



player's
guide™

Monks and paladins™



A CORE SOURCEBOOK FOR REVISED 3RD EDITION FANTASY ROLEPLAYING

player's guide to Monks and paladins™

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To all of our fans out there who have made the Scarred Lands in general, and the Player's Guide series in particular the rip-roaring success it is. This one is for you, folks.

GROVELSOME APOLOGIES

To James Maliszewski, for leaving his name out of the Additional Materials section of the *Player's Guide to Wizards, Bards and Sorcerers* and the *Player's Guide to Fighters and Barbarians*. Mea culpa, mea culpa, mea maxima culpa.



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PREFACE

Welcome to the fifth in the Player's Guide series.

Our intent with this series is simple: We want to examine the ways in which players can become a stronger part of the setting in which their characters exist. By providing ways in which characters may derive a background from and have a role in the setting's development, they become closely tied to the setting. In turn, players adopt a more vested interest in both their characters and in the setting as a whole. The more richly a setting is developed, the more characters can "come to life," creating memorable role-playing and exciting adventures.

Thus, our goal is to help your characters become a living, breathing part of the game world.

More than that, though, we want to see how these classes might shape and inspire a campaign setting. The player characters — and characters like them, past and present — are the movers and shakers in the game world. Not every character in the setting has levels in the so-called "PC classes." In fact, those who do are in the minority. But from these relatively few individuals come the events, both heroic and monstrous, that forever shape their world.

Therefore, this series uses the setting of the Scarred Lands to help show you how diverse classes weave their influence into every aspect of the tapestry of a game world. As with the rest of the book, you can refer to it for your own Scarred Lands game, or use it as inspiration in any other campaign.

The **Player's Guide to Monks and Paladins** is more than suggestions and rules on how to play a certain type of character. This is a book about determining how your characters, and those like them, have affected the world. As such, we look at the various disciplines practiced by these men and women of dedication. Monks and paladins are noteworthy in their staunch dedication to precepts and philosophies that most people in the campaign setting do not share — it is that devotion that sets them apart and grants them their power.

Within these pages are the pious, the disciplined, the warriors in the cause of law.

So, welcome to a book filled with the dedicated and the devoted, a book on holy warriors and masters of *ki*, knights and wandering mystics.

Welcome to the **Player's Guide to Monks and Paladins**.

JOSEPH D. CARRIKER, JR.

SCARRED LANDS DEVELOPER

SWORD & SORCERY STUDIOS

INTRODUCTION

While the **Player's Guide to Monks and Paladins** is designed for use in any d20 campaign, you'll find that it is undeniably focused on the Scarred Lands. Throughout this book, you will read many references to that setting, its history and its inhabitants.

Yet, it would be a mistake to assume that this book's utility is limited to the Scarred Lands. As explained in the Preface, the purpose of the Player's Guide series is show how the various character classes shape and inspire a campaign setting. The Scarred Lands is used as a single example of this process rather than the only one. Any references to it are meant to inspire your own ideas regardless of the campaign setting in which they occur.

Adapting material in this book to other settings may require some work. This introduction should make that easier, since it offers a comprehensive overview and plenty of suggestions. Armed with its advice, players and Game Masters should have little difficulty tailoring the rest of the book's content to campaigns set in other worlds, or even to other conceptions of the Scarred Lands setting than the standard one presented in *Sword & Sorcery* products.

As always, the key is for GMs to remember the oft-quoted — though oft-forgotten — truism: *you* are the final arbiter of what is and is not the case for your campaign, wherever it is set. This book offers a multitude of options, variants and alternate takes on many aspects of the core classes of monks and paladins (not to mention an exhaustive discussion of their place in the Scarred Lands setting). If anything here runs counter to your conception of things or would do violence to the established truths of your campaign, feel free to ignore them! That's as true for campaigns in the Scarred Lands as in any other setting. Use only what appeals to you and is genuinely useful, and discard the rest.

So long as you bear that in mind, this book is as valuable to players and GMs alike, regardless of whether the campaign is set in the Scarred Lands or in a game world of their own creation.

Types of Games

Fantasy roleplaying games come in many flavors, not all of which operate under the same "rules." That is, each type has its own distinct mood, feel and tone, all of which influence how

the game is played and the types of stories that are told within it. These in turn affect how the characters relate to the setting and the kind of impact that they can have on it.

It's important to note that some campaign settings are broadly enough drawn that they can allow for multiple types of games depending on the interests of the GM and the players. The following sections provide some insight into the benefits and drawbacks of each type. They also make it easier for those not playing in the Scarred Lands to categorize their own campaign by its type, so as to take fuller advantage of the material presented in later chapters.

Simply read through the following to see where your campaign best fits, and you'll also find assistance of how to adjust the rest of this book's contents accordingly.

High Fantasy

High fantasy is, in many ways, the default type of fantasy roleplaying setting. Its name derives from the fact that its fantastical elements — magic, monsters, heroism — are at the high end of the scale. High fantasy games are in no way "realistic." They pay little heed to notions of plausibility. Instead, they rely on over the top plotlines, outlandish locales and larger than life characters to tell epic stories set in a mythical locale. Most high fantasy games also consider that good and evil are more than just ethical principles; they are supernatural realities. Individuals are called to choose one side or the other — or remain neutral — and to fight against those who take up the opposing belief.

The conflicts of a high fantasy setting are thus driven largely by the battle between good and evil, often personified in deities and expressed in the never-ending struggle of those mortals who act as their champions. Indeed, mortals often have a key role to play, for, unlike the gods, they may choose which ethos to follow.

The Scarred Lands setting is largely a high fantasy setting, so the majority of information in this book is well suited to use in other high fantasy campaigns. High fantasy settings are also strongly archetypal, which is to say they use characters that embody certain universal qualities or roles. High fantasy regularly includes warriors — whether armed with weapons or with their own physical

prowess — who enter the battle between good and evil. Consequently, very little in this book need be changed to accommodate a high fantasy setting, since nearly every element is commonplace in such campaigns. All the GM really must do is change the references to those appropriate to his own setting rather than the Scarred Lands.

LOW FANTASY

Low fantasy, as its name suggests, is at the opposite end of the scale when it comes to fantastical elements. Low fantasy games are often described as “gritty” or “realistic” in that they emphasize the dangers of combat and life in a world with medieval era technology and culture. Considerations of disease, malnutrition and pointless death are often important.

While perhaps not truly realistic, low fantasy games aim for verisimilitude wherever possible. Stories in this type of game focus on lower-key goals — survival, making a living, getting from point A to point B, and the like. This is not to say that low fantasy is all dreary and banal. Many low fantasy stories can be quite exciting, but a lot of the excitement comes from overcoming more mundane obstacles than those in high fantasy. Struggles of all sorts — against opponents, the elements, even oneself — are important parts of low fantasy. They form the basis of most of its stories. Questions of good and evil come up, of course, but they’re often less central than they are in high fantasy. Most low fantasy characters “muddle through” when it comes to questions of ethics or morality, so devotees to a religion or philosophy — such as monks and paladins — stand out from the crowd. They’re unusual, perhaps even a little scary by the standards of a low fantasy world.

To use this book in a low fantasy setting, then, requires some work. A paladin’s overt supernatural abilities — divine spells, many Paragon feats, even Virtue — will be out of place. The same goes for many monk abilities. A GM who wishes to include monks and paladins in a low fantasy game may consider eliminating or at least limiting access to each class’s most obvious supernatural abilities. Likewise, many organizations and prestige classes that rely on moral clarity and supernatural presence will be inappropriate since such things are anathema to low fantasy. Alternately, the GM might decide that monks and paladins are unusual by their very nature — veritable lights shining in the darkness — thereby justifying the use of all their abilities as written. This will make them exceptions to the rules of low fantasy, however.

GOthic HORROR

In some ways, gothic horror could be considered a subset of low fantasy in that it rarely involves mighty magic or vast storylines. Gothic horror is a specific type of game in which fear, passion, mys-

tery and primitive psychology all contend to create an atmosphere of brooding — even angst-ridden — doom. In such games, characters with detailed concepts and backgrounds are very important, since so many of the plots revolve around their often-frustrated wants and desires. Gothic horror is not about the slaying of dragons or the exploration of new lands. Instead, it focuses on isolation, impotence and self-examination as the springboards for tales of terror.

Despite this, zeal and dedication to a cause have their place in gothic horror. Indeed, it is often through such things that individuals can overcome the terror that pervades the setting. A paladin or a monk who stays true to his principles might find himself a source of hope and solace for others as well as for himself. He would be a most unusual person, but a welcome one — certainly true to the conception of the character classes. Alternately, a paladin or monk might find himself utterly alone, reviled, mocked or even persecuted for his ethos. In such a gothic horror setting, these characters would face opposition in political and social forms, not just the physical ones they’re used to combating.

Much of the advice about divine magic and miracles in low fantasy settings applies equally well in gothic horror settings. In addition, gothic fantasy is dark in its tone and themes. No one, least of all the zealous or the dedicated, can escape the omnipresent evil that cloaks the world in shadow. GMs running gothic fantasy games would be wise to emphasize that even monks and paladins are only slightly better off than those who lack discipline and devotion. For this reason, the GM might wish to limit the supernatural abilities of paladins and monks so that they too suffer at the hands of shadowy evil. In the end, such characters must rely on the strength of their beliefs to sustain them, since it is all they have.

SCIENCE FANTASY

Science fantasy can use the trappings of science fiction but without any of the underlying science that goes with it. Alternately, it can be a game in which magic mixes with science to produce a fantasy setting that avoids the trappings of medievalism that are usually considered part and parcel of fantasy. In either case, science fantasy differs greatly — at least superficially — from other types of fantasy game settings. In general, it has more in common with high fantasy than low fantasy or gothic horror, but it can employ elements of each, such as a degree of grittiness or the absence of black and white morality.

In science fantasy games, magic is treated like technology. That is, it is just another scientific

process that can be understood and harnessed, whether for good or for evil. In some science fantasy settings, magic reproduces contemporary or futuristic technologies, like automobiles or spaceships. In others, the laws of magical science are different and lead to unexpected developments that bear no resemblance to anything existing in the real world. Science fantasy assumes that magic has an impact on the world beyond that of adventurers and their enemies. In many ways, science fantasy is the ultimate type of high fantasy.

In a science fantasy setting, monks and paladins could occupy any number of roles. Monks might be the ultimate embodiment of “scientific” principles, having used advanced meditative techniques and rigorous exercises to hone their bodies to perfection. Or they might be Luddites who reject all technology and instead rely upon their own bodies and minds to focus inner powers. Likewise, paladins might fight as ardent defenders of a galactic empire, filled with zeal for their god and their oaths to the emperor. Or they might be the leaders of a rebellion against the corruption that grips the galaxy, showing the way through their noble deeds and heroic actions. The possibilities are every bit as diverse as in high fantasy, perhaps even more so.

The material in this book can be used largely without alteration in a science fantasy setting, although the applicability will vary with the setting itself. For example, the many different sects and orders described herein could be used with minor tweaking. Thus, the Initiates of the Forge might build robots, while the Order of Mithril might be the sworn defenders of the imperial throne world. The feats and prestige classes could all fit in a science fantasy setting, but the GM must decide how martial arts and Paragon feats are viewed in the setting before allowing them. In a setting where martial arts are esteemed, there might be no restriction on their presence, but in one where they are scoffed at the relics of a bygone age, obtaining them might be harder. In the end, the GM must decide the extent to which science wins out over fantasy.

The Campaign

Most fantasy campaigns assume that the PCs belong to a band of adventurers composed of a mixture of races and classes. Such a group has many advantages, both within the setting and within the game. In the setting, a mixed group can draw upon different pools of resources, as the fighter appeals to his lord for assistance and the cleric consults a temple library for hidden lore, for example. From a game mechanical standpoint, having a good mix of character classes ensures

versatility, as the fighters engage in melee combat with enemies and clerics are available to heal the injured.

At the same time, there is no reason why a party composed solely of a single class need suffer unduly. Certainly, an all-paladin campaign is very different from one composed of many different character classes. Yet, that difference can also be a source of strength, as well as an opportunity to explore playing styles or plotlines that might otherwise be impractical. For example, the GM might want to run a series of adventures — or even a whole campaign — about rising up against a corrupt emperor and his evil legions that hold sway over a terrorized kingdom. Such adventures would hold little interest for players of rogues or barbarians, but they’d appeal greatly players of paladins. Many other examples abound.

The following sections, therefore, provide brief discussions of the advantages and disadvantages of campaigns built around a single character class. As with everything else in this book, the GM should feel free to use as little or as much of the advice offered as he wishes. Some of the advice and suggestions offered may be of use even in games in which there is a mix of classes.

MASTERS OF MIND AND BODY

An all-monk campaign would be easy to run in most respects, since monks are multifaceted characters who possess a wide range of abilities. That makes them ideal for campaigns where the GM doesn’t wish them to rely on NPCs of other classes to fill out “gaps” in their repertoire of skills and talents. Still, this strength can prove problematic in certain respects. Since all monks are roughly equal in capability, what sets them apart? How does a player find a niche for himself that no other monk can occupy? The question becomes much less problematic as the characters advance, gaining new feats, skill ranks and the ability to enter different prestige classes. Initially, though, this is a factor that players and GMs alike should take to heart.

Perhaps the strongest hook for an all-monk campaign is that monks have a ready-made excuse for working together: they can all belong to the same monastery, sect or cult. A shared philosophy provides an excellent glue to hold a campaign together. Likewise, a GM might use that ethos as a touchstone for adventures — for instance, the characters’ monastery may have ideological rivals or encroaching enemies. The GM also has some flexibility in designing adventures. Though combat and acrobatic feats should be at a premium, they’re not the whole story. The quest for enlightenment and spiritual fulfillment are just as much a

part of the monk's archetype and should offer a clever GM many possible avenues for excitement of a different kind.

Here are a handful of ideas to use in an all-monk campaign, which the GM can use as inspiration for his own games:

- The characters serve the same master, slain by a former student who has formed his own rival sect. They must avenge their mentor's death while remaining true to his teachings.
- The characters are members of a sect devoted to the god of justice (or another appropriate virtue) and have been tasked by their superiors to wander the countryside protecting the common folk from bandits and other depredations.
- The characters are members of an outlawed religion who have been sent into the wilderness to fight against an oppressive kingdom while training others to do the same.
- The characters are sent out by their superiors to find ancient scrolls of wisdom associated with their sect. They struggle both in mind and body against the strange ways of those in distant lands until they achieve their goal at last.
- The characters have been tasked by their master with the foundation of a new monastery in a far and foreign land.

Flowers of Chivalry

An all-paladin campaign draws upon a classical fantasy archetype with many antecedents in literature and cinema. The holy warrior imbued with the zeal for his faith is a powerful one, and makes it easy for a GM to use as the basis for many adventures. Perhaps the most important consideration is to determine just what it is that the characters believe and how they put those beliefs into action. A paladin's code of behavior is the driving force behind the campaign's drama and excitement, after all. The goal here is to create a code that is flexible enough to be fun while also being restrictive enough to present real dilemmas and moral quandaries.

The paladins need not all follow the same religion or belong to the same order of knighthood. With such mixed groups, there might be some conflict between varying viewpoints and ways of doing things, laying the groundwork for lots of entertaining roleplaying. Even if the group is not mixed, individual paladins might view their code of behavior in slightly different ways. That's why it's important the GM create a code with some flexibility. After all, how much fun would the campaign be if the paladins were all automatons who obeyed orders blindly and acted in the same way? Consider the Knights of the Round Table, many of whom would be considered paladins. Each interpreted their code in different ways, based on individual personalities and goals. Sometimes this led to conflict, but the seeds of great stories lay in such conflict. The GM should allow for similar things to occur in his all-paladin campaign.

Here are a handful of ideas to use in an all-paladin campaign, which the GM can use as inspiration for his own games:

- The characters are bidden by their order to defend settlers in a newly colonized area far from civilization. They are to be the only source of law and justice until the settlement is better established.
- The characters are the king's chosen defenders; they travel throughout his realm on special missions.
- The characters each received a divine vision, drawing them to one another with a common goal: to overthrow the evil tyrant who oppresses the land and opposes their deity's faith.
- The characters are all crusaders sent into a foreign land to retake it in the name of their faith.
- The characters have been raised from birth to fight in the name of their god. Sent on their own for the first time, they begin to see the world is far more complicated than they ever realized — some may even have doubts about their vocation.

book one —
MONKS



CHAPTER ONE

the TALE of the PERFECTED ONE

Sit, child, and listen. Close your eyes, breathe deep, and feel the world flow into your body. Take close heed of this wind and its tremulous rhythm... it is the ageless pattern of all life.

Hearken inward, now. Let the low, dull thump rise to a roar within your breast. Dive, now, to that place. Let your own selfhood lead you there, without obstacle or hesitation. Deeper, now, until you can sense nothing but your own heart, pumping the world song out to every vessel of the flesh.

Hear its beat, child? And hear you the rhythm of the universal wind there, too, lying just beneath? Or has their music been lost, drowned out by the sound of your own clamoring mind? Have your senses the attunement to hear both, simultaneously? Yes?

Good. Then you have indeed traveled far along the path, my brother. Unfortunately, your success also means that you still have yet to learn the greatest truth of the way. Make no mistake, you have made true progress by showing the discipline to perceive both rhythms. Most lack even this level of discernment. But the truth is, that only when one can no longer distinguish between the two beats will that soul begin to truly understand the Eternal Ki.

— Brother Uzuro of Chorach, in a session
with an unnamed disciple

The Coming of the Perfected One

As related by Eugenia the Exemplified, Heaven Exemplar and Keeper Most High at the Temple of Light in Hedrad...

In the beginning, there was darkness.

But 'twas not the absence of sunlight, nor even the blackness of the primordial void that filled the world with gloom. It was the black fog of ignorance, spread over the lands of men like a shroud; and its impenetrable bulk and oppressive weight threatened to keep the souls of those it hooded forever 'neath the light.

Then that fog was lifted... and we were saved.

From the Dragon Isles of the East, came he, our savior — the Golden Son of Hedrada, First Exemplified, He Who Shines for Us...

The Perfected One.

BRATHANIS, THE EMPIRE OF RUIN

In the Time Before, the Lawgiver (in His infinite wisdom) decreed that a city should be built along the fertile coastline of Asherak; a city of His own, where the mortal races would be free to worship in safety and independence from the tyranny of the soulless spawn of the titans. Hedrada decreed that in this city, called Brathanis, it was to be the law — and not He — that would reign supreme. Although He was the eternal lord of law, He would not personally enforce the enlightened dictates of law within His city. He would remain the state's patron, benefactor and subject of worship, but He would not govern it. As we now know, our lord believes such to be left to the people to do for themselves. And it was to this ancient city-state that the Perfected One first brought the light.

At this juncture, a point of crucial clarification must be drawn: The pre-war city-state of Brathanis was not the cultural counterpart (or equal) of the glorious city of Hedrad we know today. No, 'twas not even an ancient precursor, and is unfit for comparison with our beloved City of Law. What Brathanis was, and should be regarded as by both history and historians, is a study in cultural degradation; a classic example — nay, *the* classic example — of a civic system administrated in error. The tragic story of Brathanis and its downfall is required reading here at the Temple of Light, and should be such for all who would call Hedrad their home. (Note: We have, in fact, submitted this as an official motion; though the justices have yet to rule on it, we are confident it will pass into law soon enough.)

While Brathanis had its beginnings in much the same way as our own state, it allowed itself to degenerate into a society of corruption, excess, and worst of all, inconstancy. Although none here at the Temple of Light would be so foolish as to question the wisdom of the Lawgiver, it is known that He withdrew from the society whose foundation He had personally presided over. And it is this fact, above all, that most assuredly led to the disintegration of the moral fabric in Brathanis, spiraling the city into civic corruption and total bureaucratic paralysis. While Brathanis may have been the one place where the light of truth was needed most, the sad truth is that most of the Brathani were too far lost to darkness by the time the Perfected One came unto them.

The only possible exception to this hopelessness lay in an order of ascetic brothers who eked out a quiet existence among all the depravity and squalid decadence of the time. These Brathani monks were horrified at how far removed their society had fallen from the principles on which it had been originally founded. Their response (and, indeed, the only option truly available to them) was to increase their ascetic fervor. With each passing year, as the society around them grew more and more lawless and corrupt, the monks' existence grew ever more rigid and austere. First, they renounced wealth, property, status and pleasure. As time passed, they discontinued contact of any sort with those outside their own society. Eventually, these monks even rejected their own civil identities. Simultaneously, what had began as a healthy dietary regimen — in accordance with the laws of the Lawgiver — worsened to a fasting of extreme degree, with each member rarely consuming more than a grain of sesame at each meal (and eventually, only one grain per day).

The entire monastery began to wither under the weight of its own frustrated devotion. Some brothers, fretful that they weren't being ascetic enough, began to expose their naked forms to the elements — often sitting cross-legged amid the rushing waters of the Banya River during the winter and meditating in the blazing sun surrounded by four fires during the hottest summer months. They intentionally slept in contorted

postures, leading many into fugues of sleep-induced delirium. Some even mastered what were known as “self-annihilating” trances, during which a regimen of severe sleep and food deprivation, coupled with breath retention, would eventually drop the monks into a cataleptic state (from which some never awakened).

Indeed, by the time the Perfected One came unto these poor souls, they were as much in need of salvation as the society from which they distanced themselves.

The Perfected One IN ASHERAK

From the Scroll of the Perfected One, a timeless exemplar work...

It is said that upon first setting his golden feet upon the rich soil of Asherak, the sight to greet the Perfected One was a quarrel among men — two dockworkers, each growing angrier than the other over their mutual inability to settle their dispute. Stepping forward, the Perfected One bade them lower their voices and tell him of their complaint; for as a neutral third, they could only benefit from his counsel. At length, the two men agreed to settle their dispute through the good judgment of their wondrous new visitor (for such was his wisdom).

It was then that the Perfected One delivered his warning:

“First,” said the Perfected One, “You must both agree that for this resolution to be of any true worth, it must be as binding upon you both as forty bands of forty-fold steel.” To this, the two disputants cautiously agreed. “Next, you must both agree to abide by my judgment on the matter, irrespective of whatever demands this judgment may place upon you both. Without this concession, there is little point in any third party settling any dispute.” At this, the two men grew nervous.

“But what if what you decide is illogical, stranger?” said the first. “Indeed,” agreed the second. “Or, worse yet, what if your decree leaves us both worse off?”

At this, the Perfected One smiled.

“I can make no guarantees nor promises on your behalf. My judgment may be severe to you... or it may not. Indeed, fairness itself demands that neither of you be entirely satisfied with any rightful decision delivered fairly. Either you accept the wisdom of my judgment and the judgment of my wisdom, or you resign your-



selves to settling the matter on your own — without benefit of my counsel.” After a long moment, the two men looked at each other. With smiles of their own, the men bowed their heads in respect before the Perfected One, thanking him for showing them the light in the darkness of their ways. Then the two left to retire to a local tavern to settle their small matter over a pint of good drink... as friends.

Thankfully, the emaciated monks perceived the arrival of the Perfected One as a long-awaited reprieve and reward from the Lawgiver, Himself. If it was his flawless manner and golden skin that convinced them that he was god-sent, then his perfect message and the divine sigil magically etched into his forehead were proof positive of his messianic status. Indeed, the brothers quickly accepted him as their personal messiah, sent to lead the only true remaining Brathani followers of Hedrada’s ways out of the darkness and into the light.

Word soon spread of the strange, golden visitor. Upon his arrival, the Perfected One went directly to the monastery; and when news of this reached the ears of those in the city government, a great many grew uneasy. Some believe, as I do, that this trepidation was because they were keenly aware that the hour of their judgment was finally at hand. Like disobedient children, the Brathani had been left to

their own devices and had squandered the gift of self-determination. Thus, they had grown guilt-ridden and unsettled, as though expecting their parental reprimand and punishment to come at any time.

And come the reckoning did, a few short weeks after the Perfected One arrived. By then, word of his philosophy — something called the Path to Perfection — had spread far and wide. Those who suffered under the tyranny of the Brathani theocrats embraced its teachings, finding peace and truth in the Perfected One’s message of self-determination, while those who profited under the current system (such as the theocrats themselves) were horrified at the ideas they heard coming from the monastery. After a few hastily called hearings, these latter individuals acted.

As they could ought but do, the Brathani officials responded to the “disturbance” caused by the Perfected One’s presence by decreeing that his teachings were heretical, and that neither he nor anyone was “god-sent.” In the words of a public announcement of the time: “The Lawgiver watches holy Brathanis and its citizens from beyond — seeing all, hearing all, knowing all. *The Lawgiver does not send messengers!* Nor emissaries, nor prophets, nor messiahs to His chosen people. The Lawgiver sends laws. And He leaves us to our divinely appointed self-governance, in the expectation that we will follow His laws. He does not permit individuals to seek out their own truth, to decide which laws

they will or will not obey. This is the law and the way. Such is as it has always been. Those who flaunt this, His most basic law, are regarded as disorderly and will be severely punished accordingly. Praise be to Hedrada the Lawgiver, His will be done.”

Beneath this flimsy standard marched the soldiers of Brathanis, spurred on by wide public approval. Most Brathani, knowing the danger the Perfected One presented to their failed and tainted lives, were eager to see the monastery burned to the ground and all the monks within either dead or exiled. What the theocrats' soldiers encountered when they arrived at the gates of the monastery, however, sent a ripple of shock through the assembled troops. There, arrayed just inside the courtyard (behind gates left cordially open to the visitors), stood the assembled monks — all looking in the peak of physical condition — behind their anointed, the Perfected One.

The ensuing battle, the first of two, was a rout. The suddenly formidable residents of the monastery decimated the attackers. As per the Perfected One's orders, most of the city soldiers were left wounded but still alive, then packed up into horse-drawn carts and returned to the theocrats with an attached message pleading for an end to hostilities. It is presumed by most historians that the monks knew that they would be given no quarter, but that the Perfected One insisted on trying for a diplomatic solution. When the next garrison arrived, twice the size of the first, they knew they had their answer. And although the empowered brothers defeated this fighting force, too, the battle took its toll, leaving several of the monks dead. This time, the theocrats authorized the use of some terrible weapons of war, and the monastery itself was the battle's greatest casualty — the monk's once cherished home having been set aflame before the true combat began.

With no real home, and knowing full well that the hostilities would continue unabated (there was even a widely publicized draft instituted by the city militia — a clear message to the monks that they could expect no end to the city's offensive) the Perfected One decreed to his followers that they would leave Brathanis and its fallen citizenry to their own fate. A fate, he assured with a cryptic quietness, that they clearly deserved.

The Perfected One led his remaining disciples out of Brathanis on the first day of the new year, the collected brothers marching single-file behind him through the city gates and off into the hills beyond. Brathani bystanders gathered to watch them depart, but there was eerily little activity. Nobody cheered. Nobody yelled. No one threw anything. They simply stood and stared, with expressions that belied their supposed victory. Many still wonder about that day, but I *know*....

The townspeople of Brathanis did not celebrate because, somehow, they knew that they were watching their own salvation walk away from them — and

beyond this, because they knew they were the ones who had driven it from their own door.

The Exemplary Retreat

From low Brathanis the followers of the Perfected One traveled high, into the Skypillar Mountains, away from the troubles they would leave behind. Their golden anointed one trod tirelessly up even the steepest of slopes, and only paused to allow his disciples to take their rest; for himself, he seemed to require none. And when the monks' empty bellies croaked the sad state of their supplies, the Perfected One (who, by all accounts, seemed to require little sustenance of his own) stated he would provide for them. He left their makeshift campsite and began to walk up the mountain, promising he would return before long. Now, according to some of the stories passed down, the Perfected One only walked away so that he could watch those he left behind. Tales claim that he never intended to find food for his beleaguered disciples, but rather only desired to see what they would do in his absence.

If this is the case, then the Perfected One was indeed enlightened by what he saw.

After the first several hours, a quarrelsome debate flared up among the remaining followers. What had become of their leader? Why was he taking so long? The Perfected One never took long to do anything! Some proposed the notion that an accident had befallen the Perfected One, that he had fallen prey to a dire animal of the slopes or taken a fateful step, perhaps, on one of the rocky shelves that lined the canyon wall. “No!” the others protested, believing the Perfected One could never allow such a thing. After a time, they all agreed to bed down and await the sunrise, hoping (praying) their leader would return by then.

When morning came, however, it found the monks alone. Hungry, sore and perturbed by the loss of their leader, the assembled brothers gathered round to discuss what might be done next. Some counseled more patience, insisting that the Perfected One would surely return for them. One younger brother, suddenly afraid of the prospect of survival without the wisdom of his leader, proposed that they all return to the relative safety of Brathanis, there to beg readmittance and integrate themselves back into the civic system. This suggestion sparked the quarrel anew, and the brothers nearly came to blows there in the depths of the mountain pass. Finally, the oldest of the remaining monks, a quiet soul called Oruzu, stepped forward.

“Brothers,” he said. “This is folly. The thing we must do is nothing more or less than the thing we *must* do. We must survive. We must find in ourselves the strength that the Perfected One first saw in us, then nurtured upon his arrival. He came unto us, that we may know Perfection, and now we must come unto him. The thing we must do, brothers, is to *find him*.”

Some of the younger brothers misunderstood wise Oruzu, and raised their voices in objection. How could they find him in the endless mountains, they asked? But the others knew what their elder meant, and they took to gathering what little supplies remained in preparation for travel. It was not the Perfected One himself that they would seek, but what the Perfected One *represented*. And that, they knew, could be found anywhere in the lands of men, so long as the soul was pure.

Following Oruzu, now, the newly invigorated brothers broke camp and began to make their way across the mountains. Here is where the legends differ; but according to the most reliable among them, the company had traveled little more than a mile to the east away from their camp when they came upon (or were guided to) a clear, wide shelf that opened into the very face of the mountainside... a cave! And standing at the adit, hands behind his back with an expectant smile upon his golden face, was the Perfected One.

Satisfied in the conduct and perseverance of his disciples, the messiah decreed that they would make their home here, upon the side and within the bowels of the mountain. The ecology would provide all that the brothers would need, and here they would train in the Path to Perfection. He declared each of his disciples to be exemplary in their worthiness and devotion, granting upon them the title of “exemplar” — the sacred name shared by all the perfected things of Hedrada’s realm — and dubbing their mountain home the Exemplary Retreat.

And then, just as quickly (and quietly) as he had arrived, the Perfected One was gone. He had come to deliver his followers, and to lead them high into the peaks of enlightenment. And with his mission accomplished, the Golden One could now move on. The brothers were sad to see him go, of course, but they were no longer the directionless souls they once had been; they were exemplars, and they now knew what path lay ahead of them. All the same, the Perfected One did not leave his disciples with no remnant of his grace. He bestowed his blessing upon the wisest of his disciples, Brother Oruzu, granting him the title of Perfected One to hold in his name. And so began a great tradition among the exemplars of Hedrada. Although there can only be one true Perfected One, the wisest among his disciples retains the title as an honorific — a way to show both worthiness and respect to the most devoted of Hedrada’s followers. Even after the true Perfected One’s return during the Divine War, when he emerged to fight alongside the chosen of Hedrada, he allowed the wisest of exemplars to retain the title. Those who earn this esteemed designation ensure that the memory of the golden savior will never be lost, and that the ideals of the true Perfected One will continue to be taught to future aspirants.

The Truth Spreads

Over time, the Exemplary Retreat became known for a number of things, although two in particular prevailed over the others. First, the mountain facility quickly garnered a reputation as a place of spirituality and enlightenment in a land that, barring a few select exceptions, was known for its savagery and decadence. People from all over the continent began to hear tell of a place of peace nestled high in the peaks of the Skypillars, where ascetic men and women practiced a way of life that was said to involve the pursuit of personal perfection.

This spreading reputation, then, led to the second thing for which the retreat became well-known. Bands of enterprising monstrosities (both humanoid and otherwise) viewed the thriving monk colony as potential easy prey, ripe for the picking in such an isolated environment. Such would-be aggressors soon learned the error in their thinking, and the canyon below the retreat grew littered with the bones of those who tried to take advantage of the exemplars in their own abode. Indeed, the words “Exemplary Retreat” soon became equally synonymous with both spirituality and efficient brutality for, according to the rumors, the monks refused to let any creature who assaulted their home live to tell others of its precise location. This lethal policy, whether true or not, helped ensure the spread of the growing mystique surrounding these so-called exemplars.

The primary benefit to the wealth of rumors circulating about the retreat was that new would-be initiates would learn of the monastery and, if truly worthy of its instruction, could seek out a means by which they might pursue the path. Unfortunately, the exemplars had few if any agents in the areas outside the Skypillars, and those who desired to take up the life often had great difficulty finding anyone who could lead them to the exemplars’ mountain home. Thus, the new Perfected One, Oruzu, agreed that a number of willing exemplars would leave the sanctity of the retreat and take the message of the First Exemplified to the civilized areas of the world, there to meet and potentially arrange induction of new initiates.

The Termana Missionaries

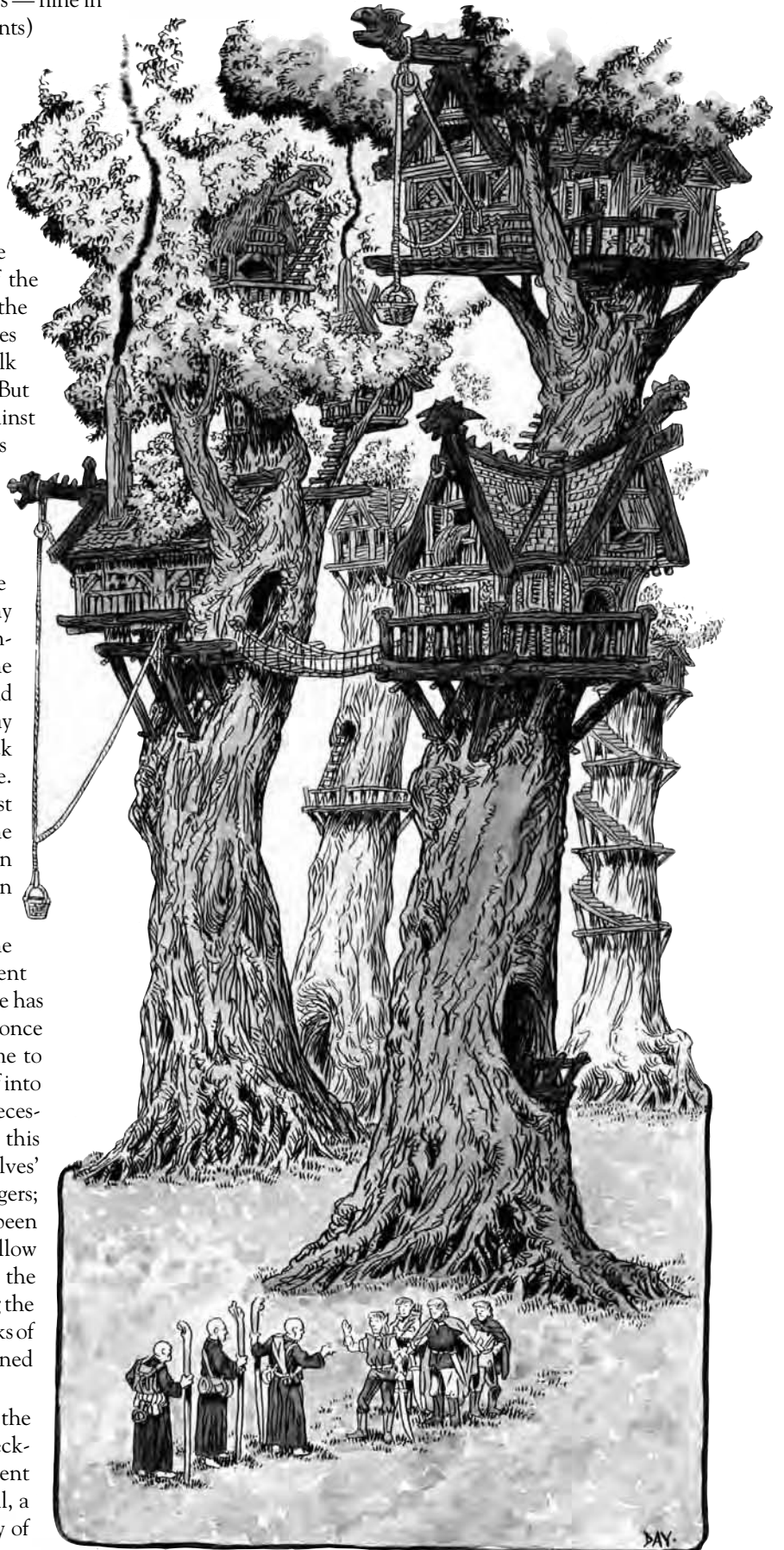
Once the continental operations were underway, and a solid network of agents and exemplar informants was in place, a new mission arose from within the ranks of the exemplars themselves. Some of the members expressed a fervent desire to bring the Perfected One’s message to the people of the lands across the sea. With this goal in mind, they asked if they could take some supplies and set off as exemplar missionaries. Although they expected to be met with disapproval, the Perfected One not only agreed, but seemed excited to personally lead them. After setting the mission up with nautical passage, the expedition was launched.

Although the voyage was rough, and at times, perilous, each of the missionary exemplars — nine in all (according to most reliable accounts) — arrived on the shores of Termana in good health and in excellent spirits. They landed at a small port on the northeast coast of the continent, where they were met by high elf officials of the region who had gotten wind of the mission's arrival.

Initially, the missionaries were eager to explore the wild lands of the continent, to bring the message of the Perfected One to all the disparate tribes of humans, elves, dwarves and catfolk who they heard dwelled within. But when the high elves counseled against boldly striking out into dangerous lands, Oruzu wisely agreed, and the mission satisfied itself with setting up shop in the high elves' forest home of Eldura-tre. Although some of the high elves balked at the visitors' philosophy, none could deny its effectiveness and many took training in the exemplar ways. Indeed, the ranks were so swelled that Oruzu and his eight brothers had to turn away some would-be practitioners, for lack of training time and sufficient space. Before too long, though, the most well trained of the elves defrayed the strain on the mission, taking it upon themselves to instruct their own in the Path to Perfection.

In time, the urge to carry the word (something that seems inherent in the exemplar way of life, once one has taken to it) gripped the missionaries once again. One of Oruzu's brothers came to him with the notion of venturing off into the heart of Termana — alone, if necessary. Oruzu counseled him against this course of action, pointing to the elves' knowledge of Termana's many dangers; but the brother (whose name has been lost to time) persisted, despite his fellow exemplars' fervent protestations to the contrary. And alone he went, taking the word south into the treacherous peaks of what are known today as the Chained Mountains.

Not long after the departure of the bold (and, in the opinion of some, reckless) exemplar, a mission of a different sort came to Eldura-tre. This arrival, a diplomatic delegation from the city of



Ephis on far-off Ghelspad, was impressed by the exemplars and their work. One among them, a Hedradan priest named Belthas, met with Oruzu at length and on numerous occasions during the delegation's visit. Indeed, it became a running jest (though a high-spirited one) among those at the elven court, that the Ephisian ambassadors seemed more interested in the exemplars than they were in the politics between their city-state and the elves of Eldura-tre. At the conclusion of the delegation's mission, Belthas met with the assembled exemplars and bade them return with him to the city of his home, where their wisdom and training were greatly needed. When Oruzu saw the look on the exemplars' faces, he knew that their missionary fervor had taken root anew and he gave all of them his blessing to return with the delegation to Ephhis.

Of the original nine, seven journeyed to Ghelspad. Only the mission's leader, Brother Oruzu (and the lone "lost" exemplar) remained behind. The Termana mission, which Oruzu now called the Eldura-tre Retreat, had become his life and he had firmly pledged himself to it. Aside from this, the aged exemplar was, in all likelihood, too far advanced in years to survive yet another transoceanic journey (although this is merely one historian's conjecture, and was not mentioned once in any extant accounts we have of the time). For their part, the high elves were delighted to see him stay, and the Eldura-tre Retreat remains to this very day. Brother Oruzu put his faith and confidence in his eldest and most eager disciple, a brother by the name of Patrocles, to lead the Ephisian mission. I'll not insult the reader's intelligence by covering Patrocles in any greater detail here. Needless to say, if one does not know the name of Patrocles, then one has never been to the city of Hedrad.

EXEMPLARS IN EPHIS

When the seven exemplars arrived in Ephhis, they were met with a wary regard. The citizens of Ephhis, while law-abiding and generally receptive to the influx of new ideas and goods from Termana, hadn't the first clue what to make of these strange new visitors — or their philosophy. This, however, is where their relationship with Belthas greatly influenced the outcome of the exemplars' mission. Already a man of significant status and prestige, the priest used his contacts in the government and legislative council to establish a foundation for the exemplars. Then, by means of encouraging civic literacy and prosperity, he managed to raise considerable funds for the foundation, eventually amassing enough money to finance the construction of the Temple of Light — a magnificent structure that was as much a work of art as it was a home for the exemplars and their studies.

Once the temple was established, the work of the good brothers and sisters began to speak for itself and, by their example, more and more Ephisians were drawn to the order; at first, simply to see what the fuss was about,

and later, because the citizenry began to appreciate what the temple and its residents had to offer. This led to a substantial increase in the city-wide worship of Hedrada, with each successive convert subsequently doing his or her part to further the work (and the coffers) of the Hedradan faith. Before long, the exemplars and their temple were a pivotal aspect of life in Ephhis, and the reputation of both drew as many new visitors and as much business into the city as any other single organization or establishment.

And so it was, in the year 2801 OC that the city-state of Ephhis was renamed Hedrad, the Holiest City of Hedrada in the known world. The system of Patriarchs, High Justices and Givers of Law was instituted (as well as the equally famous bureaucratic process) and the general productivity of the city's residents soared skyward. Under the wise aegis of Hedrada, coupled with the peaceful (and profitable) sagacity of the Temple of Light, the city of Hedrad grew into one of the most powerful and wealthy city-states in pre-war Ghelspad.

From the notes of Leagin-Dao, exemplar and chronicler of the Titanswar

Many know of the prosperity of glorious Hedrad come the start of the Titanswar, but few can recall (or care to reiterate) what became of the exemplars' first home, fallen Brathanis. So, you might now ask, what fate did befall the Brathanian civilization? 'Tis goodly, then, that I have made it my business to seek out the answers to questions such as this — answers thought lost during the war — for I can now relate the tale of this heretical people. May all learn from their fate.

In the years following the exodus of the Perfected One and his followers, Brathanis fell into even deeper depravity and civil disrepair (if such can be believed). It was as though the presence of the monks, while seemingly insignificant on the surface, nonetheless had provided some balancing energy to what passed for life in Brathanis. And with them gone, nothing remained to stand in the way of total chaos and disaster. The bureaucracy grew ever more corrupt, the city officials more depraved and the general mores of the Brathanian as a people, more repugnant. Before long, even the semblance of propriety, once such an important part of the city's Hedradan charade, vanished beneath the rising tide of unruliness, greed and wretched apathy.

Thus, even before the start of the Titanswar, the once-proud Brathanian had all but destroyed themselves. Once the war began, the situation only worsened. For

unknown reasons the city seemed to become a lightning rod for the venting spleens of the raging titans, who were themselves facing the prospect of their own inevitable demise. It was as though they despised the Brathani for destroying themselves, while everything else on Scarn — including the very elemental beings responsible for life's creation — was fighting desperately to cling to life.

And so it was that apocalypse came to Brathanis. Had the faith of the Brathani remained strong, they might have survived the infamous Thousand Plagues leveled upon them by a spiteful Chern. And had they come together as a community and prepared their city for the horror of war, their lives and structures might not have been so easily given over to the sea-witch Lethene, who blasted the city with storms so angry, their like has not been seen since. And had the Brathani not squabbled among themselves at the end over who was to blame, they might have spared what little they could and fled to safety, before the searing ire of Thulkas dragged what was left of the city beneath the earth in a quake so powerful it forever altered the face of that blasted land.

And during it all, the Brathani prayed for succor from their "patron" Hedrada. They beseeched His name, entreating Him to come be their salvation. They made offerings of blood and gems, of which they had plenty, consecrating their very lives to His glory — if only He would intervene. But the Great Judge remained obdurate, never casting so much as a casual eye toward Brathanis. Not even once.

Indeed... He did not even send a messenger.

EVOLUTION OF THE WARRING HAND

The common thread between all monks, whether they be exemplars or students of other paths, is their devotion to perfection of both mind and body. The latter is accomplished by means of a number of different ascetic practices, but the end result is a harmony between one's self and one's environment. Once achieved, this mental balance allows the monk to use his or her body to affect the surrounding environment in a number of ways — with results that seem spectacular to the average onlooker.

The Warring Hand is the most commonly seen reflection of this harmony. It is the name given to the practice of the martial arts in the Scarred Lands, and the

term applies equally to any given style or discipline. Moreover, one does not have to be a monk (or, indeed, even a spiritualist) to make use of Warring Hand techniques. Such is its universal appeal. Over time, the various different styles and arts of the Warring Hand have changed dramatically, particularly during and as a result of the Divine War, which saw the Warring Hand come into play regularly. Some even say that a number of major battles were won on account of the victors' knowledge of the Warring Hand. Who knows how the face of the Scarred Lands might appear today but for its existence among the divine races?

According to legend, the Warring Hand has its origins in the Time Before, when ancient monks of all the races sought a means by which they could defend themselves — without the recourse of armor or weaponry — from the harshness of the titans' world. Indeed, some believe that the Warring Hand was developed before there were weapons, in the years before the race of dwarves managed to steal the secrets of the Lesser Craft from the titans themselves. But if these legends are true, then where did our distant ancestors learn such complex martial techniques? If they hadn't the expertise to even mold steel, how could the ancient humanoids develop such a thing as the Warring Hand? Well, if the tales are to be believed, they found such knowledge in the most unlikely of places.

As is common knowledge now, the only creatures who the titans did not rule over as tyrannical masters were the Great Dragons. They, alone, had the wisdom and power to stand on their own, free from the titans' whimsy, and according to legend, free from the shackles of titanic heredity, as well. Indeed, of all the creatures on Scarn, only the Great Dragons can claim no descent from the titans. It is this fact that led the land's first monks to seek the counsel of these mighty beasts, in hopes of at least partially combating the depredations of their titan overlords. And although such an entreaty was risky (at best), it was well rewarded. Perhaps the Great Dragons were indeed sensitive to the plight of the ill-equipped races, perhaps they were merely amused by the temerity of the petitioners; but regardless, they did indeed agree to offer instruction in the arts of spiritual self advancement. In particular, they imparted upon humans their own techniques for perfecting their bodies and spirits. In dragons, this caused them to develop the amazing physical and magical abilities for which the mighty race is known, but the same techniques applied to humans developed something altogether new and unique — something later generations came to call the Warring Hand.

Armed with this knowledge, the first monks returned to their people and freely instructed them in the Warring Hand's ways. Indeed, it is postulated that the early tribes of humanoids fought better unarmed than armed, for legitimate weapons of war were few and far between back then. The evidence behind this theory is substantial. Despite numerous devastating epochs wherein the power of the titans ran roughshod across the face of

CHAPTER ONE: THE TALE OF THE PERFECTED ONE

Scarn, humanoid tribes persisted. While this is partly due to their adaptability (such as delving into the earth to escape the surface, for example) and partly due to the beneficence of the titan Golthain, credit should also be given to those survivors who managed to master the Warring Hand. It was their art that carried their people through the struggles with the various titans' monstrous creations, helping them to find peace and security under even the most inhospitable of conditions.

Later, as the gods ascended and the races spread out across the land, the Warring Hand began to change and adapt to suit the needs of the various and diverse peoples who used it. One of the oldest forms, a natural style called Rapa-Deneva, sprung up among the tribes of wood elves on Ghelspad, and they were more than willing to instruct their peaceful allies among the other races in its ways. Today, tribes all over the world practice some variety or other of Rapa-Deneva. Also on Ghelspad, further south in the Broadreach Forest, emerged an art known as Annoth-Ur. This style owed its unique form to the Hag Queen Mormo, and was practiced by a cult of worshippers who used the movements of her favored children — serpents — as spiritual and physical inspiration for their own method of the Warring Hand.

Other arts, too, grew during the time leading up to and including the Divine War. The arrival of the Perfected One in Asherak signaled the dawn of Onnazhuro,

the exemplar way of life, which has since grown to be practiced all over the world. Separately, as the divine races increased their knowledge of boat-building and oceanic navigation, so too grew their respect and fascination with the waters they traveled upon — leading to the development of a style known as waveriding, an art which is based on the fluid yet deadly motion of the sea itself.

More recently, it seems a multitude of variations to the Warring Hand have sprung up in the wake of the war. An order of monks, desperate for a way to return order and balance to the land, embarked upon a style of the Warring Hand known as the Shattered Path, which focuses on austere asceticism and extreme personal, bodily mastery. In addition, the empires that arose during and after the war sparked many new innovations of the Warring Hand. One such example is the graceful Dance of the Four Winds, created by a slave of the Charduni in far-off Termana. Around this same time, what has come to be perhaps the most well-known art, the Bladed Hand, was developed by the monks of the Adamantine Church.

And that, good reader, is all that this humble author can share on the subject without being guilty of the very hubris we exemplars fight so hard to battle back. You have seen what the coming of the Perfected One has wrought upon the face of Scarn. You now know the prestigious history of our philosophy and techniques. All that remains is a simple question: what does this knowledge inspire you to do?



CHAPTER TWO

The Seekers

OF KI

When the clouds grow thick, as they always must, does not the mountain gather them for its crown? When the clouds give rain, as they always must, does not the mountain carry its burden to the river? And when the river flows, as it always must, does not the timeless mountain forever divert its course?

See how the mountain is motionlessness, perfect and eternal.

Do not be foolish and think that the mountain is unable to act. For its power lies in what it does not do.

— From the *Book of the Four Winds*,
by Brother Uzuro of Chorach

There are many in the Scarred Lands who seek to understand the Eternal Truth that lies at the center of each martial philosophy. Some put their hard-earned wisdom to use for the good of those around them; just as many, it seems, use it to work their will on the world.

What follows is a selection of some of the best known or most distinctive of these monks in the Scarred Lands.

THE ANNOTH-URI

Long before the Divine War, a cult of Mormo worshipping monks began the development of a philosophical and martial discipline centered around the perfection of the serpent. This art, known as Annoth-Ur (roughly translated as “finding the pinnacle” in the Dark Speech of Mormo), exemplified and exalted Mormo’s name by its very design. Upon their idol’s sundering, however (an event to which some among the order bore personal witness), the Annoth-Uri went through a massive upheaval during which the monks fought among themselves, nearly destroying the order in the process.

From the ashes of this civil war rose the order remade. Still devoted to the perfection of the serpent, they sought to bend their future efforts to attaining an

understanding of the new, divine natural order. To wit, they were now pledged to Denev rather than to their former patron, a betrayal that earned them the ire of those Mormo cults who knew of their existence. Far from being cowed, however, they sought to rise to this challenge; they now actively combat the efforts of their former and now-misguided brethren, teaching the ways of Annoth-Ur to all those who oppose the Hag Queen’s cults.

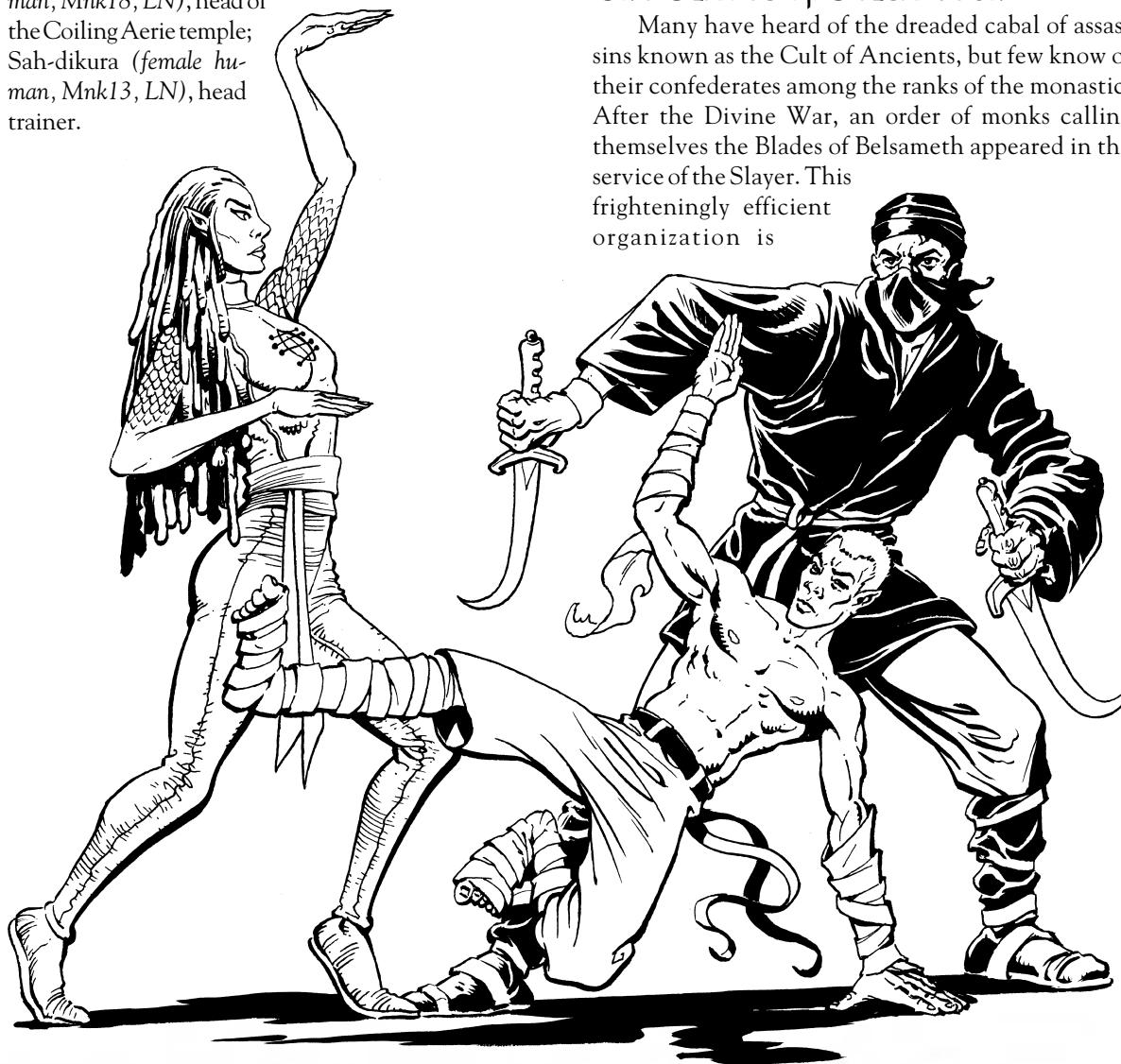
Location: Eastern Ghelspad, primarily in and around the Hornsaw Forest. The order’s oldest monastery still in existence is the Coiling Aerie, a massive tree-temple located in the depths of the Hornsaw. The temple is built in and among the uppermost branches of an enormous serpentoak tree, and its vastness is second only to Annot Kalambath, itself. According to rumor, one can see the top portion of the Serpent Citadel from anywhere in the temple — a constant reminder to the Annoth-Uri in residence of their dark past. Legends also tell that the Annoth-Uri were, at one time, the masters in residence of the Crimson Temple — the site of the Hag Queen’s defeat (see **Hornsaw: Forest of Blood**) — before the Cult of the Serpent Ascendant arrived. This is, of course, unsubstantiated rumor, as yet; after all, there are many who claim that distinction.

Alignment: Always lawful neutral.

Philosophy: In times past, the Annoth-Uri believed in the perfection and duality of Mormo and her sister Denev. They saw the serpent, emblematic in their iconography of both of these titans, as perfection given form. They also believe it was the first creature ever given life on Scarn, and that it was created from the combined efforts of the two titan sisters. Since Mormo's dispersal, however, they have shifted their dogma to include reverence of Mormo only in the theoretical; they do not desire her return, but rather wish that all those who partake of her legacy might come to accept the new natural order.

Allies and Enemies: The Annoth-Uri has made some allies of the Broadreach elves, and of a few of the humanoid tribes outside the area. They've taught the ways of their art to a number of monks and canyon guides in Ontenazu, and are beginning to make some inroads into the western vigils of Vesh. For enemies, the Annoth-Uri have many; all those who still cling to Mormo's worship, in fact, including (but not limited to) the Cannibals of Khet and the Dar al Annot.

Notable Personages: Jaelsanni Sortuuz (*male human, Mnk18, LN*), head of the Coiling Aerie temple; Sah-dikura (*female human, Mnk13, LN*), head trainer.



Signs of the Order: The Annoth-Uri, being a very secretive order, do not typically attempt to make their outward appearance something memorable. Indeed, due to their large number of enemies, they require anonymity wherever they go. Most Annoth-Uri, however, do carry fetishes that serve to focus their *ki*. These charms traditionally take the form of rattles made from serpent tails or hides, the rhythmic movement of which brings great meditative peace to members of this order.

Monks of the Annoth-Uri: Each member is trained in the order's art, Annoth-Ur. Adepts along the path tend to acquire the Blade Hood Prana feat as soon as they are able, and most are drawn to the skills that will help them survive the travails of being seen as "traitors" in the eyes of powerful titan cults. Thus, common skills include Disguise, Heal, Hide, Knowledge (nature), Listen, Move Silently and Survival. The Annoth-Uri are devoted to their path, and as such, rarely if ever stray from it; they are drawn neither to prestige classes nor multi-classing.

The Blades of Belsameth

Many have heard of the dreaded cabal of assassins known as the Cult of Ancients, but few know of their confederates among the ranks of the monastic. After the Divine War, an order of monks calling themselves the Blades of Belsameth appeared in the service of the Slayer. This frighteningly efficient organization is

identical to the Cult of Ancients in ideology, but not in its numbers or specific practices.

In truth, their relationship is one of convenience and tradition. When the Cult is looking to induct or train a member in whom the Eternal *Ki* flows strongly, they “give” that would-be assassin to Belsameth’s Blades — for the order seems to know just how to make good use of such individuals’ talents. Likewise, when one of the Blades encounters a non-monk whom they believe would make a good slayer in the service of Belsameth, they report their findings to the local order head (a powerful monk known as the Master or Mistress of Blades). Then, if the Blade Master/Mistress approves of the underling brother’s findings, he or she contacts the Cult of Ancients and leads them to the would-be inductee.

Location: The Blades are spread fairly far and wide across the face of Scarn. They operate in such secrecy that only the Blade Master of a given area knows how many other Blades are nearby, or their names and identities. It is this leader, the local Blade Master, who hears the word of the Slayer herself and assigns new targets and missions to those in his or her charge. Unless one reaches the level of Blade Master (or, further still, becomes the Grand Master of Blades — the supreme head of the entire order, second only to Belsameth herself), one can expect to lead a fairly solitary existence as a Blade. On occasion, a Blade will “happen upon” the identity of another local Blade, but any relations the two develop must be kept utterly discreet, lest they jeopardize the entire order. Those who in any way expose the order or its secrets suffer the “honor” of being offered up in sacrifice to the Slayer by the local Blade Master. Members of the order who survive such an assassination attempt, however, may become the new Blade Master.

Alignment: Always lawful evil.

Philosophy: Mastery over death in the service of the Slayer is nothing less than perfection itself. Members of this order tend to view the Eternal *Ki* as the ebb and flow of all life-force in the universe, and thus, the more control and understanding one has of that force, the more powerful — and perfect — that individual is.

Allies and Enemies: Those who know of the Blades’ existence (and few do) simply believe them to be the strange and terrifying monastic side to an already shadowy Cult of Ancients. Very few know of just how much individuality and autonomy the Blades have, but those outsiders who do understand the organization’s mission are among the order’s most staunch opponents. As of now, this includes the Brothers of Steel, particularly those in the service of the Order of Silver, and a wise handful among the Dawn Spear adepts.

Notable Personages: Fall of Still Silence (*male forsaken elf, Mnk 15/Asn 5, LE*), current Grand Master of Blades; Iniga Proya (*female human, Mnk 10/Nbl 6, LE*), Blade Mistress of Shelzar.

Signs of the Order: The only remarkable trait common to all Blades is their absolute and total lack of any distinctiveness that could link members to one another. Each Blade is a unique individual and each strives not only to avoid standing out (unless his or her “cover” persona demands it) but to also avoid bearing any similarity to any other Blade. It is the duty of a given area’s Blade Master/Mistress to make sure that those under his or her auspices appear “as varied as the stars in the night sky.”

Monks of Belsameth: Being some of the most feared and efficient killers on Scarn, the monks of Belsameth’s Blades prize skills such as Balance, Bluff, Climb, Concentration, Gather Information, Heal, Hide, Listen, Move Silently and Spot. Many elect to take levels in the nightblade prestige class (detailed in Appendix Two of this book); although just as many do not, choosing instead to serve Belsameth by diversifying the order’s abilities. Those who go this latter route typically take levels in one of the two classes that are most beneficial to the order’s work — either the rogue core class or the assassin prestige class. Monks of this order may freely multi-class as rogues.

BROTHERHOOD OF THE FOUR WINDS

Some monastic orders are born from a union or relationship with another order, be it a lay organization or a religious one, and some are born out of pure necessity. The Brotherhood of the Four Winds was conceived by a man named Uzuro, a slave in the Charduni capital of Chorach on Termana. After formulating a martial art and way of life called the Dance of the Four Winds, he began the Brotherhood as a way of bringing its message of freedom to the downtrodden peoples of Scarn.

The true purpose behind the Brotherhood is to use the Dance, an art that was formulated to seem like nothing more than folk dancing, to empower the socially and spiritually oppressed. Although Brother Uzuro remains in Chorach, directing the rebellion that will soon cripple what remains of the Charduni Empire (or so he hopes), he has sent disciples to both Ghelspad and Termana to spread the good work. His order is unique in that it maintains no strict hierarchy except that which is imposed by the necessity of secrecy. According to Uzuro’s teachings, all individuals are created equal — hence even Uzuro, himself, goes by the simple term “brother.”

Location: The Brotherhood began its existence in far-off Termana, but it has since spread to Ghelspad and Asherak, where Uzuro’s disciples are bringing both the word and the Dance to those in need. On Ghelspad, the Brotherhood’s largest monastery is a

secret underground temple in southwest Durrover called the House of Common Will (designed to look like a collapsed tunnel entrance).

Alignment: Mostly lawful good, some lawful neutral.

Philosophy: Members follow the teachings of Brother Uzuro, as codified in his philosophical text, the *Book of the Four Winds*. In this manuscript, Uzuro outlines, through parable and example, a philosophy that emphasizes the notion of “the four winds of the self” — a concept that encourages each student to find the universe within himself before harmonizing with the universe without. The goal is a state of natural attunement and personal liberation that reflects the balance that all living things might share if given the prerequisite level of enlightenment. Indeed, there are some who boil the philosophy down to the notion that freedom is man’s purest state, and that all men must be free if they are to be men. The name is also a reference to a passage from the text that refers to the “shackles of men” needing to be cast off and “dispersed to the four winds.”

Allies and Enemies: The Brotherhood makes natural enemies of governments who practice subjugation, and who have populaces the order helps to train and educate. These enemies, however, never realize just whom it is they’re fighting, and indeed, the power of the order comes in its paradoxical policy of “open secrecy.” This allows segments of the citizenry to grow into the enemies of the enemies of the Brotherhood (Dunahn, Calastian and Charduni slaves being prime examples of this policy in action).

Notable Personages: Brother Uzuro of Chorach (*male half-elf, Mnk 20, LG*), leader of the Brotherhood and founder of the Dance; Brother Midoru of Durrover (*male human, Mnk 14, LN*), head of the order in Ghelspad and leader of the Durrover Mission.

Signs of the Order: Brothers typically dress in the plain, unadorned garb that has come to be associated with monastic living. However, Brothers sent deep into hostile territory often adopt the clothing and idioms of whatever local populace they have come to aid (including any clothing/customs that would be appropriate to their “cover” persona). Most Brothers, afraid of getting caught with their revered text (and thus putting the entire organization’s efforts in jeopardy) often commit the *Book of the Four Winds* — in its entirety — to memory.

Monks of the Four Winds: Brothers of the Four Winds are pragmatic about their duties, and they understand that their efforts to help others can and will affect the very political landscape of the Scarred Lands before they are through. To this end, they focus on skills of relevant use, such as Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Gather Information, Heal, Hide, Knowledge (local), Listen, Move Silently, Perform,

Sense Motive and Spot. Brothers of the Four Winds dislike deviating from their mission, but their duties often lead them into positions as healers and field surgeons; indeed, most Brothers “pose” as herbalists or natural healers when visiting foreign areas. Due to this fact, some Brothers eventually adopt a prestige class called simply the “brother of the Four Winds,” which functions in all respects as the brother of the Scarred Hand prestige class (from *Scarred Lands Campaign Setting: Ghelspad*).

THE BROTHERS OF STEEL

Many know of the paladins of Corean and of the Adamantine Church to which they belong. What few are as aware of is that the Adamantine Church maintains (and, indeed, heavily relies upon) its widespread monastic side to keep operations running smoothly and efficiently. Each of the orders that makes up the church — the Order of Gold, the Order of Iron, the Order of Mithril and the Order of Silver — has monks who tend to its needs, while furthering the goals of the church as a whole. Although each monk is an adjunct member of the Adamantine order to which that individual belongs, they are also members of a separate monastic sect which, in turn, is a part of the broader Adamantine Church organization.

Each brother (regardless of which order he or she serves under) is responsible for a good deal of the information brought into the church from outside. If the paladin side can be likened to the military might of the church, sent in once an enemy has been identified, then it is the monks who do the data gathering beforehand. As such, they frequently travel between the church’s temples and monasteries, delivering messages and information to the other orders and their leaders. The arrival of a brother from the Order of Iron at the door of, say, an Order of Silver temple is not an unusual occurrence. These are dangerous tasks, however, and brothers are thus trained to be especially effective against traditional enemies of the church.

Location: The order’s foundation and strength is quite obviously linked with that of the Adamantine Church, and wherever the Church is strong is where the bulk of the order’s members and operations are established. There are at least one or two low-level operatives (sometimes little more than envoys and couriers) in almost all the major cities of Ghelspad. Due to the presence and power of the Adamantine Church, few governments would deny the inhabitation of a Coreanic monk, even if they knew of her presence. The order’s primary chapter houses are the Mithrilite Shrine in Temple City, Mithril (home of the Fists of Mithril, the name for the brothers in the Order of Mithril) and in Gascar Keep in the Gleaming Valley (the isolated retreat that those in the Order of Silver call home).

Alignment: Mostly lawful good, some lawful neutral.

Philosophy: Monks of the Adamantine Church are understandably preoccupied with the notion of justice, especially the fair administration thereof. To these monks, perfection is the righteous execution and administration of true justice — justice the way Corean intended, without fault or human error. Adamantine monks tend to embrace their growing mastery of the Eternal *Ki* as a sign of Corean's favor and as proof of the virtue of their endeavors.

Allies and Enemies: Adamantine monks share their allies and enemies with their confederates, Corean's paladins. They despise titan cults, and each brother of steel has a pair of special enemies against whom he focuses his energies and against whom he can more efficiently deliver the punishments of true justice. Monks of Mithril often focus on giants and other titanspawn, for example, while those monks affiliated with the Order of Silver tend to grow powerful against outsiders and elementals.

Notable Personages: Andorius of the Mailed Hand (*male human, Mnk 12/Bos 6, LG*), head of the Fists of Mithril and guardian of the Mithrilite Shrine; Senavir (*male elf, Mnk 8/Bos 7, LN*), envoy of Gascar Keep and order-wide ambassador to the elves of the Ganjus Forest.

Signs of the Order: Due to the fact that each brother is also a part of not one but two greater sects (both order and church), there is little that can be said about one that can be said equally of all. Many, however, are marked by their mastery of one or more particular blades, the use of which is an extension of their own *ki*.

Monks of the Steel Brotherhood: Coreanic monks are stern and martial in nature, favoring skills and training methods that will make them the combative equals of their paladin brethren. As the monastic side of the Church, however, they are also required to take upon information gathering/delivering duties. Thus, these monks often take ranks in Balance, Climb, Diplomacy, Gather Information, Heal, Hide, Jump, Knowledge (local), Knowledge (planar), Knowledge (religion), Listen, Move Silently, Ride, Spot and Survival. Many brothers go on to take levels in the Brother of Steel prestige class (in Appendix II) and are required to do so before being given important assignments.

The Dawn Spear

Like her sister Belsameth, Madriel too has a monastic order devoted to her service. This group, called the Dawn Spear, was formed in the years after the Titanswar as a response to the many potent enemies that continued to ravage the land. Madriel's clergy, while numerous and dedicated, were simply too focused on bringing light and succor to the

beleaguered peoples of Ghelspad to do much warring in Madriel's name. Thus, the Dawn Spear was born.

Members of the Dawn Spear, often called Sagespears, are trained in the use of the long spear and are masters of non-lethal combat; trips, disarms and (massive) nonlethal damage are all stock and trade for these monks. They work closely with the clergy proper, supplementing and buttressing their efforts to bring peace and light in lands fraught with war and darkness. Some Sagespears are wandering loners operating out of or in conjunction with an established temple of Madriel, while the rest maintain monasteries separate from the church.

Location: Members of the Dawn Spear can be found wherever the radiant grace of Madriel shines brightly, and perhaps more importantly, wherever it doesn't. They tend to the sick and the needy all across Ghelspad, and some have even journeyed as missionaries to Termana and far-off Asherak. They seek not only to bring Madriel's grace and mercy to the downtrodden, but to bring her brilliant light to bear against those who would keep the land and its people in darkness. Members of the Dawn Spear can be found in residence or working in conjunction with all the major temples of Madriel on Ghelspad, but there are also a number of scattered monasteries run exclusively by the Dawn Spear. Perhaps the most established of these is the Temple of Fleeting Shadow in Angelsgate, Durrover.

Alignment: Mostly lawful good, some lawful neutral.

Philosophy: Members of the Dawn Spear take the notion of nonlethal combat to an extreme. They are sons and daughters of the goddess of healing, and they cannot reconcile taking life — even the wretched life of titanspawn. Thus, they instead train themselves to be so adept at hand-to-hand combat as to not require inflicting any lasting injury upon their foes. They are masters of nonlethal damage, as well as various maneuvers for tripping and disarming foes, and will only inflict the full measure of their lethal capabilities upon undead or those abominations that Madriel has decreed would find salvation by being put to rest.

Allies and Enemies: The Dawn Spear is particularly active in thwarting the plans of the Cult of Ancients, and thus, they are bitter rivals with the Blades of Belsameth. Due to the latter sect's rigid policy of secrecy, however, the Dawn Spear has gained little headway in the struggle to disrupt its efforts. On occasion, Dawn Spear adepts receive news of a Blade's position, activities or identity, and they have been successful in taking down a number of individual Blades. Unfortunately, these victories are isolated and rarely lead to further information on other Blades' activities or whereabouts. In many of its endeavors, the Dawn Spear is aided (or at least

supported) by the Brotherhood of the Four Winds, particularly in the lands bordering the states of the Calastian Hegemony.

Notable Personages: Lavaira Madriellus (*female half-elf, Mnk 9/Dsa 8, LG*), Reverend Abbot of the Temple of Fleeting Shadow; Tobhir Andejzhu, a.k.a. the “Staff of Madriel” (*male dwarf, Mnk 7/Dsa 5, LN*), wandering Sagespear.

Signs of the Order: Like their clerical brothers and sisters, most Dawn Spears carry the holy symbol of their patron Madriel — a spear with a tassel of peacock feathers — at all times. For these monks, the symbol acts as a focus, or charm, that hones their *ki* and keeps them in a balanced state.

Monks of the Dawn Spear: Monks of the Dawn Spear require skills that will help them fulfill their many and varied duties, and most make use of skills like Balance, Diplomacy, Gather Information, Handle Animal, Heal, Knowledge (local), Knowledge (religion), Listen, Profession (herbalist), Ride, Spot and Survival. As with some other monk orders, not every member of the Dawn Spear is a Dawn Spear adept, but all those who are sent out on important assignments (and all those in positions of leadership within the order) have at least a few levels in the Dawn Spear adept prestige class (see Appendix Two of this book). Dawn Spears may freely multi-class as clerics of Madriel, but the majority choose not to, preferring instead to leave clerical duties of the faith to the numerous and capable clergy.

EXEMPLARS OF ONN

Perhaps the most famous of all monastic sects, the order of exemplars has grown a great deal from its humble beginnings in the Skypillar Mountains. Today, the order is synonymous with both monastic life and perfection — the product of years of proven experience, and the rapid spread of tales that have trickled down from those experiences. The influence of the Perfected One can still be seen in every aspect of life and training among the various exemplar monasteries, not only in Onn but across the Scarred Lands as a whole.

All exemplars follow the Perfected One’s teachings, pushing themselves to find and follow the Path to Perfection, thereby exemplifying each of these individuals in the eyes of Hedrada. The exemplar martial art, Onnazhuro, opens the door that leads to this perfection, and each exemplar is expected to live and train as hard as he or she must in order to achieve greater understanding of the Eternal Ki. For if they do not, they will return to life after death to continue their search until perfection is achieved. This fact, however, makes them fearful foes, as they have no cause to fear even death while pursuing their single-minded focus.

Location: Since their arrival in Ephes (now the city-state of Hedrada), Hedrada’s exemplars have had the time to travel all over the continent of Ghelspad. Some took advantage of their new surroundings and settled down, using established holy places as a catalyst in their own search for perfection; others began to travel the continent as part of the retinue of priests and other officials of Hedrada’s church. The end result, so many years later, is that exemplars are scattered all across Ghelspad, though their numbers remain few. Many of these individuals are still somehow attached to Hedrada’s church and the majority opt not to stray nor dwell too far from their Hedradan connections.

Alignment: Always lawful neutral.

Philosophy: For exemplars, Onnazhuro is more than a martial art; it is a way of life, essential to their understanding of the Eternal Ki. Onnazhuro is the door that opens onto the “Path of Perfection” spoken of in the famed exemplar text, the Scroll of the Perfected One. If Onnazhuro can be likened to a key, then it is one that is shaped the same for all who use it, but which opens to a different path for each individual. Exemplars also believe that Hedrada the Lawgiver returns them to life after they die, so that they may continue to seek perfection. Only after achieving it may they truly die, whereupon they’ll stand with their god in the afterlife.

Allies and Enemies: Exemplars have few enemies, but neither do they have very many allies, either. Only the priests and followers of Hedrada can be called allies to these ascetics, although individual exemplars certainly make their own allies over time. All those who try to corrupt or diminish the power or worship of Hedrada will earn their ire (a very bad idea), but they are typically too involved in their own pursuits to go tilting at windmills. In general, anyone who leaves them and their allies alone will go unmolested barring any calamity that *must* involve exemplar action.

Notable Personages: The Perfected One (*male, race and class unknown*), founder of Onnazhuro and the first True Exemplar; Eugenia the Exemplified (*female human, Mnk 10/Exe 4/Wiz 5, LN*), Keeper Most High at the Temple of Light.

Signs of the Order: All true exemplars, even those living away from the Exemplary Retreat, are very ascetic in personal appearance and outward mien. Most are either tonsured or bald, and clean-shaven, favoring simple robes or cloaks and disdaining adornments of any kind. Weapon exemplars carry their chosen weapon with them at all times, even when it would be appropriate to disarm. Many in the international community have grown lenient with this practice, knowing that asking a weapon exemplar to disarm is like asking an ordinary person to go naked.

Monks of the Way of Onn: Exemplars are direct and efficient in their training, and few take ranks in those skills that they feel are not directly in line with the Path to Perfection. Those skills they do typically favor include Balance, Climb, Escape Artist, Heal, Jump, Knowledge (religion), Listen, Move Silently, Spot, Swim and Tumble. There are no monks among the exemplars who are not also either members of the exemplar prestige class or initiates in preparation for taking the prestige class. Exemplars do not (and cannot) multi-class nor ever adopt any other prestige class besides their own, with the only exception being Heaven Exemplars, who may freely multiclass with *either* the cleric *or* wizard core class.

ORDER OF THE CLOSED BOOK

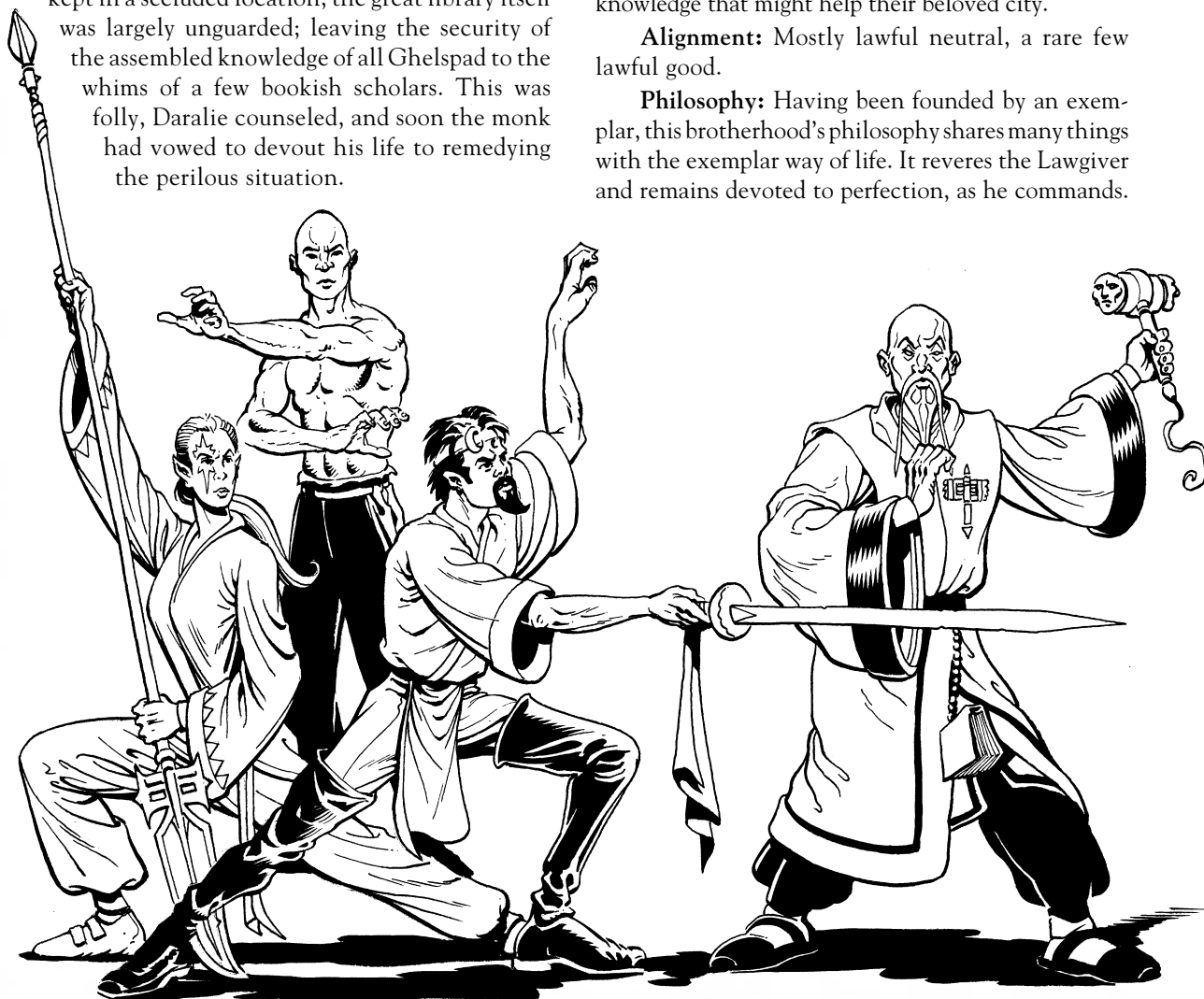
Not long after the Titanswar, a renowned exemplar undertook a pilgrimage to Hedrada's famed library at Lokil, set high in the Gascar Peaks. This exemplar, a devout man named Daralie, was welcomed with great warmth and quickly set about making use of the many precious toms located at the site. Soon, however, he grew uneasy at the state in which the library materials were held. Although kept in a secluded location, the great library itself was largely unguarded; leaving the security of the assembled knowledge of all Ghelspad to the whims of a few bookish scholars. This was folly, Daralie counseled, and soon the monk had vowed to devote his life to remedying the perilous situation.

With the library's permission (and the blessing of Hedrada, according to rumor), Daralie began to train the more athletic academics in the ways of discipline and physical combat. Although Daralie himself was a master of Onnazhuro, he only used the exemplar art as a basis for his own unique teachings, knowing that this class of monks would need a slightly different path for the duties that lay ahead of them. Before long, his assembly of students grew into a full-fledged order, which he called the Order of the Closed Book in honor of Alliki Nebega — the founder of the library of Lokil. Dedicated to both the protection of the library and of the city itself, members of this academic and disciplined order now perform a variety of tasks that far exceeds what even Daralie first envisioned.

Location: The Order of the Closed Book, being a product of Lokil, is naturally based out of the city of its origin. For the most part, this is where its members remain, for their current duties impel them to devote much of their time and effort to resolving the many and diverse crises put to their city. Still, a few individual monks have ranged afield, either alone or as part of adventuring parties in search of treasured objects or knowledge that might help their beloved city.

Alignment: Mostly lawful neutral, a rare few lawful good.

Philosophy: Having been founded by an exemplar, this brotherhood's philosophy shares many things with the exemplar way of life. It reveres the Lawgiver and remains devoted to perfection, as he commands.



But it is unique in that the society from which it sprung dictates much of its ideology — most significantly the order’s focus and “charter.” This organization believes that Hedrada put the entire city into the state in which it currently exists as a test of great magnitude. Thus, how the monks respond and address their tasks is a matter of great import to them, as their performance determines how true they are being to their path of perfection.

Allies and Enemies: The Order of the Closed Book claims all the same allies and enemies as its home city, including its amicable relationship with nearby Hollowfaust. Beyond this, the order has what is probably the strongest active relationship with the exemplars of Onn of any sect, and they take great pride in playing host to any traveling exemplars who have occasion to pass through Lokil.

Notable Personages: Daralie (*male human, Mnk 17/Clr 2, LN*), renowned exemplar and founder of the Order; Lauralei Nebega (*female human, Mnk 10/Wiz 5/Lor 3, LG*), loremaster and daughter of Lokil’s leader, Alliki Nebega.

Signs of the Order: The Order of the Closed Book, being affiliated with the temple of Hedrada and having its origins in the exemplar ways, espouses a similarly subdued outward mien. Its members typically wear the robe-and-frock pants attire that is customary to citizens of Lokil, and most can be found carrying one or more symbols of Hedrada (which they use not only as representations of their allegiance, but also as foci for their prayers and meditations).

Monks of the Closed Book: The Closed Book isn’t your typical monastic order. Its members study their books as much as they practice their arts, leading most of them to be quite well-rounded. They draw off of skills like Balance, Craft, Heal, Hide, Jump, Knowledge (arcana), Knowledge (local), Knowledge (religion), Profession and Spot. In combat, these monks’ facility with their favored weapon, the handhammer, allows them to consider it a monk weapon for purposes of attack bonus, class features and iterative attacks. In exchange, however, members of this order do not automatically receive proficiency with the kama or siangham. These monks may freely multi-class with the wizard, cleric or loremaster classes.

ORDER OF THE SACRED CHAIN

Not every monk is devoted to the precepts laid down by the Perfected One, nor even appreciative of the teachings of the Lawgiver, himself. A number of (mostly evil) monks revere the Slaver instead, for the perfection of his law and the honor of being a servant to him, the Great General. The most organized (and powerful) organization of these Chardunite monks is the Order of the Sacred Chain.

This is a grim and frightful cabal, whose official support by the Calastian government has led to its membership growing ever more powerful in south-eastern Ghelspad — where the order’s infamous monasteries began to surface following the Divine War.

The order maintains a rigid hierarchy that begins within the local monasteries, and increases in complexity on an order-wide level. Each monastery has its lowliest initiates, called neophytes, its respected brothers with records of service to Chardun, known as Deacons, and its temple heads — Archdeacons. The word of a higher member is to be taken as law, and the order, like the god it reveres, has in place a most severe system of “justice” (i.e., punishment) for all those who transgress against Chardun’s concept of natural order. Thus, advancement within the ranks becomes a top priority for initiates, second only to serving the greater glory of the Slaver.

Location: This order is found almost exclusively in the lands where the Great General’s worship and power is the strongest. The Sacred Chain have several state-sponsored monasteries scattered throughout the Calastian Hegemony, particularly in the occupied states, and even a chapter house in the Charduni capital of Chorach. The most prominent of these is probably the Seine of Souls, located at the base of the Bloodspur Hills outside of Pahjan, Zathiske. Like many of the other Sacred Chain monasteries, the temple was once the tomb of a powerful priest, converted by the order and consecrated to the Great General.

Alignment: Usually lawful evil, a few lawful neutral.

Philosophy: Ideologically, the monks of the Sacred Chain are like the flip-side of the exemplars; whereas the latter revere and embrace Hedrada as the source for their devotion and perfection, those of the Sacred Chain see Chardun as filling that role, instead. These chardunites perceive their relationship to the Slaver as the most natural thing in the world, and most see their exemplar brethren as misguided — not only for having chosen a lesser deity to revere, but also for effectually forsaking that deity in the name of “individuality” and “personal perfection.” Perfection, they believe, can be found *only* in unwavering duty and obedience to one’s god and master. That Hedrada accepts anything less is seen as an unfortunate failing in the Lawgiver, and as a weakness in his followers.

Allies and Enemies: The Sacred Chain has grown powerful through the official state support of Calastia, but only in the lands of the Hegemony. The monks of the order are feared and misunderstood most everywhere else. Although the two sects revere different gods, the Sacred Chain bears surprisingly little ill will toward Hedrada’s exemplars whom, for

the most part, they see as mostly just misguided. If and when exemplars (or anyone else) gets in the way of their duties to Chardun, however, they will show them no more mercy than would their patron, the Slaver. Such is the burden of their path. The biggest opponent they face these days is the Brotherhood of the Four Winds, whose members are currently fanning the flames of revolt in occupied states such as Lageni and New Venir.

Notable Personages: Archdeacon Malebroche (*male human, Mnk 13/Msc 6, LE*), head of the Seine of Souls; Connifer, Mistress of Chains (*female human, Mnk 10/Msc 7, LE*), head of training and new inductions for the Sacred Chain.

Signs of the Order: Chardunite monks tend to place great emphasis on their relationship with their lord, the Slaver. Most every member of this order wears a spiked chain as both a weapon and a symbol of devotion to Chardun. Traditionally the chain's length is passed through a manacle etched with Chardun's symbol (clamped around the left wrist), permanently locking the monk to the chain and serving as a constant reminder of their sacred calling.

Monks of the Sacred Chain: Monks of this order are true monastic zealots, burning with devotion to their lord and liege, Chardun. In addition to their mastery of

the spiked chain, they pursue any and all skills that will help them honor the Slaver. These typically include Bluff, Disguise, Gather Information, Handle Animal, Knowledge (history), Knowledge (religion), Listen, Spot and Swim. Additionally, the Leadership feat is of tremendous significance and is considered much as a badge of office; all those who would be considered for the rank of Deacon must first possess it. The monk of the Sacred Chain prestige class (Msc) can be found in **Calastia: Throne of the Black Dragon**.

The Shattered Path

There seems to be no clear history as to who founded the Shattered Path as a monastic order or where it has its origins. All that is known is that shortly after the Divine War, a number of especially ascetic monks were beginning to follow a way of life that had previously been unheard of in monastic living. To be sure, monks had always imposed rigors on their own lives: dietary restrictions, taboos, interdictions against certain thoughts or behavior — these are the very foundation of asceticism. However, even the most austere of monks were not *this* devoted to their strictures... before the war, that is.



Now, however, monks of the Shattered Path can be found all across the Scarred Lands, from the western coast of Ghelspad, down to the verdant forests of Termans and even among the sands of far-off Asherak. The order itself, if it can be said to exist as a single organization, quietly spreads the promulgation of its philosophy (called “the Shattered Path”) to monks all over the world, and the “organization’s” once-modest numbers are growing with each passing day.

Location: Despite their not belonging to a traditionally organized monastic order, the monks of the Shattered Path are surprisingly widespread. This is due to the fact that word of the adherents’ philosophy spread quickly after the war’s end, leading several different monks to adopt its ways in disparate parts of the world — seemingly simultaneously. Currently, adherents are equally active on all three known continents. Most believe that the majority of those on the Path aren’t even aware of the others’ existences, but that’s a dangerous conclusion at which to arrive without proof.

Alignment: Always lawful neutral.

Philosophy: The Shattered Path, as an order and a way of life, believes that massive, near-irreparable damage was done to the universal *ki* as a result of the Divine War. Even with the balancing power of Hedrada, those who live in the Scarred Lands must bear the brunt of the responsibility for the reinfusion and realignment of *ki* and the rebalancing of the natural forces at work in the world. Thus, those on the Path strive to bring as much order and control over their state, and of the energy around them, to the world as they can. The more control each monk is able to maintain, they believe, the healthier the world as a whole grows.

Allies and Enemies: None, officially, although there are rumors of powerful monks on the Shattered Path cementing strange alliances with elders of both the exemplars and with a number of Rapa-Deneva masters on Ghelspad. Little else is known for sure about their contacts or activities, beyond the massive carnage they are known to leave in their wake following a battle with titanspawn.

Notable Personages: Brother Ghadro Mundi (*male dwarf, Mnk 10/Iof 7, LN*), founder and leader of the Fourfold Sign, the only known party of Shattered Path monks on Ghelspad; Brother Phineas (*male halfling, Mnk 8/Iof 3, LN*), besides Mundi, the only other known member of the four(?)-monk wandering troupe.

Signs of the Order: Members of this order, when revealed, are perhaps the most memorable in appearance of all the monk orders (save perhaps those of the Sacred Chain). Their rigid asceticism has a profound effect on their bodies; most are thin (from austere dietary strictures), but not unhealthily

so, with a wiry musculature that illustrates their bodies’ true vigor. Indeed, despite the pains they put themselves through (or perhaps because of them), monks of the Path are capable of running great distances, and at great speeds, without tiring. Many have even grown resistant to all but the harshest of blows to their flesh. There is a sub-sect that takes its asceticism down a different path, opting to employ ritual scarring and mutilation of various “non-essential” anatomical parts, but this is not the norm.

Monks of the Shattered Path: Members of this “order” are fond of those skills that will best help them achieve their goal of pure bodily perfection, both within and without. These include Balance, Climb, Concentration (a necessity), Escape Artist, Heal, Jump, Knowledge (nature), Listen, Spot, Survival and Use Rope. A number of these monks are drawn to the purifying ways of the initiate of the forge prestige class (see Appendix II), and go on to refine their perfection by means of that class. Otherwise, their regimented existences do not permit them to stray from the path, and they thus refuse to pursue levels in any of the other classes.

SISTERS OF THE PERFECT PEARL

Around the horn of Devil’s March, beyond the Drifting Isle, and all throughout the waters of the Blossoming Sea can be seen the vessels of a mysterious and awe-inspiring collection of female privateers and ship’s captains. Unknown to most of the civilized world, this collective is actually a devout order of waverider monks known as the Sisters of the Perfect Pearl. As its name suggests, the order accepts only women into its ranks, although women of any race — even those who are typically distrusted or scorned by the land-walking world — are considered equally.

The order is actually organized on two levels. First, there is the “local” level, the single monastery, which is more often than not a floating affair, with individual boats acting as mobile temples for their monastic denizens. The captain of each ship is almost always the temple head, and the fact that the order’s members live and pray on-board does not seem to reduce the devotion or sincerity of these women at all. Indeed, if they ever practiced their “rites at sea” in front of strangers, the mystique surrounding these women would be even thicker than it already is. The second organizational level is the order-at-large, which outsiders presume is “led” more or less by the collected temple heads. Thus, the entire order can be likened to a fleet of floating monasteries, or an “ascetic armada,” as one waverider put it.

Location: Sisters are found mostly in the waters off the southern coast of Ghelspad, in and around the Blossoming Sea. They are well known (or at least

gossiped about) in port towns from Rahoch to Fangsfall, and are also rumored to “own” one of the small islands in the Blossoming Sea. A few enterprising pirates have even tried to locate this mythical isle (as it is sure to hold untold treasures, if it exists), but all such ventures have ended either in failure, disaster, or both. Since the Sisters make no few enemies among the seedier elements of sea life, many of them hide their operations (and identities) when they do come to port.

Alignment: Usually lawful neutral.

Philosophy: Perfection is the timeless rise and fall of the ocean tides, and to be able to rise and fall effortlessly alongside them. The Eternal Ki is the song of the sea, the inner pounding of the cosmic surf, and to attune one’s self to its rhythm is to become one with the most powerful natural force in creation.

Allies and Enemies: The Sisters make enemies of all those who would plunder the treasures of the sea, or endanger its natural residents, for no reason other than personal profit or political gain. They have no patience with bureaucratic Calastian scum, and they take equal measure of offense in the amoral whaling and pillaging practices of various sea dogs (and their crews) in and around Fangsfall. That said, however, they are strangely discerning in their own politics and have been rumored to leave well-known pirate frigates alone. This obscure inconstancy has led to an almost awe-inspired reputation among sailors and pirates alike, many of whom secretly admire the women for their beauty and grace under fire.

Notable Personages: Maira Kileekli, a.k.a. “the Eye of the Storm” (*female human, Mnk 10/Wvr 10, LN*), captain of the *Inferno Storm*; Mollie Shameless (*female half-elf, Mnk8/Wvr 6, LN*), captain and shipwright of the *Shameless Lass*.

Signs of the Order: Sisters of the Perfect Pearl tend to dress in whatever garb is typical of female sailors who also happen to be master monks (if indeed there is anything typical about such folk). Beyond this, Sisters have a deep reverence for gifts of the sea and many can be found ornamented in jewelry fashioned from shells, coral reef and pearls (their favorite). This is not to say that Sisters burden themselves with needlessly bulky accessories, however; no Sister would sacrifice ease of movement in favor of a piece of jewelry, no matter how striking it may be.

Monks of the Perfect Pearl: These women favor skills such as Balance, Bluff, Concentration, Escape Artist, Gather Information, Intimidate, Jump, Knowledge (local), Profession (sailor), Sense Motive, Spot and Use Rope. Each Sister is expected to adopt levels in the waverider prestige class, and

indeed, is not considered a true Sister until she has acquired her first level. Then, however, she is an equal among equals — a woman at home with the women of the sea.

MONKS OF DIVERGENT PATHS

Aside from order-specific guidelines and requirements facing monks in the Scarred Lands, there are of course basic restrictions imposed upon them due to the demanding tenants of their chosen class. Few monks ever adopt another core class, as it is ultimately a sacrifice too great to bear. Nonetheless, there exist a couple of rare situations in which even genuinely devoted monks have found the need to abandon their path:

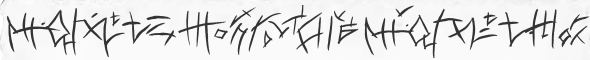
- **Barbarians:** The inner discipline that makes a monk is alien to the barbarian mindset, and multi-classing between the two is almost unheard of. Stories circulate, however, that sometimes a monk cannot release the rage that burns in his heart, reaching a point where he is unable to advance in the ways of his order. On these rare occasions, it is said that Vangal appears to the ire-addled monk in a dream and directs him to flee into the Blood Steppes, where he is picked up by the Stepperunners — a cabal of other monk-barbarians. Rumors have it that the horsemen of the Steppes fear these ascetic berserkers and that the Horsemen of Vangal revere them as symbols of the triumph of chaos over order.

- **Bards:** The free-wheeling diletantism of the bard is at odds with the focused discipline of the monk. Occasionally, however, there have been monks whose search for enlightenment led them to the creativity of the bardic life, abandoning their aim of achieving ascetic perfection in favor of nourishment of the spirit.

- **Clerics:** Of all the core classes, clerics are the ones who work most closely with monks in the Scarred Lands, and most often. The two are frequently connected by dint of study or worship, and the calling of the one can often lead to the path of the other. While it is not so common for a cleric to abandon direct worship for the rigors of monastic life, it is not implausible for religious monks, such as those of the Adamantine Church, to decide to take their faith to the next level.

- **Druids:** The flip side to clerics, the natural path of the druid can be an attractive prospect to a monk whose spirituality owes allegiance to none of the Eight. Monks often feel attuned to the natural world because of their balanced introspection, and a number of those who are lawful neutral in alignment (which is a great many) see the beauty of Denev lying beneath the hard face of Scarn.

- **Fighters:** Although rare, it is not unheard of for a monk to take up study of a more directly martial (and less spiritual) nature. More often than not, this



ORDERS AND MULTI-CLASSING

As noted elsewhere in this chapter, some monks have differing multi-class restrictions than others. Typically, each order teaches and trains a different approach to the pursuit of perfection. Similarly, different gods have distinct attitudes toward encouraging or even accepting the “forking” of their monastic members’ focus and efforts. .

The following list notes which monks can multi-class and how, as well as which prestige classes the order favors — or, in some cases, *must* — adopt.

- **The Annoth-Uri:** As standard monk; no prestige classes.
- **Blades of Belsameth:** May multi-class with rogues; nightblade, assassin.
- **Brotherhood of the Four Winds:** As standard monk; brother of the Four Winds.
- **Brothers of Steel:** As standard monk; must adopt brother of steel eventually.
- **Dawn Spear:** May multi-class with cleric (Madriel); Dawn Spear adept.
- **Exemplars of Onn:** As standard monk; must adopt exemplar eventually.
- **Order of the Closed Book:** May multi-class with wizard, cleric and loremaster only.
- **Order of the Sacred Chain:** As standard monk; monk of the sacred chain.
- **The Shattered Path:** As standard monk; initiate of the forge.
- **Sisters of the Perfect Pearl:** As standard monk; must adopt waverider eventually.



occurs when a monk finds either his studies or his situation frustrating. Either he cannot reconcile what he must do, given the state of the world around him, or there is simply too much conflict going on for him to remain in search of harmony. Shelzari bards tell stories of one monk whose monastery came under attack by bandits who put to the sword everyone found within. When the monk returned and discovered what had happened, she took up the mantle of war and brought justice to their doorstep. As with most other career changes for monks, those who finally and firmly step onto the path of the warrior rarely if ever look back.

• **Rangers:** Former monk rangers are surprisingly more common than one might think, especially compared to former monk fighters or barbarians. The very nature of the Scarred Lands, as a deeply wounded world, often leads to frustration for those who would see it healed — and monks are no exception. Some monks, especially those of lawful good disposition, make the choice to emerge from their halls of private meditation in order to greater affect

the world beyond themselves. Such benevolents feel that they can best use what wisdom they’ve acquired to help others.

• **Rogues:** If former monk bards are rare, then monks who forsake the path to perfection in favor of the chaotic life of the rogue are almost unheard of. In most cases, the only thing that makes the roguish lifestyle endearing to a monk is rebellion; only when a monk begins to feel closed in and constrained by their chosen path do they start to long for the “freedom” to be had in the life of a rogue.

• **Sorcerers:** The path to perfection is primarily about enlightenment, and indeed, the pursuit of wisdom and harmony often involves the unlocking of inner potential heretofore unknown. Sometimes a monk will find strange wonders awaiting her behind the doors of the self, and opening such doors can lead to an embracing of a different path entirely. When monks discover this arcane heritage buried deep within themselves, many consider it a duty to explore and develop the gifts of that birthright. Although this often leads to a crisis of conscience — does the monk forsake her path in exchange for developing her potential? — it can also result in even greater enlightenment in the long run, or so many monk-sorcerers believe.

• **Wizards:** Although monks would seem to have few connections to the practiced study of the arcane, a much greater link between the two classes exists in the Scarred Lands than it does in other fantasy settings. A number of orders push for cooperative efforts between wizards and monks, and some, like the Order of the Closed Book, are even gifted with the ability to multi-class as wizards. Inevitably, the ravaged world acquaints its denizens with strange bedfellows; and in the case of monks and wizards, the benefits of such are often too great to ignore.

Noteworthy Seekers

In the years since the end of the Divine War, a number of figures have emerged in the forefront of the monastic way. These vanguards have taken, and continue to take, the duties of the monk into new and previously uncharted directions, and each of them is an individual of great power in his/her own right.

Brother Uzuro of Chorach

Although he rarely speaks of his past (and perhaps because of such), rumors swirl wildly among the disciples of Brother Uzuro (*male half-elf, Mnk 20, LG*) as to his possible origins. Some believe he is the child of a benevolent outsider and a human, leading to speculation that he is divine in his own right. Others think that he is descended from the Perfected One, himself, although the first exemplar is widely believed to have sired no children.

These theories are closer to the truth than many think. Although Uzuro is merely an “ordinary” half-elf, his story is most extraordinary. He is the product of a once-forbidden union between a pre-forsaken elf and a human monk. This human father was no less than the one lone exemplar who traveled, alone and against the wishes of his brothers, into the heart of Termana to find his own path. And find it there he did — in the form of an elven princess with whom he fell in love and conceived a child. The spread of the Charduni war machine, however, tore the lovers’ dream in two, and Uzuro was taken as an infant to the pits of Chorach, there to grow up a slave.

According to the philosophical text he would later pen, *The Book of the Four Winds*, Brother Uzuro was awakened to his purpose over the course of his formative years. During this time, he would enter trances (“reveries,” he calls them) that were often induced by the pain of his labors or by the scourges of his Charduni overlords. Within these trances, he saw glimpses of the path he came to develop — a martial art and way of life he called the Dance of the Four Winds. This art would grow to turn Uzuro into a symbol of hope for slaves everywhere.

Taking advantage of the Charduni’s troubles with both neighbors and titanspawn, Uzuro developed in secret a martial art with the core design of guile. He disguised the fighting technique’s various moves and positions as dance steps, carefully crafting it to be fully functional as both dance and deadly martial art. Uzuro discovered early on that his own *ki* was both strong and vibrant. Soon, however, he realized that his efforts were never truly his own, but rather the will of an ailing cosmos, reaching out to him for succor. The disfigured world, he believed, had selected him to bring healing and peace to the chaos that was the Scarred Lands. His first step toward this end was the completion of the Dance of the Four Winds. At once a philosophy, a political movement, a joyous dance and a fighting style, the Dance has grown to become the brightest beacon of hope in the slaves’ dark world. When the time comes for the revolt to begin, the Charduni may well be overwhelmed by the sudden combative prowess of their once-wretched servants. What Uzuro will accomplish next, only time will tell; but considering his past and how far he has since traveled, it is obvious that he is a man with a destiny worthy of all his parents’ stood for.

CONNIFER, MISTRESS OF CHAINS

It is surprising to some, that the black-hearted woman known as Connifer could have risen so far in the ranks of the Order of the Sacred Chain, given that her entire existence has been one infamous treachery after another. If the rumors are true (Connifer herself bristles at the mere mention of her

past), the woman who currently leads the order’s recruitment and training of new initiates is the illegitimate daughter of former Queen Nikhea of Ankila — who betrayed her king, Ankila VIII, to King Virduk by poisoning the Ankilan army’s food supply. The stories say that Queen Nikhea, a loyal follower of Chardun, was embittered by her husband’s repeated failures (including his failure to convert), and after one final insult, repaid him for his weakness by crippling his ability to withstand Calastia.

Nikhea fled with her daughter into the arms of the Calastian-supported church of Chardun, where the child was reared as an acolyte of the Sacred Chain. Eventually, the young girl had to step from the shadow of her mother, whose presence was more of a liability than any kind of possible asset to either Calastia or the order. And so, as proof of her loyalty to both Chardun and the Sacred Chain, Connifer “offered up” her mother as a sacrifice to the greater glory of Chardun. This act allowed the young woman to both begin her rise up the ranks of the sect, and cemented her position as a force to be reckoned with. Today, she is one of the most powerful women in the Sacred Chain, with her draconian adherence to order earning her the title “Mistress of Chains.”

SENAVIR, AMBASSADOR OF STEEL

Born to a Broadreach elven mother of unknown clan, Senavir had to watch as his beloved forest home was warped and tainted by the viscera of Mormo, the Hag Queen, as her essences dispersed into the very soil of the Broadreach. His earliest memory is of being found as a child alone, wandering the Ghost Glade — the final resting place of the entirety of Clan Unicorn, which had sacrificed itself in a vain attempt to save the Broadreach from corruption. Although another clan eventually adopted him, Senavir soon came to realize his true calling.

During his formative years, Senavir dreamt of those who died protecting the Broadreach, remembering events with vivid clarity he couldn’t possibly even know about. It was then that he realized that he was a scion of Clan Unicorn, perhaps the last, and that the ghosts of his family still lingered. Soon the young elf had also recognized his task. As the last descendant of his people, it was his duty to find a way to lay his ancestors to rest. Senavir grew fascinated with the worlds beneath and beyond, and vowed to learn all he could of not only their interactions with the land but how they also tied into the titans’ foul legacy.

Taking a vow before the elders of his adopted tribe, Senavir set out from the Hornsaw, determined not to return until he’d found a way to bring peace and resolution to both clan and homeland. In his search for meaning, Senavir attracted the attention of the Order of Silver, who took him in and trained

him in the ways of the Brothers of Steel. In the years since, he has grown learned, indeed; and although he has not yet returned to the Hornsaw, Senavir recently established a working relationship between the Order of Silver and the wisest scholars among the elves of Vera-tre. The dreams tell Senavir he's getting very close, now....

MAIRA KILEEKLI, THE EYE OF THE STORM

Maira's mother was a woman of considerable power, an unmarried noblewoman with significant holdings and a landed estate. Unfortunately for Maira, her father was of no such import. Maira's father, a man named Ruary, was a reformed criminal who, due to the strict social covenants surrounding transgression, was forced to eek out an existence as a lowly dockworker — despite being skilled enough to take much better work.

It was in this capacity that Maira's father first caught the noblewoman's eye, as he helped her down from the deck of her ship one foggy evening. Before long, the two were engaged in what would have been a scandalous affair, had anyone in the proper circles known. Indeed, the two managed to keep their relationship safely secreted away, and all was going well... until Maira's mother got pregnant with her. Being a noblewoman, her mother never could have afforded to bring the child to term, out of wedlock and with a man like Ruary for a father. She wanted to terminate the pregnancy, but Ruary pleaded with her to leave town and deliver the child in secrecy, whereupon he vowed to disappear with his child and raise it alone. Surprised at the man's candor (and sense of responsibility), she agreed.

Although her father was very devoted to her, the absence of a mother figure in Maira's life was a noticeable one. And the fact that her father never remarried, while romantic (he still loved Maira's mother), actually did more harm than good. Thus, Maira grew up revering the sea as her only mother; it schooled her, nurtured her, and once she was old enough, put food on her table and a roof over her head. Thus, it came to pass that some years later, after Maira had grown into a wealthy ship's captain and one of the most powerful waveriders at sea, Maira would fall into a trap of the sea's design.

Off the coast of southwestern Ghelspad, out in the Blossoming Sea, Maira encountered an unusual nautical occurrence — a vast eddy, whirling powerfully. When the whirlpool failed to pose a threat to her ship (despite the fact that she sailed within mere meters of it), Maira was stunned; when the eddy began to *speak* to Maira in her mind, she was positively enraptured. The confident female voice was calling out to her, bidding her to have no fear... and to listen.

Since that day, Maira has grown more and more attached to the eddy, and for her devotion, the woman in the sea has rewarded her. Maira has developed the ability to communicate with creatures of the deep, and she has an intuitive sense of whenever anyone or anything is approaching or threatening the location of the whirlpool. Maira has so far convinced herself that the eddy is a manifestation of Manawe's favor, but deep down in the core of her own *ki*, Maira's soul shudders.

FALL OF STILL SILENCE, GRAND MASTER OF BLADES

The creature who currently leads the sect of mystics and assassins, known as the Blades of Belsameth, is perhaps one of the greatest of the Slayer's agents among the divine races. This man, who goes only by the moniker, "Fall of Still Silence," is seen as one of the most dreaded killers on the face of Scarn... and rightly so. Even with this reputation, most are unaware as to just how many important missions have been accomplished on behalf of Belsameth by this man. He moves with near invisibility, without tracks nor identifiable scent. He comes and goes like a whisper, and to those who are the subject of his cold-blooded duties, he is death itself. Even among the Blades, many believe that their Grand Master is not humanoid at all, but rather an outsider — perhaps even a type of second herald for the Slayer.

In truth, the Grand Master of the Blades of Belsameth is nothing more — or less — than the ultimate example of what can happen when hate and bitterness are left alone to fester for decades. Centuries ago, the man now known as Fall of Still Silence was an elven priest, the head of a monastery devoted to the elven god. During the Divine War this holy man was on the front lines, fighting the good fight and calling upon the name of his deity for strength in his time of need. Then, in a flash, the god of his people was gone — and he was forsaken. When the truth of what had been wrought was fully realized, the now-forsaken holy man was driven to despair. For years, he tried to reconcile what was, with what must be; and in the end, he failed. Only in Belsameth's arms would he eventually find succor, and it was to her that he turned his tragic devotion. She offered a cessation to his pain, and the fallen priest vowed to serve her forever after. It is said that he intentionally put the previous Grand Master's operations at risk in order to get the man to try and silence him. Whatever the tale, the fact remains that the former Grand Master *did* disappear and *was* replaced by Fall of Still Silence, a fact about which few in the order are complaining (at least publicly).

CHAPTER THREE

The WAY^{oF} the -WARRING HAND

Aye, 'twas a Pearl Sister, laddie... o' that much, I'm certain. How do ye mean, what makes me so sure? As I just got through telling ye, the young lady refused to duel with me! ME! Belig! Actually claimed that I wasn't a "worthy" enough opponent to distract her from her "pressing obligations on board!"

What do ye mean, "What does that prove?" Have ye not been listenin'? The reference to her ship says she was a seafarer; and her refusal of my affections in the first place clearly proves she was a monk. After all, only a monk would turn down ol' Belig! Put together, these two facts prove that the frosty lass was a waverider, m' boy — and everyone knows to steer clear of female waveriders 'round this 'ere port. Why? Have ye no sense 'tall? Alright, I'll tell ye why...

*Because only a Pearl Sister would dare speak to Belig the Halt that way.
That's why.*

And 'tis a lesson ye'd do well to remember, boy.

— Belig the Halt, the self-proclaimed
"Fastest Blade in Fangsfall"

THE WARRING HAND

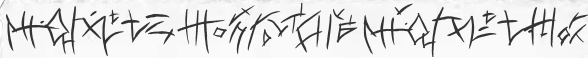
Even after a century of resurgent practice, a time during which the divine races have come to appreciate the beauty and efficacy of the Warring Hand, it nevertheless remains of an oft-misunderstood way of life. Those who view its various disciplines as nothing more than a means to a combative end fail to understand its true origins and purpose, and even those who give honest adherence to its ways are often led astray by the legends of their own talespinners.

The most common misconception about the Warring Hand is that it is a strange practice, natural only to

the strange and distant monks who brought its ways to Ghelspad from strange and distant lands. This, then, leads to the second most common incorrect conception about the Warring Hand. There remains the widespread belief that it was taught to the locals by these exotic visitors upon their arrival, and that before this time, it was all but unknown across the verdant lands of Ghelspad proper.

Nothing could be further from the truth.

In point of fact, the native peoples of Ghelspad very likely taught the visitors just as much (if not more) than the visitors taught them. The races of Ghelspad



MARTIAL ARTS IN THE SCARRED LANDS

Theoretically, any character who possesses the Improved Unarmed Strike feat is, or at least could be, a “martial artist.” Indeed, having this feat indicates that one has learned at least the rudiments of a style or set of styles that transform otherwise feeble hand-to-hand strikes into potentially lethal blows. Thus, any characters with this feat are free to adopt any of the styles listed in this chapter for their own — or even create a combination of styles through mixing and matching. Simply put, any individual who has the feat, knows martial arts.

The distinctions, however, come in two critically important areas. First, there is the issue of availability. If the GM decides that there are no available (or willing) teachers of a given martial art, then players should be limited from selecting that style. Indeed, this will often be the case with some of the more insular or restrictive of arts (such as the Bladed Hand), whose masters don’t just give away their secrets to anyone who asks.

The second important consideration lies in development. While the only feat a character is *required* to have, in order to be able to practice most martial arts, is Improved Unarmed Strike, this represents only the bare minimum of prowess. Those who possess one or more feats associated with a given art (see the “Favored Feats” entry of each art) are more masterful in that style and its associated moves. Think of it as the difference between being a white belt or a black belt, with the latter denoting someone who has taken every feat associated with the art in question.



had already been practicing their own form of the Warring Hand for some time (centuries, in the case of the Ganjus elves) before the first exemplar set foot on Ghelspad. And when the exemplars and other masters arrived to find these strangers practicing their own expressions of the art, they were delighted to see that the inherent truths of the Warring Hand — its timeless purity and connection to the energies of everything — were universal, knowing boundaries of neither the physical, cultural nor political sort.

And thus, the truth of the Warring Hand is quite the reverse of the stereotype played out in the mind of the average commoner. While the monks *did* bring their own art to Ghelspad from far-off lands, what they found upon arrival was a pre-existing and vibrant collection of disciplines and ways, unseen and un-

touched by any outsider or foreign influence. Of course, in the years since, the Warring Hand has been impacted and has inevitably benefited from its communion with outside influences — enabling it to grow and spread across the face of Ghelspad and birth bold, new expressions of the art.

THE WARRING HAND IN THE SCARRED LANDS

Since the end of the Divine War, the Warring Hand in the Scarred Lands has altered dramatically. Styles that once prevailed are seen no longer, while entirely new arts have sprung into being as a result of the ascendance of the gods. Further still, a few select traditions have transmogrified their techniques (and even their core philosophies) to adapt to the sweeping changes wrought upon the world’s *ki*. Paradoxically, where once there was consistency in the chaos of titanic rule, the Divine War sundered that precarious harmony, leaving only turmoil in the wake of the titans’ passing. All the same, devoted practitioners continue to develop the arts of the Warring Hand in the hope that some order — *any* order — may return a semblance of balance to what is undoubtedly a desperate and needy world.

What follows is a sampling of the most common or influential arts practiced in the Scarred Lands today. Some are highly restrictive, requiring true dedication to master, while others are freely taught to all who would join in the cause of those who embrace the Warring Hand as a way to heal the jagged wounds of the world.

Those feats marked with an asterisk (*) may be found in Appendix One of this book.

ANNOOTH-UR

Crafted by the enigmatic brotherhood that bears its name, Annooth-Ur means “finding the pinnacle” in the Dark Speech of Mormo — although there is no sense of altitude in this context, but rather a sense of inward absolutism. Thus, “finding the ultimate” might be a more accurate translation, at least in spirit. Those who master its ways are some of the most erudite students of both humanoid and serpentine anatomy and ethos in the known world. The Annooth-Uri, monks who specialize in this art, move (and some would say, think) like venomous snakes and can often cripple the nervous systems of living beings equally as well as the deadly reptiles they revere.

In the days before the Titanswar, the practice of Annooth-Ur existed to further the greater glory and goals of the Witch Queen, Mormo. The Annooth-Uri were some of her most devout followers, and they revered their goddess as both the mother of all serpents and as a timeless and vital locus of universal *ki*. But all that changed on the top of a blasted hilltop in the deeps of



the Broadreach Forest, the fateful day when their queen was brought low by her own children. With Mormo gone, the Annoth-Uri gradually shifted their devotion to Denev — a titan whom they had a history of reverence for, and considered a vital counterpart to Mormo. They recognized that a new age had dawned, and thus believed that living in the past went against not only their own beliefs but the tenets of the new natural order. For this, of course, they were hated and shunned by the cults of Mormo proper, who now vehemently desired to see the entire practice of Annoth-Ur either wiped out or brought back into the fold “where it belonged.” Today, the Annoth-Uri operate in secret, traveling the face of Ghelspad and seeking to bring order to the chaos wrought by the fallen Serpent Queen’s misguided followers.

Location: This art is practiced primarily on Ghelspad, where the Annoth-Uri make their home. Outside the brotherhood itself, the art can be found among those with whom the Annoth-Uri have had extensive contact; those most likely to have been taught its secrets are, understandably, from areas that border the Hornsaw Forest — such as select tribes in the Ganjus, as well as the more meditative natives of Amalthea, Ontenazu and Vesh. The Annoth-Uri have few qualms about teaching their ways to other (lawful or neutral) creatures, especially those who revere Denev as a part of the new natural order. However, those who view her as “unfinished business,” a titan who must be expunged like her sister Mormo, are ignored entirely by the Annoth-Uri and anyone who teaches the art to such individuals has invited the ire of the brotherhood as a whole. Indeed, respect for the natural order is a core tenet of the art, itself.

Favored Feats: Blade Hood Technique*, Expertise (Improved Trip), Nerve Strikes*.

Monks of the Annoth-Ur: Needless to say, the Annoth-Uri are the undisputed masters of this style. But where there were once few monks outside the order who knew its secrets, those numbers are growing steadily with each passing year, as the work of the Annoth-Uri takes them (and their art) into the monasteries of other cultures and civilizations. Some of those with whom they come in contact are drawn to their hypnotic and strangely peaceful art, and consequently begin the practice of the rudiments on their own. Some of these aspirants have even gone on to apprentice themselves to great masters, and in so doing, joining them in their travels abroad. Monks for whom the Annoth-Ur is the path of choice are typically contemplative, graceful and respectful of nature. They are also some of the most skilled snake charmers on Ghelspad, and have been known to raise funds for their cause via such means.

The Bladed Hand

Some of the greatest practitioners of the Warring Hand fight not with bare hand and foot, but with specially attuned weapons that act as bodily extensions, and thus, as extensions of the user's *ki*. On Ghelspad, this armed martial style owes its very existence to the Divine War. Before the titans were thrown down, martial styles simply did not incorporate blades. For the most part, monks believed in the purity of body and soul as one, and they aimed to achieve their understanding of *ki* in the purest of possible ways. Quarterstaves and the like were often employed as accoutrements, or as adjunct sub-styles at best, but melee styles that invoked actual blade use were left to the warrior classes proper.

In the wake of the Divine War, however, a group of monks affiliated with the Adamantine Church began to employ blades in their training. They realized that they were facing a whole new world now, one ravaged by titanspawn and fraught with the widespread chaos of a land sundered by cataclysm. The nascent city of Mithril was under threat of constant siege from the enraged beasts around them, and the paladins of Corean needed brothers who could stand toe to toe with the most vile of aberrations and come away victorious. Part of the problem lay in the twisted mockeries of life that had arisen due to the war's effect on the land. Traditional monks who laid bare hands upon these foul entities were often stricken ill, and in the case of the weaker disciples, tainted by the very evil they fought to destroy. Thus, the practice of employing a tool to be an extension of the monk's will, one that could keep abominations beyond arm's reach while laying them low, became standard among the Brothers of Mithril. Soon after, all monks of the Adamantine Church were devoting their combat studies to this art, with each brother mastering the blade that best suited his or her own body and *ki*.

Location: The Bladed Hand is actually one of the more prevalent of the martial arts; it can be found throughout Ghelspad, wherever the Adamantine Church is strong. Where there are Coreanic monasteries, one will find brothers training in and employing their chosen art. Currently, this style has yet to fully make its way into areas where the church isn't as established, such as the southern reaches of the Calastian Hegemony. Evangelizing of any sort is risky there, and anything that smells of rebellion is sure to draw the ire of the region's overlords. Still, the brothers are determined, and where there is interest, they seem to be capable of finding a way to teach.

Favored Feats: Adamantine Blade Style*, Stunning Riposte*, Weapon Finesse.

Monks of the Bladed Hand: Although the practice of the Bladed Hand outside the Brothers of Steel is rare, it is not unheard of entirely. A few non-monks in Mithril, for example, have learned the art from some of

its true masters in the Order of Mithril. The style draws would-be master swordsmen from all the warring classes, many of whom are attracted to the notion of a martial style that will allow them to use their blades with more grace and efficiency. Otherwise, the vast majority of the art's practitioners are members of the monastic side of the Adamantine Church — monks who devote much of their time to studying the activities and weaknesses of specialized forms of evil, and are thus quite competent at showing their chosen foes just how deadly their art is.

Dance of the Four Winds

In far-off Termna, in the shadow of the brutal reign of the Charduni, lies a society trodden down — a civilization of slaves. It was in this squalid world that the Dance of the Four Winds was born. As a young monk, Uzuro was consumed with the paradoxical desire to give chaos to order, for the order imposed by the Charduni was order without balance nor peace, and order of that variety does more harm to the world than chaos ever could. There, in the slave pits of Chorach, the empire's sprawling capital city, young Uzuro crafted the beginnings of a philosophy/martial art that would later develop into the brightest spark of hope his people had seen for generations. (For more on Brother Uzuro, see Chapter Two.)

Stylistically, the Dance draws on a set of bold stances and graceful pirouettes, complimenting the swiftness of its strikes while concealing their efficacy as attacks. Kicks are often "hidden" at the beginnings or culminations of great, twirling leaps and finishing poses are deceptively efficient lead-ins to follow-up attacks. All told, an extended display of the art is both beautiful and awe-inspiring; true masters have even been known to enrapture enemies with the Dance, distracting them with its beauty before moving in for a devastating, finishing blow. Despite its athletic component, however, the Dance is relatively simple to learn (if not master), and the bodies of both children and the elderly seem to warm to it with ease, as though nothing could be more natural for them than its graceful steps.

Location: The Dance originated on Termna, and it is there, under the very nose of the Charduni, that the ways of Brother Uzuro and his teachings thrive. One disciple of his, however, recently brought the art to the mainland of Ghelspad, where he has used it to begin a new chapter of the brotherhood — one dedicated to empowering the downtrodden citizens of the Calastian Hegemony. To this end, he has established a base of operations in Durrover where, if the rumors are true, he has been training commander Drax Mora and the other bold vigilants of the Semanye Vigil in the ways of the Dance of the Four Winds. Once trained, these vigilants (along with select brothers) make daring forays into Calastia proper, where they clandestinely train the local populace. There is, of course, no hard evidence to support these fantastic rumors — at least none that the Calastian officials have managed to acquire.



Favored Feats: Blind-Fight, Expertise (Improved Disarm), Merciful Palm Technique*.

Monks of the Four Winds: Most of the monks who specialize in this art are direct disciples of Brother Uzuro's, and thus, live among the slave populations in Chorach and the surrounding areas of the Charduni Empire. Some monks, however, especially in the southeastern region of Ghelspad, are disciples of Uzuro's protégé; as such, they typically involve themselves in the battle for the human and civil rights of the oppressed citizenry in Calastia. And then there are the monks who are in the thick of it, accompanying vigilants across the Kelder Mountains and into the outlying plains of Lageni, where they set themselves up as instructors or quiet worshippers of Hedrada — whatever they must do in order to escape attention by Duke Traviak's merciless Black Dragons. Once entrenched, they plant the seeds of revolt, instructing the citizenry in the ways of this "harmless style of dance." Instead of settling down in one area, however, some monks choose to travel. They set out alone or sign on with adventuring companies; but wherever their wanderings take them, they continue to spread the word and deeds of Brother Uzuro, finding oppression wherever it thrives and laying waste to it with wit, devotion... and a little dance.

ONNAZHURO

Also known as "the Way of Onn," this is the martial art developed and practiced by Hedrada's exemplars. Although all exemplars are taught (and expected) to find their own perfection in the Eternal Ki, there exist some fundamentals to the exemplar way of life. It is these basic moves and steps that comprise the beginnings of Onnazhuro. Before a monk can claim to call himself a true exemplar, he must study and train for years, sometimes decades, mastering this martial art, and more importantly, seeking out what answers it may hold for him in particular. Each disciple finds something different in Onnazhuro's mysteries, and it is the lifelong duty of each would-be exemplar to discover for himself the spiritual paths that will lead him to perfection. It is these "channels" (as exemplars call them) that guide the monk through and within the Eternal Ki, and it is the art itself that opens up the channels. Without Onnazhuro, each exemplar would be lost — unable to find perfection.

Stylistically, Onnazhuro is at once dazzling and serene. Masters of the Way are able to use their own *ki* to achieve beautiful and stun-

ning manipulations of their own forms relative to their environments. In combat, exemplars are the embodiment of perfection in both precision and efficiency. No movement is wasted, not even a single muscular twitch, nor is any force withheld from blows. Hesitation becomes a memory, a thing seen only in distant remembrances and lesser opponents, and those most advanced in the art's ways seem to explode in a fluid rush of devastating strikes. Those who actually see such exemplars in action rarely come away unfazed; simply put, at its finest, Onnazhuro is bodily perfection.

Location: This martial art is found almost exclusively in the Desert of Onn, where the renowned exemplars live and train. When the style is seen outside this land, it is most likely due to the presence of traveling or emigrant exemplars, most of whom are charged with attending priests or temples of Hedrada on Ghelspad. No public centers of training in this art exist outside of Onn, but some exemplars do maintain private facilities in the localities of their assignments. It is also exemplar custom to extend use of one's facilities to any visiting exemplars, so a rough web of knowledge exists as to the location of fellow practitioners of the art.

Favored Feats: Cloud Running*, Ki Manipulation*, Ki Projection*.

Monks of the Way of Onn: As noted previously, the only students of Onnazhuro are those who have dedicated the better part of their lives to its mysteries. Thus, only monks are true disciples of its ways. Beyond even this requirement, only those who have devoted themselves to the perfection of mind and body in the understanding of Eternal *Ki* can grasp the art's fundamentals. Significantly, only Hedrada's exemplars are known to practice this sacred way of life, and the aspiring monks who live and train among them claim to reach new revelations upon becoming true exemplars — revelations that make all their combined understanding of the art before that time seem miniscule by comparison. This hindsight never seems to fail; indeed, those exemplars-in-training who previously felt the most confident, and who believed they had little new to learn, tend to experience the most dramatic epiphanies, often leading to their own chagrin after the fact. According to the exemplars encountered on Ghelspad, the more confident a monk is in his understanding of Onnazhuro, the *harder* it will be for him to reach full exemplar status. But, then, that could be just pride talking....

Exemplars may teach (albeit rarely) Onnazhuro's fundamentals to other non-exemplar monks. Even in such an unlikely event, however, the would-be student would only be able to grasp the basics of its movements and philosophy, and would ultimately be denied the fullness of the art's precision and grace until such time as he commits himself to the exemplar way of life in earnest.

Rapa-Deneva

The oldest of Scarn's widely practiced martial arts is perhaps the easiest to learn and develop. Indeed, this fact surely plays a vital part in the art's continued survival after so many centuries. During the upheaval of the Divine War, this style (as well as its adherents) was put to the test. Untold scores of the elves who had mastered its ways fell before the might of the titans' assembled armies, and for a time it seemed as though Denev — the unwitting matron and inspiration for the art and all who study it — would forsake her devoted admirers. But the art of Rapa-Deneva, like its devotees, is nothing if not hardy, and its practitioners rallied just when they were needed most, bringing their expertise to bear in several critical battles near the end of the war.

At its core, Rapa-Deneva is a martial art of natural emulation and exemplification. Its name comes from a once-common phrase in (very) Old Elvish that can be loosely translated as, "nature's rhythm" or, in some circles, "the heartbeat of Denev." However its name is perceived (which varies from tribe to tribe and monastic order to order), the style and ethos of the art itself is agreed upon by all who study it — although this unity is primarily due to the fact that the art is so versatile; if it wasn't, this, too, would no doubt be the subject of much debate. The core philosophy involves studying one's own natural habitat for clues as to how to understand and refine one's *ki*. Students of this art believe that nature (typically merged conceptually with the titan Denev) has provided the disciple all she needs in order to discover herself and her place in the natural world. A given Rapa-Deneva artist's moves and strikes are patterned after the attacks and survival mechanisms of the natural animals with whom she shares her environment. Thus, forest-dwellers often model their artistic styles after forest animals (common ones include moose, praying mantis, fox and bear), while desert inhabitants often base their art on scorpions, coyotes and the like.

Location: Of all the prevalent martial arts in the Scarred Lands, Rapa-Deneva is, without a doubt, the most widespread. Although the elves of the Ganjus Forest claim to have originated the style millennia ago, the other races are quick to point out that no records exist to support this boast (although their histories do at least demonstrate the extraordinary length of time that the elves in particular have been studying the art). All the same, the wood elves remain the art's truest masters, and few would deny that the style seems particularly suited for their lithe and wiry forms. Outside the elven kingdoms, the strongest collection of practitioners remains in Albadia, where many a witch and peasant alike view the study of this art to be a sacrosanct aspect of both life and culture.

Favored Feats: Emperor Stag Technique*, Power Attack (Improved Bull Rush), Ten Animal Technique*.

Monks of the Rapa-Deneva: Monks who specialize in this style are often mistaken for either druids or rangers, and they share much in common with those classes. As a practitioner's competence in the art rises in direct correlation with her understanding of the natural world, it is almost unheard of for a monk devoted to this art not to have at least a few ranks in Knowledge (nature). In addition, monks who master Rapa-Deneva (that is, those who have all of the feats listed above) have the option of multi-classing with the druid and/or ranger classes without the usual multi-classing penalties monks normally face.

The Shattered Path

The Divine War had a significant impact on the Warring Hand, and nowhere is the truth of this more apparent than in the promulgation of the ascetic discipline known as the Shattered Path. The adherents of this stark way of life recognize how the universal *ki* was ravaged by the destruction wrought upon the face of Scarn, and they seek to “realign” the cosmic ebb and flow of *ki* through strict meditative training and almost inhumanly rigid bodily discipline. They reason that if enough energy is focused upon the task, if enough order is restored to the world and its energies, then balance might return and the Scarred Lands might yet be healed of some of its grievous war wounds.

To this end, disciples of the Shattered Path engage in what appears to be an insanely austere regimen of dietary and cultural regulations, restrictions and taboos. Many are either strict vegetarians or, in some (stranger) cases, restricted to eating only select types of foods on specific days and/or times. To the mind of the disciple, more regulation and restriction is inevitably better, as it enforces more and more order and regulated energy flow in the world. Thus, many adherents of the Path are “quirky” in what they can and cannot say, do, and eat — although no two disciples follow precisely the same set of rules and taboos. In addition to these restrictions, adherents are also expected to bring about as much perfection and order to their own bodies as they can, and they thus engage in regular bouts of “self-improvement” by means of flagellation and grueling physical exercises. A master of this art can be spotted by the nearly bark-like quality of his skin, due to years of breaking boards, lifting weights and generally aggressing upon himself.

Location: Followers of the Shattered Path are scattered impressively far and wide, considering the relative meagerness of their overall numbers. This is due in no small part to the personal and introspective nature of the path, which does not lend itself to

large congregations of adherents living and training together. Indeed, of all the common arts, it probably has the fewest monasteries devoted solely to its studentship in all of the Scarred Lands. More often, a lone student (or handful of students) will be found living and studying among brothers of other paths; typically, the more “generic” of monasteries seem to attract practitioners of this art, due to their willingness to leave each brother to his own devices. Outside this paradigm, the art and its adherents can generally be found anywhere Hedrada's worship and/or portfolio is strong — such as in the golden city of Hedrad, where the practice of the Shattered Path is both civilly respected and openly studied.

Favored Feats: Energy of Life*, Ironbone* (Ironskin*), Moving Meditation*.

Monks of the Shattered Path: These characters are almost uniformly Lawful Neutral, and indeed, some are so rigorously disciplined as to make high priests of Hedrada look capricious by comparison. Their grim demeanor and relatively isolationist outlook often elicit guarded and even hostile responses from those who are ignorant to their source and cause. The monks themselves have grown used to others' being disturbed by the degree to which they adhere to their asceticism, a fact that typically results in their withdrawing even further from society. That said, however, a surprising number of monks on the Shattered Path can be found in the midst of otherwise “standard” adventuring troupes. After all, theirs is an active cause — one that demands external results as well as internal ones. Indeed, these individuals can grow quite comfortable around those who share their outlook on the state of the land, even if such allies don't practice their extreme lifestyle.

Waverider Style

The sailors of Rahoch have long known that their true combat trials are likely to be at sea, where the footing is slippery and the pitch of a wave during battle can result in death for the unwary. So, to this end, generations of these sailors have devised an art that employs speed and balance above all, attuning their bodies to the waves and using the natural movements of the ocean tides to gain the upper hand in nautical combat. Waveriders are perhaps more at home while at sea than they are on land, and they come to appreciate the considerable advantage that this style affords them over the average land-loving combatant.

The martial aspect of the style involves quick, rising foot strikes, allowing sailors to maintain firm grips on railings and rigging while delivering quick and low kicks to remove the footing of their opponents. True masters of the art seem to overcome the constraints of both gravity and inertia while at sea, bounding from line to line and opponent to oppo-



ment without losing so much as a single step. Disciples of this style are not immune to the slipperiness of the deck; rather, they take advantage of the slickness of the footing to surprise their opponents. This technique has won more than one Rahoch sailor his freedom from boarding slavers, and more than a few captains in the region have sworn off attacking ships with waveriders aboard, knowing better than to risk both crew and vessel in combat with those who seem to have the blessing of the sea herself.

Location: This martial style, though innovated in Rahoch, has reached to at least some extent practically all the ports in Ghelspad and Termana. This is due in no small part to the universal appeal of wave riding as both a useful skill and a practical seafaring way of life. Of all the prevalent martial arts, it is perhaps the most accessible to the common man — second only to Rapa-Deneva, and about on a par with the Dance of the Four Winds — and just as many non-monks excel at this style as do monks. While monks are still the art's true masters, there are no few members of other classes who have also taken to waveriding, and a fair number of these individuals

have made a name for themselves on the high seas in the process. Those who use the art for criminal gain, however, rise to the top of the Waveriders' blacklists, and woe betide any seafaring scoundrel who makes such a mockery of their reflective way of life.

Favored Feats: Dodge (Mobility), Expertise (Improved Trip), Waveriding*.

Monks of the Waverider Style: Monks who study this art often go on to take levels in the waverider monk prestige class. This style is also fast becoming associated with the Sisters of the Perfect Pearl, the all-female order of monks who are sworn to defending the byways and channels of Ghelspad's oceanic rim. In addition to being some of the most adept waveriders in the world, the Sisters also number among the most powerful monks to be found at sea, and their leader is rumored to have developed considerable contacts among the creatures of the deep. True or no, the Sisters' reputation continues to grow, and all along the docks of Fangsfall, one can regularly hear gruff sea-dogs muttering prayers to the "pearl sisters" — in the grim hope that should trouble find them on their next jaunt out to sea, perhaps these waveriding women will appear on the horizon.

book two —
PALADINS



CHAPTER FOUR

SCIIONS OF COREAN

I soared as a dove overhead, banking to glimpse of the pure white light emanating from the ground. Never in my myriad lifetimes have I seen such a scene as that unfolding below. To counter the growing darkness of Vangal, the Apocalypse God, great Denev and Lord Kadum had given birth to a soul of purity and strength. And as the glowing white figure coalesced, and stepped forth from the very womb of the Earthmother, I knew that Scarn was forever changed.

— Faen of Denev, an Incarnate
recalling a previous life's vision

SHINING POINTS OF LIGHT

High Priest Emili Derigesh —

As per our agreement, I have enclosed scrolls detailing the history of various divine champions arising since the birth of Corean. This was a more difficult task than you might suspect. Unfortunately, our earliest recordings of the Champion are fragmentary at best. As you well know, before the Divine War the worshippers of the gods gathered in secretive circles, lest they attract the attention of the titans or their followers. Those loyal to the gods in general, and their militant champions in particular, were seen as blasphemers against the natural order; whenever possible these individuals were arrested and executed solely based on their allegiance and their disruption of the current society. Thus, even should divine champions arise, there is little doubt that history would regard them as black betrayers who turned against their natural and proper masters, the titans.

Yet, among our writings of the earliest empires of the dwarves and the elves — the first races to accept and indeed worship the divine — there are traces of so called "heroes of light." It is not clear from these deficient records, however, whether these heroes were indeed "proto-paladins" as you allege, blessed with divine grace and holy virtue, or simply common men and women who stepped forward to defend their faith and their people. Indeed, one might say these are one and the same, the Avenger drawing upon such folk for his mortal champions. But I digress; you know the tenets of your religion far better than I.

I hope this information proves useful and I would appreciate any insight you garner on the Avenger's past. I also await your report regarding this renegade group of shadowmages you connect to the Ancients. Perhaps you will send as an escort one of the young paladins who engaged this menace?

— Jermail, Chief Librarian and Historian

WORDS FROM THE CAVERNS

A record made from claw-carved sigils, ancient beyond dating, from a cave found deep in the Kelder Mountains and translated from Draconic by the illustrious Scholar Geryth:

All hail Draxin [Untranslatable. A title of some sort? — Geryth] Phlraelorna, may her scales reflect the Father of Fire.

With vast humility, this servant does mark and record the events preceding the fall of the Tyrant Baelathul and the elevation of his daughter. For over one hundred fire seasons, Baelathul has reigned over the True People of Clan Keldithoran, with the blessings of the Father of Fire and the Mountainshaker. Though strong in body and mind, Baelathul was a weak leader, possessed of a fiery temper and a soul too proud to hearken the advice of his wise daughter Phlraelorna. Through the Tyrant's inattention did a plague of stone and avarice take the True People unaware. Thus, the fallen one did vow to destroy the dwelvgarn [Literally "stone sprites," translated hereafter as "dwarves" — Geryth] who had infested our nests and desecrated our hordes.

A great council of the True People was gathered to deliberate upon these crawling earth-bound creatures, who would dare to steal from Clan Keldithoran. Although the People of Metal cautioned restraint, Baelathul boasted that he could strike fear into the hearts of the dwarves by executing their cowardly leader and destroying their capital with ruinous flames. Before all, he proclaimed that this would be an insignificant task for one such as he, and that he planned to rid the land of this menace without the aide of any of the



other True People of the Clan. Although the wise Phlraelorna [*This name appears to be carved over another — Geryth*] did warn the Tyrant that such a venture would be inadvisable even for a great wurm, the foolish scarlet scale did not relent. She did report that the dwarves had grown in strength, erecting several strongholds, taking the lesser attinguathvar [*Literally, “titan vermin” — Geryth*] in thrall, and mocking the Sire of Sorcery with their stolen magics. [*Here I believe the scribe is referring to the ancient Dwarven Imperium, which spread across the Kelder Mountains — Geryth*]

Although the dwarves attempted to fend off the mighty scarlet with powerful weaponry and stolen magics, the flames and arrows washed over Baelathul's scales like a gentle rain. Baelathul did rend the dwarves' stone nest, and his fiery breath incinerated countless numbers of the vermin. The Tyrant went unchallenged until a single dwarven warrior bearing gleaming mithril armor and a bejeweled crown emerged from the ruined warrens. The dwarven king raised its dual axes in challenge to the Tyrant and roared something about light and vengeance in its vile language. With the merest flick of his mighty claws, Baelathul sent the dwarven sovereign flying into the cliff face, the warrior falling amidst the shattered bodies of his soldiers. But as the Tyrant bent to take the vermin's pathetic crown — a token for his horde — a light, a lance of purest mithril, erupted from the heavens and enveloped the dying monarch. When the dwarf stood again, he had grown to giant proportions, and the foolish scarlet saw he was betrayed by Lord Kadum's errant son. [*An obvious reference to Corean — Geryth*] The dwarf's every strike upon the Tyrant was like four swipes from a keen talon, and with the sound of four thunderbursts each blow produced four goutts of flaming blood.

At last the great scarlet lay defeated and the dwarves fled back into their stone warrens. The holy light faded from the dwarven champion; but the traitorous creature stood in the open yet awhile longer, bent in apparent mourning over the corpses of its fellows and the Tyrant. When word of her father's passing was brought to mighty Phlraelorna, she uttered three Pronouncements.

- Henceforth the Draixin Phlraelorna shall rule over the mighty Clan Keldithoran and the True People of Lord Kadum's mountains.

- The dwelvgarn are beneath the notice of the True People. They shall not be considered worthy of war and shall thus be ignored by all who are loyal.

- None shall mourn for those True People slain by the attinguathvar. Such fools are not

warriors, and thus have forsaken their hordes and their right of kin's vengeance.

Reign of Phlraelorna the Scarlet, Year of the Hatchling, Second Season of Ice

Notations from Scholar Geryth, 56 AV:

This piece represents the earliest indication of divine worship by the dwarven race, although Scholar Dericus has pointed to even earlier records of splinter cults devoted to an “Apocalypse God” as evidence that this is not the first instance of divine worship on Scarn. While it is evident that this dwarven champion was a follower of Corean, it is impossible to tell whether he was a sort of early paladin, a cleric of the Avenger, or a simple warrior blessed with a miracle from his god in a time of need. But this shows that Corean did indeed walk among the dwarves, inspiring them to righteousness and providing assistance when it was needed most. A few individuals obviously took his words to heart, becoming his first champions and serving as shining ideals for their fellows. It has ever been the way of the Champion to lead by example, through heroes and people of valor; so too, it must have been with the dwarves. Indeed, the smithing tradition common to dwarves since ancient times may lend credence to this theory.

Although dwarven legend holds that a hero known as Goran was the ruler of the Dwarven Imperium, the record is too fragmentary to comment on whether this dragon-slaying champion was indeed that famed hero. Similarly, Scholar Fallon's thesis that the ancient hero Goran was elevated to demigodhood remains conjecture. Indeed, the theory would seem to be more coherent if the first demigod was sponsored by another god rather than Fallon's ‘spontaneous divine generation’ argument.

As for the proclamations of this newly raised dragon queen...

**REFLECTIONS FROM
A CRACKED MIRROR**

From the ravings of the Prophet of Sumara ca. 2998 OC:

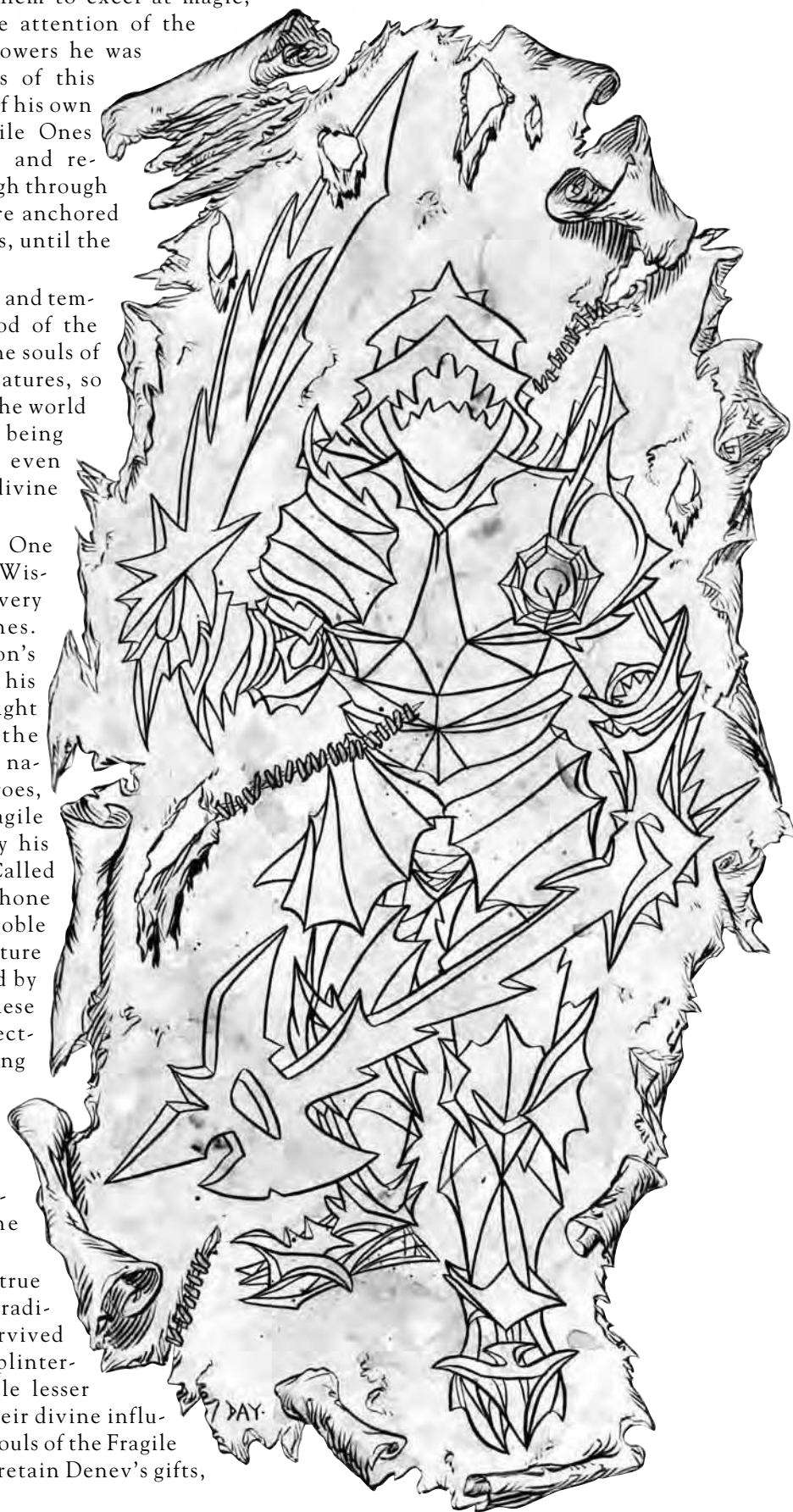
Like maggots, they crawled out of the bowels of the Earthmother. But the Fragile Ones were not stable, they were created imperfect and the twisting tore at their souls. Seeing her new children in pain, the Earthmother gave unto the Fragile Ones three gifts, great symbols of life, three immense trees to represent her love and bounty. And the malleable souls of the fey attuned to them, a great outpouring of faith that fixed the souls of these beings, now elves, to the natural world. Their still

pliable souls also allowed them to excel at magic, and thus they attracted the attention of the Sire of Sorcery; with his powers he was able to reshape individuals of this race, giving to them shards of his own essence.. And so the Fragile Ones coexisted with the titans, and reflected their passing, although through it all they most strongly were anchored to the Earthmother — that is, until the birth of the Children.

Born of Flame and Wind, and tempered with Cruelty, the God of the Apocalypse had no part of the souls of the Fragile Ones. These creatures, so strongly attuned to life and the world of Scarn, could not reflect a being of death and destruction, even with the vast pull of his divine nature.

But hark, the Shining One was born of Strength and Wisdom, and he altered the very nature of the Fragile Ones. Whether it be the Champion's connection to his mother, his divine aspects of life and light that so matched the Earthmother's gifts, or his nature as a champion of heroes, individuals among the Fragile Ones were born changed by his mere presence upon Scarn. Called Golden Ones, these elves shone with an inner light, their noble souls reflecting the very nature of the Shining One. Inspired by the Champion's example, these elves became heroes, protecting their people and seeking justice wherever they encountered that which was dark. In time, the Golden Ones learned to draw from the divine power of the Shining One's own pristine essence.

Perhaps among the first true followers of the divine, the tradition of Golden Ones has survived the passage of ages and the splintering of the elven race. While lesser gods have arisen and bent their divine influence to shape the malleable souls of the Fragile Ones, the elves shall always retain Denev's gifts,



and thus their base nature, so long as the great trees continue to remain standing.. To the south arose the Elflord, a patron of magic and nobility, who forged an empire born of Chaos, destined to fall. Those Fragile Ones who followed the Elflord found an aptitude for magic as their nature resonated with their god. To the east arose the Puppeteer, a twisted soul who knew only power and manipulation, and the elves absorbed his nature, growing dark with malevolence and spite.

Caring for all of Scarn, the Champion could not — and will never — tie himself to just one race, as did these petty gods. But the Shining One has planted a seed of nobility in the elven heart by his very existence; a seed that will one day blossom into an entire race of golden elves. And the golden elves shall fight at the Earthmother's side when war doth ravage the land and the sea becomes as blood, redeeming the bond between mother and son.

OF SPIRITS AND SILVER

A recent addition to our collection, acquired from the Order of Silver, who have apparently amassed quite a store of early Coreanic works:

My Good Scholar Lemmin,

Thank you again for your timely assistance with the demon plaguing the northlands. You were correct, this "nalfeshnee" as you identified it, simply ignored the fiery blasts of our wizards and turned aside the fiercest blows of our warriors. But as the beast grew overconfident, we showed our true strength; our wizards unleashed thunderous magic and I struck at the demon with my blessed silver blade. Your forewarning certainly saved the lives of many knights and commoners. I am writing to return the tome we borrowed and to honor your request for information concerning the hollow knights who serve Corean and the Gleaming Valley.

In preparation for the horrors of the Titanswar, the Champion was said to have crafted the armor of each knight individually. Although all of these creations appear identical, they are said to each bear the soul of an ancient warrior who once fought in the name of justice and truth. Perhaps these souls, then, were among the first worshippers of the divine, noble protectors who arose to defend their settlements against the horrors of titan-plagued Scarn.

Several scholars have suggested the knights were once "proto-paladins," champions inspired by Corean and perhaps granted a portion

of his holy power, linking their spirits to the Avenger forever. Although we know that Corean created the holy warriors known as paladins during the Titanswar, fragmentary records indicate that exceptional individuals inspired by the Champion performed much the same role in old Scarn. Thus, when the Shining One had need of the service of his eldest warriors once again, he rewarded their eternally loyalty with renewed life.

A theory currently growing in popularity is that the knights were once warriors who flocked to the cause of Corean and fought at the Champion's side during the war with the Ancients. According to this theory, the Shining One was so aggrieved at the death of his loyal followers, he began immediately crafting bodies for them so that they might return to a semblance of life. Although the sentiment is touching, I have some difficulty believing that a god such as Corean, who understands the value and nobility of sacrifice, would pity those who knowingly gave themselves for a greater cause.

Contrary to your suggestion, the clergy of Corean does not believe the knights are angelic beings or native to the distant realms. Instead, the forms seem to be inhabited by the very souls of the dead, empowered to return to this world by the Shining One. This is not a form of undeath, however; the knights brim with the golden energy of the Champion rather than emitting the cold and black void of death. Unfortunately, no hollow knight remembers its past life or the details of its death, perhaps a blessing from Corean that the knight may have a true second chance at existence. I have included a drawing of a common hollow knight for your study. If you should have further questions, you have but to ask.

In Corean's name,

Adelia, Knight of Silver

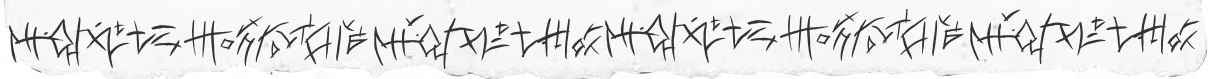
WORDS OF RIGHTEOUSNESS

Being a hierarchical and dogma driven faith, the Church of Corean relies upon written creeds, admonishing fables, and tales of heroic excellence codified in sacred texts, to teach proper behavior and virtue. The *Liturgy of Mithril* is among the most holy of Coreanic works, and details the rise of Corean, the formation of his paladin orders, and the events of the Divine War. The book is held in sacred trust by the Order of Mithril, and is housed in the deepest vaults of the city of the golem.



LITURGY OF MITHRIL

- 2.1.1 So it came to pass that the mighty legions of the Divine faltered in their war against the vile spawn of the treacherous titans.
- 2.1.2 Though the eight True Gods did turn the tide of battle wherever they passed, outnumbered by the faithless titans, they could not take part in every battle.
- 2.1.3 And where the Divine legions were not graced with the presence of a God, the lines faltered and snapped under the primal might of their foes.
- 2.1.4 The Avenger, seeing the weakness in his forces and the doubt in their hearts, did gather a Council of the Gods.
- 2.1.5 And he did spake unto them **“My Cousins! I have seen Our mighty legions dwindle and perish at the maw of Our enemies. I have felt their fear, pain, and yea, death in Our absence.”**
- 2.1.6 And the wise Lawgiver did caution **“Great Avenger, We too have felt our people die, and yet there is naught to be done. For Our people, valiant as they are, cannot stand against the might of our forbearers unaided.”**
- 2.1.7 Noble Corean then proclaimed **“Then I shall create champions to lead them, mortal paragons with the will and courage to resist Our enemies.”**
- 2.1.8 They shall be the blessed, and they shall instill the conviction of Our holy purpose in Our followers. They shall remove the terror that doth paralyze even the greatest of warriors.”
- 2.1.9 And though the Gods did mistrust Corean, they were each focused on their own pursuits and could not inspire nor trust their power to mortal warriors as could the Champion.
- 2.2.1 Thus, the Gods did agree to gift unto Corean their greatest mortal warriors, that he might reshape them to serve the united purpose of all the gods.
- 2.2.2 Merciful Madriel granted Corean her best healers, those who understood the true connection between body and soul.
- 2.2.3 Proud Tanil gave Corean her best horsemen, warriors who knew the secrets of the hunt and the bond between nature and man.
- 2.2.4 Wise Hedrada bestowed unto Corean his judges and enforcers, those who sought wisdom and justice in all things.
- 2.2.5 Wild Enkili made a gift of her most fortunate, those touched by divine luck and grace.
- 2.2.6 Conquering Chardun rendered unto Corean his generals, those who understood determination and faith; but the Overlord kept his greatest warlords, refusing to trust the Champion.
- 2.2.7 Skulking Belsameth offered Corean only the souls of her weakest witches, still cunning tacticians with a knowledge of divine magics; but the Slayer hid her greatest souls, fearing duplicity from the Avenger.
- 2.2.8 Ferocious Vangal spitefully killed his greatest warriors rather than lose them to the Shining One.
- 2.2.9 And from amongst his own legions, Corean did choose the most valiant and pure of warriors to serve as paragons of virtue.
- 2.3.1 Then it was that the Champion peered into the souls of the Gods’ warriors.
- 2.3.2 And to those who were worthy, he granted his holy light.
- 2.3.3 And to those whose souls were untried, he did temper and reforge them, until each shone with holy power.
- 2.3.4 And the souls righteous Corean found unworthy were banished to the realms of the dead, there to dwell in darkness forevermore.
- 2.3.5 The Champion then brought the souls unto the great forge of Golthagga the Shaper, whom he had slain, for it was a forge of souls.
- 2.3.6 Soul by soul, Corean did take the worthiest of champions and imbue them with the essence of Gold, the virtues of the Gods of Good: the Courage and Wisdom of Corean, the Mercy and Redemption of Madriel, and the Leadership and Empathy of Tanil.
- 2.3.7 And the Avenger did temper the souls with the essence of Steel, the virtues of the Gods of Law and Chaos: the Justice and Honor of Hedrada and the Grace and Fortune of Enkili.
- 2.3.8 And to better know the strengths of their adversaries, the Champion did imbue his warriors with the essence of Lead, the virtues of the Gods of Evil: the Resolve and Faith of Chardun, the Cunning and Spirit of Belsameth, and the Daring and Temper of Vangal.
- 2.3.9 Thus did the Champion present his new heroes **“My Cousins! I have bestowed My holy light and My love upon Our warriors and have forged them anew. They shall be known as Paladins, and they shall lead Our legions unto victory.”**



FAITH AND HERESY

Her Lawship, High Priestess Fa'valla,

Your Excellency, at your request I have met with the newly ascendant Lord Wiske, champion of Corean. The Lord is currently leading the northern flank of the Divine Japhinian Army. As you suggested, your Excellency, Lord Wiske has been newly dubbed a "Paladin" by Corean and gifted to Lord Hedrada to lead His armies.

I had the fortune of knowing Wiske as a child, your Excellency. He grew up in the same neighborhood as I in old Epis. Wiske, the son of a shipwright, was not my friend as a child, and yet he recognized me well enough when we met. Always a boisterous lad, I thought he had taken to the worship of Enkili as a youth. I was surprised to hear of Wiske's conversion, as the last I had heard he was a wandering gambler in the Calas Province, with altogether more luck than sense. Yet Wiske must have held some grace in the gods' eyes, for when Corean made his great Call for Champions, Lord Wiske was among those chosen — though by which god I cannot say.

When I went to meet Paladin Wiske, I was led to a small tent not far from the front lines. Rarely have I seen a commander's tent so austere and functional; I complimented him thusly. Taller than I remembered, Wiske gleamed in his well burnished plate armor, etched with a cross of swords overlying a stylized sun in the fashion of Corean's followers. As I approached, I could feel the man's holy aura rolling over me, washing away fear and doubt and reinforcing my faith in the divine. I have known champions of the gods before. I have even stood in the presence of the great Taurosphinx. Yet I have never felt as holy a presence, or a closer connection to the gods. Perhaps this aura is a function of the Paladins' role as leaders of the divine armies, meant to reflect and reinforce the faith of soldiers.

I had heard it said that when Lord Hedrada saw Corean's Paladins, he was so impressed with his brother that he further blessed the heroes. Hedrada, the stories say, granted the Paladins two gifts. The first blessing was that of honor, the ability to hold to a moral code against all obstacles, while the second benediction was that of knowledge, specifically the lore of religion and the church on which to fully ground their new faith. Seeing the change in Lord Wiske, I can see the Lawgiver's wise influence, his adherence to duty and his perfect judgment. A man who was once an irresponsible, if essentially good hearted, rogue has become a paragon of virtue and discipline. When asked about his remarkable transformation, the Lord simply replied with a chuckle and a grimace, "Lord Corean saw the light within me, and through him, I truly saw the light."

The Paladins are proof of the miracles of the gods. In Lord Wiske's presence, I am filled with confidence that the remaining titans will soon be dispatched. I believe we can rely on these champions of Corean, and I foresee a future of beneficent collaboration.

*Yours under the Law,
Minister Sandoz*

From *Mithril and Gold*, an epic poem by the Madrielite Mal'ellen.

*From the Shining One's open hands did fall
Like a mithril rain upon war torn Scarn
One thousand mortals, champions all,
Before the eight Great Lords of Scarn.*

*Gazing upon his works
the Champion did intone,
"With Purity and Love
I have reforged our warriors
Infusing them in sinew and bone
With mithril and gold to struggle
against our Forbearers."*

*The Redeemer, her resplendent wings spread,
Whispered "And so begins a new era."
She gazed upon the paladins with bowed head,
And infused the warriors of light with her aura.*

*"I will shelter these paladins under My wings,"
Spoke the holy Angel of Light,
"And from their fingers my grace shall spring
And never shall they know the touch of blight."*

*Pleased with her brother, the Huntress did utter,
"I too will pour blessings upon
these champions of steel,
Granting each one a boon companion of nature,
For even they unaided cannot
these Scarred Lands heal."*

*"Powerful warriors these champions be,"
Spake the wise Judge from above,
"But power alone will corrupt them utterly,
So I grant them honor and law to cherish and love."*

*And though the Trickster be indifferent
with these champions of Corean
The gods did hold him to promise verily
That whatever evil the paladins shall crusade upon,
They shall possess a full
measure of Enkili's serendipity.*

*But the gods of evil did look upon these heroes
With dark eyes and hearts of woe,
And the Overlord did exclaim,
"Treacherous Corean has
betrayed us and taken our
warriors in his name!"*

*And forcefully the Dark Ones did bemoan their loss,
Willing to throw off alliance, heedless of cost,
But with support of the other gods of light,
Corean's champions would continue to serve aright.*

*And the Shining One did tell,
That the Dark Ones' own falsehood had been their sin
For in hording their champions and withholding their
blessings fell,
Corean's Paladins could not reflect gods with darkness within.*

SEEDS OF DARKNESS

Second Charday of Enkilot, 2 AV

Blessed Chardun! Once again you have graced me with your vision and insight. I curse my small mind for not understanding your purpose, oh great Binder, but I will do my best to obey. I record your holy revelation, that your wisdom not be lost to your devoted servants and that those more insightful than I may interpret your divine will.

I awakened on a bleak savanna... no, it was really more of a desert of gritty black and blood red sand. I looked up at the night sky, devoid of stars and all light save the malevolent full moon. As I watched, the moon was slowly eclipsed, leaving only total darkness. Yet, I realized, I could still see — for before me, far away and amidst dark mountains, sparks of light erupted from the ground. These sparks, like tiny feylights, looped and whirled through the sky before dying in the impenetrable darkness. One spark shot from those dark peaks and flashed out over the desert; and then, almost before I could dodge, the spark dove to the ground, throwing up a small cloud of dust and debris. As I climbed to my feet, I spotted in the crater only a smoking axe, rusted and pitted with age and wear. And as I watched, the axe rusted into reddish dust, blowing away with the desert wind.

Then, without warning, I took flight into the dark sky, heading north toward those forbidding peaks. Several times I had to dodge around the flying sparks of light, once almost swerving into a jagged cliff face. Soon, however, I flew high enough to see the sparks erupt from a single point, and as I swooped down my Lord revealed unto me the secrets of the past.

CHAPTER FOUR: SCIONS OF COREAN

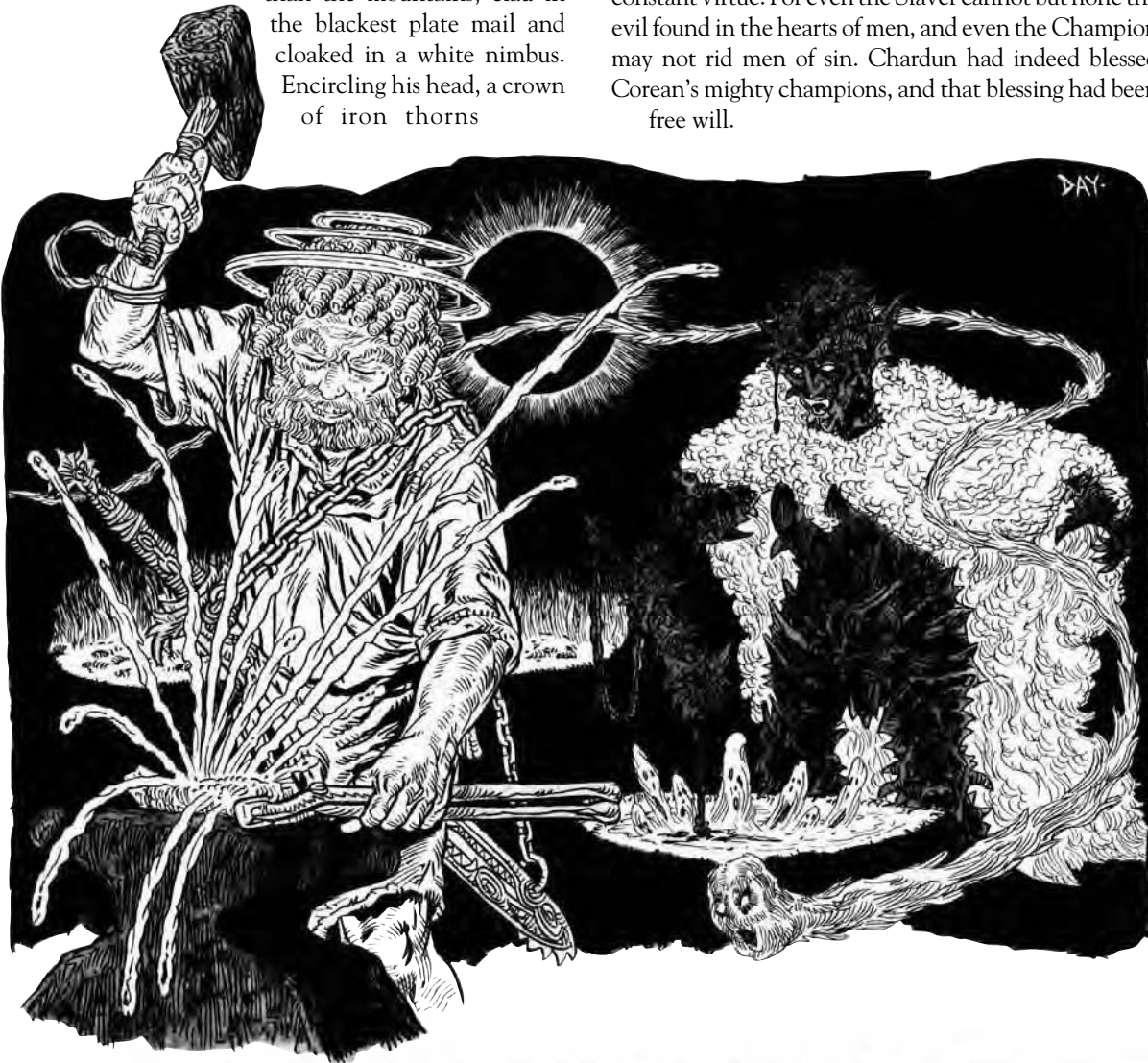
A single shining man, far too large to ever be human or even giant, stood over a glowing forge the size of a large hill. With an earth-shaking clang, I saw the glowing man bring his hammer down upon the massive forge, shooting sparks into the night sky. At first, I thought the figure was Golthagga, the Shaper of Souls, but then I saw the longsword at his side and felt the warmth of his presence, and I knew him to be Corean, the Shining One. As I watched, the god took a human-sized figure of perfect gold from the forge and quenched him in a pool of liquid mithril, before setting aside what I believe was a soul itself. The Champion then reached down to gather another soul for forging, a mottled one of iron gray and rust red, but with a hard core of silver. I noticed the dross around the base of the forge, that which Corean had thrown off to reshape and perfect his souls. Some strange part of me knew the debris, scattered all around, for what it was — wickedness, regret, hubris, violence, and envy. But as Corean once again bent to resume his forging of souls, I heard another approaching from the northeast.

As I turned, I gazed upon the fearsome countenance of my liege Chardun. The Overlord strode higher than the mountains, clad in the blackest plate mail and cloaked in a white nimbus. Encircling his head, a crown of iron thorns

dripped small trails of black blood across the Slaver's brow. "Hail Flaming One," the Great General roared, "I have come to see these warriors of light you wish to lead Our armies."

"Then watch, my dark cousin," replied the Avenger, "and learn the true strength of purity and light." And as Corean bent over his great forge, working the faults and failings from the new soul, exalted Chardun watched pensively. So engaged in his work was he, that Corean did not notice as black blood dripped from Chardun's mighty warscepter to taint the Champion's mithril quenching pool. He did not notice as a black thorn fell from the Overlord's brow and splintered, piercing the hearts of the gathered souls at his feet. By the time the Shining One again looked up from his work, the Great General had vanished and I was once again flying to the south, a soul lost on the wind... and I awoke from my vision with a growing clarity.

So intent on perfection in his servants, the Champion failed to notice their all too human failings. At their very forging, the Overlord realized the weakness of the sacred warriors of Corean, and so he tainted the very source of their supposed power — their unwavering, constant virtue. For even the Slaver cannot but hone the evil found in the hearts of men, and even the Champion may not rid men of sin. Chardun had indeed blessed Corean's mighty champions, and that blessing had been free will.



CHAPTER FIVE the HOLY ORDERS

From atop Sunfeather's back, the gathered army below resembled some great metallic plague spreading across the lush, green meadow. Or perhaps a collection of insignificant insects about to be crushed underfoot. Not for the first time, I considered what folly it was to fight the very forces of nature, the sisters and brothers of my patron Denev. Ah, but then, I no longer served the Earthmother. I had a new patron, to whom I had dedicated myself to victory no matter what the cost. And as my great harrier swooped low over the ranks of the divine army, I glimpsed the other paladins in their shining gold, silver, and mithril armor, and I gained strength from their presence. Though we varied in tradition and aspiration, my brethren and I stood united, and for a moment I believed that nothing could stand against us.

— Aura of Corean, *The Breaking of the World:
A Knight's Remembrance*

The Code of the PALADIN

In order to ensure his holy champions maintain ethics exemplifying his values, Corean has imparted a series of standards and virtues to his holy orders. This is known as the Adamantine Code. It is said that during the Divine War the Champion bestowed four holy tablets, each crafted of one precious metal, to his newly forged warriors. Each of these tablets is reputed to have two words, representing Coreanic virtues, emblazoned in the metal. If this story is true, these sacred artifacts are kept securely hidden by their respective orders; however, the virtues themselves seem to be common knowledge. Religious scholars have debated the meaning and depth of these virtues since their supposed inception, and they have worked out codes of behavior that are accepted by most paladins. While all paladins must abide by these virtues to maintain their holy nature, not all orders organize them in the same manner, and

different orders may place emphasis on different virtues. For example, paladins of Madriel may place a great importance on mercy and compassion, but they are unlikely to refer to them as Virtues of Gold or Mithril.

The Virtues of Gold

The Virtues of Gold, held in highest regard by the Order of Gold and the paladins of Madriel, emphasize the intrinsic value and worth of one's self and others. Life is too important, a gift from the gods themselves, to degrade or end unnecessarily. As such, paladins take life only reluctantly and seek an alternative whenever possible.

Chastity: The church of Corean doesn't hold sex to be sinful or wrong; in fact, it considers it sacred. As such, paladins of Corean believe that the carnal act performed casually or to exploit others is a sin. Though some orders of paladins (such as the Swan Knights) swear off sex entirely, most paladins simply hold themselves chaste until they find the person with whom they will spend the rest of their lives.

Mercy: Paladins are encouraged to be merciful to even the most dire of foes, for only in life can repentance exist. Recognizing that every creature has free will, paladins strive to convert the wicked, ending life only when necessary for the good of all. Similarly, it is often more merciful to end the existence of vile and twisted creatures, such as undead, rather than allow their souls to languish in such a corrupted form.

The Virtues of Iron

The Order of Iron and the paladins of Goran and Hedrada favor determination and the active pursuit of evil, exemplified by the Virtues of Iron. Paladins should not be content to react to evil. Rather, they must become paragons of virtue, actively challenging evil while becoming models of virtue for others.

Industriousness: As the god of crafts, Corean exalts those followers who work tirelessly and efficiently to fulfill their goals, whether they be sacred quests or simple trades. Paladins remember well the admonition that “Evil will thrive wherever Good stands idle.” Leisure dreamers often fail to consider the real world applicability of their contemplations, and while paladins should never act in ignorance, practical activity is favored over theoretical consideration.

Tenacity: Clinging to righteousness in a world twisted with evil and menaced by unknowable dangers requires enormous fortitude. Paladins must ever resist the easy and immoral path, refusing to relent or compromise with evil. For if the paladin, a paragon of valor and virtue, should be swayed by the temptations of evil, what hope remains for the common man?

The Virtues of Mithril

As the virtues espoused primarily by the Order of Mithril, the Virtues of Mithril are often regarded as the quintessential values of the paladin. Corean forged his holy warriors with ideals that at first seem paradoxical: how can a warrior so fearless in combat become so compassionate and gentle when caring for those in need? Paladins resolve this conflict by remembering always what it is they fight for; they brim with love for all the divine races and their god, fueling both their righteous fury and their kind-hearted demeanor.

Compassion: Champions take up the mantle of paladin for love — love of themselves, their people, and their god. As such, paladins find strength in helping others, their dedication fueling personal sacrifice which in turn renews their faith. Every act of compassion encourages others, making the world a better place and supporting all the ideals Corean stands for.

Courage: While any fool can charge heedlessly into danger, while wearing the blindfold of ignorance, the devotion of the paladin allows them to directly confront even their darkest fears. Far from

ADAMANTINE COMPACT

Upon their elevation, all paladins of Corean swear an oath known as the Adamantine Compact. While paladins of other gods do not necessarily swear precisely the same oath, their holy vows often share one or more of its elements. An aspirant is expected to fully understand and be able to apply every phrase and aspect of the Compact before the mantle of paladin is bestowed.

*I, Paladin of Corean, do hereby vow that I shall,
Never retreat in the face of Evil, even unto
despair, torment or death;*

*Value always the gifts of the Gods in others and
myself: life, virtue, freedom, and love;*

*Purify the taint of Evil with an Avenging Flame
wherever I should pass;*

*Serve always as a guide on the path of Righteous-
ness and as a Champion in the name of Corean.*

being contemptuous, the paladin must understand fear in order to inspire themselves and others to stand against it. Paladins must have the courage to live as a bright beacon in a world filled with evil, and to then stride forward into those areas of greatest darkness.

The Virtues of Silver

The Virtues of Silver, favored by the Order of Silver and many paladins of Hedrada, revolve around the concept of duty — both to one’s god and to one’s self. How can a paladin truly be said to serve good, unless they have the wisdom and inner peace to understand their own motives? Similarly, holy warriors must strive to maintain purity of soul and body, for otherwise they expose themselves to misdirection and the deceptiveness of the very evil they are attempting to fight.

Purity: A paladin’s belief in herself and the righteousness of her holy cause, strengthens her will and allows her to maintain a pureness of soul, even when confronting the most vile of evils. Paladins must not let themselves be tempted by worldly passions, which serve only to distract from their greater cause and dilute their spiritual reserves. The resolve and determination of a paladin is her greatest asset, and without it her martial strength and shining trappings matter not.

Wisdom: Paladins must have the wisdom to know what it is that they are fighting for. It is all too easy to let their own crusades and ideals lead them to disregard the lives and freedoms of others; therefore, paladins must always fully consider the consequences

served for those with leadership and military experience as well as impressive skill with the forge. These exclusive knights are granted a quantity of mithril, said to be from the Mithril Golem itself, as a gift from Corean with which to forge a holy sword.

Location: The Knights of Mithril are based primarily out of the city of Mithril, where the Knights and Corean's priesthood rule the city. There are approximately 900 paladins within Mithril, typically about 800 standard paladins and 100 members of the elite Mithril Knights. More recently, the paladins built a chapter house in Fangsfall at the request of Lord Vrail to maintain order in that distant city. Questing paladins of the order have been known to roam the breadth of Ghelspad on their own private causes or at the request of the clergy of Corean.

Ethics: As the oldest and best defined order of paladins on Ghelspad, the Knights of Mithril have a well-defined code of ethics and rules of conduct, detailed in a large tome called the Code of Mithril. The highest virtue the order espouses is that of sacrifice, the willingness to give up one's wealth, one's life, and one's very essence to safeguard that which needs protection. Like any virtue, the principle of sacrifice can be misapplied. For example, young paladins are warned that they must never surrender their ethics or their honor for any cause, lest they become the very evil against which they strive. Following this principle, since their inception the knights have sought to protect the innocents of the divine races against all evil. Unfortunately, a life spent sacrificing oneself for others may lead to overweening pride and anger, when these paladins do not receive the respect they can all too often come to crave.

Allies and Enemies: The paladins of Mithril have many longstanding allies, most notably the priesthood of Corean, which is always ready to aid its holy warriors. The Knights of Mithril are supported by the Guild of Shadow of Mithril, the Vigils of Vesh, and the forces of Mullis Town and Hedrad. These most respected of paladins can of course rely on aid from the other Swords of Corean in truly trying circumstances. Unfortunately, the forces of Mithril are spread rather thin, making it difficult for the order to support its allies and care for the people of Mithril as much as they would wish.

Mithril is currently flooded with problems, unfortunately providing the Knights of Mithril with plenty of enemies. The orcs and other titanspawn of the Ledean Plains, the penumbral mages under Dar'tan, the Toe Islands pirates, the various Blood Sea titanspawn, and the proud would dearly like to see Mithril and its paladins destroyed. A distant lurking threat also lies in the dark forces of King Virduk. Finally, quite a few of the marginalized folk in Mithril and Fangsfall have come to resent the wealth and prestige of the

paladins, weakening the order and the city with dissent and betrayal.

Notable Personages: Illura (*female human Pal16, LG*) and her sister Tanar (*female human Com1/Clr15, LG*) were the leaders responsible for the founding of the city of Mithril about the base of the Mithril Golem. Originally hailing from the Hornsaw Forest, Illura ruled the city for many years, and she was said to have protected the new community from a horde of demons lead by a foul penumbral lord.

Aregian (*female human Ftr4/Clr7, LG*), a famous warrior priestess of the order, is renowned for having forestalled an invasion by the proud of the Ledean Plains, by defeating their leader in single combat in 12 AV.

More recently, Barconius (*male human Pal9/Mkn10, LG*, see **Mithril: City of the Golem**) has assumed leadership of the paladins of the order — at the behest of High Priest Emili Derigesh (*male human Clr18, LG*). Even with his leadership duties, Barconius has been known to quest across Ghelspad, seeking to protect the innocent and right ancient wrongs.

Signs of Knighthood: While the elite Mithril Knights are known for wielding mithril longswords, most paladins of the order make do with the symbol of Corean etched into their armor. However, higher-ranking paladins may have their swords inlaid in mithril or obtain a mithril holy symbol.

Paladins of Mithril: The paladins of Mithril strive to emulate the pinnacles of their order, the prestigious Mithril Knights; thus, many paladins take levels in the Mithril Knight prestige class (see Appendix Two). The Knights of Mithril highly value arms and armor made of that sacred metal that is their namesake. These paladins also favor the sturdy warhorses of the Ledean Plains as their mounts, and they often focus on mounted combat feats.

KNIGHTS OF SILVER

Deriving its name from the protective properties of silver, held holy by Corean, the Order of Silver is dedicated to understanding and, when necessary, destroying supernatural evil — in particular, undead and evil outsiders. Clerics and paladins who foresaw the devastation that Mesos' wayward energies might unleash, founded the order in the final years of the Titanswar. One hero in particular, a powerful paladin/sorceress called Ananya the White, was granted a vision showing the rampaging demonic servants of the Champion's own allies spreading darkness across the land. Unwilling to let the gods' very victory spell the doom of the Scarred Lands, she gathered

together those paladins and clerics already concerned about the released energies of Mesos and established the basis for a devoted new order.

Unique among the Swords of Corean, the Knights of Silver are required to study dark knowledge to better understand the evil they confront. It requires incredible strength of will to comprehend such vast and dangerous evil, without giving in to despair or the dark pull of such powerful knowledge. The order understands this threat, and secrets within their labyrinthine monasteries the dark writings and forbidden tomes they discover. Many devout priests of the order maintain the discipline of the Brothers of Steel, preserving the perilous lore that is the burden of Silver. Other of these paladins quest in small bands, with clerical support, to hunt down rumored undead or destroy rampaging demons.

Location: The Order of Silver prefers to locate its chapter houses far from civilized areas, in case of retributive attack by the supernatural forces of darkness. The order is based in the Gascar Keep, set in the Gleaming Valley amid the Gascar Peaks. Paladins of the order often quest into nearby areas where supernatural evil has taken root, such as the Festering Fields, the Ukrudan Desert, and the Hornsaw Forest.

Ethics: The Knights of Silver highly value knowledge and strength of will; while it is necessary to understand evil in order to defeat it, they must continually struggle against succumbing to evil through weakness of spirit. Good judgment and self-control are the keys for dealing with the canny evils the order must face. The Order of Silver believes that the means to mastering these virtues is through discipline. Therefore, initiates are treated to lectures and required to write treatises on the consequences of a lack of restraint; simultaneously, all new members spend long hours as simple scribes and in the performance of mundane duties in an effort to learn proper humility. While other paladins have complained about the order's apparent penchant for secrecy, the Knights of Silver see it as their duty to keep dark knowledge from those who are unprepared.

Allies and Enemies: Hailing from the Gleaming Valley, the Knights of Silver are strongly supported by the hollow knights who rule the region. The Tier of Forges, an order of sacred craftsmen committed to Corean, provides their arms and equipment. While they have the support of the other Swords of Corean, the Knights of Silver are generally too distant and their quests too esoteric for the other paladins to give much aid.



Because the Knights of Silver do not oft involve themselves in the petty political maneuverings of nations, they have acquired few foes throughout the years. These paladins have had conflicts in the past with the Legion of Ash, however, because of its practice of dealing with the incorporeal undead. Similarly, there is little love lost between the order and the necromancers of Hollowfaust, although the paladins purposefully avoid that region to forestall further conflict. On the other hand, the rebel necromancers of Glivid-Autel are ruthlessly hunted by the order whenever they leave the fortifications of their citadel. The greatest foes of the order remain, of course, the undead and evil outsiders who would dare to plague the Scarred Lands and those evil priests who foolishly summon them.

Notable Personages: Ananya the White (*female human Pal6/Sor12, LG*), the founder of the Order of Silver, was a powerful sorceress devoted to Corean during the time of the Titanswar. It is said Ananya foresaw the great harm that the minions of the dark gods would cause the Scarred Lands, if left unchecked by the forces of the Avenger.

The current leader of the Knights of Silver, Daelia the Silver Lion (*female human Pal10/Skn10, LG*, see **Secrets and Societies**) governs the order from the Gaspar Keep, receiving reports concerning supernatural horrors and dispatching knights to combat all manner of evil.

Signs of Knighthood: The Knights of Silver are well known for the silver swords wielded by their high-ranking paladins and elite Silver Knights. Lesser paladins usually bear a silver compass of swords and at least one silvered weapon. Many of the younger knights have taken to wearing a silver lion badge in honor of Daelia, though this is frowned upon by older priests. Clerics and other initiates of the order wear white tabards bearing large, silver Coreanic holy symbols. The Knights of Silver are united by their initiation oath, “To bear away the secrets of the Dark and veil them within the Light; to guard the Gates of the World against the dark shadows of beyond.”

Paladins of Silver: Focusing so heavily on resisting supernatural evil, the Knights of Silver prefer feats that reinforce their mental fortitude, such as Iron Will and Courage. These paladins also often focus on Knowledge skills such as arcana, religion, and planar. Paladins of the order strive to obtain weapons of silver because of its ability to harm most demons and foul undead, as well as its protective qualities. All knights aspire to join the elite Silver Knights, taking levels in the appropriate prestige class (see **Secrets and Societies**). Paladins of Silver may multiclass freely as wizards or loremasters.

KNIGHTS OF GOLD

It is said that Corean and his champions were granted their amazing healing power by Madriel the Redeemer. Thus, the Avenger’s order of healing knights took the sacred metal of gold as their symbol to symbolize Madriel’s holy light. The order of the Knights of Gold was originally established during the Titanswar to protect healers and clerics caring for the casualties among the divine races. As the war against the vile titanspawn ravaged the land, greater and greater medicinal need changed the focus of the order to include healing as well as defense. Since the Divine War, the order has grown into a group of itinerant healers and missionaries. Unique among the Swords of Corean, the Knights of Gold seem to accord more honor to priests than to paladins, reasoning that they are more pure and closer to Corean since they are not trained to kill, but only to do good. More widespread than the other Swords of Corean, the Order of Gold moves into war-torn and disease-ridden areas and attempts to save as many lives as possible before moving on. Although it is the smallest of the Swords, the Order of Gold is probably the best-known and most well loved order of paladins on Ghelspad, and is the only Coreanic order well known on Termana.

Location: The Knights of Gold have no official base of operation, instead preferring to roam the Scarred Lands individually or in small groups, healing those in need. These knights tend to set up makeshift chapter houses that function more like hospitals than fortresses, often training locals to take their place before the order deserts an area. Currently, the paladins are concentrated in war-torn Durrover, southern Vesh near the Mourning Marches, and in the eastern Ledean Plains among Mithril’s outposts. The Knights of Gold also devote substantial resources to curing the virulent diseases that rampage through Termana, making them well known even in that distant land.

Ethics: The highest value among the Knights of Gold is compassion, and they aspire toward unconditional respect for life and absolute love for others. These paladins will heal any mortal being, even one they disagree with or consider malevolent — for the souls of the evil go to the realms of the dark gods, but the living may yet find the light. However, they apply this code with a degree of flexibility when forced to defend themselves, and when unavoidable they have been known to kill. Mainly however, these knights see it as their sacred duty to spread Corean’s faith. For if more would follow the Shining One and hold to his virtues, they believe that inevitably suffering and dying would decrease throughout the Scarred Lands.

Allies and Enemies: Since its creation, the Order of Gold has worked cooperatively with other groups of healers, particularly the Order of the Morning Sky. Similarly, the order has assisted the Vigils of Vesh during times when relief efforts were required in stricken areas. Of course, the Knights of Gold may call upon the other Swords of Corean when they travel to areas with a strong Coreanic presence, but in isolated or hostile territory they are often cut off from aid. In plagued Termana, the Sisters of the Sun have often provided support to the beneficial order.

Like the Order of the Morning Sky, the Knights of Gold often cannot help but entangle themselves in the affairs of hostile countries, drawing the ire of nations such as Dunahnae, Calastia, and the Blood Bayou of Termana. Rulers who would harm or terrorize their own populace draw the scrutiny of the order, which in turn may cause a backlash against the paladins.

Notable Personages: High Priest Janar Ladrean (*male human Clr12/Pal3, LG*), a former priest of Madriel, was responsible for the formation of the Knights of Gold during the Divine War. Janar's hospice was overrun by titanspawn, the vile beasts destroying patient, healer and soldier alike without mercy. Rather than simply accept his death and the destruction of all he cherished, the priest called upon the Champion, promising him loyal service if the god would but grant him the power to defend his place of healing. With Corean's grace, Janar became a paladin and held off the enemy forces until help could arrive.

Calline Del'forn (*female half-elf Pal8/Gkn10, LG*), a Calastian renegade, has guided the Order of Gold since 138 AV. Dispersed as it is, the order cannot be said to have a true leader, but Calline's voice is very influential and she can amass a large force of paladins and healers if necessary.

Signs of Knighthood: The symbol of the Knights of Gold, a golden compass of swords displayed on a shield or as an amulet, is well known throughout the Scarred Lands. Like the other Coreanic orders, these knights prefer to wield longswords when they must fight, a duty they leave to their more martial brethren whenever possible. Upon achieving knighthood, these warriors swear to "Strike not against mine enemy unless he doth threaten life, serve the vile titans, or be not alive. Heal all mortal beings without prejudice, for the grace of Corean shall overcome all wickedness. Spread the word of the Shining One that these Scarred Lands may be remade in His image."

Paladins of Gold: With their focus on healing, many Knights of Gold take the Mercy virtue feat in order to focus their divine energy. Paladins of this order often aspire to join the elite order of

Gold Knights, reflected by the Gold Knight prestige class (see **Scarred Lands Campaign Setting: Ghelspad**). Given their duties, these paladins strive to acquire healing potions and scrolls to amplify their healing potential. Paladins who focus on spellcasting often take item creation feats so that they can produce these healing items. Paladins of this order may also freely multiclass as clerics of Corean.

KNIGHTS OF IRON

Masters of forgecraft and siege warfare, the Knights of Iron are well known for their near impregnable fortresses and heavy armor. The order was formed early in the Titanswar to create exceptional weapons for the divine armies, a counter to the adept smiths of Golthagga and Thulkas. Since the war, the fortresses of the knights have served as bastions of peace and divine faith, holding fast against the amassed horrors of the titanspawn. One of the largest Swords of Corean, the Knights of Iron quest throughout civilized lands — pursuing justice, teaching forge secrets, and leading large-scale forces against both titanspawn and enemy armies. The knights even maintain a license to operate as a mercenary company within Darakeene, calling themselves the Legion of Iron. Not all Knights of Iron, however, actively travel the Scarred Lands. A good number of this order remain in their massive fortresses, to maintain the forge secrets bequeathed by Corean upon the divine races, hone their skills with forgecraft, and create and distribute masterful weapons to support the cause of light.

Location: The Order of Iron has as its base the Fortress of Iron Hope in Trum, Darakeene. This vast stronghold is said to hold the accumulated knowledge of forgecraft granted to the divine races by the Shining One. Smaller castles are located in Hedrad, the Bridged City, and Shelzar. Although they are spread broadly across Ghelspad, the knights are currently unknown on Termana.

Ethics: The knights' highest exalted principle is that of courage, the ability to act despite one's own fears and doubts. Following the example of Corean the Avenger, they espouse that a paladin's will must be as iron. With calm composure, without fear or hesitation, a paladin must be ready to serve light and justice, knowing all the while what the personal cost might be. The Knights of Iron have always been known as an especially conservative order, holding rigidly to conceptions of law — some might argue, at the expense of justice. They are the paladins most likely to oppose arcane spellcasters for being "pawns of Mesos," to frown at the wanton hedonism of the followers of the Trickster, and to

forbid the construction of temples to the dark gods, regardless of the political cost.

Allies and Enemies: Although Darakeene has a strictly neutral stance toward the Knights of Iron, the order is closely aligned with, and often recruits from, the various Ledean war colleges. The other Swords of Corean support the Order of Iron when necessary; the Order of Silver is especially helpful, as it often makes forays into the Festering Fields. The order has also been known to collaborate and share forge secrets with the Tier of Forges, an organization of Coreanic forgemasters based in the Gleaming Valley.

In Darakeene, there is some friction between the Phylacteric Vault and the Fortress of Iron Hope, owing to the paladins' disapproval of magic. Similarly, the petty nobles under Emperor Klum often agonize over the order's incessant crusading and meddling into their affairs. From their fort in Shelzar, the knights have made numerous forays throughout the Calastian Hegemony to weaken the hold of King Virduk, understandably enraging the Black Dragon. In the rest of Ghelspad, the order is opposed by few save the titanspawn who would threaten divine settlements.

Notable Personages: Lord Jaen Tralk (*male human Exp4/Pal12, LG*), the founder of the Knights of Iron, was a simple blacksmith before the Titanswar, but he took up Corean's call to arms when Mesos was destroyed. Tralk was appalled by the ragtag condition of the divine armies, and he bent his skill and faith to equip the disparate armies with more appropriate armaments.

Not truly a paladin, but the order has adopted him as an honorary member and saint, Hral Truerock (*male dwarf Exp8/Ftr2, LG*) was the individual who first discovered the technique for forging adamantine. He serves as a patron for innovation and determination in the Order of Iron.

The current leader of the knights, Lord Dis'taem (*male human Pal8/Ikn10, LG*) is a strict but honorable leader with an unsurpassed knowledge of warfare and siege tactics. The lord has become advanced in years, and he now rarely leaves the Fortress of Iron Hope but to command the Legion of Iron or to engage in diplomacy.

Signs of Knighthood: The paladins of Iron are known by their heavy armor and masterwork weapons. When a paladin of the order commands a military force, she always displays a red flag bearing an iron compass of swords to forewarn enemies of their impending defeat. Similarly, the paladins wear either a red sash or tabard when in the field, and elite paladins wear red trimmed in black. The Knights of Iron often refuse to lead

from the rear, instead choosing to charge forward with their troops.

Paladins of Iron: Trained as leaders, Knights of Iron often take the Leadership feat, as well as feats enhancing their melee combat prowess. Especially devout knights may take the Courage virtue feat to show their devotion to the precepts of the order. Paladins of Iron all aspire to achieve membership in the elite Iron Knights, represented by levels in the Iron Knight prestige class (see **Scarred Lands Campaign Setting: Ghelspad**). Paladins of Iron may also freely multiclass as fighters.

OTHER COREANIC KNIGHTS

Although the four Swords of the Adamantine church compose the main body of Corean's faith, a good number of paladin groups operate either independently or as members of fringe orders. During the Titanswar, numerous orders were created, which later dwindled into nonexistence or were absorbed by the larger orders of the church.

ORDER OF THE SILVER HEART

Rare among palatine orders, the knights of the Silver Heart of Uria are both a holy order and a state sponsored group of paladins. During the Titanswar, a large contingent of wood elves of Vera-tre, inspired by the righteous example of the Champion, turned from the worship of Denev to embrace the Shining One. The elves thought the guerilla tactics of their brethren ignoble, and pledged to become steadfast allies to the divine races regardless of cost. Pleased with their sacrifice for the greater good, the Avenger blessed the elves with holy flying mounts with which to battle their many enemies.

After the Titanswar, the elven followers of Corean established the independent nation of Uria, on a large island off the western coast of Ghelspad; they took care, however, not to sever ties with their homeland in the Ganjus. The Order of the Silver Heart was originally formed by the newly converted flying knights to defend the coasts of Uria and provide aid to their ally, Vera-tre. Since their conception, the elven knights of Uria have protected divine settlements throughout western Ghelspad — appearing on the horizon like the rising sun, when defeat seems imminent and hope is lost. Although no one can predict when the riders of Uria will make an appearance, their support all but ensures victory and the forces of light regard them as valuable allies. The elven knights most often ride valravens and great harriers, but other possible mounts include hippogriffs and griffons.

Location: The knights of the Silver Heart are concentrated in the island nation of Uria, although their patrols span the Blossoming Sea and Dunahnae in the south and the Gascar Peaks in the east. Full wings of knights periodically make the long flight to the Ganjus to provide support to the elves of Vera-tre.

Ethics: The code of the Silver Heart is largely a reaction to the behavior they found so distasteful among their wood elf brethren. The elves revere dedication above all other principles, and strongly hold to the belief that paladins must stand steadfast for their cause and hold to their ideals regardless of personal cost. Urian paladins will never ambush a foe, and they will never flee from combat while any ally remains behind. Owing to their heritage in the Ganjus and their continued respect of Denev, the knights also greatly value nature, healing the land whenever possible and punishing those who would defile it.

Allies and Enemies: The Order of the Silver Heart has the full support of the Urian military, and they can call upon significant aid from Karria in a crisis. The Solemnac Vale has also assisted these knights in the past, and in return the Urian elves provide protection to followers of Erias. Finally, the order still has significant ties to Vera-tre, and the elves of the Ganjus will aid the knights whenever they travel far from their island nation.

The knights' sudden intervention in Darakeene, however, and their continual support of Karria has upset a number of Darakeene nobles over the years. Unlike the Order of Iron, the Silver Heart sees no need to maintain political neutrality or procure a mercenary license, causing many nobles to view these knights as meddlers who think themselves above the law. The elven paladins have also inspired the animosity of the titanspawn of the Spires of Gaurak and Khirdet, who are often thwarted by these knights when attempting to invade western lands.

Notable Personages: Lord Vhaen (*male elf Rgr10/Pal5/Acv3, LG*), once a ranger of the Ganjus, first saw the dishonor in the tactics employed by the elves of Vera-tre and swore an oath of loyalty and support to the divine forces. Vhaen was one of the first converts to Corean and led the Champion's elves during the Divine War. Although the elderly elf has since retired, he continues to play an influential role in the politics of Uria.

Xerra Avengerborn (*female elf Pal8/Ksh7, LG*), the current head of the Order, is a rather young leader who prefers to take an active role in the defense of Uria. She and her valraven, Skylark, have been seen throughout western Ghelspad, questing for peace and engaging in diplomacy with western nations.

Signs of Knighthood: The knights of the Silver Heart are easily identifiable, if not for their primarily elven composition then for the valravens and great harriers they so often ride into battle. Most paladins of the order also wear shields bearing the heraldry of Uria, and armor with the holy symbol of Corean prominently inscribed. Traditionally, the elves wield longswords, and bows from the saddle, but many younger knights prefer lances to optimize the power of their mounts.

Paladins of the Silver Heart: Most knights hone their aerial combat expertise by taking levels in the Knight of the Silver Heart (see Appendix Two) or Aerial Cavalier (see **Scarred Lands Campaign Setting: Ghelspad**) prestige classes. These paladins tend to focus on mounted combat feats, although knights without appropriate mounts have been known to reach admirable levels of expertise in archery.

Other Champions of Righteousness

Although Corean obviously possesses the largest following of paladins in the Scarred Lands, many orders of knights accept other gods and even demigods as patrons. All paladins, however, owe some allegiance to the Shining One, who grants them the dedication and holy strength to support whatever worthy cause they choose to pursue.

Knights of Madriel

The paladins of the Redeemer have a prominence perhaps only surpassed by the orders of the Champion himself. Especially active in Termana, Madriel's paladins typically dedicate themselves to healing, protection, and peace — more so than any of the knights of Corean. Also, unlike the majority of the paladins of the Shining One, Madriel's knights exalt mercy above all other virtues. They strive to help any truly repentant being turn from evil, regardless of the stains previously accrued on the soul. Though enemies of the Redeemer's paladins have used this virtue against them in the past, the knights of Madriel have learned from experience who is truly worthy of forgiveness and who unfortunately must be turned away.

Swan Knights

Orana of Madriel, renowned for her courage, fairness and wisdom, is said to be the greatest of Madriel's champions during the Titanswar. Orana was an uncompromising servant of the First Angel, dedicated to defending the weak and the oft-overlooked victims of the Titanswar, the

CHAPTER FIVE: THE HOLY ORDERS

women and children of the divine races. For her great deeds, Orana was chosen by Corean and Madriel to become one of the first of Corean's paladins and to lead the armies of the Redeemer. Orana called herself the Swan Knight; since her death, female champions have flocked to the Redeemer, hoping to be chosen by the goddess to bear the honor of this title.

Although there is only one true Swan Knight at any given time, female paladins in service to Madriel who aspire to the role are often also referred to as Swan Knights. If the current Swan Knight should ever perish, the Redeemer selects the most worthy of the knights of this order to continue the heritage. The Swan Knights usually act individually, protecting the innocent, especially maidens and children, from the many depredations of the Scarred Lands.

Location: The Swan Knights wander the breadth of Ghelspad, performing the holy works of Madriel and protecting the innocent. They especially frequent war-torn and titanspawn-infested areas where devastation and warfare leave homeless orphans and grieving widows alone and unprotected.

Ethics: The Knights of the Swan exalt purity and innocence above all other virtues, dedicating themselves to protect it throughout the Scarred Lands. The innocent, they reason, are the most deserving of Madriel's mercy and compassion. The knights loathe those who would cause mass suffering to suit their own ambition or for personal gain. Paladins of the Swan strive to maintain their chastity, which they view as a symbol and expression of purity of both body and soul.

Allies and Enemies: This small order has few allies save the Church of the Redeemer and the paladins of Corean. However, the people of Ghelspad celebrate these illustrious warriors of Madriel, perhaps even above the courageous paladins of Corean. Wherever the knights may go, they are provided with food and lodging by the grateful people of the Scarred Lands.

The Swan Knights are most hated by the powers of realms that oppress their citizens, such as Calastia, Lageni, and Dunahnae. A number of counties have even placed bounties on the heads of known Swan Knights, but the paladins always seem to slip away — perhaps with the help of the nation's own citizenry.



Notable Personages: Orana (*female human Pal10/Swk10, LG*), the first Swan Knight, was a famed champion of Madriel during the Divine War. She brought serenity and respite wherever she traveled, protecting the innocent from the horrors of war.

The current Swan Knight, Ariniel (*female human Pal6/Swk10, LG, see The Wise & The Wicked*), is a paragon of knightly virtue and is well respected throughout the realm. She has fought injustice across Ghelspad, facing enemies from the proud of the Plains of Lede to the canny King Virduk of Calastia.

Signs of Knighthood: The symbol of the Swan Knights is a sitting swan, wings outstretched, which is often worn on a knight's tabard above her armor. The Redeemer has forbidden any knight from wearing a helmet bearing swan wings, or from affixing the symbol upon a banner; such a privilege is accorded to the true Swan Knight alone. Most Swan Knights take a vow of chastity upon joining the order, although it is not strictly required.

Paladins of the Swan: All Swan Knights strive to attain the Swan Knight prestige class (see Appendix Two) but only the true Swan Knight chosen by Madriel is allowed to obtain 10 levels in the class. The majority of Swan Knights learn the Chastity virtue feat. The Swan Knight specifically chosen by the Redeemer is also granted the arms and armor of the Swan Knight, the sword Oroladis and the armor and pennant of Orana (see *The Wise & The Wicked*).

SISTERS OF THE SUN

The most prominent of palatine orders in distant, disease plagued Termana, the Sisters of the Sun are an all-female order devoted to the protection of the human kingdoms of Termana from the ravages of the Ghoul King. During the Titanswar, Corean raised the Redeemer's champions as paladins to serve as leaders of the divine armies. However, the order dwindled after the conclusion of the war, becoming little more than a loose group of aging paladins; by 10 AV the order, without purpose or unifying doctrine, seemed ready to fade into history. However, in 11 AV, the Ghoul King made his first appearance in Azale, and the western kingdoms fell to his fetid touch.

The Sisters sprung into action, rallying the human refugees and remaining kingdoms of the west, and were able to push the undead forces of the Ghoul King back to the rugged Iron Sands desert. When it seemed that even the valiant paladins could not overcome the vile undead, their patron Madriel showed the true extent of

her mercy and removed the curse from many of the repentant undead. His forces in rout, the Ghoul King fled back to the Isle of the Dead, and the Sisters built a citadel to watch for his presence forevermore. Although the Sisters of the Sun have since weathered many crises, the order remains strong and resolute, keeping the western kingdoms united and watching for the return of their still potent adversary.

Location: Headquartered in the vast Citadel of the Sun on Silverisle, the Sisters of the Sun operate only on Termana. Although the order remains concentrated on Silverisle, members do patrol throughout western and central Termana, at times even raiding the Charduni Empire in the east.

Ethics: The Sisters of the Sun long ago learned the consequences of complacency, and so the principle of duty has become the order's highest virtue. Meddling in the affairs of other nations instead of fulfilling Madriel's charge to watch over the Isle of the Dead, the Sisters were almost destroyed when the Ghoul King took them by surprise. Now, they consider their god given duty to be their highest honor and privilege, and each member does her utmost to fulfill that sacred commission. The Sisters see their duty as manifold, to watch always for the return of the undead and fight the growing evils rampant in Termana.

Allies and Enemies: The Sisters of the Sun have many allies among the western human kingdoms of Termana, particularly Azale, Karsian, and Sunharrow. The people of Silverisle greatly respect the Sisters, providing the order with both a recruiting base and practical support.

The Sisters have many enemies, most prominent of course, the Ghoul King they banished so long ago. They are even rejected as meddling interlopers by other western kingdoms, who are leery of being drawn into another war with the Ghoul King. The charduni of the Land of Chains also despise the Sisters for helping to hold off their conquests and for their nettling slave raids.

Notable Personages: Lady Shanae (*female human Pal8/Ssu10, LG*), the leader of the order at the end of the Titanswar and until her death 70 years later, was a devout warrior, dedicated to the destruction of the Ghoul King.

First Knight Terusha (*female human Pal10/Ssu10, LG*) currently commands the Sisters of the Sun and rules Silverisle. She is known as a shrewd politician with boundless courage and dedication to her task.

Signs of Knighthood: Sisters tend to wear closely fitted, heavy armor, etched with the symbol of the order — a stylized, eight-pointed sun.

Most knights wield longswords, but a good number prefer spears as a symbol of their devotion to Madriel. Upon joining the order, paladins swear to “Forever guard the Isle of Dead, that no horror, mortal or undead, may leave its blackened shores; and unite the Kingdoms of the West, always in preparation to obstruct the evil eternal.”

Paladins of the Sun: The Sisters of the Sun strive to achieve mastery of their discipline, represented by the Sister of the Sun prestige class (see **Scarred Lands Campaign Setting: Termana**). These paladins focus more on feats to enhance their resistance and combat prowess (such as Iron Will and Weapon Focus) rather than mounted combat feats. They prefer silver, *ghost touch*, *undead bane*, and *deathbane* weapons (see **Relics & Rituals II: Lost Lore**) for their devastating effect on the undead, who are of course their traditional foes. Paladins of the Sun may freely multiclass as clerics of Madriel.

KNIGHTS OF HEDRADA

In both Hedrad and Karsian, the wise Lawgiver has a number of paladin followers in his official churches. Hedradan paladins are much less common in other lands that venerate the Judge. Most followers of the Lawgiver, who possess the dedication and discipline to become paladins, are instead drawn into one of the exemplar orders. Hedradan paladins tend to venerate justice above other virtues, but unfortunately this propensity leads them to ignore the human element as well as the worthy qualities of sympathy and mercy. The Lawgiver’s edicts to respect all law, even those that are unjust, and to not bestow unearned gifts, even among the unfortunate, may chafe at the moral code of even his most devout paladins. Still, there are those rare individuals who have managed to reconcile the need for good with Hedrada’s uncompromising requirement for law. Most paladins of Hedrada wield warhammers or greathammers (see Appendix Three) as a symbol of respect to their deity.

HOLY TEMPLARS

An order within the militant sect of Justicars of the Hedradan faith, the Holy Templars are devoted to enforcing law throughout those realms that respect the Lawgiver. Most Holy Templars work alone, although the temple does sometimes call small groups together for especially important assignments or quests. Unlike most paladin orders, the Justicars must often work alongside evil members of the same faith; however, Holy Templars have been known to quietly work behind the scenes, to stymie the efforts of their

fellows and temper the law with justice. Though the templars often have a grim demeanor, at their core the warriors have all the generosity and nobility of Coreanic knights and there can be no question that they are indeed paladins.

Location: Holy Templars are most common in the city of Hedrad and within Karsian, but they are also found in Ankila and the Gleaming Valley. On occasion, these knights have been known to travel to Lokil to support and defend Hedrada’s sacred library.

Ethics: Law is the law, set forth by wise Hedrada himself, and not for mere mortals to question — or so say the Justicars of Hedrada. But Holy Templars, who revere not only law but justice, must meet the sometimes conflicting ideals of perfect law and ideal goodness. In order to truly excel at their work, these paladins must know the laws better than even the most rigid priest. Mercy is seen as weakness among many followers of Hedrada, but law may often be manipulated to reach a just result if one is familiar with its intricacies. The paladins of Hedrada recognize that law is a pillar supporting civilization, allowing for freedom from the tyranny of the powerful, and so they never seek to tear apart its foundation; however, they will certainly do their best to achieve justice within its rigid constraints.

Allies and Enemies: The Holy Templars are strongly allied with the Justicar orders present in Hedrad and Karsian, although they can call upon the aid of the church of Hedrada in a number of nations loyal to the Lawgiver. The Holy Templars have also worked closely with the paladins of Mithril on a number of occasions, most recently upon the theft of some holy Rings of Hedrada by the horsemen of Vangal.

While not exactly enemies, the law enforcers of Hedrada do not get along well with the followers of the Trickster, and may encounter strife when entering their territory. A number of Holy Templars questing for justice in Ankila have raised the ire of King Virduk, perhaps provoking the crackdown on illicit Hedradan worship.

Notable Personages: Saint Kallanta (*female human Ctr5/Pal5, LG*), one of the first paladins of the Judge, began the order of Holy Templars during the Titanswar. Kallanta first postulated and taught the theory that holy order and divine law could support a righteous society, quelling barbarism and disorder, the root causes of evil.

Ephraim Cross (*male human Ftr4/Pal10, LG*) is the highest-ranking Holy Templar of the Justicars in Hedrad, and thus the de facto leader of the sect. Cross is a stern but faithful paladin as well as a swordsman of great repute.

Signs of Knighthood: Holy Templars have no official uniform, but most bear the symbol of Hedrada on their armor and the brand of a hammer on their forehead. While most Justicars wield hammers, it is not a strict requirement, and quite a few Holy Templars use longswords to show their respect for Corean.

Paladins of the Holy Templars: Prizing strength of will and determination, many paladins take feats such as Iron Will. Holy Templars focus on feats to enhance their skills and combat prowess rather than mounted combat, as they usually find themselves operating within cities or other highly populated areas.

KNIGHTS OF THE DEMIGODS

Just as he elevated those select individuals chosen by his divine siblings, Corean also enhanced the champions of the demigods who bravely lead the divine armies. Demigod paladin orders tend to be small and have a defining purpose, both to give the group focus and to aid in recruitment. While a few orders of demigod-following paladins have faded since the Titanswar, several have since joined together with the orders

of likeminded demigods, forming conglomerates united by specific overarching goals. Also, in several cases, demigod orders were absorbed into the larger Coreanic orders, producing unique lines with unifying principles that set them apart from the rest of the order.

HEARTHGUARDIANS OF BUROK TORN

Early in the Divine War, Corean elevated these devout dwarven champions to protect the mountain city of Burok Torn. Although events prevented these holy warriors from confronting vile Chern, when he threatened the dwarven kingdom during the war, the dwarven paladins have since made it their duty to defend their mountain home against all evil — both titanspawn and divine. Few palatine orders can muster the single-minded devotion and tenacity of the hearthguardians, as they defend Burok Torn from the armies of Calastia, and the constant threat posed by dark elves, gorgons and other horrific titanspawn. Many members of the order are also affiliates of the Iron Guard, the Shield Arms, or officers in the standing army. Since a recent expedition to the ruined city of BaerethMarn, a number of Hearthguardians have come to believe that Chern was involved in the betrayal by the dark elves at Gambedel's Bridge. While they might ponder how amends can be made, none of these dwarves would relent in the defense of their homeland, regardless of the events of the past.



Location: Hearthguardians are mostly confined to Burok Torn, although they have also been known to aid in the defense of Durrover. The dwarven paladins are rarely seen questing outside their mountain fortress.

Ethics: Hearthguardians praise endurance above all other principles. Perhaps because of this, they seem to have the fortitude to continually defend their people while staunchly bearing the blows inflicted by evil. Endurance is seen as a reflection of one's spiritual devotion; strength of faith, they believe, can overcome even frailty of body through the grace of Goran and the blessing of Corean. These paladins are expected to be unflinching in their pursuit of danger, unceasingly seeking out threats to their homeland and doing whatever is necessary to protect their sacred trust.

Allies and Enemies: The Hearthguardians receive aid from a number of fronts; especially involved are the paladins of the Orders of Mithril and Gold and the Veshian vigils — each of which has an invested interest in the security of Burok Torn. Durrover has also been known to lend aid when it can be spared, unfortunately a rare occurrence in recent years. Within Burok Torn, the paladins have the full faith and support of dwarven institutions such as the Iron Guard and the rune wizards.

The dwarven paladins have a number of powerful enemies, most notably the Calastian Empire, the dark elves of Dier Drendal, and the broods of Kelder gorgon. The Hearthguardians have defended their home for decades, inspiring the hatred of countless titanspawn and even other followers of the divine, particularly the Black Dragoons of Lageni.

Notable Personages: First Shield Captain Umar Garrit (*male dwarf Pal10/Hrg4, LG*) has led the Shield Arms for the past 23 years, proving to be a devout paladin and a fearsome foe. Though not officially affiliated with the church of Goran, Garrit has tremendous influence with the paladins of the realm.

Signs of Knighthood: The Hearthguardians are known for their heavy armor, usually burnished a light gold and decorated with the dual axes of Goran. These paladins prefer axes of all types, though the waraxe is something of a mainstay of the order. All Hearthguardians swear to “Protect the blessed realm of Burok Torn, its stalwart people, its worthy legacy, its honored traditions, until the very rocks do crumble to dust and the world is no more.”

Paladins of the Hearthguardians: The stout dwarven paladins favor feats that allow them to persevere in the face of evil, even after their allies have long since fallen; thus, Great Fortitude, Toughness, and Endurance are all important feats

for the defenders of Burok Torn. Many Hearthguardians take levels in prestige classes that focus on defense, such as Dwarven Defender or Iron Guardsman (see **Burok Torn: City Under Siege**). Others aspire to become true champions of the beleaguered dwarven people, and take the Hearthguardian prestige class (see Appendix Two). Many Hearthguardians ride huge war boars into battle, and these dwarves routinely rout their enemies by the sheer ferocity of their initial attack. These paladins may multiclass freely as fighters.

KNIGHTS OF THE BLOSSOM

Formed during the Titanswar, the Knights of the Blossom were originally servants of Syhana who were ordained to paladinhood and charged with three sacred tasks: to defend the farmers of the Scarred Lands against natural disaster and evil, to protect the quillflies necessary for the maintenance of normal weather, and to destroy the evil and aberrant fey plaguing the land. In the order's infancy, it merged with a nascent order of paladins devoted to the newly raised Aspharal, Demigod of Flowers. Although the resulting order is still quite small, it is highly organized; while each paladin acts on her own to protect a specific region, the entirety of the order may come together to confront larger threats — such as massive attacks by titanspawn or devastating natural disasters. The knighthood boasts a large percentage of half-elven and fey-blooded members.

Location: Knights of the Blossom are thinly spread across Darakeene, and they are occasionally seen among the tribesmen of the Ukrudan Desert. There used to be a cell of the paladins working in Durrover, but most sources agree that the knights were felled in the constant warfare with Calastia.

Ethics: The Knights of the Blossom believe strongly in the sanctity of nature and the land. Farmers, who depend on the land for their existence, and desert tribesmen, who wrest survival from their unyielding homeland, are the most blessed of people and should be protected against all evil. These paladins recognize joy as their highest virtue, and value their ability to take pleasure in life and to share its wondrous bounty with others. Knights of this order regard blossoms and fey as sacred representations of the living world, and they work relentlessly to restore or destroy corrupted species.

Allies and Enemies: The paladins of Syhana and Aspharal are closely allied with the church of Madriel, often performing quests for and receiving aid from local temples. These knights can usually count on the aid of the quixotic fey,

provided the task doesn't demand too much time or attention. The farmers of lands the paladins regularly patrol often come to know them rather well, and would support a beleaguered paladin as they would a member of their own village.

The knighthood has few enemies among the divine races, instead attracting the enmity of evil fey and titanspawn who would defile the land. Knights in eastern Darakeene have also had increasing difficulty with the cannibals of Khirdet, who have been known to raid farms to stock their larders.

Notable Personages: Mariana the Rose (*female half-elf Pal12, LG*), the first knight of Aspharal, joined the knighthood near the end of the Titanswar and quickly rose to become its leader. Mariana is remembered for ending a titanspawn-controlled cyclone that was threatening dozens of villages.

Signs of Knighthood: Knights of the Blossom favor light to medium armor etched with unique floral designs. For example, one knight might prefer elaborate rose vines, and another, a simple lily blossom. These paladins commonly wield rapiers, though they are more willing than most paladins to resort to bows and other missile weapons. Each knight is given a single unique, iridescent flower representing the knighthood. These magically preserved flowers are said to originate from a sacred garden tended by skyquills.

Paladins of the Blossom: Accustomed to traveling long distances, these knights often master mounted feats such as Mounted Combat and Ride-By Attack. Most knights favor simple warhorses, although there are legends dating back to the Titanswar of knights riding sacred white unicorns. Because they must often work without the aid of their fellows, paladins of this order tend to focus on feats that hone their combat skills, especially feats enhancing archery and swordsmanship. These paladins may multiclass freely as clerics of Syhana or Aspharal.

KNIGHTS OF THE BLESSED HOMESTEAD

Although often overlooked, a minor paladin order committed to the demigods of hearth and field has existed since Corean's blessing during the Titanswar. Devoted to Imal Wheatsheaf, Demigod of Farms, in Vesh and Darakeene and to Katashama, Demigod of the Hearth, in Dunahnae, Darakeene, and parts of Calastia, these paladins must often hide their true nature as they go about their duties. The order is dedicated to protecting the common folk — farmers, fishermen, weavers

and shopkeepers — from the petty wars, cruel aristocracy, and titanspawn invasions that so often ravage rural regions. The paladins work with and among the villagers, who often don't even recognize them as knights, to ensure their innocent charges have as safe and quiet a life as is possible in the Scarred Lands.

Location: Knights of the Blessed Homestead are most common in Darakeene, but they can also be found in rural areas of Vesh and the Calastian Hegemony. The paladins exist in Dunahnae, but they maintain a very low profile amid the slave and soldier castes. These knights rarely quest far from the villages that they are committed to protect.

Ethics: The Knights of the Blessed Homestead value peace above all other principles. While some knights are pacifists, most realize the necessity of defending one's self and one's people in a less than perfect world. Nevertheless, they are unified in their belief that all people should be able to pursue quiet lives free from the devastation wrought by war, famine and pestilence. The origin of war, they believe, lies in ignorance, which leads to hatred and suspicion. As such, they work to educate their communities, settle disputes, and expose the oppression of self-serving nobles.

Allies and Enemies: The Knights of the Blessed Homestead are well regarded by the common people, who often consider the paladins to merely be helpful members of their local community. Although the knights may occasionally receive assistance from the larger paladin orders, when their interests coincide, for the most part the knights function on their own.

Nobles tend to truly dislike paladins of this order for their interference in political affairs and their defense of lowly commoners. In Dunahnae especially, these heroes are under constant suspicion and threat of discovery. Calling them 'rustic paladins,' the priesthood of Chardun publicly hangs the knights when they are found.

Notable Personages: A simple farmwife in Darakeene before the Titanswar, Helna Blackenhearth (*female human Com3/Pal7, LG*) was the first paladin to join the cause of Katashama. It is said that Helna's village was destroyed by followers of the fallen paladin who later became Chardun's herald, compelling the warrior to take up the defense of similarly threatened villages.

Signs of Knighthood: Paladins of this order do their best to maintain anonymity, wearing no distinctive markings or even armor if possible. Most paladins own a set of light armor and weapons that can be disguised as farm implements or

tools, such as scythes, daggers, hammers, handaxes, or simple polearms.

Paladins of the Blessed Homestead: Because they are so close to the common people, these knights typically attract followers and thus often take the Leadership feat. Due to their integrated position in their home villages, these paladins focus on feats that enhance their skills, such as Skill Focus, or ability to care for their charges, such as the virtue feat Mercy. These paladins may multiclass freely as rogues or clerics of Imal Wheatsheaf or Katashama.

KNIGHTS OF THE SIROCCO

The desert tribesmen of the Ukrudan have a long tradition of revering the powers of the desert — Tamul, the Old Man of the Desert, and D’shan, the Desert Wind. After Corean blessed the champions of these demi-gods, the two groups fused to form a single order devoted to the protection of the desert people. Rather than remain with established tribes, the order is organized into sizable nomadic groups, which sweep across the wastelands like their namesake, the desert wind. It is not uncommon for a tribe to be beset by sutak or daywalkers, only to find a detachment of knights appear from the dunes to drive off the vile titanspawn.

Location: The Knights of the Sirocco are confined to the Ukrudan Desert, though rumors of similar orders hail from regions with other desert dwelling people. It is possible that the Tehlashos of the Iron Sands or the tribesmen of the Onn also have paladins patrolling the wastes.

Ethics: Knights of the Sirocco emphasize preparedness as a key virtue. In the harsh desert, one must always expect the unexpected — the titanspawn hidden in the sands, the sudden sandstorm, the drying of a vital oasis — else one cannot hope to survive, much less protect others. These paladins are therefore amazingly organized; they are always the first to know about a titanspawn attack, a Dunahnaen bone raid, or a sand storm’s approach. The Knights of the Sirocco consider it their duty to defend all the peoples of the desert, and thus they work as a force for cohesion and reinforcement of tradition among the tribes.

Allies and Enemies: This order may call upon many allies, including the shaman-clerics of Syhana, D’shan, and Tamul among the desert people. They have even been known to ally with Lokil and Hollowfaust to prevent especially dire titanspawn invasions.

The Knights of the Sirocco are despised by the enemies of the desert people, especially the sutak and daywalkers of the desert. The Dunahnaens, who often attempt to enslave whole

tribes, are also in obvious opposition to these desert paladins. Although there is some animosity between the Speakers of Flame, the shamans of Enkili, and the knights, the paladins recognize the sorcerers and priests as a traditional part of society and give them due deference.

Notable Personages: Xsar Steelwind (*male human Rng5/Pal9, LG*), who leads the largest war band of desert knights, is known as a wise but stern leader. Somewhat xenophobic, Xsar watches outsiders closely before deciding they can be trusted on their own within the Ukrudan.

Signs of Knighthood: In the harsh desert heat, most knights wear only light or medium armor. The symbol of the order, displayed prominently on flowing tabards covering each knight’s armor, is a red-brown whirlwind. Most knights dress in the style of desert tribesmen, with their heads covered and protective scarves displaying clan and name. These knights tend to wield scimitars rather than traditional longswords.

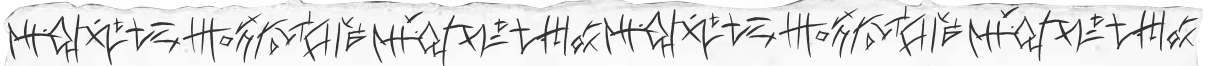
Paladins of the Sirocco: Trained to fight in the traditional style of the desert tribes, most knights prefer feats such as Dodge, Cloth Dancing, and Whirling Defense (see *Player’s Guide to Fighters and Barbarians*). Because they spend so much time on their sturdy desert warhorses, the knights tend to also master a variety of mounted combat feats. These paladins may multiclass freely as rangers.

CHAMPIONS OF NOTE

Since the Titanswar, paladins of all stripes have had incredible impact on the Scarred Lands, be it through keeping the remaining servants of the titans from civilized lands or impeding the plans of the dark gods. They have established empires, suppressed great evils, and indeed fought at the very side of the gods they serve. The following is just a sample of these heroic figures, and shows the diverse nature of the individuals who are able to put aside their own self-doubt and harness the devotion necessary to serve the gods.

CHEMARA

Known for her ability to survive in even the most extreme of environments and easily acclimate to diverse native cultures, Chemara (*female human Rng2/Pal7/Ssu2, LG*) has pursued the goals of the Sisters of the Sun across the breadth of Termana. Chemara is a very striking woman, tall with distinctive red hair and a presence felt by all she encounters. A devout follower of Madriel, Chemara has helped to purge the horrific pestilences among the peoples of the Gamulganjus. To this day, she is one of the few paladins to enter the southern jungles. Recently, while traveling with the Tehlashos of the Iron Sands Desert, Chemara aided a



MULTICLASS PALADINS

Mastering the path of the paladin requires a level of devotion that usually precludes multiclassing. However, a significant minority of knights do turn away from their sacred calling in order to pursue other professions; some do so to better fulfill their holy cause, while others merely tire of the constant dedication of paladin service. Alternately, some orders encourage paladins to perform roles that overlap with other classes, allowing these knights to multiclass while maintaining the ability to return to their paladin duties.

- **Barbarian:** Few indeed are those paladins who turn from knighthood to embrace the rage of the barbarian, and fewer still are those who somehow manage to master the fiery anger in their breast and replace it with the grace of the paladin.

- **Bard:** Not many bards are capable of giving up a life of wandering for the single-minded devotion necessary to become a paladin, and it is the rare paladin who gives up her holy cause for love of performance.

- **Cleric:** Especially devout paladins often arise from the ranks of the priesthood, and older knights have been known to retire into a clerical role. The blessings granted upon such a priest greatly increase the knight's healing ability, and typically such an individual is highly esteemed.

- **Druid:** Followers of the titans are rarely touched with Corean's blessings, but since the Titanswar some among the elves of Uria have forsaken their ties with the land to support the cause of the gods.

- **Fighter:** Knights often spend some time as soldiers before focusing on their holy duties. Such knights become especially feared weapon masters and tacticians, and often rise to prominent positions in their orders.

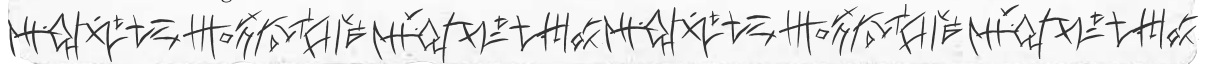
- **Monk:** There are strong monastic leanings among the major Coreanic sects, so many paladins hail from the ranks of these scholars. The strong discipline, that is the monk's art, adapts well to the devotion inherent to the paladin.

- **Ranger:** Quite a few knights hail from the ranks of the titanspawn slayers and woodland warriors, honing their formidable skill with a deep devotion and holy blessings. Such paladins become fearsome foes of the titans' remaining servants.

- **Rogue:** Knights who began their careers as scouts or grew up in the streets may have a diverse range of skills to complement their holy power. Often paladins who must blend in among the common people, were initially skilled rogues and only later turned to the Shining One's service.

- **Sorcerer:** While those devoted to the gods may be horrified to find they derive power from the hated titans, these holy warriors can become extremely potent mage-knights. While these paladins may be especially zealous to prove their loyalty to whichever divine patron they serve, they can often use their intense devotion to focus their arcane talents.

- **Wizard:** While many paladins discourage the use of arcane magic, those with uncommon talent may choose to take up its study at the Mithrilite Guild of Shadow. Many paladin-wizards focus on fire magics in honor of Corean.



group of Hollowfaustian necromancers and travelers from Ghelspad.

Chemara's strong personality and unmatched charm make her an excellent diplomat (Cha18, maximum ranks in Diplomacy), and as such, she has become the Sisters' choice for sensitive diplomatic missions in obscure parts of Termana. Similarly, she has a knack for dealing with harsh environments (several ranks in Survival) and somehow manages to survive seemingly deadly terrains. Although she has never acquired a mount, Chemara likes to travel and rarely spends time on Silverisle itself. At least one veteran of the order has expressed concern that Chemara may be one to ignore

the less glamorous duty of guarding the Isle of the Dead in favor of the excitement of travel.

LORD SANDOZ

A high-ranking knight among the Order of Iron, Lord Sandoz (*male human Ari3/Pal5/1kn4, LG*) is a well-respected but unlikely paladin. Sandoz was born the heir of a powerful noble, in the Darakeene province of Dara, but the young man had frequent and acrimonious disputes with his father; the conflict centered on their differing views regarding the duties they owed as nobility to the common people, versus the privileges they deserved as nobility. After a particularly bitter argument in

which Sandoz refused to levy additional taxes during a drought, his father threatened to disown the young noble. Sandoz swore his noble title and left, never to return. The young knight soon enlisted in the Iron Legion, putting his organizational skills and noble training to good use. Although he never attended the famous Ledean war colleges, Sandoz's natural tactical skill soon saw him rise as a prominent leader within the order.

Lord Sandoz commands a significant detachment of the Legion of Iron, often supplementing it with his own followers (Leadership feat). Although he has never had much skill at the forge, barely meeting the order's entrance requirements, Sandoz's in-depth and diverse education as a noble (Knowledge arcane, architecture, history and nobility) all at high ranks) has greatly supplemented his command skills. Sandoz is known for wielding a massive blue-steel greatsword (+2 frost, keen greatsword known as Icecleaver) rather than the traditional longsword.

NICEVIEN DE'SADI

Nicevien the White Griffon (*female elf Pal9/Osh2, LG*) was born shortly after the Titanswar, one of the first children birthed on the blessed isle of Uria. A devout and precocious child, Nicevien joined the Order of the Silver Heart at a young age, and she quickly gained a reputation for relentlessness and ferocity. The White Griffon is accounted a skilled rider (Mounted Combat feat, high ranks in Ride and Handle Animal), as well as a deadly swordswoman (Weapon Focus (longsword), Improved Critical (longsword)). Unfortunately, Nicevien has the tendency to balk at dealing with evil in any form, a fact that has hampered her investigations into the seedy underground and all attempts at negotiation with the followers of the dark gods. Unlike most paladins of Uria, Nicevien's holy mount is a sacred griffon named Goliath rather than an easier to control great harrier or valraven.

Nicevien was one of a handful of knights sent across Ghelspad to hunt down a sacred artifact, stolen from the fortress city of Awborowen. The artifact, said to be

entrusted to the elves by Corean himself during the Divine War, is believed to have some connection to the Ancients who once ruled Ghelspad. Following rumors of this artifact to the region of Buok Torn and Durrover, Nicevien has since aided in the defense of the dwarven city as she continues her quest. Working closely with the paladins of the Hearthguard and the local vigilants, Nicevien has thwarted invasion attempts by, and made enemies of, both Calastian and Drendali forces.

DAX'AN

A rare sight anywhere in the Scarred Lands, the charduni paladin Dax'an (*male charduni Pal14, LG*) has gained a grudging acceptance by the people of the Bridged City, where the dwarf resides. Said to be one of the champions of Chardun, imbued with holy light by Corean during the Titanswar, Dax'an never fell from grace nor turned from his duties as did so many of his fellows. Although the black dwarf has repeatedly insisted that he has retired to enjoy his dwindling years in peace, he occasionally disappears from his small manor — only to reappear months later, bloodied and often with titanspawn prisoners.

Dax'an never inspired the trust of his fellow paladins, even as he fought at their side during the Titanswar, and perhaps due to this he never considered joining an order. The charduni has taken on a rather fatalistic viewpoint; he is strong in his faith and willing to accept the failings of others even if they cannot accept him. Dax'an tries to keep an overall low profile lest the dark forces of the Overlord become irritated enough to hunt him even in the far off Bridged City. He is regarded as an excellent swordsman (Power Attack, Weapon Focus (longsword), Improved Critical (longsword)), and out of necessity he has become a masterful diplomat over the long years (maximum ranks in Diplomacy, high ranks in Sense Motive). Dax'an weeps in his heart for his people, who he believes have as little choice in their servitude to the Overlord as the slaves who they keep. He prays that Corean will show him a method to free their hearts and minds from the Slaver's grasp.

CHAPTER SIX

KNIGHTS

ERRANT

Yet again I find myself watching fools parade on their shining horses and gleaming armor, from cover among the crowds lining the street. Once I marched beside them; now I cannot believe the arrogance, the elitism, and the utter naivety so natural to the paladins of Mithril. Do they really think to fight the evils of the world with their own purity intact? Fighting evil stains you. To be effective you must become what you despise, and reply in kind with your enemies' methods. One who is too concerned about his own "honor" will always lose to those with the flexibility to break and change the rules, and, as I have come to realize, lacks the will and dedication to truly fight evil. Well no matter, when those fools finally fail, the Tarnished Blade will be there to do what must be done.

— Foley of the Tarnished Blade to a new inductee, as they watch a promenade of Mithril knights

CIVIC AND PHILOSOPHICAL KNIGHTHOODS

While many paladin orders are devoted to the holy service of the gods, since the Titanswar a number of sects have risen to accomplish a particular purpose or to serve a specific community or nation. While the majority of knights belonging to these civic orders are Coreanic paladins, membership is not based on the applicant's patron god. Quite a few paladins belong to both holy and civic orders, although it may become difficult to balance the knight's duties to both deity and organization. Civic orders tend to have well defined sets of rules, codes of behavior, and statements of purpose — all of which are necessary for defining the knighthood and creating a

sense of unity. Unlike the holy orders, which are driven by devotion and faith to one's deity, these paladins are compelled by patriotism, brotherhood and a common civic philosophy.

KNIGHTS OF VIGILANCE

Corean is well respected in Vesh, and the numerous paladins in the region are often driven to join the Vigils through a sense of nationalism and duty. Seeing Vesh as a force for good in the darkness of the Scarred Lands, these paladins strive to protect its borders and guide other nations to emulate its society. Vigilant paladins distinguish themselves through membership in the Knights of Vigilance, an order contained within the Vigils though not officially recognized as separate in itself. While paladins are divided among Vesh's many Vigils, membership in the order allows them to focus their efforts, keep in contact, and influence the direction of the Vigils



as a whole. Very traditional vigilants of high rank tend to hold a negative view of this order, considering them to be everything from disruptive crusaders to religious fanatics, but the paladins are too valuable to the protection of Vesh to offend them by disbanding their association. Most paladins joining this order hail from the Order of Mithril, though non-Coreanic paladins are equally welcome.

Location: The Knights of Vigilance are usually found in Vesh and other areas with heavy Vigil activity — such as Durrover, Mithril, Mullis Town and Vera-tre. Of course, when involved in long-range diplomatic or more secretive missions, these paladins may be found anywhere on Ghelspad.

Ethics: As the ethical basis for their actions, paladins of this order adopt the vigilant code and the Greater Oaths of the Vigils. The paladins follow the letter and spirit of these codes as closely as possible, and they often chafe at the latitude by which these rules are reinterpreted by their more chaotic fellows. Because they swear to obey their leaders in all things, paladins may have difficulty when they are given an assignment by their superiors that they personally would consider immoral. Fortunately, such situations rarely arise. Vigil leaders are canny enough to assign the more dishonorable tasks to less discriminating vigilants, and to grant their paladins a good deal of flexibility in choosing their own assignments.

Allies and Enemies: The organization is closely tied with the Vigils, as both orders consider the other essential for the effective defense of their homeland. The Knights of Vigilance can also call upon the Order of Mithril when the need arises.

The Vigils in general, and vigilant paladins in particular, are hated by the forces of Calastia, especially the Black Dragoons of Lageni. These dark knights will go to great lengths to rout out paladins stationed in Durrover or undercover in Calastia. Paladins are also despised by titanspawn throughout the region, and are whole-heartedly hated by the slitheren of the Mourning Marshes.

Notable Personages: Vigilant-Major Nithan Artane (*male half-elf Pal11, LG*), one of the highest ranked paladin vigilants, serves as a sort of figurehead and spokesperson for the order. Working with the Beltanian Vigil, Nithan is best known for enlisting the aid of, and eventually converting, a group of half-orc castoffs to turn back a vicious orc attack from Veshian lands. Though a follower of Corean, he belongs to no religious order.

Signs of Knighthood: When not undercover, the Knights of Vigilance distinguish themselves with a deep blue band worn about the left arm. Like most vigilants, the knights prefer light to medium armor, and the majority wield longswords. Every knight takes the Lesser and Greater Oaths required of all vigilants.

Paladins of Vigilance: Most paladins of this order focus on feats that enhance their combat prowess (such as Point Blank Shot or Weapon Focus), or their endurance (such as Endurance, Great Endurance, Run or Toughness). Paladin vigilants rarely focus on mounted combat, preferring to travel on foot with their comrades. These paladins may multiclass freely as rangers, and many aspire to the Vigilant prestige class (see *Relics & Rituals*), a difficult path at best.

ORDER OF THE FOUR WINDS

Even in the darkness of the Charduni Empire, an order of paladins exists to protect the common people and spread the seeds of rebellion. Combining the discipline described in Brothers Uzuro's famous treatise the *Book of the Four Winds*, with devotion to Corean and the other gods of Light, the adherents of this sect have created a subtle but powerful philosophy. The paladins of this order work closely with its monastic adherents, carrying messages, staging uprisings, and generally working to effectuate the ideals of the monks. Although these paladins are prevented from acting openly for the time being, they are constantly preparing for the coming rebellion, whereupon they will cast off their shackles and throw down their insofar unaware masters.

Location: Based in the fortress city of Chorach, paladins of the sect are found throughout charduni lands. Obviously, their mobility is severely restricted due their enslavement and their masters' constant vigilance.

Ethics: Basing their moral reasoning on the *Book of the Four Winds*, these paladins highly value the principle of freedom. Though their bodies may be enslaved and confined, they recognize that true freedom is spiritual; by refusing to be broken, they have already resisted the darkness of Chardun. Paladins of the Four Winds also understand that discipline is essential to true freedom. They believe that one must be unwavering in one's beliefs, and dedicated in all one's actions, to stand firm in the face of the Slaver. Although disturbed that they cannot openly act to protect other victims of the Charduni Empire's evil, the paladins recognize that this sacrifice must be made for the success of their cause.

Allies and Enemies: Besides the monks of the Order of the Four Winds, and occasional aid by outside groups, these paladins stand alone. However, the Sisters of the Sun and the forsaken elves sporadically raid charduni territory, freeing slaves and giving some of these paladins the freedom they need to openly act.

The overseers of the Charduni Empire hunt relentlessly for any sign of disobedience or rebellion. The dark knights, known as "the ones in black", hold a special hatred for these enslaved icons of good. The paladins also must be wary of traitors among even their fellow slaves, for there are many who have had the darkness of slavery overwhelm their very souls.

Notable Personages: Brother Ket (*male gnoll Pal8, LG*), a contemporary of Brother Uzuro, was the first paladin to adapt the



monk's techniques and forge a model for other holy warriors. Enslaved as a child, Ket learned the concepts of nobility and discipline from captured human paladins and elven warriors. Although he was killed long ago, betrayed by another slave who thought to profit from his discovery, Ket serves as a martyr for hope even in a world of darkness.

Signs of Knighthood: Because they must hide their true nature to avoid the eyes of their taskmasters, paladins of the Four Winds wear no visible insignia. Similarly, the black dwarves allow them to wield no weapons. However, these knights practice a form of dancing/martial art called the Dance of the Four Winds, which allows them to fight almost as effectively as an armed warrior.

Paladins of the Four Winds: Paladins of this order often seek to learn the Dance of the Four Winds style of martial arts. Also, these holy warriors may multiclass freely as monks. In fact, quite a few enslaved paladins practiced monastic discipline before joining the order. These paladins focus on weaponless martial feats (such as Blind Fight, Combat Expertise (Improved Disarm) and Merciful Palm Technique), and feats to help them focus even in the face of despair and loss (such as Iron Will).

ORDER OF THE RACK

While King Virduk of Calastia holds the regions comprising his empire with an iron grip, even in the most oppressed of people a spark of hope exists. Named for their expected fate should they be captured, the paladins of the Order of the Rack work to undermine Calastian dominance throughout the hegemony. The order foments dissent, arranges secret meetings, disrupts Calastian supply lines, and supports rebel movements. It is a difficult and frustrating duty to serve in the Order of the Rack; a paladin can never do as much to help the oppressed as he would wish, and he must stand by as the masses accept the Black Dragon's platitudes and bribes. The order is primarily composed of Hedradan and Coreanic knights, and the Order of Gold has an especially strong presence since its members can move about with few restrictions. Unique among paladin orders, the Order of the Rack attracts a fair number of halfling and half-orc adherents.

Location: Paladins of the Order of the Rack are found through the Calastian Hegemony, but they are particularly concentrated in Ankila, Zathiske and the Heteronomy of Virduk. The order is spread particularly thin in Lageni, as Duke Traviak relentlessly hunts paladins who enter his domain.

Ethics: Because they must operate in a context where the general good often conflicts with the law, paladins of this order by necessity consider Virduk an usurper. The proper laws of the land were displaced by the Black Dragon's conquering grasp, and only by restoring the freedom and independence of the people can goodness and law be served. Thus, it particularly torments these paladins to see the common people embrace Virduk as a stabilizing force or a benign monarch. They continually struggle to retain the spirit of rebellion, to remind the people of the king's atrocities, of his dark armies, and of his vile god.

Allies and Enemies: The Order of the Rack receives aid from numerous sources, from both within the Calastian Hegemony and surrounding nations. The clergy of Hedrada, Hwyrdd, and Enkili provision the knights when it is politically feasible. The paladins also receive considerable assistance from the halfling rebels under Orzu (see **The Wise & the Wicked**). Groups such as the Vigils of Vesh, the Order of Gold, and the Order of the Morning Sky are particularly adept at permeating Calastian territory to aide the beleaguered knights. Although there are some ties between the order and the resistance forces of Durrover, the latter are far too pressed to support the knight's quiet war.

The greatest enemy of the Order of the Rack is obviously Virduk himself. The Black Dragon's forces seek out paladins and smash rebel groups almost as quickly as they can be established. The clergy of Chardun and Virduk's left hand, the Duke Traviak, are instrumental in locating these holy knights and crushing any gains they might make.

Notable Personages: Saint Barthelle (*male human Pal9, LG*), a prominent Hedradan paladin during the Druid War, famously resisted the invasion of Ankila by the forces of the Black Dragon. When he was finally captured, it is said that the stalwart paladin resisted constant, public torture for three days before death, without once crying out.

Closely tied to the halfling rebels of the Heteronomy of Virduk, Vaque (*female halfling Rog3/Pal12, LG*) serves as the unofficial head of the order, maintaining lines of communication throughout the hegemony. The halfling paladin is aging, and although still a relentless foe of Virduk, she has begun to despair that her cause is hopeless.

Signs of Knighthood: Paladins of this order must hide their true nature, and thus are unable to display any unifying insignia. Brought together more by philosophy than faith or culture, these paladins are a varied and disparate lot. However,

as a whole they do tend to wear light armor, if any at all, and wield weapons that can easily pass for simple tools or farm implements — such as axes, daggers, hammers and scythes.

Paladins of the Rack: Paladins of the Rack often focus on personal leadership and combat prowess. Many lead small bands of rebels (Leadership feat), while others serve as couriers and scouts (Mounted Combat feats). Paladins of this order continually search for magic items that will allow them to mask their identity from the powerful magics of Virduk's battlemages. These paladins may freely multiclass as rogues.

ORDER OF TEARS

In the undead ridden city of Hollowfaust, a small yet dedicated order of paladins strives to protect the citizenry and lay to rest the tortured spirits of the past. Formed early in the struggle to restore Hollowfaust, the Order of Tears was created by a group of silver knights left homeless by the Titanswar. Their goal was to dispel the many Sumaran wraiths clinging to the city's ruins. Since that time, the order has significantly expanded, receiving paladins of all faiths and dedicating itself to preventing undead incursions from the city's remaining haunted ruins. These paladins work to achieve the tasks left undone by the dead and to counsel those killed violently — in order to let the spirits find rest. The order also forestalls the creation of new wraiths by enforcing justice and easing pain; the paladins realize that with the high concentration of necromantic energy in the area, any sordid death can leave behind a wailing spirit.

Location: The work of the Order of Tears rarely takes its members beyond the city of Hollowfaust, though the knights have been known to occasionally raid the necropolis of Glivid-Autel.

Ethics: The Order of Tears highly values the principle of patience, the refusal to act except for the greatest good, even at personal cost. While most paladins and clerics of the gods of light abhor Hollowfaust's dark necromantic practices, the paladins of the Order of Tears have come to terms with the tradition. Although the raising of the dead may be used for evil, they argue, the necromancers of Hollowfaust have scrupulously managed their magic to protect and better the lives of countless citizens. While some of these paladins may like to see the practice terminated, they patiently quell this conviction to work for the good of all; they believe that one day, when Hollowfaust's security and prosperity may be assured by its mortal population, the people will see the need for ridding the city of its undead. Pala-

dins of this order fervently believe that all beings who desire repentance should be granted mercy, and they fulfill this ideal by aiding the unfortunate souls abandoned to undeath. Thus, the paladins avenge the evils of the past, patiently working toward the day the taint of evil will be cleansed from Hollowfaust.

Allies and Enemies: The Order of Tears is closely allied with the Chorus of the Banshee, although many paladins see the guild's use of the incorporeal undead as an exploitation of the deceased. Similarly, the order has been known to ally with the Disciples of the Abyss to counter substantial necromantic threats. The church of Corean does support the order, although its clergy are too few within Hollowfaust to provide more than token assistance. Finally, the order is still associated with the Order of Silver, and may call upon those experienced supernatural hunters if the need arises.

Most strident among the order's enemies is the Black Messiah of Glivid-Autel, Lucian Daine, who has been known to trap the spirits of the dead for his own amusement and dark power. The order also opposes the Legion of Ash, which strengthens its military might by retaining the service of some of its more powerful members — even after they have passed on. Although many wraiths are glad for the succor and understanding offered by the Order of Tears, some, benighted with neglect and hatred, view them only with wrath.

Notable Personages: Seanadrates the Alabaster (*female human Pal6/Kot8, LG*), said to be the daughter of wise Paeridates herself, was born with the ability to speak with the spirits of the dead, perhaps as a result of the potent necromancy of her mother. Seanadrates is quite elderly, having served as the head of the order for over 40 years. The Alabaster Knight is loved and respected by the spirits of the living and dead alike, and wraiths are said to quail and fall to their eternal rest by her very passage.

Signs of Knighthood: The knights of the Order of Tears usually wear armor that is pure white or tinted a rich blue. As a symbol of their devotion, these paladins each wear their god's normal holy symbol, colored a deep black. When not wearing armor, members of the order often wear a white or blue silk headcloth.

Paladins of Tears: Most paladins of Tears learn to speak with the souls of the dead, taking the Ghostspeaker feat. Many also aspire to the Knight of Tears prestige class (see Appendix Two). The knights greatly value warded armor and weaponry imbued with the *ghost touch* enhancement, particularly wraithbane daggers, so that they can interact with the dead in relative safety and when necessary eliminate a violent ghost.



The Fallen

The discipline of the paladin is a demanding path, and few mortals are capable of upholding the unwavering faith, purity, and dedication that is required to serve the Champion. Whether it be a common failing among the mortal races or a dark seed of corruption planted by the Overlord, a significant number of paladins neglect their vows and fall from their path. Usually it is pride that turns astray the champions of the gods, the refusal to admit one's errors, to accept one's own failings, and to see beyond one's own vision.

While fallen knights do not necessarily turn to evil, many eventually become disillusioned and fall into the grasp of one of the gods of darkness. Other knights only begin this path after having embraced evil, becoming wicked and dark reflections of the virtuous servitors of the Avenger. While fallen knights may certainly possess a twisted variant of honor, these knights pursue malevolence with a perverse dedication that parallels and mocks that of the paladin. Chardun the Overlord has the greatest following of dark knights, as his ideology of lawfulness and the righteousness of domination is quite attractive to these dark paladins.

The Tarnished Blade

Some paladins allow their hunt for evil to overwhelm all else. Concepts such as faith, honor and grace are forsaken in the pursuit of justice.

These paladins resort to ruthlessness and brutality, sure that the only way to truly fight evil is to employ its methods and techniques. The Tarnished Blade is a loose collection of such fallen paladins, who hound evil through any means necessary and see it as their duty to pursue the methods true paladins are too squeamish to even consider. United by a sense of duty, a shared failure, and the deep shame of having betrayed their original vows, the Tarnished Blade retains ties to many paladin orders and works behind the scenes to supplement their actions.

Location: The Tarnished Blade has a strong presence in Mithril, Fangsfall, Shelzar, and parts of the Calastian Hegemony. The order tends to congregate in cities with a lot of criminal activity and a heavily organized thieves' guild, where they feel they can best apply their unique methods of justice. Knights of the Tarnished Blade are rarely found questing across the Scarred Lands, as they prefer to remain in highly populated areas.

Ethics: As an organization of fallen knights composed of different alignments, faiths, and convictions, there are few cohesive ethical understandings underpinning the Tarnished Blade. While some knights view traditional paladins with a smug arrogance, sure that their own path has taught them more of the true workings of the world than their naïve counterparts, others see themselves as moral failures, worthy to work only in shadows. A sense of duty to their paladin

fellows and to themselves guides the order, animating the knights to continue to fight for that which they gave up everything.

Allies and Enemies: Many fallen knights retain ties to the various palatine orders, particularly the Orders of Mithril and Iron. Some knights ally themselves with the local government and law enforcement, while others prefer to work alone, becoming dangerous — though effective — vigilantes.

Thieves' guilds across Ghelspad despise the knights of the Tarnished Blades, seeing them alternately as deadly efficient vigilantes or highly competent law enforcement. Fallen knights of the Tarnished Blade are often targeted by the various orders of dark knights, particularly the Black Dragoons of Lageni, for recruitment, or failing that, assassination.

Notable Personages: Vaxe the Grey (*female charduni ex-Pal6/Ftr5, LN*), an elevated champion of Chardun during the Divine War, soon fell after trying the blend the tenets of her religion with her newfound righteousness. Still a devout follower of Chardun, Vaxe was largely responsible for the creation of the Tarnished Blade, seeing its methods as divinely inspired if less than pure.

Wheald (*male human ex-Pal10/Rog5, CN*), a sort of leader for this loose order, operates from the city of Shelzar, separating the wheat of sin from the chaff of true evil. Once a great warrior in the Legion of Iron, Wheald left the order shortly after defending a small village from a detachment of the Order of the Morning Sky, who were intending on burning it to the ground. After driving off the madrielites, he entered the town — only to find it overrun, its people butchered by horrid morgaunts.

Signs of Knighthood: Because they must often operate undercover, members of the Tarnished Blade do not typically wear explicit symbols to identify themselves. Nevertheless, each member carries a small badge depicting a badly corroded or shattered sword, which is used to signify membership. Most knights continue to use the favored weapon of their god as a sign of continued devotion and duty.

Knights of the Tarnished Blade: Many, but by no means all, of these knights continually seek redemption, hoping to find some artifact or spell which will allow them to regain their sacred status. Few ex-paladins of the



Tarnished Blade take Mounted Combat-based feats, since they rarely travel out of populated areas. Most knights focus on feats that make them deadly combatants (Improved Critical, Weapon Focus) or that allow them to hone long unused skills from their pre-paladin days (Skill Focus).

BLACK DRAGOONS

Vicious knights of Chardun, the Black Dragoons of Lageni are a relatively new but deadly order that serves the Archduke Traviak. Since helping the duke to establish power in 137 AV, the dragoons have expanded to include over 600 knights, each a potent and bloodthirsty warrior utterly devoted to the Great General. The Black Dragoons truly exemplify Chardun's ideals; these dark knights enforce order through the ruthless eradication of dissidents and titanspawn and believe only in might. Every member of the order is an elite warrior, recruited from Lageni's legions or Chardun's dark priesthood. In recent years, under the direction of the Steel-Fisted Duke, the Black Dragoons have made increasingly successful forays into Durrover, at times even fighting within the streets of that beleaguered nation's capital. Among the people of Durrover, the Black Dragoons have established a well-deserved reputation for vile tactics, merciless violence and wanton cruelty.

Location: The Black Dragoons are headquartered in the Drogone's Lair, a massive fortress located in Durm in Lageni, but they can be found on battlefronts throughout the Irontooth Pass and Durrover. Black Dragoons also patrol the other nations of the Calastian Hegemony, enforcing Chardun's will and expanding the influence of Duke Traviak.

Ethics: The Black Dragoons have adopted whole cloth the dogma of the Overlord. Order and prosperity, they believe, can only be enforced by the subjugation of the weak through the might of the strong. Dragoons revere ruthlessness over all other principles, and value the dedication required to let go of weaknesses such as mercy, nobility, and morality to accomplish necessary ends. While ambition is applauded, Duke Traviak's constant vigilance reminds the knights that failure, especially in a coup, is inexcusable and tantamount to death.

Allies and Enemies: The Black Dragoons are seen as champions by the Lageni clergy of Chardun, as heroes by the decadent nobility, and as valiant tyrants by the common people. The dragoons hold substantial power in Lageni, and often take command of the nation's armies during critical battles.

The dark knights of Lageni have a number of enemies, most notably the nations of Durrover

and Burok Torn, the Orders of Gold and Mithril, the church of Belsameth, and the Vigils of Vesh. While the Black Dragoons have thus far managed to sweep away all opposition with their vicious yet effective tactics and unholy ferocity, some say there will come a day when the combined outrage of its victims will overcome the order.

Notable Personages: Fieldmarshal Brizac (*male human Ftr7/Blk9, LE, see Secrets & Societies*), one of the founding members of the order, serves as the functional head of the Black Dragoons. Brizac, who can currently be found leading forays into Durrover, is best known for his taking of the Belsamite church in which the order now resides and for the destruction of countless cells of the Cult of Ancients.

Captain Kosse (*male human Clr9/Blk6, LE*), the spiritual head of the order, is a fanatical Chardunite who holds great prestige among the clergy of the Overlord. A founding member of the Black Dragoons, Kosse now leads the White Company — known for its ruthless righteousness in the service of Chardun.

Signs of Knighthood: The order displays the symbol of Lageni as its heraldry, save the silver circle of Belsameth is replaced with a dragon. Each company is named for a particular color, and uses that color as the quarter field around the dragon. Furthermore, each company is divided into ten wings, and each of these has a particular color that is represented by the hue of the dragon flying on their pendants. Black Dragoons are exceptionally well equipped and armored; each knight bears well-used full plate, a barding-clad heavy warhorse, and fine weaponry. Most knights wield longswords and those with actual levels in the Blackguard prestige class are granted the signature *dragon crossbow* (+1 flaming light crossbow, scare effect upon impact [DC 12]), although choice of weaponry is left to the discretion of the knight.

Knights of the Black Dragoons: Legendary for their devastating charges, the Black Dragoons focus on mounted combat, which many knights combine with a penchant for archery (Mounted Archery). In melee combat, the knights are truly horrific, cutting down swaths of enemies and destroying the weaponry of their foes (Cleave, Improved Sunder). Most dragoons strive to become true knights in the service of Chardun, and eventually take levels in the Blackguard prestige class.

ORDER OF THE DARK MOON

Since the power of the Belsameth orders and the Cult of Ancients was shattered in Lageni, in 137 AV, the Slayer's servants have lain waiting in the shadows, watching their dark knight foes.



Realizing the power inherent in the strict discipline and coordination of Chardun's knights, a small sect of the Cult of Ancients has begun to emulate the Black Dragoons. Possessing their own variant of twisted honor, the order has adopted a set of codes exemplifying the dark love and cold touch of the Slayer. Knights of the Dark Moon currently work to undermine the reputation of the Chardunite knights, as well as to reestablish Belsameth's former temples in Lageni. The knights disguise themselves as enemy forces to turn the course of decisive battles, they assassinate important allies or promising officers, and in general work to undermine the Dragoon's fearsome reputation. Although a small order, these knights possess the advantages of stealth and anonymity.

Location: Lacking a particular base of operations, these knights may be found in areas surrounding Lageni, particularly in New Venir. The order has also become popular in Albadia, under the guidance of the Belsameth worshipping witches of the Hellianns.

Ethics: The Order of the Dark Moon exalts cunning, duplicity, and devotion to their dark goddess, while maintaining a strict discipline and a twisted code of honor. Knights are allowed, and even encouraged, to deceive others in furtherance of their goals, but are expected to be scrupulously honest when dealing with their fellows. The sniping and backbiting that so limits the effectiveness of Belsameth's church and the Cult of Ancients is wholly absent from this order. As such, the knighthood tends to attract the more lawful and orderly members of Belsameth's dark faith.

Allies and Enemies: As a sect of the Order of the Ancients, the knights have the full support of that secretive organization. In addition, the established Belsamic clergies of New Venir and Albadia covertly support the order, valuing them as an effective militant branch of the faith.

The Order of the Dark Moon has an abiding hatred of Duke Traviak, the Black Dragoons, and the church of Chardun in general. In addition, they oppose the traditional foes of Belsameth, such as the healers of Madriel and the paladins of

Corean. Fortunately, the nascent order's many enemies are as yet unaware of its existence.

Notable Personages: Elissa the Dark Weaver (*female human Clr10/Blk8, LE*) was the highest ranked priestess to survive the purging of Belsameth's supporters in Lageni, following Traviak's coup. Drawing upon her careful studies of the Chardunite forces and the substantial resources of the Cult of Ancients, Elissa forged an order of disciplined knights, and she has subtly begun to make inroads into Lageni territory.

Signs of Knighthood: While these knights rarely display their allegiance openly, they do each possess an amulet bearing their order's symbol — a darkly gleaming full moon, made from a rare adamantine and silver alloy. In the field, members of the Dark Moon often disguise themselves as common knights, vigilants, paladins and even Dragoons, to better accomplish their tasks.

Although the knights wield a variety of weapons, they strive to make killing blows with their sacred daggers whenever possible, in reverence to the Slayer.

Knights of the Dark Moon: Knights of this order are drawn from a variety of classes, primarily rangers, fighters, clerics, and rogues. Many knights strive to attain the blackguard prestige class, although a few prefer the stealth and cunning of the assassin prestige class. Albadian knights often take winter wolves as mounts, while southern knights prefer simple warhorses. Weapons of all types are highly regarded by the order, and many knights strive to assemble a collection of elegantly efficient tools. Especially prized are weapons such as the *assassin's crossbow*, *bloodfang dagger*, *dagger of the moon*, *dagger of venom*, *marrowsword*, *shadow dagger*, *sword of subtlety*, and *wormtongue*.

APPENDIX ONE

The ways of DEVOTION

It should come as no surprise that those who are most devoted to their aims will develop secrets that require not only dedication to learning the techniques in question, but also a purity of spirit and devotion not found in the average person. This appendix details some of the secrets of such men and women, from martial arts feats to the secrets of palatine mounts.

FEATS

What follows is a selection of new feats, from the martial arts feats available to anyone who has studied the fighting arts to the paragon feats of *ki* masters and virtue feats of the purest of paladins.

DIVINE FOCUS

The character with this feat is especially adept at wielding his deity's favored weapon, receiving divine insight to supplement his combat prowess.

Prerequisites: Weapon Focus (deity's favored weapon), ability to cast divine spells.

Benefit: The character adds a +1 sacred or profane bonus to all attack rolls he makes using his deity's favored weapon.

ENHANCED SMITE

Channeling the divine power of their patron, through that god's favored weapon, paladin champions of the Eight Victors can enhance their ability to smite.

Prerequisites: Weapon Focus (deity's favored weapon), Divine Focus, smite evil ability.

Benefit: When successfully smiting an evil opponent with her deity's favored weapon, the character with this feat may add +1d6 points of divine damage. If she smites an opponent who is not evil, or smites while wielding a weapon other than her deity's favored weapon, the character does not inflict this extra damage.

FOCUSED STRIKE

Through concentration and focus, some warriors can merge multiple attacks into a single devastating blow. This strike is especially effective when combined with the paladin's holy smite.

Prerequisites: Base Attack +6.

Benefit: Using a full attack action, a character with this feat may choose to sacrifice his additional attacks. For each attack so sacrificed, the character gains a +1 bonus to the critical threat range of his strike. This effect stacks with other feats and magical effects that increase critical threat ranges, though it is added in after multipliers.

Special: A fighter may select this as one of his fighter bonus feats.

GHOSTSPEAKER

Those dwelling within the death-tainted city of Hollowfaust are known to sometimes develop the unique talent of speaking with ghosts. Whether a blessing or a curse, these folk soon attract cadres of ghosts who yearn to communicate with the living.

Prerequisites: Cha 13, Wis 13.

Benefit: The character with this feat receives a +2 competence bonus to Diplomacy checks when dealing with intelligent, incorporeal undead. In addition, the character can understand and communicate with such undead, regardless of what languages they spoke in life.

MOUNTED ENDURANCE

Drawing upon his own stamina and the inherent link with his holy mount, a paladin may supplement his mount's stamina — protecting it from the worst effects of extended riding.

Prerequisites: Swift Mount, Special mount class ability.

Benefit: When being ridden by its paladin, a holy mount that is urged into a hustle or a forced march suffers only nonlethal damage. Furthermore, the mount may make Constitution checks as normal to avoid the negative effects of a forced march.

Normal: Mounts usually suffer lethal damage from hustling or a forced march, and they automatically fail Constitution checks to resist the effects of a forced march (see "Overland Movement" in Chapter 9 of the *Player's Handbook*).

MOUNTED MOBILITY

Many horsemen achieve exceptional mobility in the saddle, allowing them to not only dodge and weave to avoid attacks, but to similarly maneuver their mounts.

Prerequisites: Dodge, Mounted Combat.

Benefit: While mounted, both rider and steed receive the dodge bonus to Armor Class against an opponent designated by the Dodge feat.

SWIFT MOUNT

Drawing upon the inherent link she maintains with her holy steed, a paladin with this feat may propel her mount to greater speed and endurance.

Prerequisites: Special mount class ability.

Benefit: The mount of a paladin with this feat gains +5 feet to its base speed. A character may choose this feat multiple times and its effects stack, with a maximum of +20 feet to base speed.

MARTIAL ARTS FEATS

The following feats stem from the myriad styles of martial arts developed throughout the history of the Scarred Lands. The majority of these styles were developed by exemplars and other monks, who have in turn spread the techniques among the people of the Scarred Lands. A given martial art is usually broad enough to encompass several different techniques, and each of these feats corresponds to the mastery of only one such technique. Note that each technique is a sub-style in and of itself, composed of numerous different moves and guided by a driving concept or motif. Possessing one such style (feat) indicates the mastery of one sub-style of a martial art; possession of several similar techniques indicates greater and broader mastery of the art to which they belong. Some techniques are used by and applicable to more than one style, thus allowing for a given martial artist to develop his own unique style by mixing several techniques.

With few exceptions, martial arts feats are unique in that they require a teacher before a character can select them for her own. Some techniques are also prized secrets in their own right, and those who developed them are often loathe to give away such power. For more on the many and distinctive arts to which these techniques might belong, see Chapter Three.

Monks may choose a martial arts feat as one of their bonus feats.

ADAMANTINE BLADE STYLE [MARTIAL ARTS]

There is a difference between the techniques practiced by a swordsman and the martial artist with this feat. The swordsman fights with his longsword; the Adamantine Blade stylist makes the sword an extension of his own body. Developed by the monks of Mithril and passed along to their fellows in the other monastic orders, this style is held in high esteem by those who serve Corean.

Prerequisites: Martial Weapons Proficiency (longsword).

Benefit: Adamantine Blade Style grants all practitioners a +1 dodge bonus to AC while wielding a longsword. In addition, monks with this feat may consider a masterwork longsword to be a special monk weapon, for the purpose of using the flurry of blows ability.

BLADE HOOD PRAYA [MARTIAL ARTS]

Monks who studied the dangerous blade hood serpent came away with this powerful style, which they call simply a “praya” (meaning “technique” in the exemplar tongue — the language of all lawful outsiders). This praya teaches the practitioner to constrict and crush with deadly force, and to use her fingers in a similar fashion to the blades upon the serpent’s spine.

Prerequisites: Dodge, Improved Unarmed Strike, Mobility.

Benefit: Those using this style inflict deadly hand strikes, causing +1 lethal damage with each hand strike — even if the damage inflicted by the hand strike itself is nonlethal. The practitioner also inflicts +1 lethal damage when grappling.

DAWN SPEAR TECHNIQUE [MARTIAL ARTS]

Innovated by the Dawn Spear, an order of monks dedicated to the Angel of Mercy, Madriel, the Dawn Spear teaches its members how to use the spear to peacefully end conflict. The meditative techniques taught by this style are honed through practicing the healing arts.

Prerequisites: Martial Weapons Proficiency (longspear), Heal 3 ranks.

Benefit: A practitioner of the Dawn Spear style can inflict nonlethal damage with the longspear without suffering the normal –4 attack penalty. Such nonlethal attacks inflict +1 nonlethal damage. Characters with this feat also receive a +2 competence bonus on all Heal checks.

EMPEROR STAG PRAYA [MARTIAL ARTS]

The exemplar Rushing Wind believed that there was more to nature than a source of techniques for the martial arts. His dedication to defending the unspoiled wilderness gained him the notice of Denev herself, who sent an emperor stag to the monk as both a reward and a source of companionship. Rushing Wind learned much from the combat style of his companion, and began teaching this technique to druids and rangers soon after.

Prerequisites: Strength 13, Improved Bull Rush, Power Attack.

Benefit: Those who practice the Emperor Stag style inflict normal unarmed attack damage when performing a bull rush. In addition, a practitioner using this style adds 5 feet to his effective maximum movement for determining how far back an opponent might be pushed.

MERCIFUL PALM TECHNIQUE [MARTIAL ARTS]

This style, often employed by Dawn Spear adepts and the monks of far-flung Asherak, draws upon a flurry of quick, open-hand strikes to daze and subdue an opponent. While these attacks aren’t meant to kill or do permanent damage, the true masters of this style are known for being able to put even the hardest opponents on the ground in a matter of seconds.

Prerequisites: Improved Unarmed Strike, Wisdom 13.

Benefit: All practitioners of this technique may add their Wisdom modifier to the damage they inflict in unarmed combat, but only when causing nonlethal damage.

PLAGUECAT PRAYA [MARTIAL ARTS]

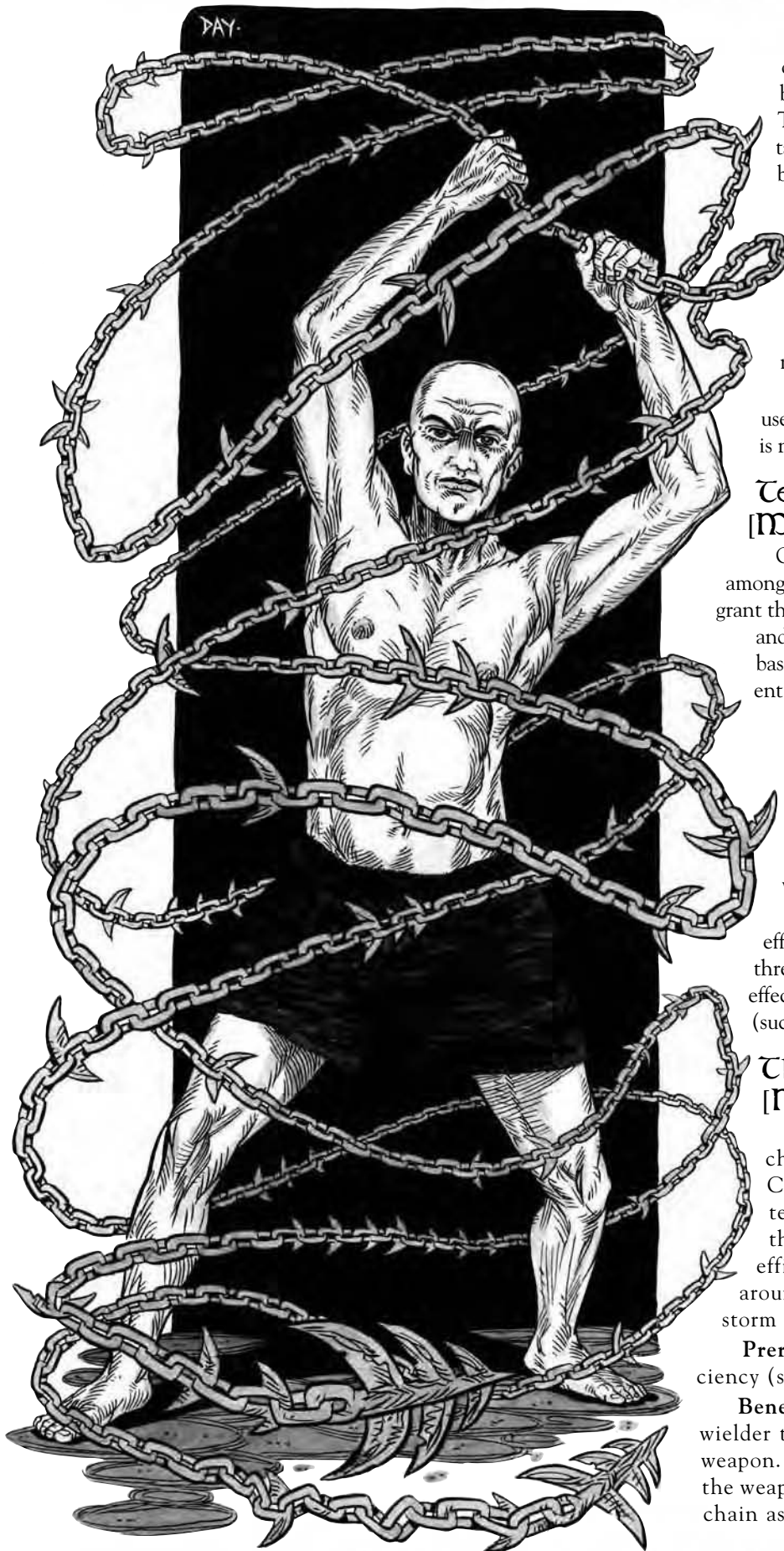
Some monks, particularly those who worship Chardun and Belsameth, or those who cultivate their skills for assassination purposes, have studied the art inspired by the plaguecat. Mastery of this technique involves rigorous dexterity exercises, as well as the steady exposure to disease. Those who survive, manifest a resistance to contagion as well as a vicious style based on the leaps and rakes of the plaguecat. There are rumors of an order of evil monks whose raking claws spread disease and who keep plaguecats as pets, though no real proof has been forthcoming about such beings.

Prerequisites: Improved Unarmed Strike, Jump 5 ranks.

Benefit: Practitioners of the Plaguecat Praya gain +1 to attack rolls when using their unarmed attacks as part of a charge, and inflict x3 damage when confirming an unarmed critical hit. In addition, those with this feat gain a +2 competency bonus to Jump skill checks and a +2 Fortitude save bonus against diseases.

SOLAR SCARAB TECHNIQUE [MARTIAL ARTS]

This innovative style was conceived of by those who encountered the solar scarabs of the desert (see **Creature Collection Revised**). Originally practiced by binding the gleaming shells of the scarabs to bracers, the Solar Scarab style is now used with either polished, coin-sized pieces of metal attached to bracers, or with polished metal weapons.



Prerequisites: Dexterity 13.

Benefit: The practitioner may use one of his attacks to deliver a quick, blinding strike to a single opponent. The martial artist makes a ranged attack roll, the total of which is opposed by the enemy's Reflex save. If the practitioner wins, the enemy is *dazzled* for one round per point that the attacker scored over the defender's saving throw roll. If the opponent has a successful Reflex save, that target is immune to this attack for the rest of the encounter.

Special: This technique cannot be used if the sun or other bright light source is not available.

TEN ANIMAL PRAYA [MARTIAL ARTS]

One of the most common battle-styles among exemplars, this series of techniques grant the martial artist an arsenal of frightful and damaging hand and foot strikes — based on the natural attacks of ten different animals.

Prerequisites: Base Attack Bonus +5, Improved Unarmed Strike.

Benefit: The character's critical hit threat range grows by 2 (e.g., from 20 to 18–20). This applies only to unarmed attacks and attacks made with special monk weapons.

Special: This feat stacks with other effects or feats that expand the critical threat range, but it is applied after any effect that doubles the critical threat range (such as the Improved Critical feat).

THOUSAND CHAIN STYLE [MARTIAL ARTS]

The signature style of the chardunite Order of the Sacred Chain, the Thousand Chain Style teaches the practitioner to wield the deadly spiked chain with greater efficiency, turning the area directly around the wielder into a whirling storm of spiked iron.

Prerequisites: Exotic Weapon Proficiency (spiked chain).

Benefit: This technique allows the wielder to use the spiked chain as a dual weapon. However, this limits the reach of the weapon to 5 feet. When operating the chain as a dual weapon, the wielder may

use the second length of chain offensively or defensively. Utilized offensively, the wielder is allowed a second attack and is treated as though he had the Two-Weapon Fighting feat for the spiked chain alone. Defensively, the chain is spun around incoming weaponry, granting a +1 deflection bonus to AC against a single opponent.

WAVERIDING [MARTIAL ARTS]

The signature technique of the waveriders of Rahoch, this series of movements is more of an adaptive method of sea training than a martial arts style per se. The early steps focus on getting one's "sea legs," on all boating surfaces and in even the choppiest of conditions; advanced techniques involve learning how to balance precariously while fighting, and even include using the ship's erratic movements to benefit combat maneuvers.

Prerequisites: Dexterity 13.

Benefit: This technique encourages the practitioner to feel at home on the seas, both in mind and in movement. The waverider will never suffer from sea sickness, can move entirely unimpeded by the rise and fall of waves and ocean tides in non-stormy situations, and has any penalties to his balance reduced by 2 while at sea. He also receives a +2 dodge bonus to AC while on board any seafaring vessel.

PARAGON FEATS

These feats are available only to those who dedicate their lives in search of the monks' unique perfection of both mind and body; thus, only monks may choose these feats.

A monk may select a paragon feat as one of his bonus feats.

BLOSSOM ON THE BREEZE [PARAGON]

Through meditation, while suspended in high places, and extensive practice in leaping, the monk learns to practically float upon the breeze when leaping into the air. He is thus able to gracefully control his fall and skillfully dodge attacks while in the air.

Prerequisites: Jump 10 ranks.

Benefit: The character may take 10 on any Jump roll, even in high stress situations. During any round in which his movement is a leap, he also gains a +2 dodge bonus to his AC.

CLAP OF THUNDER [PARAGON]

By honing and centering his *ki*, a monk can learn to "explode" his energy out and away from himself. Typically the monk lets loose a cry and slams his hands together when using this ability.

Prerequisites: Concentration 8 ranks, Wisdom 13.

Benefit: The character may make a stunning attack on every living creature within 20 feet of where he stands. By succeeding in a DC 15 Concentration check, the character can funnel his *ki* into his hands and clap them together as a full action; this releases all his internal energy into the world outside his body. Every other creature in the area of effect (including the monk's allies) must make a Fortitude save as normal (DC equal to 10 + one-half the monk's level + Wisdom modifier); failure indicates that the target is stunned, as per the Stunning Fist feat. This type of stun deals no damage, however. Failing the Concentration roll does not waste a stun attempt, but it does still require a full round action and the monk would have to wait until the next round before he may try again.

Normal: A monk can only target one opponent with each stunning attack.

CLOUD RUNNING [PARAGON]

Some exemplars practice running over fragile surfaces, while using their *ki* to lighten their very bodies. This technique can advance the monk from being able to travel across rice-paper mats, over the thinnest of ribbons, and eventually to running across water. Bards even speak of exemplars running off cliffs to race across the clouds themselves.

Prerequisites: Slow fall 20 feet, Dexterity 13.

Benefit: The monk must have some kind of surface beneath his feet, even something as fragile as liquid or mist; but so long as he does, he may run across it. This movement must be at least a double move. While using this ability, the character gains a +2 to Move Silently skill checks and those attempting to track him receive a +15 DC penalty to their tracking rolls.

ENERGY OF LIFE [PARAGON]

The character is trained to ignore the mortal demands of her body, feeding upon the power of her awakening enlightenment and the very energy of life that surrounds all things.

Prerequisites: Constitution 13, Wisdom 13.

Benefit: The character requires only five percent of the food and water normally needed to sustain an individual of her race.

IRONBONE [PARAGON]

Through a dedicated regimen of training, the character hardens and strengthens the bones in his hands, feet, shins, forearms, elbows and forehead. This technique includes striking

progressively harder materials with the bare body, and then afterward treating the inevitable resulting injuries and bruising with secret herbal remedies.

Prerequisites: Constitution 13.

Benefit: The character gains a +1 unarmed damage modifier and a +2 natural armor AC bonus against attacks that cause nonlethal damage.

IRONSKIN [PARAGON]

Once the bones of the body are strengthened, the character may then learn to extend that strength to his very skin, toughening it and desensitizing his flesh to injury and pain. This process also makes his vital points more difficult to injure.

Prerequisites: Ironbone.

Benefit: The character gains a +1 to Fortitude saving throws and +2 AC against attacks that cause nonlethal damage. Anytime an opponent scores a critical threat against a character with this feat, the character is treated as though he had a +4 AC, but only for the purpose of confirming the critical hit.

Special: The AC bonus from Ironskin stacks with that granted by Ironbone.

KI MANIPULATION [PARAGON]

True masters are able to use their control over their *ki* force to be able to gain fine manipulation over objects at a distance.

Prerequisites: *Ki* Projection, Wisdom 15.

Benefit: The character may turn one of her hand strikes into a form of linear telekinesis to push small objects in a straight line away from herself, or to draw a small object toward her. This ability has a range of the character's levels in the monk class x5 feet. The effect is otherwise similar to that of a *mage hand* spell.

KI PROJECTION [PARAGON]

Master monks are able to project their *ki* force over a distance, to effectively make unarmed attacks against a remote foe as if that foe were within melee range.

Prerequisites: Wisdom 15.

Benefit: As a standard action, the monk may make an unarmed attack at a distance of 5 feet per level in the monk class (plus any prestige classes that continue unarmed attack progression). This is not subject to normal ranged attack penalties, but the monk must be able to see his target.

MANTIS ATTACK [PARAGON]

By focusing *ki* along the angles of her hands, forearms or shins, a sufficiently disciplined monk

can transform her unarmed attacks into scythe-like blows with wicked cutting power.

Prerequisites: Ironbone.

Benefit: The monk can opt to inflict slashing rather than bludgeoning damage with any or all of her unarmed strikes. All other aspects of these attacks remain the same. This may only be used while the monk is performing lethal damage, rather than nonlethal.

MOVING MEDITATION [PARAGON]

Through mastery of the consciousness and the maintenance of a calm and meditative mind, even while engaged in the most rigorous of activities, the character throws off weariness.

Prerequisites: Wholeness of Body monk ability, Wisdom 13.

Benefit: The character never needs to sleep and may remain perfectly alert and aware. She also gains a +1 bonus to all Listen and Spot skill rolls.

Special: Because this frame of mind draws upon inner power rather than external sources of energy, spellcasters (even those whose talent is internal, such as sorcerers), must still sleep the normal amount of time in order to replenish spells.

NERVE STRIKES [PARAGON]

Through careful study of anatomy, and endless practice delivering the correct strike to pressure points on an opponent's body, the monk masters the ability to incapacitate his opponents quickly — often with one, well-placed blow.

Prerequisites: Flurry of Blows Attack Bonus +4/+4, Wisdom 15.

Benefit: A monk confirming a critical hit with an unarmed attack or a special monk weapon inflicts a x3 critical damage multiplier. This does not stack with other effects that might increase the critical strike damage.

PEREGRINE ATTACK [PARAGON]

By focusing *ki* into his elbows, knees, fingertips or toes, a sufficiently disciplined monk can transform his unarmed attacks into potentially lethal stabs.

Prerequisites: Ironbone.

Benefit: The monk may choose to inflict piercing rather than bludgeoning damage with any or all of his unarmed strikes. All other aspects of these attacks remain the same.

STUNNING RIPOSTE [PARAGON]

The monk can take advantage of a nearby opponent's moment of vulnerability, catching him off guard with an instinctive quick-strike.

Prerequisites: Dexterity 13, Wisdom 13, Stunning Fist.

Benefit: The character may make one additional stunning attack per round, but only against an opponent who has provoked an attack of opportunity. In addition, this “stun of opportunity” only uses up one of the monk’s remaining stunning attacks for the day if it is successful. This attack costs the monk nothing, if failed.

Normal: Monks can only make one stunning attack per round.

TORRENTIAL KI [PARAGON]

The Eternal Ki flows swift and powerful in and through the monk, making those times when he unleashes it onto an opponent that much more devastating.

Prerequisites: Wisdom 13, Stunning Fist.

Benefit: The character can pour a great deal of his considerable personal *ki* into his most powerful strikes, adding +2 to the save DC of every successful stunning attack he makes.

VIRTUE FEATS

These feats only apply to the holy warriors of the gods who are faithful to the highest of ideals — thus, they can only be taken by paladins. Virtue feats allow these holy knights to draw additional strength from their connection to the Champion (even those rare paladins who have claimed another god as their patron). Paladins able to channel positive energy may expend turn undead attempts, granting them further abilities and strengthening their resolve to justice and duty.

CHASTITY [VIRTUE]

Purity of mind and body is especially important to the Swan Knights, who pursue chastity as a measure of their devotion to the First Angel. A knight’s chastity fortifies her mind and soul, allowing her to resist magical compulsion and seduction and better focus on the suffering innocents of Ghelspad.

Prerequisites: Paladin class levels.

Benefit: Paladins with this virtue cannot be involuntarily seduced by any being, protecting them from those magical charms or beguilements that would force them to break their holy vow of chastity.

At 3rd level or higher, the paladin may spend a full round in prayer and meditation (expending a daily turn undead attempt) to *calm emotions* as per the spell, cast as if by a cleric of level equal to her levels in paladin. This effect remains as long as the paladin engages in prayer and maintains concentration (up to 1 round/class level).

Special: At the GM’s option, sexual behavior of any sort may cause the paladin to lose the ability to channel positive energy through this feat until such time as she *atones* for her lasciviousness.

COMPASSION [VIRTUE]

Paladins must strive to maintain the ideal of compassion, even while pursuing justice throughout the Scarred Lands — for it benefits no one to destroy evil at the cost of one’s humanity. A compassionate paladin eases the suffering of those around him, bolstering the cause of light and preventing the spread of cruelty and pain.

Prerequisites: Paladin class levels.

Benefit: This feat grants the paladin an effective +1 sacred bonus to his level, but only for the purposes of determining how many points of healing he may administer through the use of his lay on hands ability.

At 3rd level or higher, as a full round action, the paladin may expend a turn undead attempt to transfer hit points from himself to another willing creature. The paladin may transfer a number of hit points up to his normal lay on hands capacity, although he does not expend his lay on hands ability.

Special: At the GM’s option, overtly cruel behavior may cause the paladin to lose the ability to channel positive energy through this feat until such time as he *atones* for his cruelty.

COURAGE [VIRTUE]

Courage is one of the foremost virtues cultivated by paladins. The paladin must be an example for all goodly folk, standing bravely in the face of adversity and difficulty, steady in his faith that the gods and his own righteousness will bear him up, and thereby aiding others in finding their own valor.

Prerequisites: Paladin class levels.

Benefit: For a 1st-level paladin, this feat simply grants a +4 sacred bonus to saves against fear effects. If the paladin is 2nd level or higher, this feat increases the range of his aura of courage ability, granting all those within 30 feet of the paladin a +4 morale bonus on saving throws against fear.

A paladin capable of turning undead can gain greater benefits from this feat. If he is subject to any effect with the fear descriptor, the paladin may channel positive energy through the Courage feat as a free action — expending one of his daily turn undead attempts; by doing so, the paladin gains the effects of a *bless* spell on himself, for as long as the fear duration would have lasted.

A paladin may also aid an ally caught in the grip of a fear effect, by speaking to him of courage and bravery while simultaneously expending one turning attempt, all as a standard action. Doing so grants the ally a second save against the fear effect with a sacred bonus of equal to the paladin's class level -2.

Finally, through the use of this feat, a paladin may strengthen his aura of courage ability. As a standard action, by expending one turn undead attempt, the paladin increases the morale bonus against fear saves by +6 for all allies within 30 feet; this lasts for a number of rounds equal to the paladin's Cha bonus.

Special: At the GM's option, overtly cowardly behavior may cause the paladin to lose the ability to channel positive energy through this feat until such time as he *atones* for his cowardice.

INDUSTRIOUSNESS [VIRTUE]

An industrious paladin works tirelessly to combat the rising tide of evil, lest wickedness take hold and thrive throughout the Scarred Lands. Since the chosen of Corean are few in number, they must act with the efficiency of many — whether their task be protecting the innocent from titanspawn or forging arms and armor for future cam-

paigns. This virtue is especially favored by the Order of Iron and the dwarven paladins of Goran.

Prerequisites: Paladin class levels.

Benefit: At 1st level, this feat grants the paladin a +2 competence bonus to any one Craft or Profession skill.

A paladin capable of channeling positive energy can gain greater benefits from this feat. By expending a daily turn undead attempt as a standard action, the paladin may fill herself with holy energy, as per a *burst of energy* spell cast by a cleric of equal level.

At 5th level, the paladin may expend, as a standard action, a daily turn undead attempt as well as a weekly cure disease usage to imbue herself with holy knowledge in the form of a *quick learn* spell, cast as if by a cleric of equal level.

Special: At the GM's option, overtly slothful behavior may cause the paladin to lose the ability to channel positive energy through this feat until such time as she *atones* for her laziness.

MERCY [VIRTUE]

An important virtue for paladins is mercy. Paladins have great power, and they must demonstrate their ability to wield it with conscience, slaying only when necessary. They must comfort the



wounded and spare their enemies if there is to be any hope of redemption for the wicked.

Prerequisites: Paladin class levels.

Benefit: This feat grants the paladin an effective +2 sacred bonus to Charisma, but only for the purposes of determining how many points of healing he may administer through the use of his lay on hands ability.

A paladin of 3rd level or higher, however, with but a touch and a prayer (as well as the expenditure of a turn undead attempt), may relieve pain and suffering for a number of hours equal to his Cha modifier (minimum 1 hour). This effectively heals half of any nonlethal damage currently suffered by the recipient, and negates any penalties that individual currently suffers due to pain (such as those from a *symbol of pain*).

Alternately, the paladin may channel positive energy through his melee weapon, allowing him to wield that weapon to inflict nonlethal damage. By expending one turn undead attempt, the paladin may deal nonlethal damage without suffering the usual -4 penalty to his attack rolls; this effect lasts for a number of minutes equal to his Cha modifier.

Special: At the GM's option, overtly callous behavior may cause the paladin to lose the ability to channel positive energy through this feat until such time as he *atones* for his callousness.

PURITY [VIRTUE]

A paladin's spiritual pureness and strength of soul allows her to face evil righteously, while maintaining faith in her own cause. A paladin filled with grim determination and blazing with virtuous purity fills her foes with dread and lends the force of her convictions behind every blow.

Prerequisites: Paladin class levels.

Benefit: For a 1st level paladin, this feat simply grants the ability to employ a lesser version of smite evil, allowing the paladin to add her Cha modifier to an attack roll against an evil opponent once per day. This ability is replaced by the smite evil ability gained at 2nd level. At 2nd level, the paladin gains a +2 bonus to Cha for the purposes of using the smite evil ability.

At 3rd level, a paladin capable of channeling positive energy may choose to expend a number of turn undead attempts up to her Wis modifier, as a free action when using the smite ability. Each turn undead attempt so spent increases the paladin's effective level by one, for calculating smite evil damage. For example, a paladin with a 16 Wis may spend up to 3 turn attempts and deal an extra 3 damage upon a successful smite.

Furthermore, the paladin may channel positive energy to enhance her aura of righteousness, inspir-

ing divine fear in the wicked. As a standard action, the paladin may expend a turn undead attempt to affect one evil opponent with a *cause fear* effect; this operates as per the spell and as if cast by a cleric of equal level to the paladin. Unlike the *cause fear* spell, however, only creatures with more hit dice than the paladin has levels are immune to this effect.

Special: At the GM's option, overtly worldly behavior may cause the paladin to lose the ability to channel positive energy through this feat until such time as she *atones* for her impurity.

TENACITY [VIRTUE]

The dwarven Hearthguardians of Burok Torn strongly believe that faith and endurance can overcome all trials. Though their home is besieged by deadly and unassailable forces, these paladins maintain their sacred defense of the dwarven people, trusting in the tenacity of Goran to protect them.

Prerequisites: Paladin class levels.

Benefit: The paladin gains a +2 sacred bonus to all Fortitude saves against the spells and abilities of evil beings.

At 3rd level or higher, the paladin may spend a standard action in concentration and a turn undead attempt to grant himself holy endurance, gaining a +2 sacred bonus to Constitution for a number of minutes equal to his Cha bonus.

At 5th level or higher, the paladin can lend his holy resistance to his companions. By spending a full round in concentration, and expending a turn undead usage and a weekly cure disease use, the paladin may *neutralize poison*, as the spell, upon himself or another.

Special: At the GM's option, behavior involving apathy may cause the paladin to lose the ability to channel positive energy through this feat until such time as he *atones* for his lack of resolve.

VIRTUE OF GOLD [VIRTUE]

By further honing their empathy and truly recognizing the value of all life, paladins are capable of mastering the Virtues of Gold. These virtues are especially favored by paladins of Madriel and the Order of Gold.

Prerequisites: Paladin class levels, Chastity, Mercy.

Benefit: This feat enhances the effectiveness of the Chastity and Mercy feats. A paladin with this feat adds an additional +2 sacred bonus to Cha for the purposes of determining her daily use of the laying on hands ability. In addition, as a full round action, the paladin may extend her protection against involuntary seduction each day to a number of

beings equal to her Cha modifier; this protection lasts for a number of hours equal to her paladin level.

By expending two daily turn undead uses as a standard action, the paladin may flood herself or another target with positive energy, affecting the target as if by a *death ward* spell cast by a cleric of equal level.

VIRTUE OF IRON [VIRTUE]

Exemplars of active justice and paragons of righteousness, paladins who master the Virtue of Iron refuse to break or bend in the pursuit of their goals. These virtues are especially favored by the paladins of Goran, Hedrada, and the Order of Iron.

Prerequisites: Paladin class levels, Industriousness, Tenacity.

Benefit: This feat enhances the effectiveness of the Industriousness and Tenacity feats. A paladin with this feat adds an additional +2 sacred bonus to all Fortitude saves against the spells and abilities of evil beings. In addition, the paladin gains an additional +2 competence bonus to either the same Craft or Profession skill enhanced by the Industriousness feat or to another skill of his choice.

As a full round action, the paladin may imbue another living creature with holy energy, empowering that individual to undertake a holy quest, albeit at great personal cost. The paladin must expend a number of daily turn undead attempts equal to the target's hit dice, and the target is imbued as per the *hero's death* spell (see **The Divine & the Defeated**). The imbued target must understand that this process is invariably fatal and be willing to undertake it regardless.

VIRTUE OF MITHRIL [VIRTUE]

Leaders even among paladins, those holy warriors who master the Virtue of Mithril shine with a radiant love, making them at once terrifying and awe-inspiring. These virtues are favored by the paladins of the Order of Mithril.

Prerequisites: Paladin class levels, Compassion, Courage.

Benefit: This feat enhances the effectiveness of the Compassion and Courage feats. A paladin with this feat adds an additional +1 sacred bonus to his level, for the purposes of determining his daily use of the laying on hands ability. In addition, the paladin may expend a daily turn undead attempt as a standard action to further strengthen his holy protection against fear. All allies within 30 feet are then immune to magical fear for a number of rounds equal to the paladin's Cha modifier.

As a full round action, the paladin may expend two daily turn undead uses, filling himself with divine energy and cloaking himself in holy light.

This has the effect of a *cloak of righteousness* spell, cast as if by a cleric of the same level.

VIRTUE OF SILVER [VIRTUE]

Those paladins who master the Virtue of Silver gleam with an unwavering adherence to duty and principle, their holy righteousness inspiring fear in their foes and nobility in their allies. These virtues are favored by the Order of Silver and some Hedradan paladins.

Prerequisites: Paladin class levels, Purity, Wisdom.

Benefit: This feat enhances the effectiveness of the Purity and Wisdom feats. Each turn undead attempt spent by the paladin to enhance his smite evil ability through the Purity feat now provides a +2 bonus to the paladin's level, for the purposes of smite damage only. In addition, the paladin receives an additional +2 sacred bonus to Will saves against any magical compulsion that would cause the holy knight to violate his beliefs.

By expending two daily turn undead uses as a standard action, the paladin may greatly augment his holy aura, affecting all allies within 30 feet as per the *unwavering ally* spell — as long as those allies remain within the aura. This effect lasts for a duration equal to the paladin's Cha modifier in minutes.

WISDOM [VIRTUE]

A respected virtue among the esteemed Order of Silver, wisdom encompasses the knowledge and ability to resist temptation and hold true to one's ideals, to cleave through deception, and to overcome mind-clouding magic. As guardians against evil, paladins cannot risk falling to temptation and corruption.

Prerequisites: Paladin class levels.

Benefit: The paladin receives a +2 sacred bonus on all Will saves made against magical compulsion that would force the knight to violate any aspect of her code of honor or to act against her beliefs and alignment.

A paladin of 3rd level or higher, who fails a saving throw against magical compulsion as defined above, may make an additional saving throw one round later (expending one turn undead attempt as a free action). The paladin may continue to make these saving throws each round as long as she retains turn undead attempts. Once a save is successful, the effects of the magical compulsion are dispelled. She receives her normal +2 sacred bonus, due to this feat, on successive saving throws.

By spending a full round in meditation and prayer (and by expending a turn undead attempt and a weekly use of the cure disease ability), a paladin of 5th level or higher may remove curses from an afflicted individual as per the *remove curse* spell, cast as if by a cleric of equal level.

UNIQUE PALADIN MOUNTS

Paladins of the Scarred Lands employ a wide variety of holy mounts, in addition to the standard heavy warhorse, while questing across the land. Exemplary paladins of Corean are sometimes granted Coreanic steeds, which paladins of other orders and faiths often make use of a great variety of holy mounts. To acquire a special mount, the paladin must attain the character level and additional requirements as indicated below. In addition, more powerful mounts derive benefits more slowly as the paladin gains levels. The paladin's level is adjusted by the indicated modifier when calculating mount benefits based on level.

The steed, once secured by the paladin, gains all the usual benefits of a paladin's mount (see *Player's Handbook*, Chapter 3, "The Paladin's Mount") based on the paladin's or blackguard's modified level. The mount's intelligence does not increase if it is already more intelligent than a normal mount of that level.

To secure a mount sacred to a particular god, the paladin or blackguard must exemplify the ideals of that patron, and must spend one full day in prayer at an isolated shrine dedicated to that god. For other mounts, the paladin or blackguard must encounter the desired creature and either capture or pacify it with the appropriate use of the Handle Animal skill. The paladin must then spend one full day bonding with the animal and engaging in a series of prayers and purifications.

RIDING TRICKS

Spending their lives performing holy quests and expeditions, clever paladins inevitably develop amazing expertise with their mounts. After all, skill with various riding tricks may mean the difference between life and death for the questing paladin and her steed. Most riding tricks require skill checks according to the following table:

TABLE A1-1: UNIQUE PALADIN MOUNTS

Mount	Character Level	Requirements	Patron	Level Adjustment
Blight Wolf*	12	Blackguard level 5	Vangal	-1
Bloodmare*	12	Blackguard level 5	—	-2
Boar	5	Dwarf	Goran	-0
Camel	5	—	—	-0
Coreanic Steed*	11	—	Corean	-1
Crescent Elk*	5	—	—	-0
Dire Boar	11	Dwarf	Goran	-1
Dragonne	15	—	—	-2
Emperor Stag*	15	Elf	—	-2
Giant Eagle	8	—	—	-1
Giant Owl	8	—	—	-1
Giant Wolfspider	8	—	—	-1
Great Harrier*	15	Elf, Leadership feat	Corean	-5
Griffon	11	—	—	-1
Hippogriff	5	—	—	-0
Hornsaw Unicorn*12	—	—	—	-2
Mock Dragon*	12	Blackguard level 5	Chardun	-1
Nightmare	12	Blackguard level 5	—	-2
Pegasus	8	—	Madriel, Syhana	-1
Sand Wyvern**	8	—	D'shan, Tamul	-1
Spider Eater	11	—	—	-1
Valraven*	11	Elf	Corean	-1
War Pony	5	Halfling	—	-0
Winter Wolf	12	Blackguard level 5	Belsameth	-2
Wyvern	15	—	—	-3

* Creature Collection Revised

** Creature Collection II: Dark Menagerie

Riding Task	DC
Calm runaway mount	15
Leaping onto another mount	25*
Spur mount	20
Saddle stand	25*
Fancy step	20
Prod another rider	15+
Extra riders	+5
Saddle acrobatics	+5*

*Armor check penalty applies.

Calm Runaway Mount: If the character can catch up to a runaway mount, this check will allow him to get close enough to grab the reins and bring the out of control steed to a halt. If the mount has no reins or is untrained, an additional Handle Animal check is required to calm the mount.

Leaping Onto Another Mount: While within 5 feet of another mount, the rider may attempt to leap onto the animal with a successful check. If the mount has a rider, the character will have to first unseat that individual in order to establish control, and he may have to make Ride checks to remain on the mount. Note that the character will suffer a -5 penalty on Ride checks while trying to establish control of the mount, if needing to ride bareback. If he is more than 5 feet from the target mount, an additional Jump check is required to successfully mount the animal; a failure results in a fall to the ground.

Spur Mount: The rider may spur his mount to greater speed during a move-equivalent action, adding 5 feet to his mount's base speed on a successful check. This quickly tires the steed, forcing it to make a Constitution check (DC 10 + 1 per round of spurring during the same hour) or suffer 1 point of normal damage for each check.

Saddle Stand: The rider may stand upright in the saddle, making it easier to employ archery from horseback. While standing, the penalty suf-

fered when using a ranged weapon while on a running or double-moving mount is reduced by 2. The rider may be required to make Balance checks if attacked while performing a saddle stand.

Fancy Step: With a successful check, the rider can cause the mount to perform intricate movements while moving at up to half its base speed. Such tricks are very impressive and give the rider a +2 circumstance bonus to Performance checks while mounted and to reaction checks by observing individuals who would be impressed by such showmanship. Additionally, the character may propel the mount to walk directly sideways as a move-equivalent action at 1/4 its normal movement, while maintaining its current direction and facing.

Prod Another Rider: While within 5 feet of another mounted rider, the character may make an opposed Ride check to force the other mount 5 feet away from his position. If the paladin succeeds by 5 or more, he may slow the other mount's base speed by 10 feet for one round. If the paladin succeeds by 10 or more, he may cut off the other mount, bringing it to an abrupt halt.

Extra Riders: Extra riders weigh a mount down and make it more difficult to maneuver. A Large size mount may have one rider without penalty, a Huge mount two riders, a Gargantuan mount four riders, and a Colossal mount eight riders. Each rider beyond this limit imposes a +5 penalty on all Ride checks.

Saddle Acrobatics: Performing Dexterity or Strength based skills, while mounted, is possible but exceptionally difficult. Add +5 difficulty to skills such as Jump or Tumble that are made from the saddle. It is possible to avoid attacks of opportunity in this manner, represented by leaping out of the saddle, over enemies' blows, and using the mount for cover. Note that a military saddle makes this type of maneuvering impossible.



APPENDIX TWO

The MASTERS OF DEVOTION

The devotion of both monks and paladins is a powerful thing, opening doors to greater strength that are unavailable to less virtuous men and women. Both classes are also known for gathering into brotherhoods and orders that seek to not only carry out similar goals, but to pass on their knowledge and secrets to further generations.

What follows is a selection of prestige classes appropriate for monks and paladins. Shining examples of the variety of aims, ideologies and beliefs that make up the core of the monk or paladin life, these prestige classes are examples of the one thing that both believe: devotion to a cause or discipline reaps great benefits.

Acolyte of Justice

Hedradan law is universal in the eyes of the Lawgiver's devoted. His missionaries are called upon to act as judges and sheriffs as often as they serve as healers and priests. These Hedradan knights-errant often quest into lawless lands, aspiring to bring justice to otherwise bereft populations. Acolytes of justice may be found in many of the various paladin orders that accept Hedradan paladins, though they aren't often officially aligned with such groups. The unifying principle of these knights is their utter devotion to Hedradan law, which motivates and drives them to bring the Lawgiver's wisdom to even such remote reaches as Fangsfall and the Albadian wastes.

Though competent warriors, the acolytes disdain open conflict unless they can determine that the being they fight, whether of the divine races or titanspawn, is truly guilty of a crime and is too dangerous to bring to trial. Acolytes try to defuse any hostile engagement through the use of diplomacy, and they attempt to capture suspected criminals unharmed. Acolytes despise being confused with the rash, hot-headed knights of Corean, who they consider to be all too ready to slaughter anything that stands against them.

Though they worship the law as an instrument of Hedrada, the acolytes are not without compassion; they understand that sometimes the law must take into consideration the circumstances surrounding a crime. They appreciate that a starving man who steals a loaf of bread to feed his family is different than a cutpurse who loots for his own benefit. Though each must be punished under the law, an Acolyte would not mete out the same sentence to both of these "thieves."

Use in Other Campaigns:

The acolyte of justice is close to the standard conception of paladins in most fantasy campaigns. Consequently, they are easy to include in any setting, even those quite different from the Scarred Lands. The only significant distinction lies in their faith, but that's resolved easily by replacing Hedrada with a lawful good deity (or one that had a lawful good aspect) whose focus is on law and justice.

Hit Die: d10

REQUIREMENTS

To qualify to become an acolyte of justice, a character must fulfill all the following criteria:

Ability: Must be able to cast *detect evil* as a spell-like ability.

Alignment: Lawful good.

Base Attack Bonus: +6

Faith: Hedrada.

Feats: Skill Focus (Sense Motive).

Skills: Diplomacy 5 ranks, Knowledge (local) 2 ranks, Sense Motive 5 ranks.



CLASS SKILLS

The acolyte of justice's class skills are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the acolyte of justice prestige class.

Weapon and Armor Proficiency: Acolytes of Justice are proficient with all simple and martial weapons and with all armor and shields.

Spells per Day: When a new acolyte of justice level is gained, the character gains new spells per day as if she had also gained a level in the paladin class. She does not, however, gain any other benefit a character of that class would have gained (lay on hands, smite evil, *remove disease*, etc).

Levels in acolyte of justice stack with paladin levels for the purpose of turning undead.

Aura of Truth (Su): By invoking the divine presence of Hedrada, the acolyte of justice can grant all allies within 10 feet a +4 sacred bonus to their Sense Motive skill checks when attempting to discern truthfulness. In addition, the acolyte gains a +4 sacred bonus to Diplomacy checks against anyone within her aura of truth. This aspect is most often used when the acolyte is engaged in debates of morality over legal issues, and when convincing others of an accused individual's guilt or innocence.

Mantle of Law (Sp): The acolyte of justice has learned to harness the strength of her belief in law and order to protect herself against the attacks and effects of chaotic beings. By spending one of her turn undead attempts, the acolyte can invoke *protection from chaos* as a spell-like ability. The caster level for this effect is equal to the character's combined levels in the paladin and acolyte of justice classes.

Smite Chaos (Su): Once per day, an acolyte of justice of 2nd level or higher may attempt to smite chaos with one normal melee attack. This is treated as the paladin's smite evil ability, save that it affects chaotic creatures; levels in the acolyte of justice prestige class stack with paladin levels for the purpose of determining the extra damage inflicted. An attack may not be simultaneously affected by both smite evil and smite chaos.

The acolyte of justice receives an additional use of this power at 9th level.

Touch of Justice (Su): The acolytes have, over the years, become renowned for their ability to bring even the most violent and corrupt criminals to their knees in remorse. By expending a daily turn undead attempt and touching the target, an acolyte of 3rd level or better forces that individual to relive all of the evil and unjust things that he or she has ever done — from the perspective of each of the target's victims. The target of this ability is allowed a Will save (DC 10 + the character's Charisma modifier + the number of levels in the acolyte of justice prestige class).

Failure indicates that the target is reduced to emotional ruin and is treated as though he were *cowering*, as his mind is filled with horrific visions of his own injustices. The target remains in this state for a number of minutes equal to the levels in acolyte of justice possessed by the character who activated this power. Use of this is often enough to cause dramatic shifts in the criminal's outlook on life (possibly including a change in alignment, at the GM's discretion), though it may also cement a truly wicked individual's moral position (as some may vow to never be a victim, but only the victimizer thereafter). Should the target be attacked while undergoing the vision, he is treated as though he had successfully saved against this effect.

A successful save indicates that the target can continue to act, though he does so at a penalty equal to the acolyte's Charisma modifier.

Turn Chaos (Su): At 4th level the acolyte can fill her holy symbol with the energies of Hedrada, granting her the ability to banish chaotic creatures. The acolyte may now turn chaotic outsiders as though they were undead. Additionally, the character may turn undead of chaotic alignment as a cleric (rather than as a paladin).

Domain of Law: At 5th level, acolyte's devotion to Hedrada is so strong that she can invoke divine magics unknown to her other paladin brethren. The acolyte gains the granted power of the Law Domain, and all spells of the Law Domain are added to her paladin spell list.

Hallowed Hammer (Su): At 6th level, the acolyte of justice can imbue any hammer she wields with the divine energies of Hedrada. Once per day, with a simple prayer and the expenditure of a smite chaos attempt, the acolyte can cause her hammer to gain the *axiomatic* enhancement. The effects of this prayer last for one minute.

Inquisitor's Empathy (Sp): Acolytes of justice often act as investigators, hunting down and capturing suspected criminals. At 7th level, the acolyte may cast *discern lies* as a spell like ability. The caster level for this effect is equal to the

TABLE A2-1: Acolyte of Justice (AoJ)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Aura of truth, mantle of law	+1 level of paladin class
2nd	+2	+3	+0	+0	Smite chaos 1/day	+1 level of paladin class
3rd	+3	+3	+1	+1	Touch of justice	+1 level of paladin class
4th	+4	+4	+1	+1	Turn chaos	+1 level of paladin class
5th	+5	+4	+1	+1	Domain of law	+1 level of paladin class
6th	+6	+5	+2	+2	Hallowed hammer	+1 level of paladin class
7th	+7	+5	+2	+2	Inquisitor's empathy	+1 level of paladin class
8th	+8	+6	+2	+2	Extra Turning	+1 level of paladin class
9th	+9	+6	+3	+3	Smite chaos 2/day	+1 level of paladin class
10th	+10	+7	+3	+3	Pass judgment	+1 level of paladin class

character's combined levels in the paladin and acolyte of justice classes.

Extra Turning: At 8th level the acolyte gains the Extra Turning feat.

Pass Judgment (Su): At 10th level, an acolyte is considered experienced enough to be sent to areas of extreme lawlessness. In these untamed lands imprisonment is often not an option, and the acolyte must determine immediate and suitable punishments for captured criminals. After taking one full day to study a secured individual, during which time the acolyte examines the evidence for and against the accused and uses Inquisitor's Empathy during questioning, the acolyte may invoke the divine power of Hedrada to punish those found guilty.

If the acolyte of justice pronounces a sentence of death, all weapons that strike the criminal

inflict their maximum possible damage (a longsword used to strike the sentenced individual inflicts 8 points of damage, rather than 1d8, for example). This is generally used to ensure that methods of execution kill the guilty as quickly and painlessly as possible. The target of this power may make a Will save (DC 10 + the character's Charisma modifier + the number of levels in the acolyte of justice prestige class) to resist it, should he choose.

If the acolyte of justice pronounces an alternative sentence, the target is treated as though he were under the effects of a *geas/quest* spell until the terms of the sentence are properly carried out. The target may be granted a Will save against this (DC 10 + the character's Charisma modifier + the number of levels in the acolyte of justice prestige class) if the sentence is more severe than the crime calls for (to be determined by the GM).

Brother of Steel

Although many citizens of Ghelspad associate the Adamantine Church with the paladins of Corean, the organization's power is also greatly dependent on the unwavering support of its non-paladin members. Each of the four orders of the Church—the Order of Mithril, the Order of Silver, the Order of Gold and the Order of Iron—maintains a small but diligent network of priests and monks (and, in the case of the Silver Order, wizards) who are the backbone of the Church's various continental and worldwide operations.

The many monks who serve the Adamantine Church are especially important to its activities, due in part to the unity and communication they bring to the church as whole. While paladins typically confine their individual efforts to their own order's affairs, the monks of the Adamantine Church maintain close contact with their brothers in the other Coreanic locales, and are often seen traveling from monastery to monastery in the service of their duties to the Church at large.

The most dedicated of these servants are chosen for induction into a single, powerful organization known as the Brotherhood of Steel. Each member of this devoted group focuses his or her efforts toward combating a specific pair of traditional enemies of the Church. Brothers of the Order of Silver, for example, are known for their fearless opposition to and expertise versus outsiders and elementals; the elite swordsmen of the Order of Mithril are some of the most educated and tireless foes of the various forms of titanspawn. The enemies and aptitudes of the individual brothers might vary, but with each new member inducted, the brotherhood grows stronger and with it expands the power and influence of the Adamantine Church as a whole.

Use in Other Campaigns: The brother of steel requires three things to fit in other settings. The first is a lawful good or lawful neutral church to serve. The second is a tradition of unarmed combat associated with that church's defenders. The third is for the GM to allow paragon feats in his campaign.

Hit Die: d8

REQUIREMENTS

To qualify to become a brother of steel, a character must fulfill all the following criteria:

Alignment: Lawful neutral or lawful good.

Feats: Adamantine Blade Style (see Appendix One), Improved Unarmed Strike, at least one paragon feat (see Appendix One).

Skills: Concentration 8 ranks, Knowledge (arcana) 4 ranks, Spellcraft 2 ranks.

Special: Still Mind monk ability, must be a member of the Adamantine Church.

CLASS SKILLS

The brother of steel's class skills are Balance (Dex), Climb (Str), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (planes) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

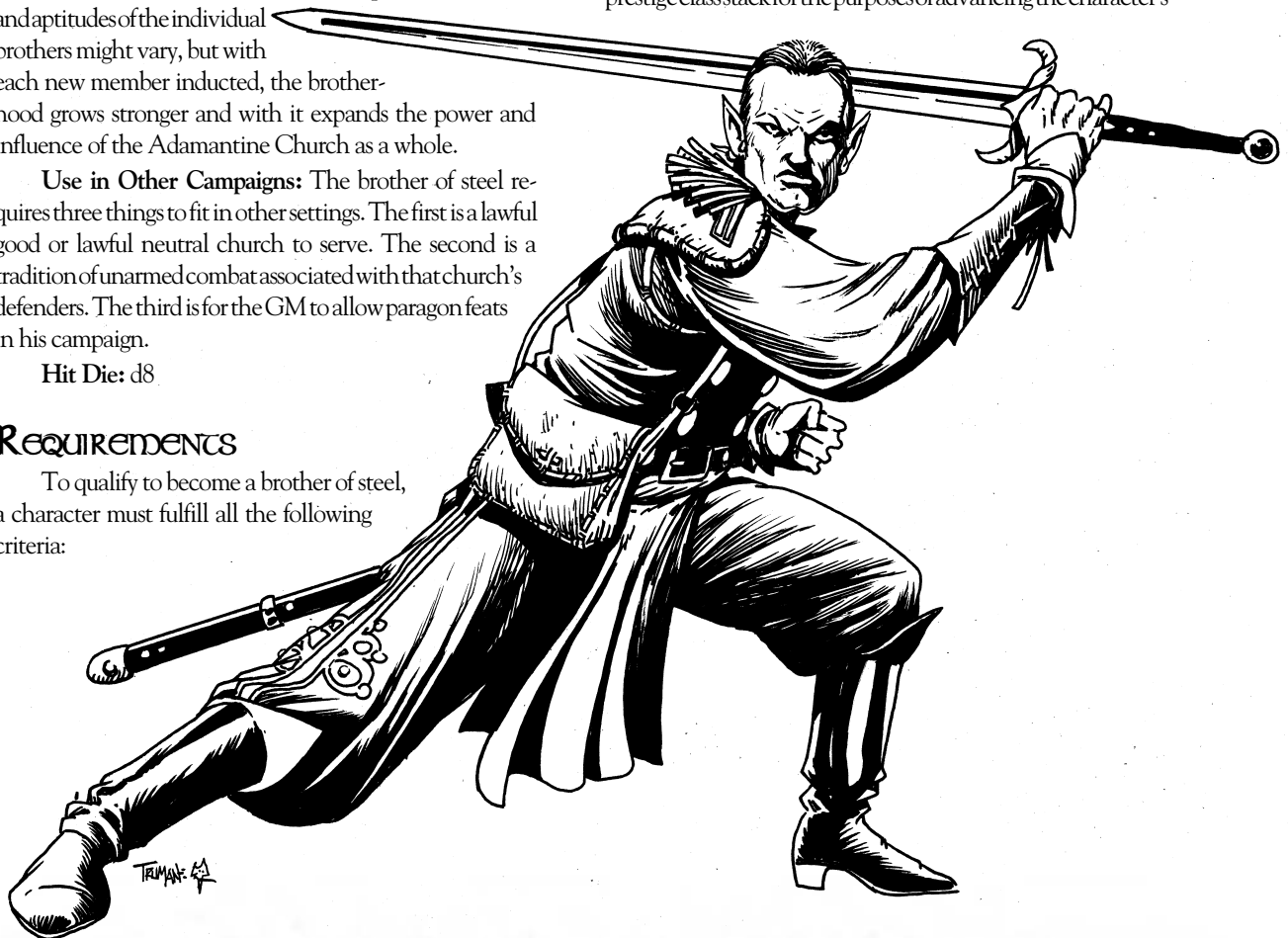
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the brother of steel prestige class.

Weapon and Armor Proficiency: Brothers of steel gain no weapon or armor proficiency.

AC Bonus (Ex): Levels in monk and the brother of steel prestige class stack for the purposes of advancing the character's



APPENDIX TWO: THE MASTERS OF DEVOTION

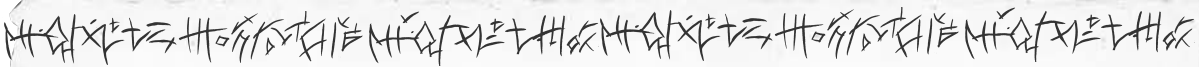
AC Bonus monk ability. Likewise, the brother of steel is penalized as a monk for wearing armor. Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Unarmed Attacks: Levels in monk and the brother of steel prestige class stack for the purposes of advancing the character's flurry of blows attack bonus.

Unarmed Damage: Levels in monk and the brother of steel prestige class stack for the purposes of determining unarmed damage. Note that brothers of steel use the unarmed

damage of Medium monks — the damage comes from their mastery of *ki*, rather than their physical size.

Gifts of Devotion: The brothers of the Adamantine Church are a diversified lot, although their unity of purpose and outlook brings them closer together than even members of the various palatine orders. As a brother's dedication and mastery of *ki* grows, so too do his options. At 1st level, and at every other level thereafter, the brother may choose an ability from the list below. His brother of steel level and Wisdom determine the gifts he can choose — he may not select from those gifts with a minimum number greater than the sum of his



GIFTS OF DEVOTION	
Minimum Level + Wis. modifier	Available Gifts
1	Charm of Renewal, Disciple's Reward, Scent of Impurity
5	Eternal Nemesis, Halo of Stars, Uncanny Dodge
9	Essence of Steel, Improved Uncanny Dodge, Worldwrack
11+	Empty Body, Resonant Fist

GIFTS OF DEVOTION

- *Charm of Renewal (Su)*: The brother learns how to mend his own wounds, and can cure up to twice his total character level in hit points per day. This healing can be spread out over several uses.

- *Disciple's Reward*: Characters selecting this gift gain the benefits of any martial arts feat or paragon feat of their choice. They must still meet any prerequisites required for the feat. This gift may be chosen more than once.

- *Scent of Impurity (Sp)*: At will, the brother can detect the presence of the unnatural, simply by inhaling the air around him and attuning it to his *ki*. This ability functions exactly like the *detect evil* spell, but only in regards to the brother's two chosen types of creatures (see the ability "Touch from Beyond," below).

- *Eternal Nemesis (Sp)*: Once per day, the brother can invoke a spell-like ability that functions in most respects as the spell *demonbane* (see **Relics & Rituals II: Lost Lore**). The only difference is, the brother doesn't have to pick outsiders as his target of choice (and, indeed, might not be able to). He must select one of his two chosen enemy creatures (as per "Touch from Beyond," below) when using this gift.

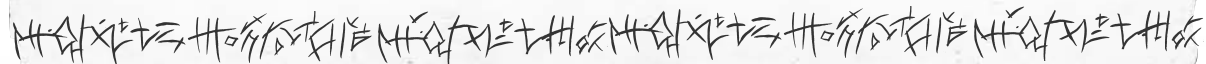
- *Halo of Stars (Su)*: Once per day, the brother may invoke, by a silent act of will, a halo of glimmering stars to spin and twinkle above his head. The number of these stars is equal to the character's brother of steel level. When the character is struck by any attack that inflicts negative levels, ability damage or affects his body/metabolism (such as

slow, hold or polymorph effects), he may opt to forego his normal save. If he does, one of the stars above his head winks out and he remains unharmed. Otherwise, the halo persists for 1 minute per level in the brother of steel prestige class.

- *Uncanny Dodge (Ex)*: A brother of steel with this ability can react to danger before his senses would normally allow him to do so. He thus retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If the brother of steel already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below).

- *Essence of Steel (Ex)*: With this gift, the brother gains spell resistance versus his two chosen enemies. This spell resistance equals 10 + the character's level + Wis modifier. This spell resistance is useless versus attacks from sources who are not the specified chosen enemies (as per "Touch from Beyond," below).

- *Improved Uncanny Dodge (Ex)*: The brother of steel must have the Uncanny Dodge ability before choosing this gift. A brother of steel with this ability can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies enemies the ability to sneak attack the character by flanking him. However, if the attacker has four more levels in the class that grants the sneak attack ability, than the character has levels in the brother of steel class, then the brother can still suffer a sneak attack by that foe.





GIFTS OF DEVOTION (CONT'D)

Levels in this class stack with those of other classes that grant Uncanny Dodge or Improved Uncanny Dodge, for the purpose of determining what level an opponent must be to successfully sneak attack the brother of steel.

- **Worldwrack (Sp):** This potent gift allows the brother of steel to use his mastery of the Eternal *Ki* to envelop an entity with the energies of the world it is currently inhabiting. In game terms, this ability functions exactly like the spell *dimensional anchor*, which the brother may cast as a spell-like ability a number of times per day equal to 1 + Wisdom modifier.

- **Empty Body (Su):** A brother of steel with this ability is able to assume an ethereal state, for 1 round per the combined level in monk and brother of steel per day, as though using the spell *etherealness*. He may become ethereal on a number of different occasions

during any single day, as long as the total number of rounds spent in an ethereal state does not exceed his levels in the monk and brother of steel classes.

- **Resonant Fist (Su):** The most devoted of brothers of steel are able to pour the thunderous energies of the Eternal *Ki* into those entities not of the divine world. This supernatural ability allows the brother to set up energy vibrations within the form of another creature — which have the potential to instantly destroy the target, should it succumb to them. Once per day, the character can opt to make any successful attack against one of his two chosen enemy types become a resonating attack. So long as even one point of damage is inflicted, the target must immediately succeed in a Fortitude save (DC 10 + brother of steel level + Wis modifier) or be annihilated. The form of destruction varies with creature type; constructs fall apart, elementals dissipate, undead are blasted into oblivion, and so on. If the target



level and Wisdom modifier. No gift can be taken more than once, unless noted otherwise.

- **Adamantine Blade Mastery (Ex):** A brother of steel may use his unarmed damage die type in lieu of the damage his longsword would normally inflict. Thus, a Mnk 7/Bos 3 may roll d10 for damage, rather than the usual d8, but only when attacking unarmed or with a longsword.

- **Touch From Beyond (Su):** At 2nd level, a brother of steel gains the ability to strike the creatures of his specialization, regardless of their natural form or protections, and at increasingly potent efficiency. Specialization means selecting any two of the following: aberrations, constructs, elementals, giants, magical beasts, monstrous humanoids, outsiders or undead. Selection is most often tied to the monk's order; brothers

affiliated with the Order of Silver, for example, typically choose outsiders and elementals, whereas monks of the Order of Mithril are known for their hatred of titanspawn and would more likely focus on monstrous humanoids and aberrations. Against his two types of selected creatures, the brother's attacks are considerably more potent.

First, he receives a +1 to all attack and damage rolls versus his chosen enemies. This bonus increases by +1 for every two levels the brother advances in this prestige class. Second, his attacks may grow potent enough to overcome damage reduction. Each time this ability is gained, the brother of steel may choose one category from the following: adamantine, alchemical silver, cold iron, good, lawful or magic. All future attacks will then be considered to have that descriptor, for purposes of overcoming damage reduction against the brother's two chosen creature types.

TABLE A2-2: BROTHER OF STEEL (BOS)

Class Level	Base Attack Bonus	Base Fort Save	Base Ref Save	Base Will Save	Special
1st	+0	+2	+2	+2	Adamantine blade mastery, gift of devotion
2nd	+1	+3	+3	+3	Touch from beyond +1
3rd	+2	+3	+3	+3	Gift of devotion
4th	+3	+4	+4	+4	Touch from beyond +2
5th	+3	+4	+4	+4	Gift of devotion
6th	+4	+5	+5	+5	Touch from beyond +3
7th	+5	+5	+5	+5	Gift of devotion
8th	+6	+6	+6	+6	Touch from beyond +4
9th	+6	+6	+6	+6	Gift of devotion
10th	+7	+7	+7	+7	Touch from beyond +5

Dawn Spear Adept

Across the Scarred Lands, the sun is seen as both a source of renewal and the principle focus of Madriel's faith. To the Dawn Spear adepts, the warmth and grace of the goddess is more than just an object of worship, it is their path for personal perfection. These adepts, who have devoted their lives to not only the quest for perfection but also to the ideals Madriel holds dear, believe the ability to heal the wounds of both themselves and others is the pinnacle of spiritual and physical enlightenment. Wielding Madriel's favored weapon, the longspear, with a mastery unknown to most, they wander the Scarred Lands defending those who cannot defend themselves and restoring the sick and wounded to health. It is through this selflessness, they feel, that Madriel will grant them true enlightenment — the perfection and ultimate health of mind, body and spirit.

The order's wandering monks occasionally take on young students, most often orphans whose parents were slain. They teach these initiates the tenets of Madriel's faith and instill in them the same sense of selflessness and duty to which they hold themselves. Dawn Spear adepts are pacifists by nature, preferring to subdue opponents who insist on physical confrontation, rather than killing them. With this in mind, the adepts train extensively to harness their natural flow of *ki*, using it to both heal the injured and render violent foes helpless. Few possess the emotional endurance to continue to walk this path of service, however, and adepts who fall to the wayside and give in to greed and anger soon find themselves hunted by their former brethren.

Use in Other Campaigns: The dawn spear adept is a classical monk archetype in many ways: the wandering martial artist trained in an exotic weapon technique. The adept sometimes takes students from among the poor, outcast and downtrodden, making them almost perfect examples of their literary inspirations. Given that, any campaign setting that allows monks should have no trouble including this prestige class, provided the GM approves the use of the Dawn Spear technique feat.

Hit Die: d8

REQUIREMENTS

To qualify to become a Dawn Spear adept, a character must fulfill all the following criteria:

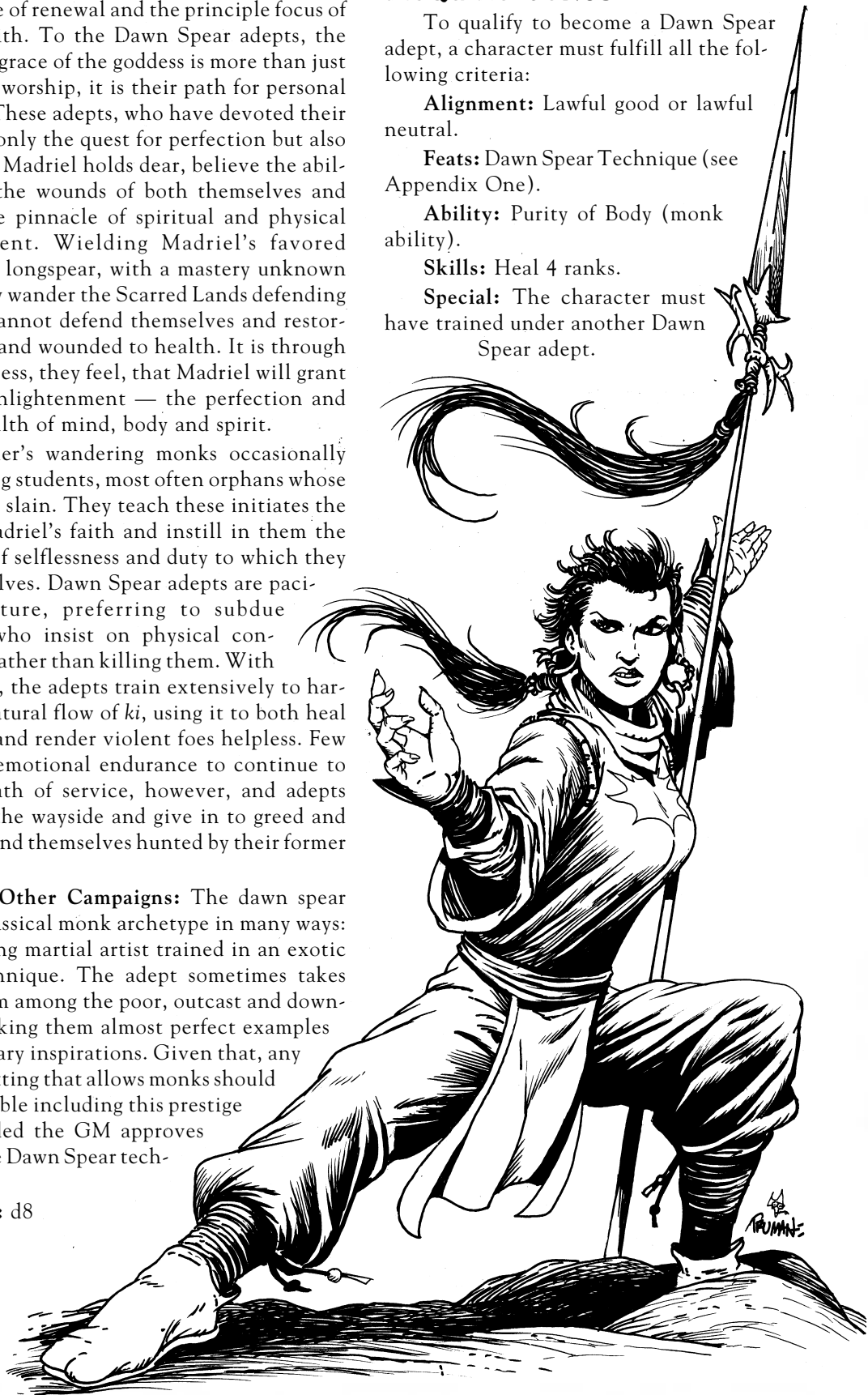
Alignment: Lawful good or lawful neutral.

Feats: Dawn Spear Technique (see Appendix One).

Ability: Purity of Body (monk ability).

Skills: Heal 4 ranks.

Special: The character must have trained under another Dawn Spear adept.



CLASS SKILLS

The Dawn Spear adept's class skills are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Dawn Spear adept prestige class.

Weapon and Armor Proficiency: Dawn Spear adepts gain no weapon or armor proficiency. The Dawn Spear adept adds the longspear to her list of monk weapons.

AC Bonus (Ex): Levels in monk and Dawn Spear adept stack for the purposes of advancing the character's AC Bonus monk ability. Likewise, the Dawn Spear adept is penalized as a monk for wearing armor. Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Dance the Dawn: The Dawn Spear adepts have discovered that they must often defend themselves from opponents who are determined to end their lives. These adversaries are usually not content with being held at bay by the adept's spear and will often charge forward into close combat. To adjust to this, the adepts have developed a fighting style that allows them to defend themselves equally at reach and up close. As long as she is wearing no armor, the adept may use her longspear against adjacent foes and continue to make use of the weapon's reach, effectively threatening those areas adjacent to her position and eliminating the weapon's drawback. This ability does not extend to other weapons with reach, and the Dawn Spear adept loses this ability when wearing armor.

Spear Specialist: Levels in monk and Dawn Spear adept stack for the purposes of advancing the character's flurry of blows attack bonus; however, this only applies toward the character's use of the longspear. Levels in Dawn Spear adept do not stack with monk levels for the purpose of using flurry of blows with any other monk weapons, or while unarmed.

Leathered Skin (Su): Dawn Spear adepts spend as much time as possible in the sunlight, and all training and meditation take place under the sun's warmth. By 2nd level, adepts are filled with the energies released from Madriel's Citadel and develop a tanned, leathered skin that reduces the severity of injuries they suffer.

The first point of damage that the Dawn Spear adept suffers from each separate attack in a round changes to nonlethal damage. This ability affects damage as it is applied. The amount thus transformed increases as the character gains levels in Dawn Spear adept — 2 points at 4th level, 3 points at 6th level, 4 points at 8th level and 5 points at 10th level.

Warm the Soul (Su): By 2nd level, adepts have mastered their bodies' own natural healing energies. Once per day when the Dawn Spear adept can see the sun, she may enter a healing trance and convert hit point damage suffered into nonlethal damage. The adept must concentrate for a number of rounds equal to the number of hit points to be converted, and succeed at a Heal check (DC 10 + the number of hit points to be converted). An adept may use this ability on another; with a successful touch attack, she and the subject enter a healing trance with the same parameters as if the adept was performing self-healing.

Glimpse the Morning's Light: Adepts take great care of their spears, polishing the heads to a mirror-like shine. The reflective blades are then used to distract and confuse the adept's opponents. At 3rd level, the Dawn Spear adept gains the Solar Scarab Technique martial arts feat (see Appendix One).

Sun Spear Maneuver (Ex): At 3rd level, the adept has become a master of using her spear to incapacitate opponents without inflicting bodily harm. She can render opponents helpless or unconscious by striking them in areas of the body where rejuvenating and healing energies reside. When striking with her spear to inflict nonlethal damage, the Dawn Spear adept may add an extra +1d6 to her weapon's nonlethal damage.

The sun spear maneuver inflicts +2d6 nonlethal damage at 6th level and +3d6 nonlethal damage at 9th level.

Hand Slap: A Dawn Spear adept traditionally uses the advantage of her spear's reach to disarm opponents from a distance. At 5th level, the adept is considered to have the Improved Disarm feat when using her spear.

Touch of Gentle Sunlight (Su): At 5th level, the Dawn Spear adept learns to infuse her blade with part of Madriel's power — ephemeral and gentle, but strong nonetheless. Anytime a Dawn Spear adept strikes to inflict nonlethal damage with her longspear, she need only make a melee touch attack.

Morning Renewal (Ex): Dawn Spear adepts develop an affinity with the sun, and are especially spiritually connected during the morning

TABLE A2-3: DAWN SPEAR ADEPT (OSA)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Dance the dawn, spear specialist
2nd	+1	+3	+3	+3	Leathered skin (1), warm the soul
3rd	+2	+3	+3	+3	Glimpse the morning's light, sun spear maneuver +1D6
4th	+3	+4	+4	+4	Leathered skin (2)
5th	+3	+4	+4	+4	Hand slap, touch of gentle sunlight
6th	+4	+5	+5	+5	Leathered skin (3), sun spear maneuver +2D6
7th	+5	+5	+5	+5	Morning renewal
8th	+6	+6	+6	+6	Leathered skin (4)
9th	+6	+6	+6	+6	Sun spear maneuver +3D6
10th	+7	+7	+7	+7	Aolib's grace, leathered skin (5)

hour just following sunrise. During this time, the energy that fills them has a drastic effect on their ability to recover from wounds. At 7th level and beyond, at the start of each day, the Dawn Spear adept may enter into a meditative state for one hour. After this time, she is healed of all nonlethal damage, and recovers up to 10 hp of normal damage. This ability only functions once per day and only applies to the adept.

Aolib's Grace (Sp): By 10th level, Dawn Spear adepts have reached a spiritual connectedness that few others experience. Adepts learn to disengage from combat by harnessing the spiritual power inside of themselves, to momentarily step out of the Material Plane and through the gates of Aolib — Madriel's planer domain. As mortal creatures, the adepts cannot remain there for more

than a few moments before they must return to the mortal world. When they reappear on the material plane, they may re-emerge anywhere within 60 feet of their original position. To their opponents, it seems that the adept simply winked out of existence and reappeared nearby. In game terms, the Dawn Spear adept may use *dimension door* as a spell-like ability, up to three times per day. She must be standing in sunlight when she activates this ability, however, and she always returns to a place where the sun strikes, even if it is only a narrow beam of light filtering through a thick forest canopy. Because of the healing power of Aolib, each time this power is used, it also heals the Dawn Spear adept of 5 points of damage, one point of ability damage or one negative level (adept's choice).

EXEMPLAR

And from the far east there came a man known only as the Perfected One. Upon his brow he bore the symbol of his enlightenment, which shone clear for all to see, and his flesh was as pure gold. He brought unto the priests of the temple the word of the Eternal Ki — the power that shapes and orders all the universe, which we in Ghelspad call Hedrada.

The word of the Eternal Ki rang with truth and some of us drew away from direct service of Hedrada to contemplate this new mystery. The Perfected One taught us that before we could serve as priests of the Eternal Ki, we must master ourselves, for how could any flawed being speak on behalf of that which was perfect?

Through rigorous discipline and exercises of both body and mind, he taught us to come closer to the Eternal Ki. Sometimes, in moments of connection, we could feel the Eternal Ki within us, lifting our mere mortal frames into feats unknown to others. In time, we discovered our own paths, some of which led away from the teachings of the Perfected One and into the service of Corean, Chardun or the other gods.

But those of us who remained with the Perfected One were enlightened and given the ultimate gift. We were brought closer to the Eternal Ki than any of our brethren. We were Exemplified.

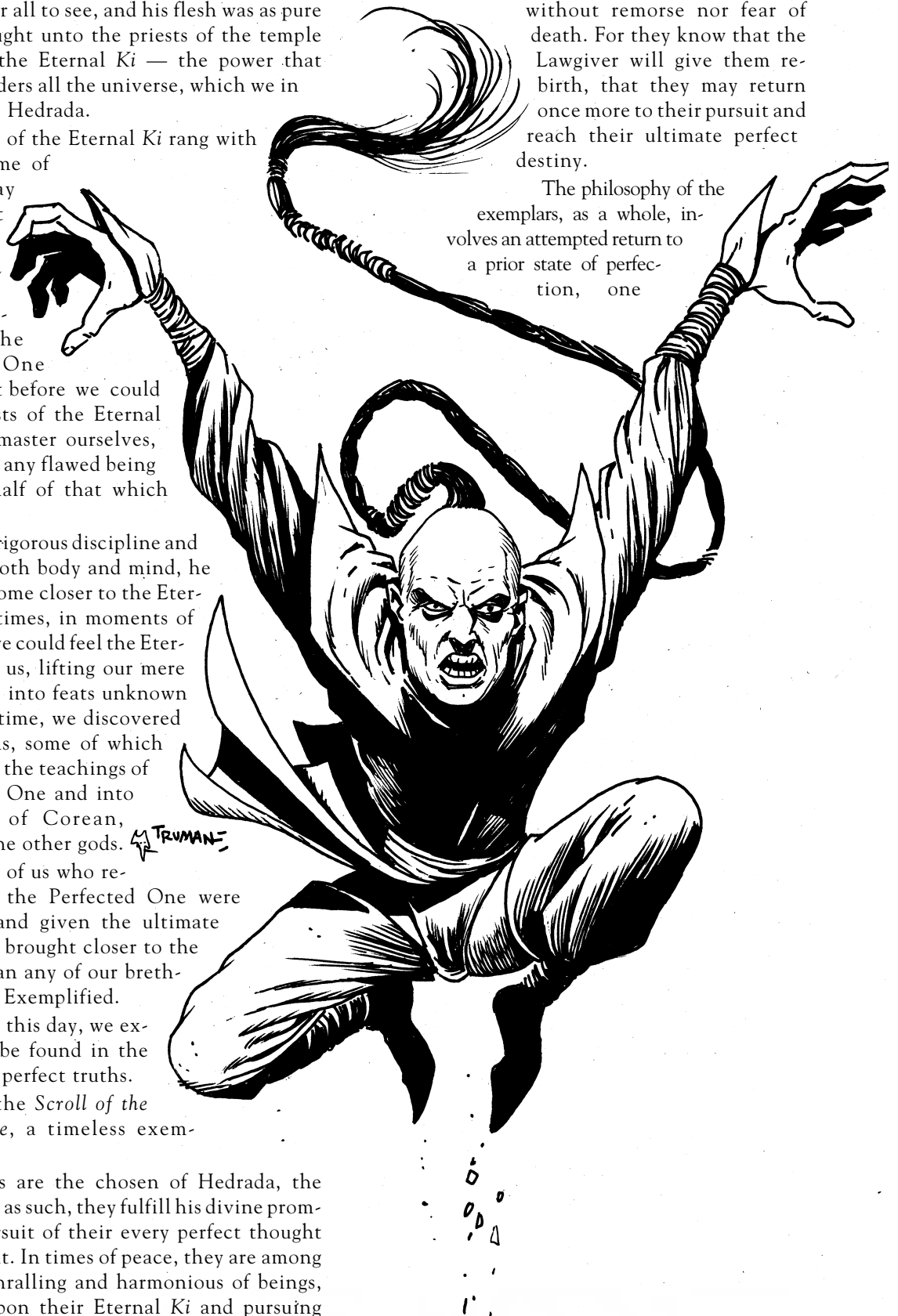
And unto this day, we exemplars may be found in the service of his perfect truths.

— from the *Scroll of the Perfected One*, a timeless exemplar work

Exemplars are the chosen of Hedrada, the Lawgiver, and as such, they fulfill his divine promise in the pursuit of their every perfect thought and movement. In times of peace, they are among the most enthralling and harmonious of beings, meditating upon their Eternal Ki and pursuing

perfection with every serene waking moment. During combat, however, that perfection is terrible to behold; they fight without remorse nor fear of death. For they know that the Lawgiver will give them rebirth, that they may return once more to their pursuit and reach their ultimate perfect destiny.

The philosophy of the exemplars, as a whole, involves an attempted return to a prior state of perfection, one



they knew centuries before the Titanswar. They now seek to re-attain what they once had. To aide in their pursuit, they maintain a number of monasteries, the majority of which are located in the Desert of Onn. Occasionally, they emerge from their temples to seek out new incarnations of their deceased brethren, wherever they may appear in the land, and return them to the exemplar path. The majority of those exemplars encountered outside Onn will be on these sacred quests. Those who aren't, will most likely be serving as bodyguards to high priests of Hedrada, or as temple guards in his various holy places located across the face of the Scarred Lands.

True exemplars follow one of two divergent paths. Body exemplars eschew combat training in weapons of any kind. They prefer to hone their bodies to perfection, in the process making them lethal weapons in their own right. Weapon exemplars seek to master a "chosen" weapon, which becomes both a focus of their training and an extension of their own forms. Although most any weapon can provide such a focus, the most commonly chosen are the sword, the staff and the hammer.

Use in Other Campaigns: The exemplar is a classical monk archetype, in this case the enlightened master whose meditations upon esoteric wisdom have led him to perfection of body and spirit. This prestige class can fit easily in any campaign as long as there is a deity equivalent to Hedrada. Only if another setting denies explicitly an overarching principle of cosmic order will the GM need to make significant adjustments to the prestige class.

Hit Die: d8

REQUIREMENTS

To qualify to become an exemplar, a character must fulfill all the following criteria:

Alignment: Lawful neutral.

Feats: One paragon feat, one martial arts feat, Weapon Proficiency (appropriate weapon; only applies for weapon exemplars).

Ability: *Ki* strike (lawful) (monk ability).

CLASS SKILLS

The exemplar's class skills are Balance (Dex), Climb (Str), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Body exemplars gain no weapon or armor proficiency.

AC Bonus (Ex): Levels in monk and exemplar stack for the purposes of advancing the character's AC Bonus monk ability. Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Unarmed Attacks: Levels in monk and exemplar stack for the purposes of advancing the character's Adjusted Base Attack Bonus and Flurry of Blows Attack Bonus (including determining when the penalty for making such an attack reduces). Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Unarmed Damage: Levels in exemplar with monk levels for the purposes of determining Unarmed Damage. Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Unarmored Speed: Levels in monk and exemplar stack for the purposes of advancing the character's AC Bonus monk ability. Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Exemplar Feats: At every odd level (1st, 3rd, 5th, 7th and 9th levels), the exemplar gains a free

TABLE A2-4: EXEMPLAR (EXE)

Class	Base				Special
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	
1st	+0	+2	+2	+2	Exemplar feat
2nd	+1	+3	+3	+3	<i>Ki</i> strike
3rd	+2	+3	+3	+3	Exemplar feat
4th	+3	+4	+4	+4	<i>Ki</i> strike
5th	+3	+4	+4	+4	Exemplar feat
6th	+4	+5	+5	+5	<i>Ki</i> strike
7th	+5	+5	+5	+5	Exemplar feat
8th	+6	+6	+6	+6	<i>Ki</i> strike
9th	+6	+6	+6	+6	Exemplar feat
10th	+7	+7	+7	+7	Perfected One

feat from the following list: any martial arts feat, any paragon feat, Alertness, Blind-Fight, Combat Expertise, Dodge (Mobility, Spring Attack), Great Fortitude, Improved Critical (Unarmed or with chosen weapon only), Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Run, Skill Focus (any exemplar skill), Stunning Fist, Toughness, Weapon Finesse (Unarmed or with chosen weapon only), Weapon Focus (Unarmed or with chosen weapon only).

Ki Strike (Su): This ability is treated in all ways as the *ki strike* monk ability. Each time this ability is gained, the exemplar may choose one category from the following: adamantine, alchemical silver, cold iron or good. This ability only applies to the primary attack type of the exemplar (unarmed in the case of normal exemplars, or the weapon of the weapon exemplar).

Perfected One (Su): At 10th level, the exemplar becomes a Perfected One, ceasing to age and no longer taking penalties to his ability scores

for aging. He also cannot be magically aged. Any such penalties that he has already taken remain in place, however. Bonuses still accrue and the exemplar dies of old age when he would normally do so.

The Perfected One also has achieved such a state of harmony that he effectively becomes a magical creature. He is forevermore treated as an outsider with the [lawful] subtype rather than as a humanoid, for the purposes of spells and magical effects, and the exemplar constantly radiates a *magic circle against chaos* effect.

Additionally, the exemplar gains damage reduction 10/magic, which allows him to ignore (instantly regenerate) the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature who doesn't have similar damage reduction. Unlike other outsiders, the exemplar can still be brought back from the dead as if he were a member of his previous creature type.

HEARTHGUARDIAN

Inside the stone fortress of Burok Torn, worship of the dwarven god Goran is near absolute. Though nearly all the gods are given some consideration in the dwarven citadel, it still remains Goran's one and only bastion of faith. Theologians have gathered that even Goran's heaven is an image of Burok Torn in its mightier days, thus giving credence to the belief that the dwarves of Burok Torn are, by far, Goran's most cherished people. It is here, inside the mountain walls of Burok Torn, that Goran selects and empowers his devoted warriors, the hearthguardians.

Once, long ago, the hearthguardians acted as the tribal protectors of the nomadic dwarven clans. These dwarves were granted righteous strength by Goran, as a sign of his divine favor and to guard his people from the many dangers of the wild. After the city of Burok Torn was completed, the hearthguardians' role in dwarven society changed. Where once they were the true focus of protection for the tribes, the hearthguardians now patrolled the halls of Burok Torn, as just extra soldiers in the city's already formidable defenses. Some of these holy warriors could not stand what they considered a dishonorable position, and they lead like-minded dwarves out from the walls of Burok Torn to return to their nomadic ways. The majority, however, remained and served Burok Torn and its various Kings with a ferocity and tenacity matched only by the more terrible of titanspawn.

Though there are many paladins of Goran, it is the hearthguardians who hold the most strongly to the honored traditions

of the past. Even today, hearthguardians occupy a place of reverence and respect among the dwarven people. Time and time again, it has been these bold knights who have appeared to defend their dwarven brethren, oftentimes before the Stone or Iron guardians could even arrive. So efficient are the hearthguardians, and so devoted to their home and people, that a sort of friendly rivalry has developed between the order and the King's Guard — each trying to outdo the other in displays of bravery and martial skill. By nature or tradition, the hearthguardians have maintained their nomadic ways. Often, these warriors will set out beyond the stone walls of Burok Torn and travel across Scarn. Inevitably, the paladins will be drawn to places where their dwarven brethren are in need, as if answering the dwarven prayers for assistance made to Goran.

Use in Other Campaigns: A hearthguardian is both easy and difficult to integrate into another campaign setting. On the one hand, the idea of dwarven paladins is natural enough and many GMs will have no qualms about including them. On the other hand, the specifics of the class, such as their boar mounts and service to Goran, could prove problematic. As presented here, the hearthguardian makes assumptions that are based on the reality of the Scarred Lands that may not apply in other realms. Thus, some care is needed before making this prestige class available elsewhere.

Hit Die: d10

REQUIREMENTS

To qualify to become a hearthguardian, a character must fulfill all the following criteria:

Alignment:
Lawful good.

Base Attack Bonus: +5

Faith:
Goran.



Feats: Mounted Combat, Trample.

Race: Mountain Dwarf.

Special: Must have a boar as a paladin's special mount.

CLASS SKILLS

The hearthguardian's class skills are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Hearthguardians are proficient with both simple and martial weapons and also with the exotic weapon Tusked Boar's Helm (see sidebar for description). Hearthguardians are proficient with all armor and with shields.

Spellcasting: When a new hearthguardian level is gained, the character gains new spells per day as if he had also gained a level in the paladin class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of hearthguardian to his levels in the paladin class, then determines spells per day and caster level accordingly.

Veterans of Righteousness : As paladins of Goran, hearthguardians continue to advance their divine powers, even if they don't gain any new abilities of the core paladin class. For the purposes of determining the effectiveness of paladin abilities possessed by the hearthguardian, (such as lay on hands or turn undead), levels of the hearthguardian class stack with paladin levels.

Spirited Charge : Hearthguardians learn to utilize their mounts' charges and add the boars' own might to their attacks. When mounted on his special mount, the hearthguardian gains the feat Spirited Charge.

Improved Bull Rush : At 2nd level, the hearthguardian has spent so much time with his mount that the two begin to take on similar qualities. Thus, the hearthguardian gains the Improved Bull Rush feat.

Ferocity (Ex): Wild boars are known for their natural aggression and tenacity. It is not unheard of for hunters to track a wild boar into the woods, only to find the creature charging back at them. Hearthguardians take the viciousness of their mount to heart, learning to rend opponents with the long pointed tusks of their Tusked Boar's Helm.

At 3rd level, when the hearthguardian uses a Bull Rush attack action while wearing the distinctive hearthguardian's helm, he is allowed to attack an opponent with his helm in addition to pushing them back per the Bull Rush effect. After moving into an opponent's square, the hearthguardian makes an attack at his highest base attack bonus, then completes the Bull Rush. In addition to this single attack, a hearthguardian capable of making additional attacks due to a high Base Attack Bonus may make an additional attack for every full 5 feet he pushes the opponent back — each time using his next highest base attack bonus for the iterative attacks. A hearthguardian may not make more attacks at an opponent than he has extra iterative attacks in a round.

It is important to note that just like a normal Bull Rush, the Hearthguardian may initiate this modified Bull Rush with a charge, allowing him to not only gain the +2 attack bonus, but also permitting the use of the Improved Spirited Charge ability.

TABLE A2-5: HEARTHGUARDIAN (HGN)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Spirited charge	+1 level of paladin class
2nd	+2	+3	+0	+0	Improved Bull Rush	+1 level of paladin class
3rd	+3	+3	+1	+1	Ferocity	+1 level of paladin class
4th	+4	+4	+1	+1	Inspiring presence	+1 level of paladin class
5th	+5	+4	+1	+1	Thick skulled	+1 level of paladin class
6th	+6	+5	+2	+2	Goran's chosen	+1 level of paladin class
7th	+7	+5	+2	+2	Tenacity	+1 level of paladin class
8th	+8	+6	+2	+2	Improved Spirited Charge	+1 level of paladin class
9th	+9	+6	+3	+3	Superior Bull Rush	+1 level of paladin class
10th	+10	+7	+3	+3	Goran's image	+1 level of paladin class

HEARTHGUARDIAN HELM

The hearthguardian helm is a weapon developed long before the Divine War, by dwarven barbarians who once rode across the Haggard Hills. The great warriors of these barbaric dwarven tribes hunted and slew wild boars as a sign of their battle prowess, displaying the severed heads openly and crafting them into menacing helms. As time has passed, these head pieces eventually became the symbol of the boar-mounted defenders of the dwarven people; they are now used almost exclusively by the paladins of Goran.

Weapon	Cost	Damage	Critical	Weight	Type
Hearthguardian Helm	40 gp	1d4	x3	4 lb.	Piercing

The tusks of the helm can be used as a weapon in close combat. The character must enter the opponent's space, usually provoking an attack of opportunity, and then may attack with the helm. Because of its position on the head, the wielder does not gain the benefit of using her strength bonus in any way with the helm. The hearthguardian helm is most often used in conjunction with a charge.

Inspiring Presence (Su): As the holy protectors of the dwarven people, hearthguardians have a profound impact on the dwarves they meet. At 4th level, whenever a hearthguardian invokes his Aura of Courage ability, all dwarves within its radius gain the normal bonus against fear effects and a sacred bonus (equal to the hearthguardian's Charisma modifier) to their attack and damage rolls. This benefit only affects dwarves and excludes the hearthguardian himself; non-dwarves still gain the normal bonus to save versus fear effects.

Thick Skulled (Ex): Hearthguardians become so battle hardened that even their minds are armored instruments of defense. It is therefore almost impossible to confuse or mislead these paladins, as their minds reflect the stubbornness that their mounts are so well known for. At 5th level, the hearthguardian gains a +4 sacred bonus to all saves versus Mind Influencing effects.

Goran's Chosen (Su): The hearthguardians have been commanded, by Goran himself, to protect and rally the dwarven people. At 6th level, Goran infuses the hearthguardians with a sliver of his own power, allowing them to channel and amplify the faith of dwarves they encounter. Any time a dwarf within 30 feet of the hearthguardian invokes Goran, to receive his Invocation Benefit, the dwarven ally may do so as a move action — rather than as the normal standard action that invoking a god requires. This ability has no effect on non-dwarves, even if Goran is their favored god. This ability also applies to the hearthguardian.

Tenacity (Ex): At 7th level, the Hearthguardian is such a tenacious and deter-

mined combatant that he may continue to fight even when grievously injured. Thus, the hearthguardian can continue to take actions without penalty, even while disabled or dying.

Improved Spirited Charge (Ex): At 8th level, hearthguardians have trained extensively with their boar mounts and have learned a great deal from the natural fighting style of their animal companions. Whenever the hearthguardian charges, whether on foot or mounted, he is always allowed to make use of the Spirited Charge feat, doubling the damage he deals with her weapon.

Superior Bull Rush (Ex): At 9th level, the hearthguardian has gained so much experience with Bull Rush attacks that he may push opponents back with increased power. The hearthguardian is now considered a Large creature when engaging in a Bull Rush. In addition, the hearthguardian may push an opponent back 2 feet for each point he exceeds the defender's check by. The hearthguardian may not, however, exceed his normal movement when using this ability.

Goran's Image (Sp): At 10th level, the hearthguardian may call upon Goran's power, allowing him to cast the spell *righteous might* as a spell-like ability cast by a 10th level cleric.

In addition to the spell's given effects, this ability is so terrifying to behold that any opponent confronted by it must make a Will save (DC 10 + level in the hearthguardian prestige class + the character's Cha modifier), or become *frightened*. Invoking this ability requires the hearthguardian to pray as a full round action. This ability may be used once per day.

INITIATE OF THE FORGE

Scattered across the Scarred Lands are the forge-temples of the initiates of the forge, home to some of the most dedicated monks along the Shattered Path. Here, among the clamor of hammer and anvil, the devoted seek to mend the imperfections of the mortal form and become as eternal as a well-forged blade. Long ago a group of monks, who would eventually become the founders of the Shattered Path, uncovered several discarded pieces of the sundered weaponry that Thulkas had crafted for his followers from his own body. The monks discovered that exposure to this tainted steel changed them, often for the better. They secreted away these fragments and dedicated themselves to learning how this metamorphosis had affected them.

In time it became obvious that their bodies had taken on the beneficial qualities of iron — its resilience to the ages and to damage of all kinds. These monks were now immune to many of the mortal failings that they had been striving so long to overcome. Soon they developed techniques by which others on the Path could learn and be changed as they had. Many of these exercises are painful and grueling (no great obstacle for Path adherents), and require the pledged to subject their bodies to intense heat and strike metal objects with their bare limbs. During years of intensive study and training, an initiate's form undergoes an almost alchemical change, mimicking the transformation that the Untarnished — the eight monks who first discovered the Thulkan metal — underwent nearly a century ago.

As the monks see it, adopting the ways of the forge does not require heresy. They no more worship Thulkas than a holy knight worships Mormo, and yet many outsiders are still fearful of these masters of the Warring Hand. When seen at all, these monks are often perceived as life-

less automatons, beings who have forsaken their humanity for eternal life. Those who embrace the ways of the forge disagree with this view, of course, but feel that the petty fears of mortals who have yet to master death are beneath them. The ultimate transformation occurs when the initiate gains complete control of his body and becomes much like an intelligent golem, an immortal construct beyond the failings of the flesh. Where many of their brethren are consumed with the task of becoming efficient killers, masters of the wind and sea, or devoted to the quest for perfection in all things, the initiates of the forge believe that once they have attained mastery over their own flesh they will have achieved the physical perfection others try so desperately to achieve.

Use in Other Campaigns: Although its background is based upon several significant Scarred Lands elements — the Cult of the Forge, the Shattered Path, the titan Thulkas, and so on — the initiate of the forge fits well enough in any campaign setting. The GM must adjust the specific references, but shouldn't need to rework the core concept — a person who has dedicated himself to “re-forging” his body into metal through asceticism and discipline. The initiate of the forge seeks to become a living machine, honed for battle through his own efforts.

Hit Die: d8

REQUIREMENTS

To qualify to become a initiate of the forge, a character must fulfill all the following criteria:

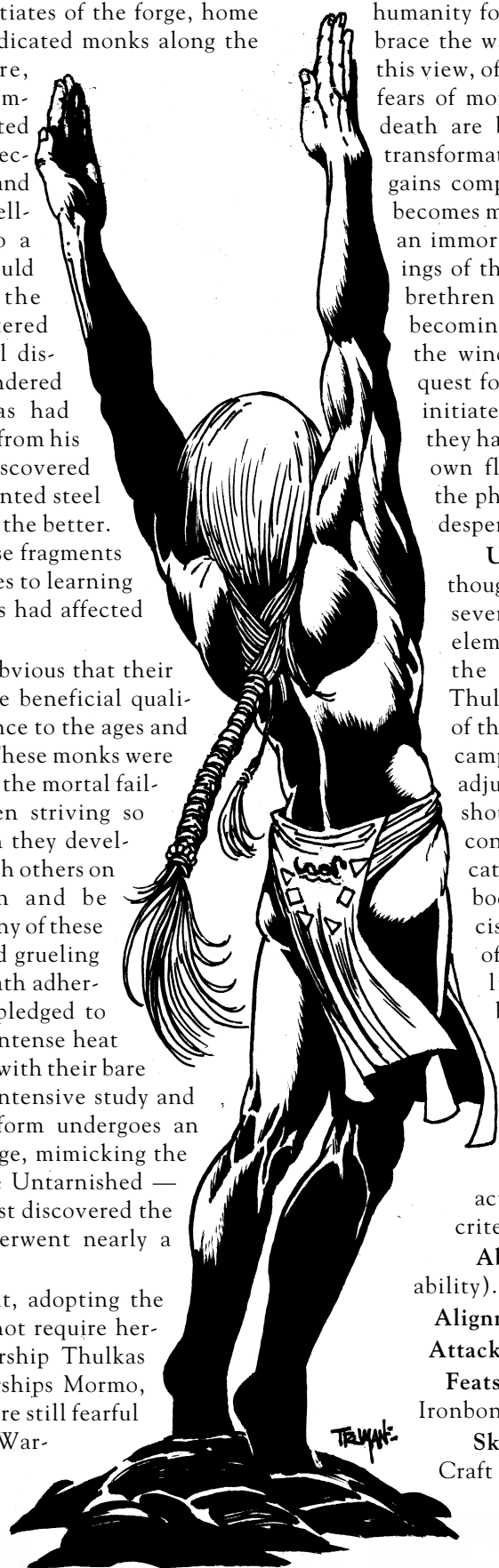
Ability: Purity of Body (monk ability).

Alignment: Any lawful.

Attack Bonus: +3

Feats: Endurance, Great Fortitude, Ironbone.

Skill: Concentration 8 ranks, Craft (any smithing) 4 ranks.



CLASS SKILLS

The initiate of the forge's class skills are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Speak Language, Swim (Str), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the initiate of the forge prestige class.

Weapon and Armor Proficiency: Initiates gain no new weapon or armor proficiencies.

AC Bonus (Ex): Levels in monk and initiate of the forge stack for the purposes of advancing the character's AC Bonus monk ability. Likewise, the initiate of the forge is penalized as a monk for wearing armor. Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Unarmed Attacks: Levels in monk and initiate of the forge stack for the purposes of advancing the character's Flurry of Blows Attack Bonus. Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Unarmed Damage: Levels in initiate of the forge stack with monk levels for the purposes of determining Unarmed Damage. Note that initiates of the forge use the Unarmed Damage of Medium monks; the damage comes from the hardness of their body and *ki* mastery, rather than size.

Tempered Steel Technique (Ex): By in-depth study of how different metals can be combined, the initiates of the forge have developed a fighting form that allows them to trade quickness and strength. Once per combat, at the start of his turn, the initiate may subtract a number of points from Dexterity and add them to Strength; similarly, the monk may subtract a number of points

from Strength and add them to Dexterity. The maximum number of points that may be so traded is equal to the character's levels in the initiate of the forge prestige class. Once decided, the new ability numbers cannot be changed again during that combat. The initiate may use this capability a number of times per day equal to his Wisdom modifier (minimum 1). The effects of the exchange last until the end of the combat.

Wholeness of Body (Su): At 2nd level, the initiate of the forge gains the monk ability Wholeness of Body, and may add his levels in the initiate of the forge prestige class to his former monk levels to determine the total hit points per day he may heal.

Ironskin: As the initiate of the forge continues to advance in training, his body becomes more resistant to damage and shock. At 3rd level all initiates of the forge gain the paragon feat Ironskin.

Toughness: At 3rd level, the initiate of the forge gains the Toughness feat for free. He receives this feat again at 6th and 9th levels.

Armor of Iron (Ex): As the skin of the initiate hardens, blows from attacks seem to bounce harmlessly off of him. At 4th level, the initiate of the forge gains a +2 natural armor bonus to his AC. This bonus increases to +4 at 8th level. The initiate loses this bonus when wearing armor.

Ironbody (Su): Like the metals they train with and revere, the initiate's body becomes impervious to materials that affect the physical form. Thus, the initiates of the forge gain immunity to poisons of all kinds at 5th level.

Resilience (Ex): The initiates of the forge undergo great physical trauma during their training and their bodies develop a natural resilience to non-lethal damage. At 6th level, a initiate of the forge reduces all nonlethal damage done to him (by his level in initiate of the forge). Ex-

TABLE A2-6: INITIATE OF THE FORGE (10F)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Tempered steel technique
2nd	+1	+3	+0	+3	Wholeness of body
3rd	+2	+3	+1	+3	Ironskin, toughness
4th	+3	+4	+1	+4	Armor of iron (+2)
5th	+3	+4	+1	+4	Ironbody
6th	+4	+5	+2	+5	Resilience, toughness
7th	+5	+5	+2	+5	Superior fortitude
8th	+6	+6	+2	+6	Armor of iron (+4)
9th	+6	+6	+3	+6	Toughness, tusker's hide
10th	+7	+7	+3	+7	Heart of Thulkas

ample: Det, a *Mnk5/Iof6*, is struck for 8 points of nonlethal damage. Due to this ability, Det only suffers 2 points of nonlethal damage. The remainder is ignored.

Superior Fortitude: At 7th level, initiates of the forge are known for their ability to endure the effects of harsh environments and magic that strikes at the body. The initiate of the forge gains a +4 bonus to his Fortitude saving throws. This bonus supercedes and does not stack with the bonus granted by the Great Fortitude feat.

Tusker's Hide (Su): An initiate's body eventually becomes so sturdy that even weapons may shatter when they strike him. Whenever the initiate is struck by a weapon, there is a chance that the weapon will be destroyed. Each time a weapon strikes the initiate, apply his Constitution modifier to the weapon as damage. This ability always does at least one point of damage to the weapon, even if the weapon's hardness rating is greater than the initiate's Constitution modifier. Weapons sundered in this manner do only half damage to the initiate in the round they are broken. The damage to a weapon is lowered by the enhancement magical bonus of the weapon — meaning a +2 sword used to strike a 17 Constitution character, who has this power, takes only 1 point of

damage (instead of the normal 3). Unlike normal weapons, magical weapons may have the damage inflicted to them by this ability reduced below one.

Heart of Thulkas (Su): The initiate's training, in spirit as well as body, has reached a point where the monk transcends the mortal form and becomes like the metal that he emulates. The character's type changes to Construct, his hit die becomes d10, and he loses his Constitution score (but retains his Intelligence). He is now an intelligent mechanical creature. He gains darkvision (60 feet), and immunity to the following: mind-affecting spells, sleep, paralysis, stunning, death effects, necromantic effects, and any effect that requires a Fortitude save (unless it affects objects). The initiate is no longer subject to critical hits, ability damage, ability drain or energy drain, and is not at risk of death from massive damage. The initiate can no longer be healed by healing spells, but can be repaired just as objects can. His Wholeness of Body continues to function, however, and he will heal as per its description. He retains his immunity to nonlethal damage, disease and poisons. The initiate may also keep fighting when reduced to 0 hit points without penalty, but is immediately slain when he reaches -10. If destroyed, he cannot be resurrected except through the use of a *wish* spell.

KNIGHT OF TEARS

Even in the necromancer city of Hollowfaust, a small order of paladins pursues justice and the ideals of the divine. The elite knights of the Order of Tears offer protection, succor and respite to the people of Hollowfaust — both living and dead. The knights consider it their primary duty to lay to rest the spirits of the damned who remain trapped in the Scarred Lands. Possessed of the mystic ability to communicate with these often troubled spirits, the knights of tears ease the passage of the dead by finishing the tasks the departed have left undone, resolving their regrets and absolving ghosts of the sins of the past. While most of these spirits are rather benign, the knights must still frequently deal with malevolent specters; for there are many ghosts too consumed by the sorrows of life and the pain of death to be redeemed.

Knights of tears are often surrounded by ghostly manifestations known as fetches. These fetches have been adjudged by the Guilds of Hollowfaust to not be actual undead themselves (as they cannot be turned or otherwise affected by necromancy). Rather, they are believed to be the remnants of those spirits who the knights of tears have aided in passing over. The Chorus of the Banshee has determined that the fetches are the lingering good will and blessings given by the now-departed ghosts to their benefactors.

The Order of Tears is highly respected in Hollowfaust, both as protectors against unseen horrors

and as compassionate advocates for the dead. These knights, closely allied with the Chorus of the Banshee, are more forgiving of the necromantic arts than are typical paladins, though they swiftly and violently deal with practitioners of the blacker magics. Especially despised by the knights are the dark necromancers of Glivid-Autel, who would bind and twist the dead to their own perverse goals. It is said that the knights have



long sought the destruction of Lucian Daine, the so-called Black Messiah, for his horrid practice of transforming the living into bitter wraiths.

The knights are most active in the Ghost Quarter of Hollowfaust, rarely traveling beyond the city unless to complete some task for a lost spirit. In addition to laying the dead to rest, the Order of Tears works to enforce justice and ease suffering throughout the city—with the hope of forestalling the creation of new wraiths. The knights believe the high concentration of negative energy, from the destruction of old Sumara, and the decades long practice of necromancy strengthens evil spirits and fuels the creation of lost souls, but they are unsure how to confront the problem.

Becoming a knight of tears is an option primarily open to paladins, although multiclassing clerics can also join the order. Paladins who take this class, focus their ability to confront undead and dispatch malevolent spirits. Paladins who take this prestige class can multiclass freely with the paladin class.

Use in Other Campaigns: As written, the knight of tears has a connection to Hollowfaust, a city in Ghelspad where necromancy is the order of the day. However, the notion of a paladin dedicated to putting the dead to rest and who has a special relationship to spirits can fit easily in many worlds. Indeed, some settings include good-aligned deities of the dead, some of whom might sponsor knights of tears. Alternately, any good faith might consider it a sacred duty to eliminate the scourge of the undead and create a knightly order with that purpose.

Hit Die: d8

REQUIREMENTS

To qualify to become a knight of tears, a character must fulfill all the following criteria:

Alignment: Lawful good.

Base Attack Bonus: +6

Feats: Ghostspeaker, Iron Will.

Skill: Diplomacy 9 ranks, Knowledge (religion) 9 ranks.

Special: Aura of courage ability, ability to turn undead.

CLASS SKILLS

The knight of tears' class skills are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the knight of tears prestige class.

Weapon and Armor Proficiency: A knight of tears is proficient with simple and martial weapons and with all armor and shields.

Spells per Day: When a new knight of tears level is gained, the character gains new spells per day as if he had also gained a level in the paladin class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of knight of tears to the level of the paladin class the character has, then determines spells per day and caster level accordingly.

Levels in this class do stack with the paladin class for the purposes of turning undead, laying on hands, and smiting evil.

Spirit Medium (Su): The knight of tears possesses the ability to *speak with dead*, as per the cleric spell of the same name. This ability may be attempted once per day, per level in the knight of tears prestige class, but each entity may only be contacted once per week.

TABLE A2-7: KNIGHT OF TEARS (KOT)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Spirit medium, sanctity	+1 paladin level
2nd	+2	+3	+0	+0	Shield of tears +2	+1 paladin level
3rd	+3	+3	+1	+1	Improved turning	+1 paladin level
4th	+4	+4	+1	+1	Shield of tears +4	+1 paladin level
5th	+5	+4	+1	+1	Ghost blade	+1 paladin level
6th	+6	+5	+2	+2	Shield of tears +6	+1 paladin level
7th	+7	+5	+2	+2	Visions of the lost	+1 paladin level
8th	+8	+6	+2	+2	Shield of tears +8	+1 paladin level
9th	+9	+6	+3	+3	Exorcism	+1 paladin level
10th	+10	+7	+3	+3	Shield of tears +10	+1 paladin level

Sanctity (Su): The knight of tears' holy aura protects his soul from the dark taint of the undead. He thus gains a +2 sacred bonus against all saves causing energy drain, ability damage or death attacks made by undead.

Shield of Tears (Su): The fetches of the dead, who the knight has aided, encircle and protect him from the foul touch of their malevolent brethren. The knight of tears gains a deflection bonus to AC against incorporeal opponents, based on his class level (see below). The fetches are not actual creatures, but rather an incorporeal manifestation of the good will and gratitude of those spirits who have passed beyond. They can only be perceived by those capable of seeing ethereal creatures, and even then they appear as wispy, indistinct humanoid forms who huddle close to the character.

Improved Turning: At 3rd level, the knight of tears greatly increases his command of the undead. The character's effective level, for the purposes of turning undead, now equals his levels in this prestige class plus those levels in any other classes that grant the turning ability (without subtracting two levels for the paladin class). In addition, he receives the Extra Turning feat as a bonus feat.

Ghost Blade (Su): At 5th level, the knight of tears has learned to use his holy energy and the fetches that surround him to affect even spiritual undead. By expending a daily turn undead attempt as a standard action, the knight of tears

may temporarily bind one of his fetches into a weapon, treating it as though it has the *ghost touch* enhancement. This only applies for weapons the knight of tears himself wields, and lasts for one minute per her level in the knight of tears prestige class.

Visions of the Lost (Su): At 7th level, the fetches of the knight of tears continually whisper to him the secrets of death and the true nature of life. He can thus glean insight as per the *true seeing* spell, for a number of minutes per day equal to his level in the knight of tears prestige class. This time allotment may be broken up and utilized throughout the day, as long as the total does not surpass the allocated number of minutes.

Exorcism (Su): At 9th level, the knight of tears has so mastered his holy energies that he can permanently banish ghostly presences from either a person or a location. Any and all effects related to possession, domination, haunting, or necromantic corruption are destroyed, and spirits bound to the place or person are released (if benign) or destroyed (if malevolent). This ability eliminates lingering corruptive spell effects such as *unhallow* or *desecrate* and eliminates any undead within a 60 foot radius who fail a Will save (DC 10 + class level + Wis modifier). The energies, unleashed by this ability, drain the knight of all but 3 Strength points, which heal as normal ability damage; furthermore, exorcism may only be used once per month. Because of this ability's heavy cost, it is usually reserved as a last resort against evil.

KNIGHT OF THE SILVER HEART

The mounted warriors of Uria have a long and distinguished history throughout Ghelspad. Since long before the Divine War, these noble warriors have been involved in battles between evil and the just. Of all the mounted elven knights, no group has proven themselves more valorous than the holy knights of the Order of the Silver Heart. Most often, these heroic warriors are seen atop the backs of the great harriers, surrounded by a divine light and leading the attack against evil.

Natural leaders and diplomats, the knights of the Silver Heart are often sent as messengers and representatives to other nations, such as Veratre and Mithril. Any Urian elf, whether noble or common, can hope to rise to become one of these legendary knights — as it is service to Corean, and with his blessing, that the order recruits new members. Beyond their worship of Corean, the Order holds Denev, the Earthmother, in great reverence. The aerial knights speak of a time when they served the Earthmother faithfully, but since then they have had their hearts filled with the light of the Shining One. It was with her blessing, they say, that the order turned away from the old teachings and joined the ranks of Corean's knights.

Use in Other Campaigns: Elves are often better known as creatures of nature and chaos, rather than law and order. This makes elven paladins uncommon, but not inconceivable. GMs looking to add knights of the Silver Heart to other campaigns can do so easily, but should make sure that the emphasis on flying mounts and attacks fits well. If flying mounts aren't compatible, substituting

more mundane riding abilities for those listed may offer a reasonable alternative.

Hit Die: d10

REQUIREMENTS

To qualify to become a knight of the Silver Heart, a character must fulfill all the following criteria:

Ability: Aura of Courage (paladin ability).

Alignment: Lawful good.

Base Attack Bonus: +5

Faith: Corean.

Feats: Mounted Combat, Spirited Charge.

Race: Wood elf.

Skill: Ride (any aerial mount) 8 ranks.

Special: Must have bonded a flying creature as a paladin's mount.

CLASS SKILLS

The knight of the Silver Heart's class skills are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the knight of the Silver Heart prestige class.

Weapon and Armor Proficiency:

Knights of the Silver Heart are proficient with all simple and martial weapons, and with all armor and shields.

Spells per Day:

When a new knight of the Silver Heart level is gained, the character gains new spells



per day as if she had also gained a level in the paladin class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of knight of the Silver Heart to the level of the paladin class the character has, then determines spells per day and caster level accordingly.

Levels in this class do stack with the paladin class for the purposes of the lay on hands ability and for determining the abilities of the character's mount.

Oaken Oath (Su): The elves who make up the ranks of the Order of the Silver Heart once served Denev, and even though they now worship Corean, reverence of Denev is still common place. The knights have sworn that, though they serve the Father of Paladins, they will continue to protect and defend the sacred places of Denev; thus, they are often dispatched to assist communities devoted to the Earth Mother. In return for their loyalty, Denev has gifted the knights with enhanced defenses against earth magic. These paladins gain a +4 primal bonus against all druid spells and spell-like effects that are based on druid spells.

Fly by Attack : Knights of the Silver Heart have learned to fight exceptionally well from the backs of their airborne mounts. At 2nd level, they and their steeds may use the Fly by Attack feat.

Aura of the Righteous (Su): At 2nd level, by expending a daily turn undead attempt, the knight of the Silver Heart can surround herself with a brilliant silver aura, inspiring courage in all those around her. This extends the benefits of the character's aura of courage ability to 100 feet. This aura remains for a number of rounds equal to the knight's charisma bonus.

Aerial Dodge : The knights' training requires both mount and paladin to move and fight almost

as one. At 3rd level, the knight may partially benefit from her mount's Improved Evasion ability, effectively giving the knight the benefits of normal Evasion. If the knight already has Evasion, then she gains the effects of Improved Evasion. In addition, both the knight and her mount gain the benefits of the Dodge feat.

Great Fortitude : At 4th level, the knight and her mount gain the benefits of the Great Fortitude feat. This ability doubles the effects of the Great Fortitude feat for any knight or mount that already possesses it.

Leadership: The knights of the Silver Heart are natural field commanders, often leading a squadron of aerial cavaliers into battle. At 5th level the knight gains the Leadership feat, but suffers none of the penalties for having a special mount.

Eagle's Eye (Ex): Flying high above the earth has allowed the knight to train her eyes to recognize objects and movement from very far away. At 6th level the knight gains a +4 circumstance bonus to all Spot checks. In addition, she reduces penalties to her vision due to distance by one-half.

Aerial Archery : At 7th level, the knight's abilities come to encompass the competent use of range weapons from the back of a mount, and she thus gains the Mounted Archery feat. This feat is applied only while astride the paladin's aerial steed, however.

Charge of the Faithful (Su): At 8th level the knight has learned to channel her faith into a devastating attack against the villainous. By expending a daily turn undead attempt, during a charge, the attack is considered a smite evil attack. This smite evil attack may only be made from the back of the paladin's mount, and only while charging.

Enhanced Maneuverability (Ex): At 9th level, any flying mount that the knight is bound

TABLE A2-8: KNIGHT OF THE SILVER HEART (KSH)

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+2	+0	+2	Oaken oath	+1 level of paladin class
2nd	+2	+3	+0	+3	Aura of the righteous, fly by Attack	+1 level of paladin class
3rd	+3	+3	+1	+3	Aerial dodge	+1 level of paladin class
4th	+4	+4	+1	+4	Great Fortitude	+1 level of paladin class
5th	+5	+4	+1	+4	Leadership	+1 level of paladin class
6th	+6	+5	+2	+5	Eagle's eye	+1 level of paladin class
7th	+7	+5	+2	+5	Aerial archery	+1 level of paladin class
8th	+8	+6	+2	+6	Charge of the faithful	+1 level of paladin class
9th	+9	+6	+3	+6	Enhanced maneuverability	+1 level of paladin class
10th	+10	+7	+3	+7	Gift of the harrier	+1 level of paladin class

to has its flying maneuverability rating increased by one rank. So Clumsy becomes Poor, Poor becomes Average, and so on. No maneuvering rating can be above Perfect; therefore, if the mount already has a Perfect rating, it gains nothing from this ability.

Gift of the Harrier (Ex): Of all the flying mounts in the Scarred Lands, none is more majestic and inspiring than the great harrier. At 10th level, the knight is granted a great harrier as a special mount. The knight may immediately bond to the harrier, without waiting for the standard year and a day. The moment the harrier is bonded

to the knight, it gains all of the benefits of a knight's mount — including the Iron Will and Great Fortitude feats.

There is a price, however, to this union. If the harrier should be slain in the knight's service, she may never again bond to another creature. In addition, if the knight has ever willingly violated the Paladin's Code of Honor and has had to atone, no great harrier will ever agree to bond to him and she gains no benefit from this ability. As part of their service the great birds demand pure and just knights, and will not compromise this position no matter what the circumstance.

MITHRIL KNIGHT

When it comes to Corean's holy warriors, the elite Order of Mithril Knights is seemingly a step above paladinhood. Selected from among the most skilled and experienced paladins, these knights form the military leadership of Corean's temple — paralleling the clerical leadership and supplementing it when necessary. Both factions administer to the needs of the faithful and defend Corean's ideology as necessary, but the knights are considered the first line of defense against titanspawn and other threats.

The knights maintain a sharp fighting edge by proactively venturing into surrounding territories, to root out and destroy titanspawn incursions. Some of these paladins patrol the city in search of Dar'tan and his followers and to address other potential civic problems. On occasion, the knights serve as bodyguards for the high priest or form an honor guard for visiting dignitaries. The life of a mithril knight is not peaceful; but having sworn himself into Corean's service as the ultimate warrior, a mithril knight does not question or shirk his duties.

The Order of Mithril was formed during the Titanswar, and the first mithril knights battled titanspawn during the Mithril Golem's mighty struggle with Kadum. The order's surviving members later defended the priests of Corean, who coordinated the construction of the temple around the Golem, and protected those who came to construct the city of Mithril afterward.

The knights risk a great deal, dedicating all to their sacred cause, but their loyalty does reap them significant rewards. Knights who prove themselves worthy receive enough mithril, extracted from the one fallen finger of the Golem, to forge a holy sword. A knight's reputation is such that few would refuse her food or shelter, and fewer still would offer insult without cause.

Mithril knights typically attract followers who want to aid the knight in her holy battles, to enjoy the glory such an association is bound to bring or to seek their fortunes through her many quests. Whatever the reason, a mithril knight often has a number of allies to assist her when needed. Rare is the knight who lacks such an entourage.

The mithril knight is a prestige class open primarily to paladins. While there are no specific class restrictions regarding mithril knighthood, the requirement that a character possess the smite evil ability fundamentally limits the class to paladins. Paladins who take this prestige class can multiclass freely with the paladin class.

Use in Other Campaigns:
The mithril knight is tied both to a religion



and a locale of the Scarred Lands, namely the city of Mithril. This can be changed for any campaign with little effort, as long as the setting has room for paladins with mighty swords who swear to defend particular places from the depredations of evil. Outside of the Scarred Lands, the knight needs only an appropriate deity to substitute for Corean, and could be associated with a large temple, a kingdom, an organization or a city.

Hit Die: d10

REQUIREMENTS

To qualify to become a mithril knight, a character must fulfill all the following criteria:

Alignment: Lawful good.

Base Attack Bonus: +6

Faith: Corean.

Feats: Leadership, Weapon Focus (longsword).

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

Special: Ability to smite evil.

CLASS SKILLS

The mithril knight's class skills are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion), Profession (Wis), Ride (Dex), Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the mithril knight prestige class.

Weapon and Armor Proficiency: Mithril knights are proficient with simple and martial weapons, and with all armor and shields.

Spells per Day: When a new mithril knight level is gained, the character gains new spells per day as if he had also gained a level in the paladin class. He does not, however, gain any other benefit a character of the paladin class would have gained. This essentially means

that he adds the level of mithril knight to the character's paladin levels, then determines spells per day and caster level accordingly.

Levels in this class do stack with the paladin class for the purposes of turning undead, laying on hands and special mount abilities.

Divine Focus: The knight receives the Divine Focus (longsword) feat as a bonus feat.

Mithril Sword: The mithril knight receives a quantity of mithril, said to be from the Mithril Golem, which he fashions into a holy longsword. In the hands of the knight, this longsword takes on holy and magical properties, although the knight need not invest gold or XP in its creation. The powers of this blade increase as the character gains levels in the mithril knight prestige class (see the sidebar "Mithril Knight" for details).

Leadership: The mithril knights are renowned leaders, able to muster the scattered forces of Mithril to meet its myriad enemies. At 2nd level these paladins add their leadership bonus (see chart below) to their Leadership Score, to determine the number and level of cohorts and followers they may retain.

Smite Evil (Su): At 3rd level, and again at 9th level, the mithril knight gains an additional use per day of the smite evil ability. This functions the same as the paladin ability of the same name, and mithril knight levels stack with paladin levels for the purpose of determining damage.

Virtue: At 5th level, the mithril knight may select any one virtue feat, though he must meet all the requirements of that virtue feat.

Righteous Aura (Su): At 7th level, the mithril knight becomes a shining beacon of righteousness, law and good. The knight receives a +2 sacred bonus to AC and saves against evil creatures, attempted mental control, and summoned or conjured creatures. In addition, *holy beacons* (see **Relics & Rituals**) cast by the mithril knight have double their normal range, and the chances that other paladins and mithril knights will see the call of the beacon through poor visibility is doubled.

TABLE A2-9: MITHRIL KNIGHT (MKT)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Divine focus	+1 level of paladin class
2nd	+2	+3	+0	+0	Leadership +1, mithril sword	+1 level of paladin class
3rd	+3	+3	+1	+1	Smite evil	+1 level of paladin class
4th	+4	+4	+1	+1	Leadership +2	+1 level of paladin class
5th	+5	+4	+1	+1	Virtue	+1 level of paladin class
6th	+6	+5	+2	+2	Leadership +3	+1 level of paladin class
7th	+7	+5	+2	+2	Righteous aura	+1 level of paladin class
8th	+8	+6	+2	+2	Leadership +4	+1 level of paladin class
9th	+9	+6	+3	+3	Smite evil	+1 level of paladin class
10th	+10	+7	+3	+3	Leadership +5	+1 level of paladin class

MITHRIL HOLY SWORD

Knight Level	Enhancement Bonus	Special Abilities
1-2	+1	Holy symbol, <i>flaming</i>
3-4	+2	Immolation
5-6	+2	<i>Holy</i>
7-8	+3	Summon sword
9-10	+4	Spell resistance

In the hands of the mithril knight, the mithril sword receives an enhancement bonus and special abilities based on the knight's class level. When wielded by anyone else, the sword functions as a mithril longsword. A bard or rogue can attempt Use Magic Device at DC 35 to employ the full power of the sword, but only if he knows the mithril knight well enough to emulate him.

Immolation: Once per day the mithril knight may raise the sword to the sky, calling down a pillar of flame upon his very form. This damages the paladin and surrounding enemies as a *flame strike* spell, cast at the mithril knight's class level. The mithril knight does not receive divine damage from this effect, but suffers the fire damage normally.

Holy Symbol: The sword serves as the mithril knight's divine focus.

Summon Sword: Once per day, as a move action, a mithril knight can summon his sword to herself as an act of will. If the sword is in an outsider's possession or in an area warded against teleportation or planar travel, this ability fails.

Spell Resistance: While he is wielding it, the sword provides SR 20 to the mithril knight.

NIGHTBLADE

From dark places, death comes. Swift and silent, the only trace of their passage is the corpse of their targeted victim. No stronghold is too secure, no castle too fortified against entry, to deter the Blades of Belsameth. The Goddess of Assassins has chosen her favored well, for the dedication of the nightblades is more than even she could have hoped for. Fanatic in their devotion to the Slayer, the nightblades are among the most deadly contract killers in the Scarred Lands. Masters of the Warring Hand, surpassed only by exemplars themselves, the nightblades are suspected of possessing the ability to kill their targets with but a single touch. Feared by all who know of them, the nightblades will accept any contract — if their price is met and their dark mistress approves.

The Blades of Belsameth operate in cooperation with the Cult of Ancients, a mystical guild of thieves and assassins feared across Ghelspad. They work side by side with their arcane counterparts and other witches and warlocks devoted to the Slayer. However, to the cult leaders' concern, the nightblades are an order of their own, answering to no one save their most revered members — the local blade masters and the dread Grand Master of Blades — and the Slayer, herself. Occasions have arisen in the past where nightblades have even been instructed to kill a member of their allied cult; while the assassins have typically accepted the task, these missions always prove the most dangerous. Unparalleled experts at delivering lethal blows with merely their own fists, the nightblades believe that perfection of *ki* lies in the ability to gain power over all life-force, both within and without. For their continued reverence, Belsameth grants each of the nightblades whatever they require... so long as their success continues.

Use in Other Campaigns: The nightblade is a monk belonging to an assassin cult dedicated to a goddess of murder. Though a bit unusual, it isn't hard to include in other settings that include monks. The GM need only tailor the organization that sponsors the nightblades and he can use the prestige class as written.

Hit Die: d6

REQUIREMENTS

To qualify to become a nightblade, a character must fulfill all the following criteria:

Ability: Evasion, Slow Fall 30 feet (monk ability).

Alignment: Lawful evil.

Flurry of Blows Attack Bonus: +3/+3.

Skill: Hide 10 ranks, Move Silently 10 ranks.



CLASS SKILLS

The nightblade's class skills are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Nightblades gain no new armor or weapon proficiencies.

Poison Use (Ex): The nightblades are trained in the use of deadly poisons of all kinds. They never risk accidentally poisoning themselves when applying poisons to a blade.

Ki Suppression (Su): To the nightblades, the ability to take life, to strip their enemies of their very life essence, is the purest form of *ki* mastery. In their service to the dark Goddess, nightblades learn to evoke their own *ki* and use it to suppress the flow of energy in their victims. Starting at 1st level, the nightblade may use his unarmed attacks to inflict life-suppressing injuries to opponents. To do so, the nightblade must study a victim for 3 full rounds during which he may take no other actions, save to defend. After this time the nightblade gains an understanding of the target's physical characteristics. He acquires a rough knowledge of the target's Strength, Constitution and Dexterity; in addition, the next unarmed melee attack that the nightblade makes against that individual (that deals damage) also causes an amount of temporary ability damage to

the opponent — equal to the attacker's levels in the nightblade prestige class. The victim of this attack may attempt a Fortitude save (DC 10 + attacker's levels in monk and nightblade classes) to prevent this effect. The damage may be applied to any one of the target's three physical abilities (attacker's choice).

Improved Evasion (Ex): At 2nd level, the nightblade's ability to avoid magic and unusual attacks with Evasion increases. Even if the nightblade fails his Reflex saving throw against attacks that usually deal half damage on a successful save, the nightblade takes half damage. If the nightblade succeeds on his Reflex saving throw, he takes no damage from the attack.

Sneak Attack (Ex): Especially when undetected, the nightblades are experts at dealing lethal blows to their enemies. Anytime an opponent is denied her Dexterity bonus to AC, the nightblade can strike a vital spot to cause increased damage. Should the nightblade score a critical hit with the attack, the damage is not multiplied. This ability functions as the rogue's sneak attack ability in every way, and the nightblade may gain the benefits of the extra damage dice whenever a rogue could do the same. This bonus damage is 1d6 at 3rd level, and increases to +2d6 at 6th level and +3d6 at 9th level.

Poison Immunity (Su): At 4th level, the nightblade's devotion to the Slayer has granted him immunities to the implements of death he so often wields. The nightblade thus gains immunity to poisons of all kinds.

Uncanny Dodge (Ex): The Slayer's favored assassins train endlessly, with all manner of individuals, in order to learn more techniques of facing possible future prey. This instruction is always with lethal weapons and many nightblades meet an earlier death due to the brutality involved. Those who survive, however, develop an almost supernatural ability to react to danger. At

TABLE A2-10: NIGHTBLADE (NBL)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	<i>Ki</i> suppression, poison use
2nd	+1	+0	+3	+3	Improved evasion
3rd	+2	+1	+3	+3	Sneak attack +1d6
4th	+3	+1	+4	+4	Poison immunity, uncanny dodge
5th	+3	+1	+4	+4	Shadow invisibility
6th	+4	+2	+5	+5	Sneak attack +2d6
7th	+5	+2	+5	+5	Wall walking
8th	+6	+2	+6	+6	Improved uncanny dodge, shadow step
9th	+6	+3	+6	+6	Sneak attack +3d6
10th	+7	+3	+7	+7	Death attack

4th level, the nightblade has the ability to react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to AC (if any) regardless of being caught flatfooted or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If an assassin gains uncanny dodge from a second class (such as barbarian or rogue), the character automatically acquires improved uncanny dodge (see below).

Shadow Invisibility (Su): At 5th level, the nightblade can use his *ki* to wrap himself in obscuring shadow, rendering the assassin nearly invisible. The nightblade gains a +10 profane bonus to Hide when in shadows. The nightblade must remain completely still to gain this bonus.

Wall Walking (Sp): At 7th level, the nightblade gains the ability to adhere to any surface. This spell-like ability mimics the spell *spider climb*, as cast by a sorcerer whose caster level is equal to the character's levels in monk and the nightblade prestige class. The nightblade may climb for a total of 10 minutes per day, per level he has in the nightblade prestige class; he may spread his use of this ability throughout the day, invoking this power as often as he likes — so long as he does not exceed the total time allotted to him.

Improved Uncanny Dodge (Ex): At 8th level, a nightblade can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies enemies the ability to use flank attacks to sneak attack the nightblade. The exception to this defense is that a character with at least four more levels in a sneak-attack granting

class, than the night blade has in uncanny dodge-granting classes, can flank him (and thus perform a sneak attack).

If an assassin gains uncanny dodge (see above) from a second class (such as barbarian or rogue), the character would have automatically received improved uncanny dodge. The levels from those classes stack to determine the minimum total level required to flank the character.

Shadow Step (Sp): At 8th level the nightblade is able to travel short distances, as if by means of the *dimension door* spell. Because nightblades must travel through the Plane of Shadow to do so, their jumps must begin and end in areas of shadow. The nightblade is allowed to travel a total of 40 feet per day. The nightblade may divide this distance by increments of 10 feet, and therefore may jump a maximum of four times per day. Each jump, no matter how small, uses up at least 10 feet of the nightblade's allocated distance; for example, if the nightblade were to jump 33 feet, he would not be able to shadow step again until the next day. These minutes refresh at sundown.

Death Attack (Ex): At 10th level the nightblade's control over the life-force of others has increased to the extent that he may slay his victims but with a single touch. Anytime the nightblade performs a *ki* suppression strike, there is a chance that the victim will be slain by the disruption of life-force. Anyone struck with this attack must make a Fortitude saving throw (DC 20 + the nightblade's Wisdom modifier). If this save is failed, the target is slain outright. If successful, then the target suffers the normal effects of the *ki* suppression attack.

SWAN KNIGHT

In the history of the Scarred Lands, many have championed the causes of Madriel, but none have been more impressive and devoted than the woman named Orana. Wise, generous, battle hardened and beautiful, Orana traveled Scarn protecting the defenseless — especially those women and children who had no other defenders. Kings and brigands alike were familiar with her reputation, and those who knew themselves to be deserving of justice often chose to flee when they saw her approach.

Both Orana's armor and shield bore her emblem, a majestic white swan, giving her the name of the Swan Knight. As her fame spread, many other would-be "swan knights" joined her cause, turning to the paladin for guidance and as a noble example of righteousness. Slowly, the number of these questing paladins grew, and a sisterhood of knightly women was born, devoted to Madriel and emulating Orana. But then, suddenly, Orana vanished from Scarn. A body was never discovered, and no vile evil ever claimed her defeat, leading many to believe that the Redeemer had directly raised Orana to a position of importance in the madrielite heaven. All that remained was Orana's silver longsword, Oroladis, which instructed the first person to discover the blade to take it to another worthy knight. Thus, the legacy began.

Though the Knighthood of the Swan still exists, it has no real organization. Swan knights most often lead nomadic lives, traveling where they feel they are most needed. Occasionally, a swan knight will take up residence in a madrielite temple or in a village, acting as its protector. In honor of Orana, there is only ever one true Swan Knight, who wields Oroladis and guides other women who follow Orana's ways. Swan knights are inevitably paladins devoted to Madriel, who are chosen by the goddess to serve her in this fashion. Often the selected knight already acts in a manner befitting a swan knight, and has already taken the vow of chastity that all swan knights must swear to. But occasionally, the chosen knight is caught by surprise at this appointment and finds her life of solitude difficult. Regardless, all swan knights serve Madriel faithfully and work to restore the broken spirit of the people of the Scarred Lands.

Use in Other Campaigns: The swan knight is a classical paladin archetype with a twist: the ardent defender of womankind who is herself a woman. The swan knight works well in any setting where religious chastity is considered a virtue (at least by some faith) and where women suffer oppression by evil. At the GM's discretion, the Chastity prerequisite could be removed and replaced with another virtue feat, although it should be one of similar strength.

Hit Die: d10

REQUIREMENTS

To qualify to become a swan knight, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Faith: Madriel.

Feats: Chastity (see Appendix One).

Race: Any female.

Skill: Diplomacy 8 ranks, Heal 5 ranks.

Special: Must have sworn a vow of chastity.



TABLE A2-11: SWAN KNIGHT (Suik)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Woman's wrath (1/day)	+1 level of paladin class
2nd	+2	+3	+0	+0	Compassion	+1 level of paladin class
3rd	+3	+3	+1	+1	Steadfast (+2)	+1 level of paladin class
4th	+4	+4	+1	+1	Charming presence (+1)	+1 level of paladin class
5th	+5	+4	+1	+1	Mercy, woman's wrath (2/day)	+1 level of paladin class
6th	+6	+5	+2	+2	Steadfast (+4)	+1 level of paladin class
7th	+7	+5	+2	+2	Vow to the innocent	+1 level of paladin class
8th	+8	+6	+2	+2	Charming presence (+2)	+1 level of paladin class
9th	+9	+6	+3	+3	Golden virtue, steadfast (+6), woman's wrath (3/day)	+1 level of paladin class
10th	+10	+7	+3	+3	Knight of the swan	+1 level of paladin class

CLASS SKILLS

The swan knight's class skills are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the swan knight prestige class.

Weapon and Armor Proficiency: Swan knights are proficient with all simple and martial weapons and with all armor and shields.

Spells per Day: When a new swan knight level is gained, the character gains new spells per day as if she had also gained a level in paladin. She does not, however, gain any other benefit a character of that class would have gained.

Levels in the swan knight prestige class do stack with paladin levels for the purpose of determining laying on hands.

Woman's Wrath (Su): As the protectors of the abused and innocent, the swan knight has been granted the power to punish those who would violate the defenseless. Once per day, swan knights may invoke Madriel's wrath on those who are guilty of such depredations. This is treated as the paladin's smite evil ability, save that it can only affect those who have violated or harmed a defenseless woman or child. The target of this ability need not be of evil alignment, however. At the GM's discretion, this ability may not work on those who are genuinely repentant. The swan knight may use this power twice per day at 5th level, and three times per day at 9th level.

Compassion: At 2nd level, the swan knight gains the virtue feat Compassion.

Steadfast (Ex): The swan knights have vowed to remain pure and untouched, and often can call upon this determination to aid them when others would use magic to sway their view. At 3rd level the Swan Knight gains a +2 sacred bonus to save against Mind Influencing effects of all kinds. This bonus increases to +4 at 6th level and to +6 at 9th level.

Charming Presence: The individuals who encounter the Swan Knights are always taken aback by their beauty and grace. Whether on the battlefield or in a ballroom, a meeting with a swan knight is always a memorable experience. Swan knights gain a +1 inherent bonus to their Charisma at 4th level and an additional +1 inherent bonus at 8th level.

Mercy: The servants of Madriel are known for their kind hearts and selflessness. The swan knights are no different, and gain the Mercy Virtue feat at 5th level.

Vow to the Innocent (Su): Nothing brings a swan knight to anger faster than the violation of innocence and the cries for justice of the pure. Often swan knights feel compelled to give the victim their word that they will bring the perpetrators to justice. Once given, this oath is unbreakable and swan knights who fail to complete their promise find themselves stripped of their knighthood, deemed unworthy by the Redeemer herself.

At 7th level, whenever the Swan Knight makes such a vow, she instantly knows the direction of the criminal in question and can track him across great distances. Only spells that prevent scrying or detection by magic, that are cast with a caster level greater than the character's combined levels in paladin and knight of the swan, can shield the target from the swan knight.

Golden Virtue: At 9th level, the swan knight gains the Virtue of Gold feat.

Knight of the Swan (Ex): Madriel will only allow one true Swan Knight to exist at one time. The Goddess does this in honor of Orana, her greatest champion. The only way for a swan knight to achieve 10th level in this class is for the current Swan Knight to be slain, to violate her vow of chastity, or to lose her knighthood. Should the character become the new Swan Knight, then, in addition to the prestige it brings, she gains Oroladis — the intelligent silver long sword that once belonged to Orana herself (see **The Wise & the Wicked** for details on the current Swan Knight and the blade Oroladis). The character will remain the true Swan Knight until she in turn dies, her vow of chastity is broken, or she loses her knighthood. Should a swan knight be 9th level in this class, she may take the 10th level of the class, but gains no benefit from doing so until the mantle of the Swan Knight passes on to her.

Waverider

The city-state of Rahoch, under the heel of Calastia, is the most prosperous and influential sea port on Ghelspad. For centuries before the start of the Divine War, Rahoch, then known as Rahail, was a great sea port. Ocean traffic from all over Scarn traded there, and even travelers from places as far distant as fabled Asherak found their way to this prosperous sea-side city. It was one such traveler, a sailor and master of the Warring Hand, who eventually made his home in Rahoch and established a uniquely spiritual sea-going way of life. This man, whose name has been lost to history but came to be known as simply the Captain, taught many sailors the peace and harmony that the ocean brings to the soul. He would take pupils out to sea for months, allowing them to learn the ways of the deep and to emulate the natural balance found within the waves.

The Captain eventually passed on, as all things do, but his teachings remain. The waveriders, as they are now called, continue to follow the words of the Captain, teaching their philosophy and techniques to any with the devotion needed to learn. They have no monasteries or temples, for they feel that the sea is their home and it is there that the true learning takes place. Nor are the waveriders an actual organization; there is no leadership or hier-

archy, just captain and mate, teacher and student. The waveriders' area of influence is not limited to Rahoch. Many waveriders have found their way to port cities such as Mithril, Fangsfall, Shelzar, and even to the Calastian colony on Termana. So far flung are they, that it is most uncommon for any port city to not have at least a handful of these sailors, though not all will know of one another's presence. Only one organized order of waveriders — the Sisters of the Perfect Pearl — is known to exist, and they are more the exception than the rule.

Use in Other Campaigns: The waverider is an unusual type of monk, for his abilities are focused on and derive from the sea. Likewise, the waverider lacks a formal monastery or temple, instead following a philosophy passed down from individual master to pupil. Outside the Scarred Lands, the waverider could represent a school of sea-based fighting or the “wisdom of the oceans” or something else entirely. The class should require no specific adjustment, although the GM should consider just how this class fits into his world, including how widespread it is and whether its secrets are easily acquired.

Hit Die: d8

REQUIREMENTS

To qualify to become a waverider, a character must fulfill all the following criteria:

Ability: Slow Fall 30 feet (monk ability).

Alignment: Any lawful.

Base Attack Bonus: +4.

Feats: Skill Focus: (Profession [sailor]), Waveriding (see Appendix One).

Skill: Balance 8 ranks, Profession (sailor) 6 ranks.



Special: Must spend at least 6 months studying the ways of the sea on board a ship.

CLASS SKILLS

The waverider's class skills are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (local)(Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Waveriders gain proficiency with improvised weapons available onboard a ship such as, but not limited to, ropes, gaff hooks, belaying pins and so on. For the waverider these weapons are considered monk weapons and therefore may be used in conjunction with monk special features and may benefit from the monk's flurry of blows ability.

AC Bonus (Ex): Levels in monk and waverider stack for the purposes of advancing the character's AC Bonus monk ability. Likewise, the waverider is penalized as a monk for wearing armor. Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Unarmed Attacks: Levels in monk and waverider stack for the purposes of advancing the character's Flurry of Blows Attack Bonus. Levels in this prestige class stack with all others that likewise stack with monk for this purpose.

Deck Fighting (Ex): Waveriders are unparalleled masters at fighting onboard seafaring vessels, and have become accustomed to the constant shifting and heaving of the ship beneath them. Due to this familiarity, waveriders are never considered off-balance and retain their Dexterity bonus, even if caught flat-footed, while on board a ship. This ability functions similarly to uncanny dodge (though levels in this class do not stack with others for the purpose of gaining improved uncanny dodge).

Master of Rigging (Ex): Waveriders spend much of their lives far above the deck, among the rigging. They quickly learn to balance and walk along the shifting ropes to move from one spot to another. Thus, waveriders reduce the base DC for Balance checks, due to width of walking surface, by -5. In addition, the waverider may ignore the +5 circumstance penalties for the surface being slippery or angled.

Seafarer's Skill (Ex): At 2nd level, waveriders have become expert sailors and much of life at sea has become second nature to them. The waverider gains a +2 competence bonus to Climb, Profession (sailor), Swim and Use Rope checks.

Rigging Dodge (Ex): Waveriders learn to use the rigging of a ship as part of their combat style. By shifting their weight and using the wind or the movement of their ship, the waverider can defend herself as easily while among ropes as he can with solid deck beneath his feet.

At 2nd level, whenever the waverider is climbing or balancing along rigging, she retains her Dex bonus to her AC and denies her opponent the usual +2 attack bonus. Waveriders also gain the benefit of the Dodge feat (whose benefit stacks) while among rope and rigging. They may not, however, use Rigging Dodge if they are on solid floor.

Ride the Breeze (Ex): Waveriders are expert jumpers as well as climbers, capable of harnessing the wind to propel them. At 3rd level a waverider may add a number of feet to her movement, equal to her levels in the waverider prestige class x 5, for determining her movement-based bonus to Jump checks. Waveriders may also intentionally fall great distances without injury; they may make use of the Slow Fall ability even if there are no solid surfaces within reach.

Octopus Entanglement: Waveriders spend years at sea and nearly all study the creatures of the deep in order to understand how to better survive in the dangerous waters. They have discovered that the most cunning grappler in the ocean is the octopus, who uses its tentacles to envelop and pin its prey. At 3rd level the waverider has learned how to use her entire body to grapple and subdue opponents; he thus gains the Improved Grapple feat.

Rope Walk (Ex): Waveriders seemingly have almost magical balance when in a ship's rigging, quickly moving from one mast to the next, at dazzling heights. At 4th level the waverider is no longer limited to moving at half of her base speed while walking a tight rope, and may move her full speed as a move equivalent action without suffering the -5 penalty. This movement only requires a single Balance check. If the waverider wishes to take a double move, she is required to make two separate checks and each suffers the -5 penalty.

At 7th level, the waverider may now take a double move while on a tight rope without suffering the -5 penalty, and she is only required to make one Balance check for the entire move. At 10th level, the waverider may run on rigging without penalty (he may also make use of the Run feat while on rigging, if he has it). This movement

TABLE A2-12: THE WAVERIDER (WVR)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Deck fighting, master of rigging
2nd	+1	+0	+3	+0	Rigging dodge, seafarer's skill
3rd	+2	+1	+3	+1	Octopus entanglement, ride the breeze
4th	+3	+1	+4	+1	Deck defense +1, rope walk (full movement)
5th	+3	+1	+4	+1	Rigging mobility, seafarer's survival
6th	+4	+2	+5	+2	Crashing wave technique
7th	+5	+2	+5	+2	Rope walk (double move)
8th	+6	+2	+6	+2	Strike as the wind
9th	+6	+3	+6	+3	Deck defense +2, rigging spring attack
10th	+7	+3	+7	+3	Rope walk (running), sea's serenity

incurs all of the normal penalties for running, but the waverider is only required to make one Balance check for the whole move.

Deck Defense (Ex): Waveriders learn to use the rise and fall of a ship to its greatest advantage, swaying with the deck and using that momentum defensively. At 4th level, the waverider gains a +1 dodge bonus to AC while aboard a ship. She loses this bonus if denied her Dex bonus, or if wearing armor. This bonus increases to +2 at 9th level. She does not, however, gain this bonus if climbing, jumping, or walking in rigging — it is only applicable when she is fighting on the deck of a ship.

Seafarer's Survival (Ex): By 5th level, the waverider has become so accustomed to the physical strain of surviving at sea that she no longer requires as much food or water as would a normal person. The waverider now only requires 5% of the food and drink that a member of her race without this benefit would need.

Rigging Mobility (Ex): Waveriders continue to master the freedom of movement that makes them such deadly opponents. At 5th level the waverider gains the benefit of the Mobility feat when climbing, jumping or moving through rigging.

Crashing Wave Technique (Ex): After living on and studying the oceans for years, the waverider can control her body and move like water. At 6th level, the waverider has learned how to catch opponents off-guard by jumping from the overhead ropes and charging. Crashing Wave Technique is a special charge action that allows the waverider to use the force of her fall to attack her enemies. During this charge, for every full 10 feet the waverider falls before reaching her opponent, she gains a +1 attack and a +1 damage bonus. Just like a standard charge action, the

waverider incurs a -2 penalty to her Armor Class for using this ability. If the waverider falls more than her Slow Fall ability allows, then the character also sustains damage from the fall as normal (see the DMG for falling damage).

Strike as the Wind (Ex): Storms on the seas can gain such great power that they can level entire cities. Often, it is the wind that causes the most devastation, blowing trees and buildings down in its path. Even the softest breeze can be deadly, especially in the Blood Sea, where the tainted waters are carried as spray and inhaled. The waveriders learn to strike with the winds' deadly ferocity, ignoring armor as the wind ignores and raps itself around stones.

At 8th level the waverider may, once per day, make melee touch attacks in order to strike unarmed. This ability doesn't affect any attack that is not unarmed, even if the weapon is considered a "monk" weapon. When activated, it affects all of the character's attacks that round, however, not just a single attack.

Rigging Spring Attack (Ex): With sufficient study, waveriders learn how to leap from yardarm to yardarm while attacking their enemies, using the wind and the ship's movement to carry them along. When fighting aboard a ship, a waverider of 9th level gains the Spring Attack feat. She loses the ability to benefit from this feat if he is not aboard a ship or is wearing armor.

Sea's Serenity (Su): By 10th level, waveriders have spent so much time out to sea that their inner energies have begun to emulate the natural forces of the ocean. The waverider no longer needs sleep while at sea, and can hold her breath for 10 minutes plus 10 minutes per point of his Constitution modifier. In addition, while at sea the waverider gains fast healing 1, allowing him to recover from grievous wounds in a matter of hours.

APPENDIX THREE

The Tools

of Devotion

Though the greatest tool of the monk or paladin is devotion to their highest ideals, both still make good use of arms and other equipment. On one hand, the paladin tends to be highly armed and armored, girded for righteous battle and laden with blessed relics and weapons to be used in the name of his holy mission. In contrast is the monk, who eschews armor and most weapons, content in the knowledge that her own abilities, honed through years of self-knowledge, are usually quite sufficient; when they are not, however, many monasteries and brotherhoods resort to quite powerful weapons and magics — oftentimes created by their own members, as part of their dedication to perfection.

Spells marked with an asterisk (*) can be found in **Relics & Rituals**; those marked with a double asterisk (**) can be found in **Relics & Rituals II: Lost Lore**.

New Equipment

Weapons

Greathammer: The greathammer is Hedrada's sacred tool, often wielded by the Judge's clergy in emulation of their god's own weapon, *Final Judgment*. Greathammers are frequently edged with authoritative symbols of office and justice. If used to sunder an object, a greathammer inflicts +1 damage.

Handhammer: Used almost exclusively by the monks of Lokil, this small weapon looks like a combination between a miniature warhammer and a light pick. Thus, it can be used as either a bludgeoning or piercing weapon on any given strike. The handhammer is carefully weighted, allowing it to be employed as a ranged melee weapon, although its effectiveness diminishes significantly beyond close range. At the GM's option, monk characters

TABLE A3-1: EXOTIC WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>One-Handed Melee Weapons</i>							
Handhammer	5 gp	1d4	1d6	x3	20 ft.	3 lb.	Bludgeoning or Piercing
Weighted Sash	5 gp	1d3	1d4	x2	10 ft.	6 lb.	Bludgeoning
<i>Two-Handed Melee Weapons</i>							
Greathammer	40 gp	1d8	1d10	x3	—	20 lb.	Bludgeoning

from Lokil may trade their proficiency in the kama for that in the handhammer. Though monks do not automatically gain proficiency in it, the handhammer is considered a monk weapon.

Weighted Sash: This exotic weapon is composed of a section of cloth (usually at least six feet in length) with two or more weighted ends. The sash can serve as a blunt weapon by striking with the weighted ends, or it can be used to grant a +2 bonus to trip, grapple or disarm attacks. It has considerable reach, and can strike enemies 10 feet away, but may also be used to strike adjacent foes.

The weighted sash may be utilized as a double weapon (inflicting 1d4 points of damage with each of the two weighted ends), using the standard rules and penalties associated with fighting with two weapons. A creature using a double weapon in one hand, such as a giant using a weighted sash, can not use it as a double weapon.

ARMOR

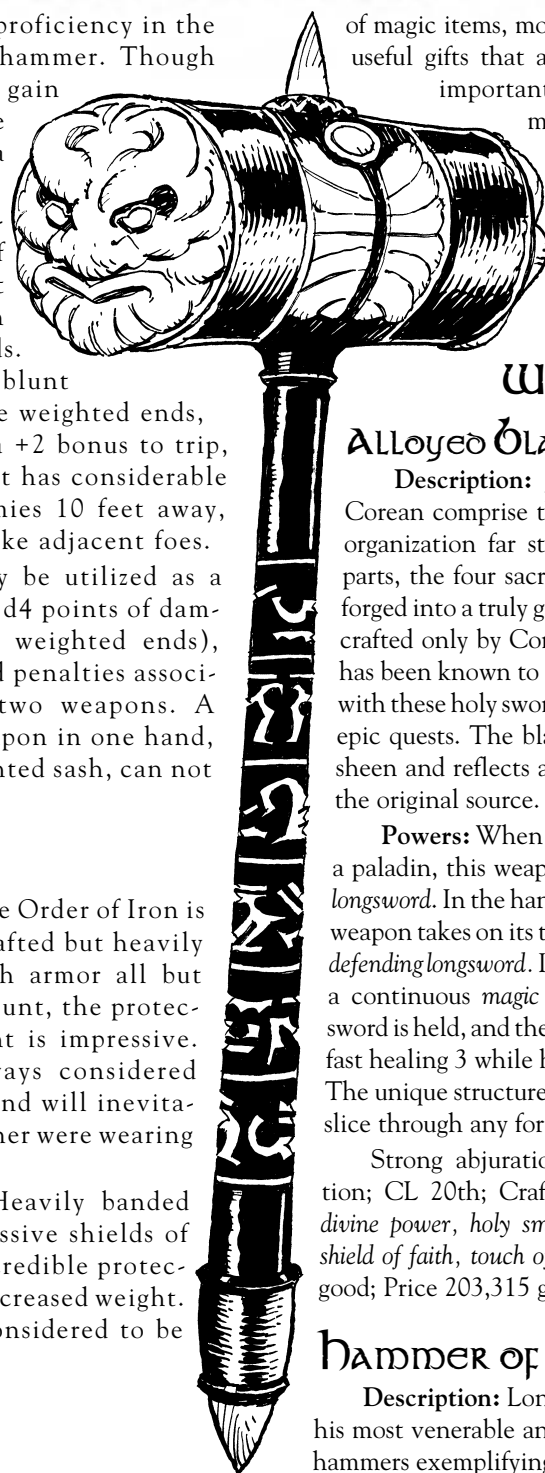
Iron Legion Armor: The Order of Iron is well known for its finely crafted but heavily fortified armor. While such armor all but necessitates the use of a mount, the protection it provides to a knight is impressive. Iron Legion armor is always considered heavy, masterwork armor, and will inevitably reduce speed as if the owner were wearing full plate.

Iron Legion Shield: Heavily banded with reformed steel, the massive shields of the Iron Legion provide incredible protection, though at the cost of increased weight. These shields are always considered to be masterwork armor.

MAGIC ITEMS

While a few palatine and monastic orders eschew worldly goods and forbid or limit their members the use

of magic items, most consider these tools to be useful gifts that allow for the completion of important and worthy goals. Both monks and paladins are wary, however, of too great a reliance on enchanted items; a paladin's faith and a monk's discipline should be all they need in the world.



WEAPONS

ALLOYED BLADE

Description: Just as the four Swords of Corean comprise the Adamantine Church, an organization far stronger than the sum of its parts, the four sacred metals of Corean can be forged into a truly glorious holy blade. Said to be crafted only by Corean himself, the Champion has been known to gift his most devout warriors with these holy swords before they set off on truly epic quests. The blade has a unique silver-gold sheen and reflects any light more brightly than the original source.

Powers: When used by any character except a paladin, this weapon functions as a simple +2 longsword. In the hands of a paladin, however, the weapon takes on its true form, becoming a +5 holy defending longsword. In addition, the blade projects a continuous *magic circle against evil* while the sword is held, and the wielder of the blade receives fast healing 3 while holding the hilt of the blade. The unique structure of the *alloyed blade* is able to slice through any form of damage reduction.

Strong abjuration, conjuration, transmutation; CL 20th; Craft Magic Arms and Armor, *divine power*, *holy smite*, *magic circle against evil*, *shield of faith*, *touch of renewal***, creator must be good; Price 203,315 gp.

HAMMER OF LAW

Description: Long ago, wise Hedrada granted his most venerable and traditional temples sacred hammers exemplifying his power, trusting that his mortal followers would safeguard these relics according to his will. Created to strengthen the force of law and

TABLE A3-2: ARMOR

Armor	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Weight
<i>Heavy Armor</i>						
Iron Legion Armor	2,500 gp	+10	0	-8	50%	70 lb.
<i>Shields</i>						
Iron Legion Shield	200 gp	+3	—	-2	20%	20 lb.

stamp out dissidence and anarchy wherever they pass, the sacred warhammers of Hedrada may be granted by the church patriarchs to worthy heroes when civilization is truly threatened by a dire peril.

Powers: Completely powerless in the hands of most characters, the *hammer of law* takes on its true aspect only when used by a lawful cleric or paladin of Hedrada— wherein it becomes a +5 *axiomatic warhammer*. While holding the hammer, the wielder may cast the *command* spell at will as a cleric of equal level. If the hedradan strikes an opponent who has dealt damage to him during the same combat, the weapon deals an additional +5 damage.

Strong enchantment, evocation [lawful]; CL 18th; Craft Magic Arms and Armor, *command*, *Hedrada's justice***, *order's wrath*, creator must be lawful; Price 146,812 gp.

RINGS

RING OF CRUSHING BLOWS

Description: Although many monks disdain jewelry, a few have been known to make exceptions— especially in the case of useful magic items. The *ring of crushing blows* is perhaps the most common and popular adornment of this kind. When found, the ring will appear to be an ordinary, plain round band of silver, gold or even iron.

Powers: When worn, this ring sends a surge of power flowing from the finger of its wearer to whatever extremity the bearer uses to make unarmed attacks. If an unarmed blow is successful, the ring grants a +4 bonus to any damage the strike otherwise inflicts.

Moderate evocation; CL 12; Forge Ring, *magic fang*; Price 8,000 gp.

RING OF PRECISION

Description: Perhaps the second most common magic ring among monks in the Scarred Lands, this thin band is actually made of a nigh unbreakable quartz-like stone found predominantly in the Kelder Mountains. For best effectiveness, the ring should be worn on the index finger of whatever hand the character uses most often (typically the right hand); a wearer will feel the ring's "wrongness" if it is worn on any other finger. Once in its proper place, the *ring of precision* will attune itself to a new owner over the course of about 24 hours. Before this time, the band of quartz has a smoky off-white color, obscure and indistinct even under bright light. Once attuned, however, the hue of the rock alters dramatically to match the *ki* of its new owner. For someone who is chaotic in alignment, the quartz will appear as a dull onyx, black as pitch and devoid of luster; if the wearer is neutral (whether true, good or evil) the stone's off-white hue will adopt a more solid and milky texture; and for lawful wearers the ring will seem to crystallize, the

misty whiteness dissipating to a sparkling, translucent clarity.

Powers: After attuning itself to a wearer's *ki*, the ring will gently channel and focus that person's inner energies, subtly creating more "precision" between body and soul. Any attuned owner of the ring receives a +2 insight bonus to all Concentration skill checks. Chaotic-aligned wearers further receive a +1 bonus to all unarmed attack rolls, while neutral-aligned users instead receive a +2 bonus to their unarmed attacks. Lawful users, however (whom the rings favor) not only receive a +3 bonus to all unarmed attack rolls, but also receive a +2 bonus to their initiative rolls.

Moderate transmutation; CL 7th; Forge Ring, *renewed focus**, *true strike*, creator must be lawful; Price 9,500 gp.

WONDROUS ITEMS

BEACON TOKEN

Description: Often given to scouts and inexperienced paladins, *beacon tokens* allow the more experienced paladins to come to the aid of their brethren. The paladins of Mithril are famous for using such tactics to coordinate their attacks and prevent smaller units from being overwhelmed. These tokens are usually constructed in the shape of an open palm or a small cross of swords.

Powers: While this token is worn as an amulet, the paladin is considered under the effect of a *holy beacon* spell, and a signal will be created if the paladin falls unconscious, dies, suffers damage from hunger or thirst, or triggers the effect voluntarily. Each token may only be activated one time.

Faint abjuration; CL 5th; Craft Wondrous Item, *holy beacon**; Price 100 gp.

BELT OF FORTIFICATION

Description: Although their numbers are rumored to be few, these precious items are greatly sought after by monks of the Scarred Lands; after all, most monks cannot function under the cumbersome constraints of armor, but they nonetheless recognize the need to protect themselves from the dangers of their ravaged world. The belt itself can appear as any sort of ordinary waistwear, from the simplest of leather straps to the most ornately decorated golden sash. Once donned, the belt creates a field of force that protects the wearer's vital areas.

Powers: This belt functions exactly as *armor of fortification* (see DMG, Chapter 7, "Armor"), protecting against some (or, with more powerful variations, all) critical hits. It does not, however, provide an AC bonus; the protective magic safeguards only against critical hits.

Light: Faint abjuration; CL 13th; Craft Wondrous Item, *limited wish* or *miracle*; Price 2,000 gp.

Moderate: Moderate abjuration; CL 13th; Craft Wondrous Item, *limited wish* or *miracle*; Price 12,000 gp.

Heavy: Strong abjuration; CL 13th; Craft Wondrous Item, *limited wish* or *miracle*; Price 30,000 gp.

Compass of the Champion

Description: Created by high-ranking paladins to instill the proper respect for honor among those new to paladinhood, *compasses of the Champion* emphasize the value and imagery of both shield and sword. Often given as holy symbols to young paladins who distinguish themselves, this fist-sized amulet bears the four swords of Corean, each crafted from its appropriate holy metal.

Powers: While this holy symbol is worn, the paladin may trigger a *devotion* spell (see below) once per day as a standard action. Up to four times, the paladin may collapse the holy symbol into a *light blade* as per the spell (see **Relics & Rituals II: Lost Lore**). After the fourth such use, the compass crumbles to golden dust, its magic spent.

Moderate abjuration, evocation; CL 4th; Craft Wondrous Item, *devotion*, *light blade***; Price: 2,000 gp.

Frock of Twin Worlds

Description: The monastic side of the Order of Silver, though small, has quickly developed a reputation as the most canny and enterprising of the affiliated orders of the Adamantine Church. The monks who work alongside the Silver Warders — the indispensable cabal of wizards that forms the Order's arcane adjunct — are some of the most committed foes of the otherworldly forces that would make the Scarred Lands their personal playground. This garment is one product of that dedication.

Physically, the frock may take the shape of any simple covering, from an ordinary tunic to a full-length robe or even a toga. No matter what outward form it takes, however, the garment remains surprisingly light. This fact alone makes it especially favorable to all monks, but it is those of the Order of Silver who make most efficacious use of its powers.

Powers: Donning this special garment allows the wearer to make normal attacks against creatures he might normally be unable to hit, such as incorporeal undead and targets who are ethereal or out-of-phase. This even includes those who make use of other planes of existence for purposes of concealment or evasion (such as *displacement* effects). Note that the wearer gains no bonuses to attack or damage, but is merely granted the opportunity to make legitimate his attacks against otherwise illegitimate targets. It does not otherwise allow the wearer to overcome a target's damage reduction.

The wearer is also able to perceive all those who are subject to his strikes (even in darkness), regardless of

what level of invisibility their form may normally bestow. If an enemy manages to remain hidden from the wearer's view by other means (if the wearer becomes blinded, for example), the power of the frock is still in effect; the wearer is simply fighting blind.

Moderate conjuration; CL 9th; Craft Wondrous Item, *ethereality*, see *invisible*; Price 45,000 gp.

Headband of Sublime Harmony

Description: Few treasures are as greatly sought after by monks as is the priceless gift of harmonious attunement. It is believed that the Perfected One was the first being to have achieved this exalted state, and it is further postulated that he alone knew the secrets to the creation of this mystical item; many even believe that he somehow lends his great understanding of the ebb and flow of *ki* to its wearer.

Whatever the truth behind their creation, these marvelous sets of headgear are considered marks of fortune by monks — some of whom search their whole lives for a chance at donning one and glimpsing its wisdom. A few masters, particularly among Hedrada's exemplars, eschew the use of these items, perceiving them as crutches at best and, ultimately, as obstacles that stand in the way of a monk's own self-discovery. This is not to say that exemplars don't use the headbands. Most exemplar masters value the items as useful tools for those early on the path. However, they simultaneously emphasize self-reliance, and traditionally hold a ritual that involves casting off the headband once a student has surpassed the need for its assistance. Such rites are important parts of the exemplar way of life, and the protégé to whom the headband is passed must have proven her worth before being selected to wear it.

Powers: At all times, the headband acts to sharpen the senses of the wearer to a razor's edge, processing all stimuli and separating the wheat of what is significant from the chaff of background sights and sounds. All Listen and Spot checks are thus granted a +10 insight bonus. Additionally, the wearer's supernatural attunement to her environment allows her to operate as though she had the Blind-Fight, Combat Reflexes and Improved Initiative feats, and she may never be caught flat-footed or flanked. If events somehow warrant it, however, she may still be surprised (meaning she gets no action during the initial surprise round), but she will be able to defend herself normally.

Strong divination; CL 13th; Craft Wondrous Item, *limited wish*, *enhanced senses***; Price 70,000 gp.

Medallion of Serenity

Description: Many monks are known to carry tokens of various sorts, items that provide a centering and focusing of their *ki* during meditation and throughout the events of daily life. In the Scarred Lands, these charms come in myriad forms, from the aquamarine chokers of the waveriders of Rahoch, to the serpent

rattles of the Annoth-Uri. What many do not suspect is that a significant number of such emblems are much more than mere baubles; some actually contain great magics of a beneficial nature to their bearers. The *medallion of serenity* is one of the most common of these enchanted charms, as it draws upon a monk's meditative nature to provide a shield for his own *ki*.

Powers: The item confers a Spell Resistance of 20 versus any spells or spell-like effects with the Mind-Affecting descriptor. Regardless of the status or applicability of its Spell Resistance feature, the medallion continually bestows a +2 bonus to the wearer's Wisdom.

Strong abjuration; CL 9th; Craft Wondrous Item, *spell resistance*; Price 58,000 gp.

PRISMATIC DUST

Description: Said to be derived from the dried and ground flowers granted to the Knights of the Blossom by the skyquills of Syhana and Aspharal, *prismatic dust* can be used to blind and bewilder one's foes. This dust is also used by clerics and paladins of Syhana in sacred rituals meant to draw the demigoddess's attention, and hence her blessed showers, to blighted areas of the Scarred Lands.

Powers: When thrown over an area, this dust has the same effect as a *glitterdust* spell and functions for 2d10 minutes. For its duration, the dust clings to invisible creatures and may blind opponents. As a secondary effect, any area where the dust is used has a 20% chance of seeing a rainstorm within the next 24 hours.

Faint conjuration; CL 5th; Craft Wondrous Item, *glitterdust*; Price 1,000 gp.

SADDLE OF SANCTITY

Description: Favored by the knights of the Silver Heart, this magic saddle allows paladins to provide their holy mounts with much needed protection while simultaneously increasing their combat effectiveness. These military saddles are branded with holy symbols of protection and traditional elven runes of health.

Powers: This saddle only functions, beyond its mundane role, that is, while worn by a paladin's bonded mount. It grants such a mount a +2 deflection bonus to AC and a +1 enhancement bonus to all attacks. Once per day, the paladin riding in this saddle may heal his mount as a standard action as per the *cure moderate wounds* spell, cast as if by a 6th level cleric.

Moderate abjuration, conjuration, evocation; CL 6th; Craft Wondrous Item, *cure moderate wounds*, *magic weapon*, *shield of faith*; Price 14,320 gp.

SASH OF COMPANIONABLE TRAVEL

Description: This ordinary-looking length of cloth contains a sequence of sympathetic magic worked into its very fabric, allowing a monk to bestow a number of special benefits upon an ally or allies. If a monk wraps one end of this sash around her own arm or waist, and the other around the

arm or waist of another creature of her size or smaller, she may take the ally with her when using her enhanced speed, slow fall, or abundant step abilities. The passenger is subject to all the same rules and aftereffects of the ability in question.

Powers: These sashes typically come in one of two sizes: personal and extended. The former is about seven feet in length, and can only benefit one other person besides the monk. The extended sash, however (which initially appears to be the same length as the personal variety), can elongate itself to wrap around up to four individuals at once. The sash does not hinder the wearers' movements, and it leaves about five feet of space between each companion. The sash will not come undone as a result of accidental or strenuous movement; only by voluntarily and intentionally untying oneself may the sash be removed.

Moderate transmutation; CL 5th; Craft Wondrous Item, creator must be a monk of at least 3rd level; Price 2,750 gp (personal), 8,250 gp (extended).

STILLSTEP SLIPPERS

Description: These unassuming sets of footwear are among the most prized possessions of any monk who is lucky enough to own a pair, and are especially coveted by the nightblades — grim and determined souls in the service of Belsameth, the Slayer. The slippers themselves are aesthetically plain, always fashioned out of a light, black cloth stretched over a thin, hard sole. The upper cloth is usually made of silk (or any other fine weave), but its composition is unimportant next to that of the sole, for it is the sole in which the bulk of the magic resides. Composed of two tiers, its bottom plate is actually a thin sheet of a rare type of obsidian shale that was mostly unheard of before the Divine War. Since the devastation of the war, however, formations of this shale have popped up all across Ghelspad and have been harvested for use in the creation of items that require their unique properties. Once the appropriate magical formula has been applied to the shale, the sole of each shoe allows for greater traction *and* aides the wearer to move much more quietly. — an almost contradictory combination.

Powers: Donning the gossamer footwear makes the wearer both fleet and sure of foot, allowing him to eliminate all distractions and restrictions that would hamper his natural abilities regarding the skill checks of Balance, Climb and Move Silently — as long as those skills are being employed in a manner that involves the use of his feet. For example, wearers of these shoes can run at full speed and still have a chance at quiet movement (the magic of the slippers cancels out the normal –20 penalty for running while trying to Move Silently). This cancellation includes any Armor Check penalties that the character would normally suffer on such rolls. At all times, the wearer benefits from a +5 to his base movement rate, and the magic of the shoes is such that they cannot easily be destroyed, nor will they ever wear out from even the most unrelenting usage.

Strong transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *expeditious retreat*, *spider climb*; Price 25,000 gp.

Spells

Part of the blessings of the paladin include the ability to cast spells of a divine nature. In the Scarred Lands, though Corean bestows the majority of abilities a paladin enjoys, it is the paladin's divine patron who grants these spells.

ARMOR OF LIGHT

Conjuration [Light]

Level: Pal 2

Components: V, M, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

DESCRIPTION

The Scarred Lands brim with iniquity and sin, and occasionally even the righteous champions of the gods must travel in disguise lest they alert their foes and betray their holy quests. Although any paladin would sacrifice his life for his cause, Corean, in his wisdom, has crafted armor of light to be worn by his champions when they are otherwise unprotected and traveling in hostile lands.

SPELL EFFECT

This spell constructs around the paladin luminous armor, equivalent in all respects to +2 *breastplate*. Thus, while this spell is active, the paladin has a maximum Dex modifier of +3, an armor check penalty of -3, an arcane spell failure of 25%, and a movement of 20 or 15 feet. Furthermore, the armor glows with the intensity of a *light* spell, shedding light in a 20-foot radius for the duration of the spell. If the paladin should remove the armor, the spell expires immediately.

Material Components: A piece from a suit of armor, rent in combat.

CELESTIAL MOUNT

Transmutation [Good]

Level: Pal 3

Components: V, S, M, DF

Casting Time: 1 action

Range: Close (25 ft. + 5ft./2 levels)

Target: One bonded mount

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

DESCRIPTION

Although the bonded mounts of Corean's paladins fight bravely beside their companions, even the most stalwart mount may falter in the face of true evil. Corean, recognizing the holy connection between a warrior's mount and his own herald Permenthes, has granted a divine power to protect these noble animals. Calling upon the grace of Corean and the blessing of Madriel, a paladin may infuse his mount with the holy essence of the servitors of the First Angel.

SPELL EFFECT

For the duration of this spell, apply the celestial creature template to the paladin's holy mount based on the mount's total hit dice (see MM, Appendix 3: Templates, "Celestial Creatures").

Material Components: A single feather crafted of silver (20 gp).

CHAMPION'S VIRTUE

Transmutation

Level: Pal 4

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

DESCRIPTION

While the dogma of Corean teaches that not even the most powerful of divine miracles may create virtue *ex nihilo*, sparks of virtue — which may be fostered by a devout

servant of good — exist in all but the most wicked of hearts. Even as champions of righteousness, the followers of Corean may come to find themselves lacking, and thus may need to call upon the Shining One to strengthen their resolve and to crystallize their principles.

SPELL EFFECT

For the duration of this spell, the paladin may choose any one Virtue feat for which she qualifies and behave in all respects as if she had that feat. The priests of Corean warn that the overuse of this spell signifies a weak character, and that a paladin who comes to rely on divine virtue rather than her own strengths is doomed to fall.

DEVOTION

Abjuration

Level: Pal 2

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

DESCRIPTION

At times, even the most devout of paladins requires divine aid to cling to her principles in the face of adversity. Confronting the beguiling cultists of Gulaben, the sorcerers of Mesos, and even the devious priesthoods of the dark gods, the paladins saw too many of their brave number succumb to mind-controlling enchantments, turning against their brethren and, worst of all, permanently falling from grace. A number of paladins, hoping to prevent this tragic fate, prayed to wise Corean and honorable Hedrada for guidance; this spell was the result.

SPELL EFFECT

Upon casting this spell, the caster becomes warded against magical effects that would cause her to violate her paladin's code. While under the effect of this spell, the



paladin receives a +4 sacred bonus versus all spells with the Mind-Affecting descriptor. Whenever such an effect would force the paladin to violate her code of honor, she may make another saving throw with a +4 sacred bonus. If this saving throw is successful, the spell effect is dispelled.

Holy Vengeance

Divination [Good]

Level: Pal 3

Components: V, DF

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Description

It is said that the templars of Hedrada can hunt down any who would dare to commit a crime in the sacred city of Hedrad, tracking such villains by the very stench of their sin. Corean and Hedrada, both staunch patrons of justice, have granted their holy warriors the divine power to track those who would defile the law and evade justice. Other palatine orders, such as the Knights of Vigilance, have been known to make use of this remarkable ability as well.

Spell Effect

This spell must be cast at a location where the paladin either knows a particular crime was committed, or where a known evil opponent was present in the last 24 hours. For example, the spell could be cast at a murder site or at the recent lodging of a fugitive from justice. For the duration of the spell, the paladin is treated as though he had the Track feat in regards to following the trail of a particular villain or perpetrator of a crime — with one difference; rather than rolling Survival to track his quarry, the paladin may roll Sense Motive. Additionally, if the paladin encounters the object of his search before the spell expires, he may smite the opponent, as a free use of the smite evil ability. This attack, regardless if it is successful, immediately ends the spell.

Winged Mount

Transmutation

Level: Pal 2

Components: V, S, M, DF

Casting Time: 1 action

Range: Touch

Target: One bonded mount

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

DESCRIPTION

During the Divine War Corean granted his chosen warriors the holy valravens and great harriers as mounts, but the divine forces of the air were not sufficient to counter the powerful minions of Gulaben and Lethene. Despairing, at seeing his brave warriors fall to their deaths, the Champion approached Madriel and asked for the First Angel's sup-

port. The wise goddess agreed that, in the future, angels' wings would carry aloft Corean's warriors to their battles in the sky.

SPELL EFFECT

This spell grants the paladin's mount gleaming white wings, akin to those of a celestial. These wings allow the mount to fly at its normal base

speed with average maneuverability. The mount may fly while encumbered, up to the animal's maximum load using normal encumbrance rules. This spell grants the mount the instinctive ability to use these wings to fly, and allows the paladin rider to use his normal Ride skill while aloft.

Material Components: A pure white feather.

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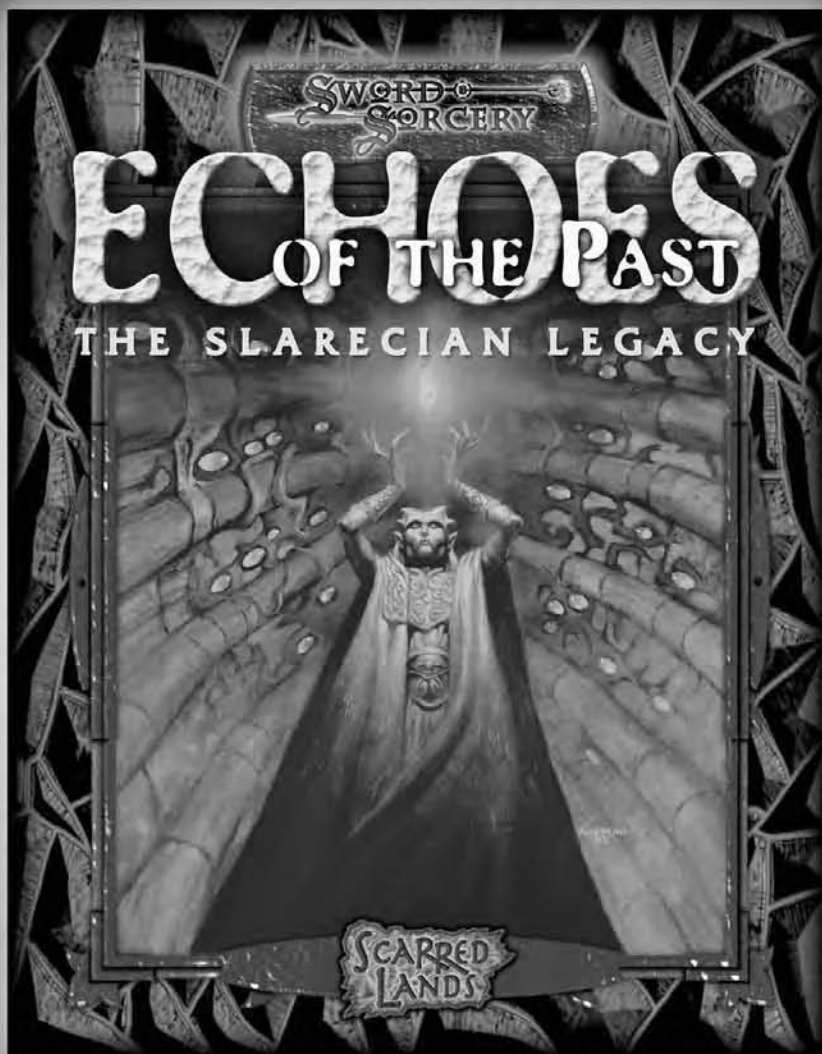
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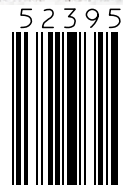
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