view is generally seen as more respectful of the gods, as it implies no power beyond them; the latter view is often seen in more multicultural societies, where the wide variety of gods, many with conflicting claims as to power and dominion, must somehow be reconciled.

PRINCIPLED AND ENTROPIC ENERGY

In some worlds, order and chaos are as important as good and evil. In such worlds, it is a cleric's position on the ethical, rather than moral, axis of alignment that determines the sort of energy he channels. Lawful clerics channel principled energy, the force of pure order. Principled energy is the power of logic, reason, stability, pattern, binding, and predictability. It often manifests as a grid or network of intersecting lines, or as infinitely repeating patterns of apparent complexity that can be reduced to a few simple equations. Entropic energy is the power of whim, chaos, decay, destruction, creation, change, and transformation. It often manifests as clashing colors, four-sided triangles and round squares, silent noise and transparent darkness.

Clerics who channel principled energy may turn creatures with the Chaos subtype or rebuke creatures with the Law subtype. Clerics who channel entropic energy may choose to turn creatures of the Law subtype or turn creatures with the Chaos subtype or rebuke creatures with the Chaos subtype (chaos is as likely to fight itself as it is to fight law).

THE APPEARANCE OF POWER

Unformed godstuff is not subtle. A cleric or paladin who is channeling will usually be obvious to all around. A divine or profane aura will surround him, and this aura often takes on aspects of the god he worships. A cleric of a god of storms, for example, will begin to glow with crackling lightning, and a cold wind will spring up, whipping his hair madly. When he thrusts out his hand to turn back the rotting corpses that lurch and stagger towards him, a bolt of lightning splits the air, and the offending creatures are momentarily sheathed in a rain of sparks. Player characters should define similar special effects for their use of this power, especially if they intend to take advantage of some of the options presented below.

CHARISMA AND CHANNELING

Why does Charisma impact the ability to channel divine power? Charisma is much more than being good looking or charming—it is the ability to project your sense of self to others. An individual who lacks any hint of leadership ability may be strong-willed and insightful (have a high Wisdom), and thus be an effective cleric, but since he lives mostly inside his own mind his ability to take the power of the gods and use it to warp the world is more limited. Much as with sorcerers, Charisma matters to channelers because it is the measure of how much you can command the world and have it obey.

BEYOND TURNING UNDEAD

There are things other than clerics that can channel these energies—and things is indeed an apt term. Negative energy is the force that grants a mockery of life to those that should have passed beyond it. It animates a mindless skeleton, and provides the fuel that allows the corrupt soul of an evil mage to keep a decaying body animated for centuries as a dreaded lich. With the world often in danger of being overrun by the dead that will not remain in their graves, it is hardly surprising that the most common use for the raw energy of the gods is to either destroy or control them.

The new Channeled Energy feats presented in Chapter 2 provide many options for using such energy.

RACIAL FAITH CEREMONIES

The following ceremonies use the rules for ceremony design found in *Spells & Spellcraft*.

Just as there are ceremonies for each of the different class types, the different races have ceremonies of their own. In this section, ceremonies for each of the races found in the PHB are explored, along with some information on how ceremonies can be strengthened by the number of participants, and the steps necessary to coordinate large groups of people when performing a ceremony. All of the ceremonies presented in this section are religious in nature and require all members to be of the same faith, as well as race.

Though it is certainly possible for members of another race to receive the benefits of a racial faith ceremony (such as the frequent requests by humans for elven healing ceremonies), it is a rare event. In most cases, outsiders who request such personal ceremonies must prove themselves worthy of the gift by performing some quest, bestowing a particularly rich offering, or otherwise displaying their goodwill and appreciation for those whose aid they seek. In some cases, particular races may have agreements through which they exchange ceremonial benefits, strengthening ancient ties and reminding one another of the alliances of ages past.

The ceremonies presented herein are not tied to any particular deity, but rather to the entire pantheon of creative forces linked to each of the races. Though elves, for example, may have a dozen different gods, none of these ceremonies invoke any one of these deities by name—instead, they call upon the racial elements common to all the deities, which makes many of the ceremonies quite powerful indeed. All of the ceremonies found herein are not meant to be performed lightly; while a very powerful cleric may find himself able to perform a ceremony single-handedly, others will need assistance in order to succeed.

FOLLOWERS AND CEREMONIES

A racial faith ceremony is always performed by one or more clerics. Though some races hold druids in high regard, only clerics understand enough of the ritual and theological underpinnings of the racial faiths to successfully perform one of these ceremonies. One of these clerics must be the leader, the ultimate coordinator of the litanies and ceremonial rites necessary to successfully produce the desired effect. He may have a number of assistants equal to one-half of his current level. All assistants must have at least one level of cleric and may not have more levels of cleric than the leader's current clerical levels minus one. For each assistant involved in the ceremony, a number of followers equal to one half the assistant's total clerical levels may also be involved, providing their own belief and faith to help bring the ceremony to fruition.

These assistants do not reduce the DC of the ceremony, but for every four followers involved, the leader of the ceremony receives a +1 circumstance bonus to his Spellcraft check to perform the ceremony. This bonus may never exceed +10. At the end of a ritual, the priest acting as the leader must make a Spellcraft roll against the ritual's DC in order to see if the ritual succeeds.

The leader, assistants, and all followers involved in the ceremony must all be of the same race (and racial sub-type, so wood elves and high elves cannot work together, for example) and must share the same essential faith. Dwarves from two different clans who venerate the same essential pantheon, even though the exact details of the deity names and particulars may be somewhat different, may assist one another during a racial faith ceremony. Dwarves from the same clan who worship very different gods, however, may not help one another in a ceremony—it is the combination of race and faith that is necessary for these ceremonies to function properly.

The leader of a ceremony will know within a few moments of the ceremony's beginning whether or not all those involved are of the proper race and faith. A successful Knowledge (religion) check (DC 15 + number of assistants and followers involved in the ceremony) will identify one individual who is not compatible with the ceremony (whether due to race or reli-

gion) for every 5 full points by which the leader of the ceremony succeeds at the check. This skill check requires a full five minutes to conduct, during which time the leader of the ceremony must continue to go through the motions of the ceremony, even knowing the ceremony will fail.

When outsiders infiltrate a ceremony in this way, it will always fail and the participants must wait at least five days before they may attempt the ceremony again. Because of this, most ceremonial sites are carefully protected and hidden in areas where other races will be less likely to slip in undetected. The penalties for such invasions by other races vary, but most communities will take the disruption of a sacred religious rite very seriously and have no trouble killing or imprisoning intruders.

DWARVEN FAITH CEREMONIES

Amongst the dwarves, most ceremonies center on ensuring the survival of the community against hostile threats or the many natural hazards of life far below the ground. Unless otherwise noted, all of the ceremonies listed below must be performed below the ground in a mine or dwarven forge that has been in use within

the past five days. Always a practical people, the dwarves are most easily able to draw upon the power of their faith when their ceremonies are performed in areas where work has taken place in the recent past.

DWARVEN COMPONENTS

Dwarves may provide a +1 circumstance bonus to the Spellcraft checks of a ceremonial leader for every 500 gp worth of metals, either raw or forged, or gems in materials expended during the ritual. These components must come from the labor of the community performing the ritual or, if several communities are involved, in the forge or mine from which the materials were worked or extracted from the earth. The bonus provided by these components may never exceed +5.

EMBRACE OF FLOWING STONE

The dwarves are aware of the treacherous nature of the earth in which they make their homes. Rockslides and cave-ins claim the lives of miners from every clan, and the rare flood has been known to burst forth from a mine to wipe out an entire dwarven settlement. Of all these threats, however, lava remains the one that is not only deadly, but potentially very use-



ful as well. The flows of lava can be used by dwarves to construct tunnels of their own, and the flowing rock can also be used as a source of heat and light.

Some dwarven clans regard lava as a protector of the earth, a deadly snake of crimson rock and liquid steel that lashes out at those who are too foolish or too ignorant to avoid its crimson tongue. These clans venerate active lava flows and have learned to use them in their religious ceremonies. The Embrace of Flowing Stone is the most common of these ceremonies and is known to most dwarven clans.

When the ceremony is complete, anyone who took part in its performance may dip a hammer or axe into the lava to temporarily grant the weapon a +2 enhancement bonus and the flaming burst special ability (DMG, Magic Item Descriptions). These improvements last for 1d4+1 days.

Note that neither of these enhancements applies to weapons that are already magically enhanced in any way.

Caster Requirements: A 10th-level cleric to lead the ceremony and enough assistants to coordinate the activities of all the followers who wish to take part in the ceremony. For this ceremony only, no followers who take part in the ceremony provide any bonus to the ceremony's leader, though the number of followers is still limited as detailed above (see Followers and Ceremonies).

Time Requirements: This ceremony requires two hours of preparation and one hour to perform.

Place Requirements: The ceremony must take place below ground and within sight of an active lava flow.

Material Components: This ceremony requires the sacrifice of one small ruby (100 gp or greater value) for each follower and assistant taking part in the ceremony. The dwarves must inscribe their name on the ruby prior to the ceremony's performance.

Preparation: The cleric leading the ceremony instructs the dwarves taking part in it as to the



proper method for inscribing their names upon their ruby. The process is time consuming and involves much concentration and praying as the cleric and his assistants help the followers properly prepare their components for the ceremony.

The Ceremony: A lengthy prayer to the dwarven deities is offered up, calling on each of them in turn to bless the assembled dwarves and to calm the spirits inhabiting the lava. As the prayer comes to an end, each of the dwarves steps forward and drops his ruby into the lava flow. As the ruby disappears into the lava, the dwarf may then place the head of his weapon into the lava. If the ritual is a success, all of the weapons will flare to life as the cleric closes the ceremony and be wreathed in a brilliant orange glow. If the ceremony fails, however, the weapons will crumble to blackened ash the instant the ceremony ends.

Ritual DC: 20.

ELVEN FAITH CEREMONIES

For the elves, life is a journey with no end in sight. They live their lives lightly on the land, doing their best to protect the natural world around them and enjoy their lives to the fullest. Sadly, many elves find themselves set upon from many sides and must make war against neighbors they would much rather dwell with in peace. The elven ceremonies detailed below were designed to assist the elves in their times of need, granting them an edge in their battles and allowing them to avoid those fights that they would rather not wage.

ELVEN COMPONENTS

Elves value items of beauty, particularly works of art or things with magical properties. For every 500 gp worth of art objects or magical items sacrificed during the performance of a ceremony, an elven cleric gains a +1 circumstance bonus to the Spellcraft checks made to perform the ritual. This bonus may never go above +5.

SHADOWS OF ELVENKIND

For all their peaceful ways and wise demeanor, the elves are willing to fight tooth and claw to protect their homeland. The elves of the Divawi Shade learned long ago they could not wage an open battle and have any chance of success, and so they took to the shadows. Since

that time they have shared the details of this ceremony with other elven peoples, allowing those with low birth rates and few numbers to successfully battle against more numerous enemies.

When this ceremony is complete, all shadows within 10 miles of the site at which the ceremony was performed willingly embrace any elf who belongs to the community that performed the ritual. This provides a +10 circumstance bonus to any Hide checks made within the affected area and a +5 circumstance bonus to any Move Silently checks. Additionally, any elf who makes a sneak attack from hiding while this ceremony is active may immediately attempt to hide again as if he had not been exposed.

Caster Requirements: A 10th-level elven cleric who lives within the area to be affected by the ceremony. This cleric must be able to cast the *true seeing* and *freedom of movement* spells.

Time Requirements: This ceremony takes a full eight hours to complete and four hours of preparation.

Place Requirements: This ceremony must take place in a forest in which the performing elves live.

Material Components: The elves must sacrifice a tree that is at least 100 years old in order to perform this ceremony.

Preparation: The leader, assistants, and followers who are going to perform the ritual must gather around the tree to be sacrificed. One by one, they bite into the tree with a ceremonial dagger, carefully circumscribing the trunk of the tree. When an inch-wide wound has been hewn into the side of the tree, the elves each kiss the naked flesh of the tree and take a bite from the fibrous tissue. This opens the connection between the elves and the tree, allowing them to commence the ceremony, using the tree to forge a bond with the rest of the wood. Though the tree dies, its location will forever after be marked with a stark white circle upon the ground.

The Ceremony: With the tree stripped and ready for sacrifice, the leader of the ceremony begins singing the history of the tree and the people who dwell around it. The

names of elves who lived and died within the forest are inscribed into the wound inflicted upon the tree, and the followers cry out their names in agony as they feel the pain given to the tree.

As the ceremony progresses, the elves spill their blood upon the soil around the tree and the leader of the ceremony rubs the crimson fluid into the names he carved into the tree. Each of the followers of the ceremony is then gifted with a short vision from the lives of those who came before, tying them back to the land and their ancestors.

At the height of the ceremony, the tree bursts into shadow flames. Tongues of pitch black fire race up and down the bark, stripping it away and releasing small bat-like wisps of ash and shadow. These wisps then race through the forest and, where they pass, the shadows grow deeper and longer, providing cover for the elves.

The effects listed above last for one day for every 10 elves involved in the ceremony, but may never last longer than a single week. Though it may not seem like a long time, the elves of Divawi Shade were able to drive out an entire clan of orcs before the effects of the ceremony faded, killing them from the shadows with their deadly archery.

Ritual DC: 25.

GNOME FAITH CEREMONIES

Always inquisitive, the gnomes have a long history of poking their noses in where perhaps they ought not. Their faith ceremonies tend toward information gathering or skill enhancement, allowing them to better survive their experimentation and providing them with the occasional insight they need to further their studies.

GNOME COMPONENTS

Gnomes primarily value those items that are related to magic (either arcane or divine) and knowledge in general. They also have a keen interest in alchemy due to their natural affinity for this skill. During any ceremony, items related to magic or alchemy may be sacrificed in 500 gp increments in order to provide a +1 circumstance bonus to the leader of the ceremony's Spellcraft checks. Note that only skill checks based on Int, Wis, or Cha may be modified by this ceremony.

FREEDOM OF THOUGHT

Gnomes have long known that their brains store far more information than they can ever realistically use at a given time. From useless information about the Barshivli Faceripper root to the correct password to use to gain access to the infamous Alchemist's Tavern, gnomes find themselves quickly building up a healthy store of trivia. Freedom of Thought helps the gnomes clear their minds from distraction and focus on the task at hand.

When this ceremony is complete, any gnome who took part in the ceremony may gain a competence bonus to any skill check by accepting an equal competence penalty to another skill. Note, however, that the bonus applies only to a single skill check while the penalty lasts for a full four hours. The gnome retains his ability to juggle skill bonuses and penalties for one day per level of the cleric who performs the ceremony.

Caster Requirements: A gnome cleric of at least 8th-level must lead this ceremony.

Time Requirements: This ceremony takes four hours to complete and no preparation time.

Place Requirements: None. The ceremony may be performed anywhere, provided there is enough room for all the gnomes involved.

Material Components: At the culmination of the ceremony, all the involved gnomes must sacrifice a divine scroll worth at least 150 gp. Those who do not make the sacrifice do not receive the benefits of the ceremony, but they still affect the ceremony in all other ways.

Preparation: The only preparation required for this ceremony is the gathering of the gnomes who wish to take part in one place. Individual gnomes must provide their own divine scrolls to sacrifice.

The Ceremony: This simple ritual consists of a series of meditative exercises led by the cleric in charge of the ceremony. He assists the gnomes in clearing their minds and focusing their thoughts, helping them to gain a deeper understanding of how their mind works and how they can focus their thoughts on a problem.

Ritual DC: 25.

HALFLING FAITH CEREMONIES

Known for their tightly knit communities and sense of humor, halflings also have something of a reputation as rather weak and soft compared to the hardier races. Their faith ceremonies go a long way toward disabusing others of this notion and have a surprising focus on combat. Most, in fact, are designed to allow all halflings—from young children to the oldest matron—to better defend themselves from the world's many predators.

HALFLING COMPONENTS

Good food, good drink, and good tobacco are all things halflings can appreciate, and which their gods hold in high esteem. The leader of a halfling faith ceremony can earn a +1 circumstance bonus to any Spellcraft checks he makes while performing a given ceremony if he sacrifices 500 gp worth of food, drink, or smoke. These sacrifices are most often burnt on an altar during the ceremony, filling the ceremonial site with rich aromas the halflings find comforting. This bonus may never exceed +5, no matter how many items are sacrificed.

THE RITE OF THE SLING

Slings are simple weapons, easily made and almost as easy to use. Armed with a few slings and a supply of stones or bullets, a halfling community under the effects of this ceremony can fend off an attack by much larger and better-armed opponents. Created during the Siege of Lakini's Ford, this ceremony has since been mastered by most halfling communities, allowing them to protect themselves more effectively.

Once the ceremony has been performed, all halflings who took part in the ritual receive a +2 competence bonus to all attack and damage rolls made while using a sling. In addition, all slings wielded by these halflings cause 1d6 hit points of damage and have a critical threat range of 18–20. The effects of this ceremony persist for one day per level of the priest performing the ceremony.

Caster Requirements: A halfling cleric of at least 6th-level must lead this ceremony.

Time Requirements: This ceremony takes three hours to prepare and one hour to perform.

Place Requirements: None. The ceremony



may be performed anywhere, provided there is enough room for all the halflings involved.

Material Components: The only component required for this ceremony is a drop of blood from each of the halflings involved. These drops are applied to the slings as the ceremony is closed.

Preparation: The halfling cleric leading the ceremony helps the other halflings prepare for the ceremony by leading them in a rock-gathering walk. The halflings move about in a small area searching for rocks useful for the ceremony and bundling them together in a simple sack held by the ceremony's leader. As the walk continues, the cleric works the halflings up into a religious fervor, preparing them for the battle to come.

The cleric must also prepare a number of effigies of the halflings' enemies to use during the ceremony. These are normally created from scraps of cloth wrapped around twigs or thick bundles of weeds.

The Ceremony: The ceremony itself is simple

and consists of target practice by each of the halflings involved. The targets are effigies of the enemies the halflings must defend against. As the halflings hurl more and more stones at the targets, they find their aim growing more accurate and the damage the stones cause rises from barely enough to dent the target to devastating blows that eventually rip the targets asunder. When the last target is destroyed, the ritual is complete and the halflings each dot their slings with a spot of blood.

Ritual DC: 25.

HALF-ELF FAITH CEREMONIES

Depending on how and where a half-elf is raised, her attitudes and beliefs may conform more closely to a human or an elf. Still, the half-elf knows that she does not truly belong to either of her parent races but is, instead, a strange and often uncomfortable combination of the two. Though many half-elves are able to fit into the societies of one or both of their parents, many more find themselves seeking out others of their kind in order to find a culture in which they can truly belong. Half-elves may



draw upon the ceremonies of either of their parents, provided they truly share the beliefs of the pantheon upon which they call. They may also use their own unique ceremonies, combining the faiths of their parents into something else entirely.

HALF-ELF COMPONENTS

Half-elves may use the components of either their parent races during their ceremonies. Note that the leader of the ceremony must decide upon the types of components that are used by half-elves before the ritual begins.

PASSAGE OF REBIRTH

Torn between the two halves of their heritage, the half-elves often find themselves wishing they were simply one race or another, rather than a mix of both. The desire of these half-elves to truly join the race of one or more of their parents has led to a unique ritual that draws upon the gods of both humans and elves. Though it does not always work out as planned, the Passage of Rebirth is capable of changing a half-elf forever, making him truly a member of one of his parents' races.

When this ritual is completed, the target of the ceremony must make a successful Will save (DC 25). If the save is successful, the target is transformed instantly into a member of one of his parents' races—which race is determined randomly at the time of the transformation. Transformed half-elves gain all of the traits of their parent race, but their favored classes do not change.

Caster Requirements: A half-elf cleric of at least 13th-level must lead this ceremony. The cleric must be able to cast the *resurrection* spell.

Time Requirements: This ceremony takes a full day (24 hours) to complete and a full week (7 days) of preparation time.

Place Requirements: The ceremony must take place equidistant between a human and elf city or village and it must begin and end at the precise moment that night gives way to day.

Material Components: There are no material components required for this ceremony.

Preparation: During the week before the

Passage of Rebirth, the half-elf must spend day and night in solemn contemplation of the two races from which he sprang. Most often, this takes the form of reading up on the history of his two peoples and studying their art. For some half-elves, this process leads to a new awareness of their unique role in life and they forego the ceremony entirely, suddenly content in their newfound purpose. Most, however, find themselves drawn inexorably to one or the other of their parent races.

The Ceremony: The performance of this ceremony begins when the naked half-elf is brought into the ceremonial location. Bound hand and foot, he is forced to stand inside a circle made up of those performing the ceremony. Dozens of songs are sung during the ceremony, each marking a new stage in the life of an elf or human—the songs are performed in an alternating pattern with a human song flowing into an elven song and vice versa throughout the ceremony.

At various stages, the half-elf is confronted by others of his kind, who alternately berate and praise him for his choice. If the half-elf can hold firm in his convictions to fully transform into a member of his parent race, the ceremony will succeed. Otherwise, it will fail and the half-elf must live the rest of his days knowing that he will never be fully an elf, nor fully a human.

Ritual DC: 35.

HALF-ORC FAITH CEREMONIES

Like the half-elves, half-orcs are caught between two worlds. On the one hand, they are the product of the orcish blood running in their veins: nasty, brutish, and angry at the world in general. On the other hand, they are very much human, capable of transcending their heritage to achieve great feats and quite adaptable to a wide variety of situations. Half-orcs, then, attempt to draw upon the best of both worlds in their ceremonies, pulling elements from the orcish pantheon as well as the human deities of their ancestors.

HALF-ORC COMPONENTS

Half-orcs always use weapons and armor in their ceremonies, though the precise types vary from area to area. Most of the components used in this way represent a

merging of orcish strength with human finesse, producing some of the finest weapons seen outside of a dwarven forge. For every 500 gp worth of arms and armor (either magical or mundane) used in a ceremony, the half-orc who leads the ritual receives a +1 circumstance bonus to any Spellcraft checks made during the ceremony.

RITUAL OF RESILIENT BLOOD

The hardiness of the orc and the flexibility of the human are bound together in this ritual, which can drastically increase a half-orc's survivability. Known primarily to the barbarians of the Utara Naku glacier, this ceremony is freely shared with other half-orcs, provided they are willing to partake of the ceremony with the barbarians.

When performed, all of the half-orcs who take part in the ceremony receive a +1 bonus to their Constitution and Dexterity. These bonuses last until one week has passed, but may be increased by the actions taken by the half-orc. Each worthy creature (a creature with a CR at least equal to the half-orc's current levels) that the half-orc solely defeats in combat increases the bonus for one of the abilities, chosen by the half-orc. Note that these bonus increases must alternate (if Constitution is chosen first, for example, then Dexterity must receive the second increase), and a maximum of +4 can be applied to either ability.

Caster Requirements: A half-orc cleric of at least 9th-level must lead this ceremony.

Time Requirements: This ceremony takes 8 hours to complete but no preparation time is necessary.

Place Requirements: The ceremony must take place on the site of a great battlefield. If humans or orcs were the primary combatants during the battle, the leader of the ceremony receives a +1 circumstance bonus to all Spellcraft skill checks made during the ceremony.

Material Components: There are no material components required for this ceremony.

Preparation: The only preparation required for this ceremony is a gathering of several half-orcs.

The Ceremony: The ceremony is simple and straightforward—the half-orcs brandish their weapons and chant the names of the deities of battle they venerate. Led by the cleric, the ceremony rises to a fever pitch as the half-orcs vent their rage and draw into their spirits the violence and rage of battle. The ceremony almost always ends in battle as the orcs charge out to face whatever enemy prompted the performance of the ceremony in the first place.

Though it happens only rarely, there are times when the half-orcs allow humans into their ceremonies. This is most common when a threat to both human and half-orcs presents itself. When humans are involved in these ceremonies, an additional four hours is required as the humans are inducted into the half-orc people as honorary half-orcs.

Ritual DC: 20.

HUMAN FAITH CEREMONIES

For humans, the rituals of faith are necessary to stabilize their place in a world of older races. While numerous and resilient, humans know their lives are short and their wisdom is not as refined as that held by the longer-lived races. The ceremonies designed by humans, therefore, are often used to increase longevity of their leaders or to otherwise ensure the passage of wisdom and knowledge from one generation to the next.

HUMAN COMPONENTS

Humans hold such a wide variety of items and substances in high regard it is impossible to definitively state which items may be used to enhance the ceremonies of this race. DMs are encouraged to draw upon the cultures of their campaign worlds in order to decide which components humans may use to provide bonuses when performing a ceremony. For every 500 gp worth of the designated items or substances, the leader of a ceremony gains a +1 circumstance bonus to any Spellcraft checks made to perform a ceremony.

RITUAL OF RESILIENT BLOOD

Humans, while very inventive, creative, and adaptable, know they are at a disadvantage compared to many other races. Their lives are short and the span of years given to a human flits away quickly in the grand scheme of

things. Because of this, many human cultures find themselves losing leaders at an alarming rate, leading to a fractured nation that is unable to plan for the future as easily as the kingdoms of the elves and dwarves. When the Simi Lords decided to remedy this situation, the Ritual of the Unbroken Span was the result.

This ceremony increases the natural lifespan of the human target by $1d6 \times 100$ years. The human's apparent age does not change from the moment the ceremony is completed until the time the human dies. Note that if the Ritual of the Unbroken Span is performed more than once on the same individual, the DC for subsequent attempts is increased by 10. This is cumulative, so the second attempt has a DC of 30, the third has a DC of 40, and so on. If this ceremony fails, the target is immediately slain as the gods find him unworthy and sunder his spirit from his body. Targets slain in this way may not be *raised*, *resurrected*, or otherwise restored to life.

Caster Requirements: A human cleric of at least 14th-level must lead this ceremony.

Time Requirements: The target of this ceremony must spend a solid month (28 days) preparing himself for the ceremony. The ceremony itself is performed over the course of a week.

Place Requirements: The ceremony must take place in the throne room of a kingdom in which a special altar is constructed. During the ceremony the target must remain in the throne for at least eight hours out of every day, but may otherwise retire to a bed or couch as long as it is in the throne room. Neither the cleric performing the ceremony or the human receiving the ceremony may leave the room until the ritual is complete.

Material Components: There are no material components required for this ceremony.

Preparation: This ceremony must always be performed on the last night of the lunar cycle. During the preceding month, the recipient of the ceremony must spend time ritually living his life. During the first phase of the moon, he may not feed or bathe himself, but must be cared for by his servants. During the second phase, he is only allowed to eat bland foods and may not perform any actions other than quietly

enduring the preparations. The third phase finds him able to continue his normal life and he may undertake any actions he would normally pursue. The final phase of the moon illuminates a man on his death bed. The recipient must meet with the cleric daily to tighten the bindings around his limbs. When he is at last allowed into the throne room for the ceremony proper, the recipient appears bent and stooped, as with a great age.

The Ceremony: During the ceremony, the cleric symbolically prepares the recipient for the grave. The body is bathed in fragrant oils and spices are mixed with bandages that are then wrapped around the recipient to prepare his body for the final journey. At the end of this week-long process (during which embalming is symbolically performed), the recipient is left alone on his throne. During the night he must free himself of his bandages so that he can be found in the morning, resplendent and eternal on his throne.

Ritual DC: 20.

SPECIAL MOUNTS

The paladin's special mount is a loyal companion sent to assist the paladin in his noble work. These mounts are magical in nature and stronger than normal beasts, and paladins often find themselves thankful for this gift above all others that their gods bless them with. This section describes new options for paladin mounts, including how to call more powerful mounts and how to strengthen the bond between a mount and its rider.

IMPROVING A SPECIAL MOUNT

As a paladin grows in power, so does his special mount. Some paladins may wish to further increase their mount's power, whether it be to ensure the mount's defense or to increase its offensive capabilities. This can be accomplished by performing a ritual taught to all paladins that injects a small portion of the paladin's life energy into his mount, strengthening the bond between man and beast. The ritual requires materials costing 100 gp, which are consumed during the ritual. In addition, the paladin must pray over his mount for one hour per 1,000 XP being transferred. Once complete, the experience is lost

TABLE 5-1: SPECIAL MOUNT ABILITIES

Special Ability	XP Cost	Special Ability	XP Cost
Aid	500 XP	Flying (wingless)	1,000 XP
Alertness	500 XP	Improved Health	300 XP
Blinding Charge	500 XP	Lightning Speed	500 XP
Courageous	300 XP	Private Field	1,000 XP
Darkvision	400 XP	Quiet Step	500 XP
Detection	300 XP	Speak Language	200 XP
Energy Resistance	750 XP	Stamina	500 XP
Energy Touch	750 XP	Strength of Lungs	1,000 XP
Flying (winged)	500 XP	Turn Resistance	500 XP

forever and the mount acquires the new ability. The paladin may not expend enough XP that it causes him to lose a level. New powers bought in this manner only apply to a paladin's current mount, and only the special mount that a paladin receives as a class feature can accept this ritual. Should that mount die or leave, any new steeds do not inherit the old mount's powers. However, the paladin may repurchase desired abilities by expending more XP.

The DM is free to limit the number of times a paladin can perform this ritual. Common guidelines include only once per level, or up to a maximum number of times equal to the paladin's Wisdom or Charisma modifier. These abilities should be used to make a paladin's mount unique, not to create a beast that overshadows the characters in power and ability.

Unless otherwise stated, all the following abilities are supernatural in nature and can only be bought once.

SPECIAL ABILITIES

Aid: The mount may offer physical aid either to itself or its master. This duplicates the effects of the *aid* spell. The mount may use this ability once per day for every five levels of paladin that its master possesses. This is a spell-like ability.

Alertness: The mount becomes much more aware of its surroundings and gains the benefit of the Alertness feat. This is an extraordinary ability.

Blinding Charge: In a charge, the mount emits a brilliant aura of bright energy (or dark shadows for evil mounts) making it harder for opponents to attack. When charging, both

the mount and the paladin suffer no penalty to AC.

Courageous: As long as it remains within 5 ft. of its master, the mount is immune to fear (magical or otherwise).

Darkvision: The mount gains darkvision to a range of 60 feet.

Detection: At will, the mount can *detect evil*, *detect good*, or *detect undead* as a spell-like ability. A paladin may only choose one of these three detections each time he purchases this ability. This spell-like ability can be bought up to three times, each time choosing a new ability.

Energy Resistance: The mount gains a resistance to a single energy type, which is chosen when this power is purchased. With this ability, the mount ignores the first 5 points of damage per round from acid, cold, electricity, fire, or sonic sources. This power can be purchased multiple times, but only once for each energy type.

Energy Touch: The mount emits a particular type of energy, which can improve the damage it deals. The type of energy (acid, cold, electricity, fire, or sonic) is chosen when this power is purchased. As a result of this ability, the mount's melee attacks deal +1d6 points of damage from the chosen energy type (for example: the fiery hooves of a flamemare). This ability may be purchased for a single type of attack, but the cost must be paid for each attack. Thus, a paladin could pay the cost once to have his mount's bite deal cold damage, or pay the cost twice to have his mount's hooves deal fire damage, but he could not purchase this ability for one of the mount's hooves.

Flying (winged): The mount grows wings (leathery or feathered) and can fly. It may not wear any armor when flying, and it gains a fly speed of 80 feet (average). This is an extraordinary ability.

Flying (wingless): The mount develops a supernatural ability to hover and course through the air without wings. It may still wear armor when flying, and it gains a fly speed of 50 feet (good).

Improved Health: This ability strengthens a mount's health giving it three extra hit points. This power can be purchased multiple times. This is an extraordinary ability.

Lightning Speed: The mount becomes extremely quick at responding to danger and its master's needs in combat. It gains the benefit of the Improved Initiative feat as an extraordinary ability.

Private Field: Once per day, a paladin may send his mount to a dimensional pocket that resembles a field. There it can graze and run in complete safety and wait for its master's summons. It takes a full round action to call the mount back to the Material Plane, where it appears next to the paladin.

Quiet Step: Mounts tend to draw a lot of undue attention to their masters and companions. A mount with this ability gains a +10 bonus to all Move Silently checks, as its steps are softened by divine force. This is an extraordinary ability.

Speak Language: With this ability, the mount can understand one language known by its master. This extraordinary ability can be bought multiple times.

Stamina: The mount gains the benefits of the Endurance feat, allowing it to cover great distances without becoming exhausted. This is an extraordinary ability.

Strength of Lungs: The mount may breathe normally in environments without air such as underwater. In addition, it is no longer susceptible to drowning or suffocation. The mount moves in these adverse environments at half speed. Note that this does not grant any ability to the paladin himself, who still suffers in such environments unless he has protections of his own.

Turn Resistance: Only available to undead mounts. The special mount gains +2 turn resistance.

IMPROVED SPECIAL MOUNTS

Most paladins receive a warhorse when they first summon a special mount, and for many this type of steed works just fine. Some paladins, however, want something special. A flying pegasus, a unicorn, or even a fearsome dragon are all good alternatives to the standard horse. In addition, blackguards may wish to take a special mount rather than the fiendish servant granted by that class.

A paladin must get special permission from his DM in order to take one of these creatures as his special mount. Most of the time, he must wait until a higher level before calling an extraordinary mount, as determined by the DM. The same rules apply to a blackguard who wishes to substitute an extraordinary mount for his fiendish servant. Typically a character will have to wait until at least 6th level to call a creature other than a horse as a mount, and the exact level depends on the power and abilities of the creature.

Mounts attract attention and a paladin should always be aware of the type of reception his mount might receive when entering a populated area. Lawful good mounts typically generate feelings of awe and wonder because of their grace, beauty, and majesty, whereas evil mounts tend to inspire fear and hostility. A paladin should always be aware of the general feelings of a town before bringing his mount into it.

PALADIN MOUNTS

CRYSTALWING

Medium-size Magical Beast

Stable Cost: 5 sp/day.

Food/Water Cost: Nil.

HD 3d10 (16 hp); Init +4; Spd 20 ft., fly 80 ft. (good); AC 16 (+4 Dex, +2 natural); Atk Bite +7 melee (1d6); Face/Reach: 5 ft. by 5 ft./5 ft.; SA Hum; Fort +3, Ref +7, Will +2; Str 11, Dex 18, Con 11, Int 12, Wis 12, Cha 9.

Skills and Feats: Intuit Direction +6, Spot +6; Weapon Finesse (bite).

TABLE 5-2: NEW PALADIN AND BLACKGUARD MOUNTS

Paladin Mount	Size	Blackguard Mount	Size
Crystalwing	Medium-size	Abyssal Carn	Large
Frostmane	Large	Bladebeast	Large
Mist Dragon	Large	Bloodwolf	Medium-size
Rock Dragon	Huge	Firemare	Large
Shadowelk	Large	Night Reaver	Medium-size
		Slarex	Large
		Spectral Stallion	Large

Hum (Sp): Once per day, the crystalwing can sing a soothing melody that puts nearby creatures to sleep. This is a spell-like ability that duplicates the effects of the *sleep* spell cast by a 3rd-level sorcerer. All creatures within a 30-ft. radius must make a Will save (DC 15) or fall asleep.

Carrying Capacity: A light load for a crystalwing is up to 100 lb.; a medium load, 101–175 lb.; a heavy load, 176–250 lb.

Description: Many artists have tried to copy the smooth curves and elegant features of the crystalwing, but few have done it justice. With its bright silver carapace, glittering eyes, and multicolored wings, the crystalwing is a wonderful sight to behold. While flying, its wings beat so quickly that they seem to disappear leaving the large insect floating in midair. The crystalwing feeds on the leaves of trees, and it is surprisingly strong considering its thin frame.

FROSTMANE

Large Magical Beast

Stable Cost: 5 sp/day.

Food/Water Cost: 4 sp/week.

HD 4d10+12 (34 hp); Init +5; Spd 60 ft.; AC 15 (+1 Dex, +4 natural); Atk 2 hooves +7 melee (1d3+3+1d6 cold), bite +2 melee (1d4+1); Face/Reach 5 ft. by 10 ft./5 ft.; SA Icy hooves; SQ Scent, cold subtype; Fort +8, Ref +5, Will +3; Str 17, Dex 13, Con 17, Int 9, Wis 13, Cha 9.

Skills and Feats: Hide +6*, Listen +7, Spot +7, Wilderness Lore +1; Alertness, Improved Initiative.

* The frostmane gets a +8 bonus to Hide checks when in wintry surroundings.

Icy Hooves (Su): The frostmane deals an additional 1d6 points of cold damage on a successful melee attack with its hooves.

Cold Subtype (Su): The frostmane is immune to cold damage and takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Carrying Capacity: A light load for a frostmane is up to 200 lb.; a medium load, 201–400 lb.; a heavy load, 401–600 lb.

Description: Virtually invisible in snow-covered environments, the noble frostmane is a capable mount. Its mane is the color of new-fallen snow and its eyes are a milky blue. Frost manes are indistinguishable from normal horses except that they radiate a small aura of cold and are quite comfortable in extremely chilly conditions.

MIST DRAGON

Large Dragon

Stable Cost: 25 gp/day.

Food/Water Cost: 15 gp/week.

HD 10d12+30 (95 hp); Init +4, Spd: Fly 150 ft. (average); AC: 22 (–1 size, +13 natural); Atk: Bite +16 melee (2d6+7), 2 claws +11 melee (1d8+3), tail slap +11 melee (1d8+3); Face/Reach: 5 ft. by 10 ft./10 ft.; SA Fog cloud; SQ Cold subtype, damage reduction 5/+1; Fort +10, Ref +7, Will +7; Str 24, Dex 10, Con 17, Int 15, Wis 11, Cha 14.

Skills and Feats: Diplomacy +12, Listen +14, Knowledge (riddles) +8, Spot +14, Search +12; Alertness, Improved Initiative.

Fog Cloud (Su): Once per day, a mist dragon can breathe out a stream of fog. This mimics a

fog cloud spell cast by a 15th-level sorcerer.

Cold Subtype (Su): The mist dragon is immune to cold damage and takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Carrying Capacity: A light load for a mist dragon is up to 400 lb.; a medium load, 401–800 lb.; a heavy load, 801–1,200 lb.

Description: The mysterious mist dragon has a long sinuous body covered with crisscrossing, light-blue scales. Wingless, the creature floats on a cloud of thin mist as it moves. Mist dragons are fond of riddles, puzzles, and poems and often like to rhyme their words. They are fast, friendly, and powerful mounts.

ROCK DRAGON

Huge Dragon

Stable Cost: 25 gp/day.

Food/Water Cost: Nil.

HD 14d12+34 (125 hp); Init +0; Spd 30 ft., Burrow 20 ft.; AC 28 (–2 size, +20 natural); Atk: Bite +20 melee (2d6+8), 2 claws +15 melee (2d8+4), tail slap +15 melee (1d8+4); Face/Reach 5 ft. by 5 ft./10 ft.; SA Earthslam; SQ Freeze; Fort +13, Ref +9, Will +11; Str 27, Dex 10, Con 19, Int 10, Wis 15, Cha 14.

Skills and Feats: Diplomacy +15, Escape Artist +16, Listen +18, Spot +18, Search +15; Alertness.

Earthslam (Su): Once per day, the rock dragon can slam his mighty claws into the ground for a devastating sonic attack. The very earth quakes and all creatures within a 120 ft. radius must make a Reflex save (DC 20) or fall stunned to the ground for 1d2 rounds. Mounted adversaries must also make a Ride check (DC 25) or fall off their mounts.

Freeze (Ex): A rock dragon can hold itself so still that it can appear to be a large mass of boulders. An observer must succeed at a Spot check (DC 20) to notice that the rock dragon is really alive.

Carrying Capacity: A light load for a rock dragon is up to 800 lb.; a medium load, 801–1600 lb.; a heavy load, 1601–2,400 lb.

Description: With the body of a mountain, the strength of an avalanche, and the brains of a brick, the rock dragon is a force to be reckoned with. The scales on its skin look and feel very much like rough limestone and its eyes are as clear as crystal. It is so incredibly heavy that even if it had wings, it would not be able to fly. Rock dragons like to eat large boulders and stones and have no trouble sleeping in any weather condition. The phrase, “Only a rock dragon could sleep through that” is sometimes used to describe a particularly nasty thunderstorm.

SHADOW ELK

Large Magical Beast

Stable Cost: 5 sp/day.

Food/Water Cost: 8 sp/week.

HD 4d10+12 (34 hp); Init +4; Spd 50 ft.; AC 15 (+4 Dex, –1 size, +2 natural); Atk Gore +6 melee (1d8+3), 2 hooves +1 melee (1d4+1); Face/Reach 5 ft. by 10 ft./5 ft. (10 ft. with antlers); SQ: Improved evasion, shadow walk; Fort +7, Ref +8, Will +4; Str 16, Dex 19, Con 17, Int 10, Wis 16, Cha 14.

Skills and Feats: Animal Empathy +5, Listen +9, Move Silently +11, Spot +11, Wilderness Lore +9; Alertness.

Improved Evasion (Ex): The shadowelk takes no damage on a successful saving throw against an attack that allows a Reflex save for half damage.

Shadow Walk (Su): The shadow elk can travel through shadows as if by means of a *dimension door* spell. It can only travel a total of 40 ft. each day in this manner and the transport must begin and end in areas with shadow.

Carrying Capacity: A light load for a shadowelk is up to 250 lb.; a medium load, 251–500 lb.; a heavy load, 501–750 lb.

Description: The shadow elk is a large, moose-like animal with a pair of curved antlers. It has light gray fur and a quiet stride that is beneficial for sneaking past predators.

BLACKGUARD MOUNTS

ABYSSAL CARN

Large Magical Beast

Stable Cost: 30 gp/day.

Food/Water Cost: 2 gp/week.

HD 5d10 (27 hp); Init +1; Spd 40 ft., fly 50 ft. (clumsy); AC 14 (+1 Dex, -1 size, +4 natural); Atk 2 claws +9 melee (1d6+4); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Aura of evil; Scent, longsight; Fort +5, Ref +6, Will +2; Str 18, Dex 13, Con 10, Int 6, Wis 12, Cha 1.

Skills and Feats: Jump +5, Search +3, Spot +8.

Aura of Evil (Su): The abyssal carn emits an unnatural aura of disgust and fear. The beast continually radiates *protection from good* as the spell cast by a 10th-level sorcerer.

Longsight (Ex): The abyssal carn can see objects up to a mile away with perfect accuracy.

Carrying Capacity: A light load for an abyssal carn is up to 200 lb.; a medium load, 201–400 lb.; a heavy load, 401–600 lb.

Description: The abyssal carn is a twisted bird that walks on four clawed feet, its wings covered in dirty black feathers. The skin of the carn barely stretches over its emaciated body and some bones protrude at odd angles. Its appearance combined with the carrion stench that it continuously exudes has led some people to believe that the abyssal carn is undead. However, it is very much alive. Hailing from the abyss, the carn feeds off flesh of all kinds.

BLADEBEAST

Large Magical Beast

Stable Cost: 2 gp/day.

Food/Water Cost: 5 sp/week.

HD 7d10+35+3 (76 hp); Init +2; Spd 40 ft.; AC 20 (+2 Dex, -1 size, +9 natural); Atk 2 claws +9 melee (2d8+2); Face/Reach 5 ft. by 10 ft./5 ft.; SA: Swipe; SQ: Blade armor; Fort +10, Ref +7, Will +0; Str 15, Dex 14, Con 20, Int 1, Wis 8, Cha 2.

Skills and Feats: Jump +6, Listen +5; Toughness.

Swipe: The bladebeast deals 2d8 points of damage to any creature that it successfully bull rushes or grapples.

Blade Armor: Anyone making a successful melee attack against the blade beast or attempting to ride it without proper training must make a Reflex save (DC 14) or suffer 1d8 points of damage from the sharp blades that cover its body.

Carrying Capacity: A light load for a blade beast is up to 250 lb.; a medium load, 251–500 lb.; a heavy load, 501–750 lb.

Description: The bladebeast is covered head to foot in long jagged spikes that offer it immense protection. Its head and back are light brown and the hind portions are blood red. It has a thick scaly covering around its eyes to protect them from accidental injury. A herbivore by nature, the bladebeast is a solitary creature and shuns the company of others.

BLOODWOLF

Medium-size Magical Beast

Stable Cost: 2 sp/day.

Food/Water Cost: 2 gp/week.

HD 4d10+8 (19 hp); Init +5; Spd 40 ft.; AC 14 (+1 Dex, +3 natural); Atk Bite +7 melee (1d8+3); Face/Reach 5 ft. by 10 ft./5 ft.; SA Wounding bite; SQ Bloodscent, lowlight vision; Fort +6, Ref +5, Will +2; Str 16, Dex 13, Con 15, Int 7, Wis 13, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Spot +4, Wilderness Lore +5; Improved Initiative, Track.

Wounding Bite (Su): Victims of the bloodwolf's bite continue to bleed even after the attack. The wounded creature loses one hit point per round per bite, and multiple wounds result in cumulative bleeding. The bleeding can only be stopped by the application of a *cure* spell or a successful Heal check (DC 15).

Bloodscent (Ex): If the bloodwolf is tracking a creature that is bleeding, it gets a +6 bonus to any Wilderness Lore checks.

Carrying Capacity: A light load for a bloodwolf is up to 125 lb.; a medium load, 126–200 lb.; a heavy load, 201–300 lb.

Description: The bloodwolf is a ferocious predator, capable of hunting down enemies for hundreds of miles. They stand over three feet tall at the shoulder and have a thick black coat of fur. Their eyes are blood red and gleam eerily in the dark.

NIGHT REAVER

Medium-size Magical Beast

Stable Cost: 5 gp/day.

Food/Water Cost: 3 gp/week.

HD 3d10+6 (22 hp); Init +7; 10 ft., fly 30 ft. (average); AC 15 (+3 Dex, +2 natural); Atk Tail slap +7 melee (1d4+4), bite +1 melee (1d3+1); Face/Reach 5 ft. by 5 ft./5 ft. (10 ft. with tail slap); SA Sonic scream; SQ Heat sense; Fort +5, Ref +6, Will +3; Str 19, Dex 16, Con 14, Int 14, Wis 15, Cha 8.

Skills and Feats: Hide +6, Listen +11, Move Silently +12, Spot +9; Alertness, Improved Initiative, Blind-Fight.

Sonic Scream (Su): Once per minute, a night reaver can emit a powerful scream that targets a single individual. The target must make a Fortitude save (DC 15) or be stunned for 1d2+1 rounds.

Heat Sense (Ex): A night reaver hunts by sensing the heat of its prey. It can detect the presence of all warm-blooded creatures within a 30-ft. radius, even if they are hidden, invisible, or otherwise concealed. Note that this is not a targeting sense, so if the night reaver is blinded or in darkness, it suffers the normal penalties to its attack rolls.

Carrying Capacity: A light load for a night reaver is up to 100 lb.; a medium load, 101–175 lb.; a heavy load, 176–250 lb.

Description: Silence and stealth are the weapons of the night reaver. This frightening monster has a squat, oval-shaped body and a long, whip-like tail that it uses to hang from tree limbs and stalagmites. When prey draws near, it unfurls its silky, black wings and glides slowly through the dark. Night reavers have circular mouths lined with many layers of sharp fangs that it uses to rip the flesh off prey. They dislike sunlight and are loathe to travel or hunt during the day.

FIREMARE

Large Magical Beast

Stable Cost: 10 gp/day.

Food/Water Cost: 4 sp/week.

HD 4d10+12 (34 hp); Init +5; Spd 50 ft.; AC 15 (+1 Dex, +4 natural); Atk 2 hooves +7 melee (1d4+3+1d6 fire); bite +2 melee (1d3+1); Face/Reach 5 ft. by 10 ft./5 ft.; SA Flaming hooves; SQ Scent, fire subtype; Fort +7, Ref +5, Will +2; Str 17, Dex 13, Con 17, Int 9, Wis 13, Cha 9.

Skills and Feats: Jump +8, Listen +7, Spot +7; Alertness, Improved Initiative.

Flaming Hooves (Su): The firemare deals an additional 1d6 points of fire damage on a successful melee attack with its hooves.

Fire Subtype: The firemare is immune to fire damage and takes double damage from cold unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Carrying Capacity: A light load for a firemare is up to 200 lb.; a medium load, 201–400 lb.; a heavy load, 401–600 lb.

Description: The firemare's name is well deserved. Its coat is midnight black and its eyes and hooves blood red in color. They are fierce horses with dangerous tempers and deadly attacks. Firemares require special stabling since they can easily set most buildings aflame. They distrust all strangers and radiate an aura of heat at all times.

SLAREX

Large Beast

Stable Cost: 10 gp/day.

Food/Water Cost: 3 gp/week.

HD 4d10+16 (38 hp); Init +1, Spd: 40 ft., swim 10 ft.; AC 15 (+1 Dex, -1 size, +5 natural); Atk 3 bites +5 melee (1d6+3+poison); Face/Reach 5 ft. by 10 ft./5 ft.; SA Poison; SQ Scent; Fort +8, Ref +5, Will +1; Str 15, Dex 12, Con 18, Int 6, Wis 10, Cha 9.

Skills and Feats: Balance +4, Listen +3, Spot +6; Combat Reflexes.

Poison (Ex): The poison of the slarex's left head requires a Fortitude save (DC 13) to resist. Initial and secondary damage is 1d2 temporary Strength.

The poison of the slarex's center head requires a Fortitude save (DC 13). Initial and secondary damage is 1d2 temporary Dexterity.

The poison of the slarex's right head requires a Fortitude save (DC 13). Initial and secondary damage is 1d2 temporary Constitution.

Carrying Capacity: A light load for a slarex is up to 200 lb.; a medium load, 201–400 lb.; a heavy load, 400–600 lb.

Description: A vision seen mostly in nightmares, the slarex has the body of a large, mangy wolf with three snake-like heads. Each bloated head has two yellow-slitted eyes, a forked tongue, and a pair of wicked fangs dripping with poison. A slarex eats its prey whole, although it generally rips its prey apart so that each head can have a taste.

Unnatural Aura (Su): Both wild and domesticated animals can sense the presence of a spectral stallion at a distance of 60 ft. and will not willingly approach it.

Passwall (Su): Once per day, a spectral stallion can pass through a wall with its rider. This ability duplicates the effects of the *passwall* spell.

Carrying Capacity: The spectral stallion has no load-bearing capacity, but its magical harness can support up to 500 lb.

Description: The spectral stallion is the ghost of a horse that bears a magical harness for its rider. The harness is corporeal and can be destroyed, and without the harness, a corporeal creature cannot ride the stallion. During the day, the spectral stallion is totally transparent; its rider often covers it with a thick draping to hide its true nature. At night, it appears to be a skeletal horse with a translucent outline where its skin should be. Its eyes always glow an unnatural red.

SPECTRAL STALLION

Large Undead

Stable Cost: Nil.

Food/Water Cost: Nil.

HD 4d12 (26 hp); Init +5; Spd 60 ft.; AC 13 (+1 Dex, +2 deflection); Attacks: 2 hooves +3 melee (1d4); bite –2 melee (1d3); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent, undead, incorporeal, unnatural aura, passwall; Fort +1, Ref +2, Will +5; Str —, Dex 13, Con —, Int 6, Wis 13, Cha 15.

Skills and Feats: Listen +6, Spot +6, Search +6; Alertness, Improved Initiative.

Undead: A spectral stallion is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will (without harness), and own attacks pass through armor.

Always moves silently.

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