



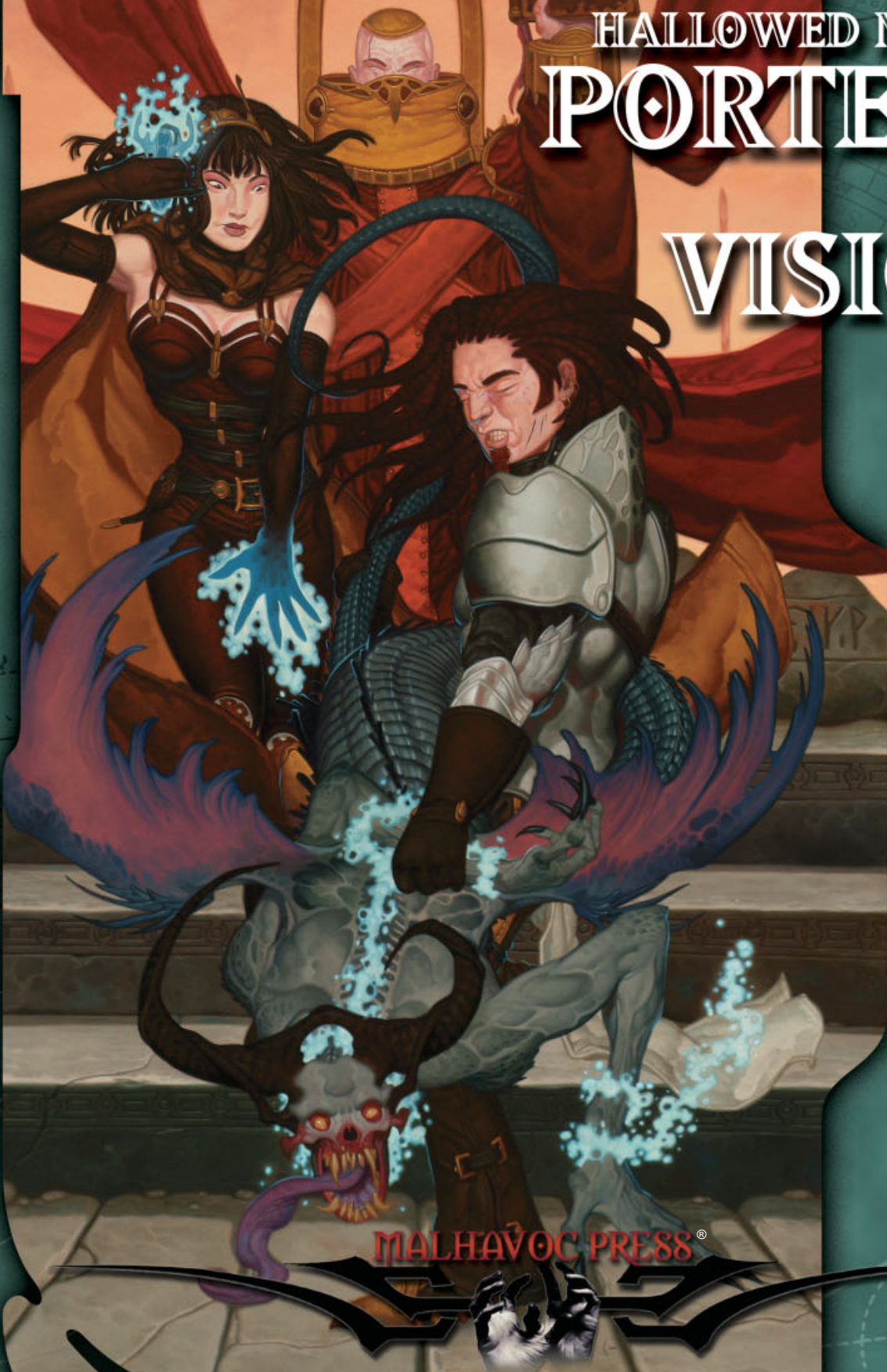
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BOOK OF
HALLOWED MIGHT II:
**PORTENTS
AND
VISIONS**

A DIVINE-MAGIC
SOURCEBOOK
by
MONTE COOK
and
MIKE MEARLS

PORTENTS AND VISIONS



MALHAVOC PRESS®



BOOK OF HALLOWED MIGHT II

PORTENTS AND VISIONS

BY MONTE COOK AND MIKE MEARLS

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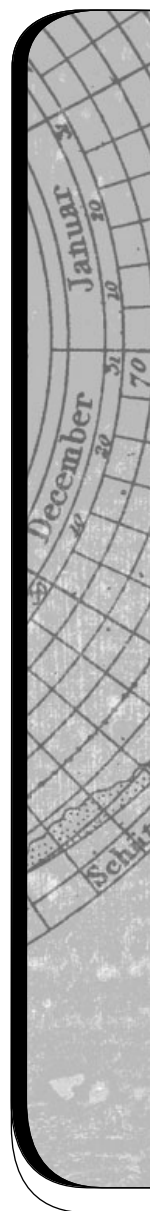
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The Celestial River

The power of the divine flows through all things, like a river. The Celestial River is the manifestation of divine power, flowing through the world—through all worlds, bringing life, death and even the future itself.



As it winds its way into and out of each world, the Celestial River flows through all planes, carrying with it potent magical power. Wise interplanar travelers use this mystical waterway to carry them from plane to plane. This route can be dangerous, for it is filled with rapids and waterfalls that could dump an unprepared traveler into a hellish abyss. Ancient texts claim to contain maps of the branches and forks of the river leading to different worlds, but only some of them are accurate.

The Celestial River is a fundamental aspect of the multiverse, bringing magic from plane to plane. This source of near limitless power has given rise to a pantheon of deities called the Gods of the Celestial River.

The Gods of the Celestial River are few in number, yet potent and influential nonetheless. They gain their divine power from the river and, in turn, shepherd its waters as they flow throughout all worlds. Wherever the waters of the Celestial River run, its gods have power and, at least to some degree, dominion. Since it flows everywhere, they command great and wide-ranging power indeed.

THE CELESTIAL RIVER PANTHEON

Like all rivers, the Celestial River gives life and nourishment, but it can be treacherous. It cools and refreshes, but it can also destroy. The Gods of the Celestial River embody these qualities as well.

- *Kulaj* is the creator goddess and represents the source of the river. She is the mother of all the other gods in the pantheon.
- *Urgan*, oldest of the children of Kulaj, is the worker who uses the power of the river for his own ends as he shapes steel and stone.
- *Dorana* is the dangerous water deity representing the threat and the vengeance of nature.
- *Essoch* and *Enaul* are twins who use the river's power to mirror the stream of time, with its many branches and forks.
- *Mallock* represents the treachery of a river that appears to be a gentle stream one moment, but becomes dangerous rapids the next.

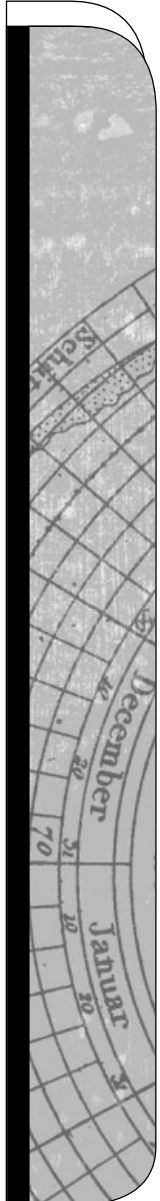
DMs can easily insert the pantheon of the Celestial River into virtually any campaign. If you've already got an

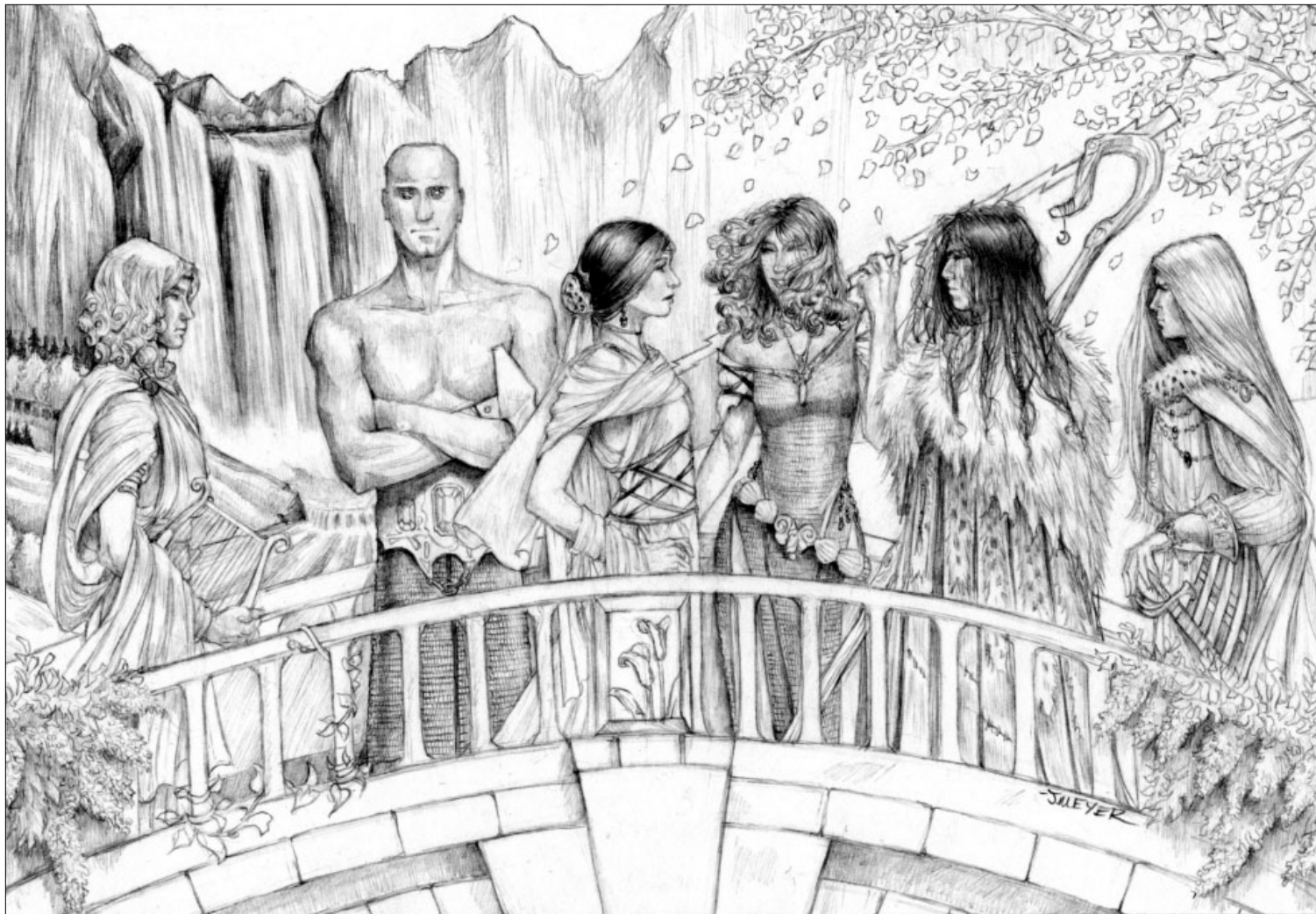
existing gamut of deities, the Gods of the Celestial River can serve as the patrons of a far-off culture the player characters (PCs) are only just now learning about. On the other hand, they can be a relatively new pantheon just being introduced into the local culture.

Alternatively, a DM can use the members of the pantheon as the major gods or only gods of a new campaign world. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. Urgan is the god of the earth and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. Dorana is the goddess of the sea and vengeance and, to a limited extent, all conflict and even war. She is revered by all those in and on the sea as well as by fighters and some paladins. Enaul is the god of cities and civilization (bards often worship him), while his brother Essoch is the patron of the wilderness and the primal aspects of all people (thus appealing to druids, barbarians, and even rangers). The brothers make for interesting patrons of the different aspects of elven nature. And, of course, Mallock is the dark god whose deceptive nature makes him appealing to some rogues.

This pantheon is unique in that it avoids some of the more traditional roles for fantasy deities. For example, there is no god of light and goodness. The Gods of the Celestial River are somewhat more pragmatic in their approach. Only Mallock, in fact, is not neutral on the good/evil axis—and even then, he is not the traditional “dark, evil destroyer god.” That doesn't mean the devout paladin has no patron among them. He can find comfort in the teachings of vengeful Dorana, who, although chaotic, still represents justice. This pantheon is for those who are looking for something a little different for their campaign, but still want to cover the major bases.

DMs also should remember that the Gods of the Celestial River are not just a pantheon, but a family. Kulaj is the mother of the other five, and thus the head of the pantheon. The siblings do not get along very well, but all the gods have at least a familial level of respect for one another, particularly among the children for their mother. Even sinister Mallock holds affection for Kulaj. Though they often feud, they almost always mend their ties eventually.





USING THIS BOOK

Book of Hallowed Might II: Portents and Visions serves three purposes. Like its companion, the original *Book of Hallowed Might*, it offers new rules material: prestige classes, spells, domains, feats, and magic items aimed at divine spellcasters. Further, it offers a number of new gods that players and DMs can use in a campaign, either separately or as their own small pantheon. Lastly, it offers five new locations for characters to visit and explore on adventures. From the intrigue within the walls of the Oracle of Jezer-At to the dangerous streets of Enderfel, these places serve as important and exotic sites for your campaign world. Each of these locales has its own chapter in this book, covering not only the site but also its associated deity and additional rules. An index in the back offers combined lists of spells, feats, magic items, and more, covering all the chapters in this book.

An appendix at the end of the book provides conversion notes so that DMs running games using *Monte Cook's Arcana*

Unearthed, a variant player's handbook, can adapt the material within this book for their own use.

Throughout this sourcebook, sidebars offer special information and guidelines for the DM. New spells, items, etc. introduced in this book are marked with a dagger (†). Otherwise, all references to spells, feats, and other rules are from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

Bonus source material and ideas to augment the information in the *Book of Hallowed Might II: Portents and Visions* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at www.montecook.com/mpress__BOHM2.html.

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The Oracle of Jezer-At

Situated along the banks of the great river Tyrene, the Oracle of Jezer-At is a place of pilgrimage, worship, divination, and consultation. It serves as a temple for both Enaul, god of innovation—sometimes called God of the Future—and his twin brother Essoch, god of omens and visions, sometimes called the Lord of the Primal Sight. The varied natures of these divine siblings bring a peculiar but unique atmosphere to the oracle.

Jezer-At was a priestess who served both Enaul and Essoch during her life. She lived almost 200 years ago and never saw her life's work—the oracle itself—completed. Known today as one of the greatest seers and advisors ever to have lived, Jezer-At had a legendary ability to foresee events and interpret omens and visions. She was also a great and beloved leader.

Today the oracle is one of the primary centers for knowledge and wisdom in all the lands. The priests who maintain the oracle are seers, diviners, sages, and consultants. Kings, when faced with unsolvable problems, send advisors to the oracle or sometimes even come themselves. Great heroes, when presented with a quandary they cannot handle alone, travel to the oracle to gain help and insight. Businessfolk, scholars, generals, and anyone else who has to make a decision based on events of the past, facts of the present, or even the misty reaches of the future, come to the oracle on pilgrimages of knowledge.

When the gods speak, it is said, one can hear them more easily at the Oracle of Jezer-At.

THE ORACLE COMPLEX

The oracle is a complex of structures built on a hill near the river Tyrene, to honor its patrons' relationship with the Celestial River. The hill is the highest point in an otherwise low-lying valley made lush and green by the river's waters. The valley is filled with life, although patrolling soldiers employed by the priests of the oracle keep dangerous predators to a minimum.

Most of the buildings of the oracle complex have marble facades and stately columns. Since it is built on a hill, the oracle complex comprises many levels, all joined by glistening white staircases. One portion of the complex, however, is different. Hide tents and crude pavilions cover a part of the hill adjoining the more refined building complex.

The buildings and tents house the priests of the oracle and their refectories, common rooms, and devotional studies. They serve as temples and religious chambers, sport impressive libraries of reference texts, and fill other more mundane roles such as storehouses, guard barracks, and administrative offices. Serene meditative chambers with reflecting pools, crystalline mirrors, statues of philosophers and saints, or galleries of abstract art are commonplace. Herb smoke-filled calefactories and greenery-sporting conservatories likewise grace the halls of the oracle. The tents are the homes and temples of Essoch's followers.

Visitors and pilgrims can find food and lodging in the complex for a standard fee. Bringing weapons into the oracle grounds is forbidden and enforced by guards at the entrance.

About the Authors

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the *Rolemaster* and *Champions* games as an editor, developer, and designer. In 1994 Monte came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he codesigned the new edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For *WizKids Games*, he designed the *HeroClix* system of superhero combat. A graduate of the *Clarion West* writer's workshop, Monte also has published short stories and two novels. In his spare time he runs games, builds vast dioramas out of LEGO building bricks, paints miniatures, and reads a lot of comics.

Mike Mearls has worked as a freelance roleplaying game designer since 1999. The most prolific writer in the business, his ability to maintain a high volume of work without compromising on quality has won him a place on many gamers' lists of favorite designers. Buoyed by positive reaction to his first d20 works, he went on to produce a variety of material for the leading RPG publishers, including AEG, Atlas Games, Decipher, *Fantasy Flight*, *Fiery Dragon*, Goodman Games, *Mongoose Publishing*, *Necromancer Games*, and others. His work can be found in *Dragon*® Magazine on a regular basis.

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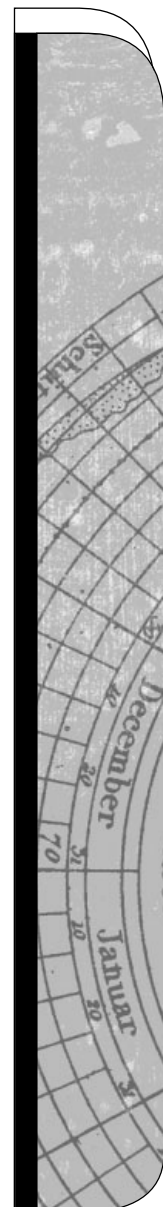
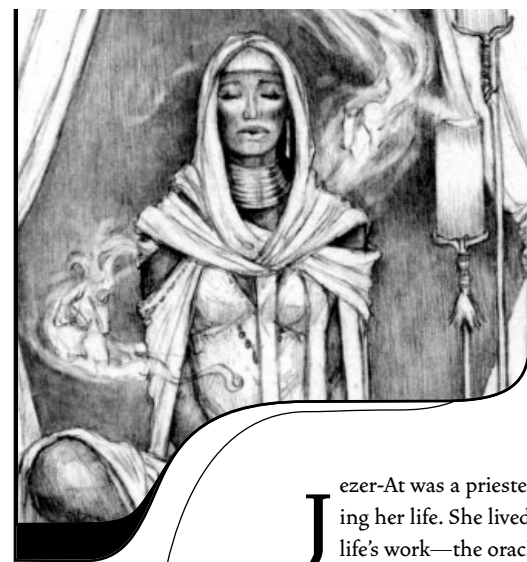
Cartographer **Todd Gamble** was raised in the eastern foothills of the Cascade mountain range in Northern California. As a youngster, he loved to play with his Tonka trucks and build cities. As a teenager, he focused much of his creativity on model railroading. He would spend days planning out each square foot of the train set. This is where Todd really began creating maps—by drawing plan views of towns and entire regions to scale for his train sets. Now, at the age of 39, he still loves to do exactly the same things!

Illustrator **Eric Lofgren**'s early influences include comic book art, the oils of Frazetta, and the inks of Berni Wrightson. Upon discovering roleplaying games, he schooled himself in fantasy art. After years of working other jobs to sustain himself while drawing away evenings and weekends, he decided to take the plunge, illustrating full time in the RPG industry. See more of his work at <www.ericlofgren.com>.

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Malhavoc Press

Malhavoc Press is Monte's game imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. *Malhavoc Press* products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer. Coming soon from *Malhavoc Press*, look for *Hyperconscious: Explorations in Psionics*. Most current titles are available to purchase in either print or electronic (PDF) format at <www.montecook.com>.





Spellcasters, and in particular diviners, find the Oracle of Jezer-At a great boon:

- Divination spells cast within the compound's confines are treated as if cast by someone two levels higher than the actual level.
- The range of divinations with ranges greater than Touch is multiplied by 10.
- A character casting a *locate object* or *locate creature* spell on someone else's behalf can make that person's home the point upon which the spell's area centers.
- Divinations that should not work, such as scrying someone with a *nondetection* spell active, have a chance to work here. Casters must make a level check and add their relevant spellcasting ability score. The DC is 20 + level of the caster/creator of the intervening effect (such as the caster of the *nondetection* spell) + the level of the spell. Each caster can make only one attempt per intervening effect with any chance of success.
- Divination spells that have only a percentage chance of working gain an additional +10 percent chance of functioning properly (to a maximum of 100 percent).

PRIESTS OF THE ORACLE

The oracle, as an organization, is a wealthy union of clerics, diviners, sages, and consultants of all kinds. People come from across the lands to seek wisdom, advice, and perhaps a glimpse of the future. All members of the organization are called priests, and all of them—at least nominally—work in the name of Enaul, Essoch, or both.

Each priest is an expert in his or her field. Many are spellcasters, but just as many are learned advisors and researchers who can help solve problems using mundane methods—although to the unlearned and uneducated, this, too, can seem almost supernatural.

To many of the priests—those who lean toward Essoch's dogma—Wisdom is more important than Intelligence. They rely on insight and understanding to resolve problems. The fortunate visitor who comes to the Oracle of Jezer-At gains both the astuteness of Essoch's priests and the edification of Enaul's.

Visitors to the oracle must pay considerable tribute to partake in the accumulated wisdom and vision of the priests. These tributes and offerings have made the oracle a

wealthy organization, and the priesthood shows this wealth through the marble facades and pillars on the main buildings, beautiful gardens with sparkling fountains, and lavish works of art displayed throughout the compound. The priests conduct opulent banquets in the names of their gods three times each year.

Visitors and pilgrims who come to the Oracle of Jezer-At seeking aid in a decision, the interpretation of a dream, or to discern the will of the gods are directed to the person that can best help them. This person might be a cleric or diviner wizard who can cast a spell to assist them, or it might be a learned sage or subject matter expert who can provide consultation and advice.

INTRIGUES AT THE ORACLE

As a source of information and (sometimes) secrets, the Oracle of Jezer-At is a place filled with intrigue. At any given time, kings of rival nations (or their representatives) could be at the oracle seeking guidance. While most people consider this “neutral ground,” or at least sacred ground, that does not mean spies do not seek to learn what rival nations have consulted the priests about or what influential people have learned from visions.

The priests are sworn to confidentiality, but sometimes they fall prey to a magical compulsion or the temptation of large bribes. The penalty for spying within the oracle, bribing a priest, casting a spell on a priest, or otherwise taking advantage of the oracle for nefarious ends is public exposure of the misdeeds and permanent expulsion from the oracle. A priest caught breaking the oath of confidentiality faces a punishment of blinding and permanent expulsion.

An unscrupulous sort might send hired killers to the oracle to eliminate an enemy when he or she least expects it. The oracle’s guards are efficient and thorough, but so are many well-paid assassins.

Thus, the Oracle of Jezer-At is a place full of potential adventures involving politics, spies, assassins, betrayals, and Byzantine workings of all kinds.

ENAU

Title: God of the Future

Symbol: An hourglass within a stylized arrow pointing to the right, signifying the future

Alignment: Lawful neutral

Domains: Civilization†, the Future†, Knowledge, and Law

Favored Weapon: Rapier

Ethos: You constantly expand yourself beyond the boundaries of the conventional, setting yourself above others who cannot keep up. You know that nothing is gained by looking backward or dwelling too long on the here and now. Only the forward-

thinking individual, embracing the future and all that is new, can hope to stay on top of the cresting waves in the ever-flowing river of time. Knowledge is truly power, and those who invent new ideas don’t just possess power—they create it.

Description: If ever there was an urbane deity, Enaul, god of innovation and the future, would be it. Revered by creative souls, artisans, and those interested in knowing what will be, Enaul is a popular deity with temples in many cities and towns. His connection with the Celestial River gives him a special sight down the many-branching

stream of time. As a skilled boatman guides his craft down an actual waterway, Enaul watches as the world makes its way through the stream of time and—unlike most beings—can look past the forks that lie ahead.

Most of the time, people see him as arrogant (even by divine standards), witty, refined, and erudite. He enjoys an interest in the future and anything new. He thrives on innovation and invention but quickly becomes bored with what has already happened. His followers look to him for insight into what will be and see him as not only knowing but guiding the future.

Enaul harbors little love and no respect for his twin, Essoch.

He sees his brother as a boor, an unsophisticated barbarian preoccupied with the past—at least partially a deliberate misconception. Usually portrayed as a thin, handsome youth, Enaul is often seen holding an hourglass, a spyglass, or both. Some statues and carvings show him peering into the hourglass through the spyglass.

Clerics of Enaul wear courtier’s outfits or even nicer clothing but no formal robes or special colors. They all wear Enaul’s symbol predominantly. They tend to eschew armor unless absolutely necessary. The deity’s clerics declare themselves experts in prognostication, both magical foretelling and prophecy through

simple assessment of the facts and logical predictions. Many people consider them haughty or self-important, but if they are, they are simply representing their deity’s ideals.

Tributes and Offerings

The following amounts are expected of visitors seeking aid at the Oracle of Jezer-At:

Consultation with a sage or advisor:
500 gp per day of consult

Interpretation of a dream, vision, or omen:
250 gp

Communing with a deity:
100 gp per question + 2,500 gp

Learning a deity’s wishes: 300 gp

Magically locating a creature:
560 gp or 2,400 gp for discern location

Magically locating an object:
120 gp or 2,400 gp for discern location

Glimpsing the future: 2,000 gp



ESSOCH

Title: Lord of the Primal Sight

Symbol: A wooden crook hooked around a crescent moon

Alignment: Chaotic neutral

Domains: Chaos, the Future†, Knowledge, and Strength

Favored Weapon: Staff

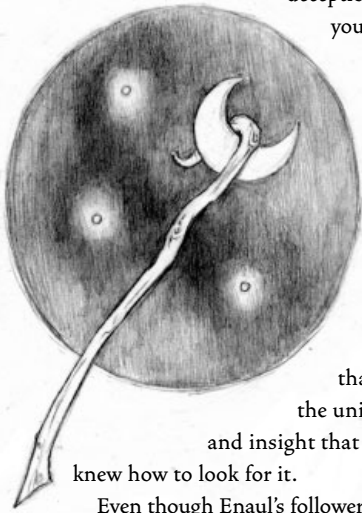
Ethos: Nature provides all the clues you need to see your place in the world. Through methods of skill and knowledge, you can understand the world around you. These ancient rites show you the future—they are the path to power. Never abandon the old ways, even as you look ahead. In fact, reject the trappings of civilization and what appears to be new and innovative, for they are a distraction and a deception. The land provides for all you need: Take it, it is yours.

Description: Essoch is the twin brother of Enaul, but they are as different as night and day in both appearance and demeanor. Enaul, the god of omens, dreams, visions, and “the primal sight,” disdains civilization. His followers believe that within the foundations of the universe lie all the knowledge and insight that mortals require, if only they knew how to look for it.

Even though Enaul’s followers claim that Essoch is mired in the past, the deity focuses very strongly on the future and predicting its winding path. Rather than relying on logic, however, those who follow Essoch use ancient methods such as the observance of signs and portents, haruspication (divining by inspecting the entrails of sacrificial animal), fetishes, superstitions, and so on. They are often skilled in creating *charm sets* (see page 17). Like his twin brother, Essoch can use his connection with the Celestial River to see down the stream of time to what lies ahead. Yet he has no fear of looking back up the path toward the past as well, to cast the future in the proper perspective.

Essoch has no patience for his brother and his affected, “civilized” ways. He values insight over logic, intuition over erudition, and instinct over education. Despite his wild, untamed nature, Essoch is neither a true nature god nor an animal deity. He represents more specifically how mortals can use nature to their benefit. Statues, carvings, and paintings of Essoch show him to be a tall, muscular man with a gruff appearance. He wears crude hides and carries a crooked staff.

Clerics of Essoch wear animal skins. His followers are often crude and abrupt, devoting little time to pleasantries. They always live in the wilderness—never in a city—and hunt and gather their own food.



CHARACTERS

Tanin Lothyris and Erelle Doan are two priests of the oracle, although neither is necessarily typical.

Tanin is a cleric of Enaul and dresses the part in sophisticated, well-tailored garb. He is tall, and his long, braided hair is dark, as are his large, deep-set eyes. Tanin is not nearly as intelligent as he pretends to be. However, he has a keen insight often more associated with followers of Essoch. He serves as both a dream interpreter and a willing caster of *commune* and other divinations for pilgrims. Tanin enjoys being helpful and has a strong need for others to think well of him, but he is wise enough not to take this desire to foolish ends—he won’t say whatever the listener wants to hear just to be liked.

Tanin Lothyris, male half-elf Clr8 (Enaul): CR 8; Medium

humanoid; HD 8d8+16; hp 58; Init +2 (+2 Dex); Speed 30 feet; AC 12 (+2 Dex); Base Attack +6/+1; Grapple +9; Attack +10 melee (1d6+3, light mace); Full Attack +9/+4 melee (1d6+3, light mace); AL LG; SV Fort +8, Ref +4, Will +10; Str 17, Dex 15, Con 14, Int 9, Wis 18, Cha 12

Languages: Common, Elven

Skills and Feats: Concentration +4, Diplomacy +3, Gather Information +3, Heal +6, Knowledge (religion) +8, Listen +4, Profession (speaker of portents)† +6, Spot +5; Brew Potion, Scribe Scroll, Seer†

Possessions: +1 chain shirt, masterwork light mace, cloak of charisma +2, scroll of invisibility purge, scroll of searing light, potion of cure serious wounds, oil of greater magic weapon, incense of meditation, incense of visions†, gold rings (3, 100 gp each), 196 gp

Cleric Domains: Civilization† and Knowledge

Spells (6/5+1/4+1/4+1/3+1, DC 14 + spell level): 0—*detect magic, detect poison, guidance, mending, read magic, resistance*; 1st—*bless, comprehend languages, detect evil, divine favor, sanctuary, shield of faith*; 2nd—*augury* (X2), *calm emotions, owl’s wisdom, zone of truth*; 3rd—*dispel magic, glibness, locate object, magic vestment, speak with the dead*; 4th—*divination, discern lies, sending, tongues*

Erelle is a devotee of Essoch, but not an actual cleric. In fact, she is not particularly religious—she’s more studious and likes to rely on fact rather than faith. She does not wear furs or even the symbol of the deity she claims to represent. Instead, she dresses simply and practically. This serious, professional, and methodical human casts divinations on behalf of the oracle and also serves as a sage regarding historical and magical matters and as an advisor on matters of nobility. It would never occur to her to carry a weapon or wear armor, although she prepares a few offensive and defensive spells each day to protect herself. She proudly brandishes the *crystal ball* she recently created.

Erelle Doan, female human Diviner10: CR 10; Medium

humanoid; HD 10d4+10; hp 41; Init +3 (+3 Dex); Speed 30 feet; AC 13 (+3 Dex); Base Attack +5; Grapple +4; Attack +4 melee (touch spell) or +8 ranged (ranged touch spell); AL LN; SV Fort +6, Ref +6, Will +9; Str 9, Dex 17, Con 13, Int 15, Wis 10, Cha 13

Languages: Common, Dwarven, Elven

Skills and Feats: Concentration +7, Craft (alchemy) +7, Knowledge (arcana) +13, Knowledge (architecture and engineering) +5, Knowledge (history) +15, Knowledge (nobility and royalty) +13, Knowledge (the planes) +7, Profession (speaker of portents)† +11; Craft Wondrous Item, Great Fortitude, Iron Will, Magical Aptitude, Scribe Scroll, Seer†, Spell Mastery (*locate object*, *detect secret doors*), Vatic Sight†

Possessions: *Crystal ball*, parchment, ink, quills (3), 45 gp

Prohibited School: Necromancy

Spells (4/5+1/5+1/3+1/3+1/2+1, DC 12 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *detect poison*; 1st—*charm person*, *hypnotism*, *identify*, *mage armor*, *shield* (×2); 2nd—*bear's endurance*, *levitate*, *locate object*, *rope trick*, *see invisibility*, *touch of idiocy*; 3rd—*arcane sight*, *hold person*, *lightning bolt*, *sleet storm*; 4th—*detect scrying*, *dimension door*, *lesser geas*, *locate creature*; 5th—*break enchantment*, *hold monster*, *Ray's telepathic bond*

Spellbook: 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*charm person*, *detect secret doors*, *hypnotism*, *identify*, *mage armor*, *magic aura*, *reduce person*, *shield*; 2nd—*alter self*, *bear's endurance*, *glitterdust*, *levitate*, *locate object*, *rope trick*, *see invisibility*, *summon swarm*, *touch of idiocy*; 3rd—*arcane sight*, *haste*, *hold person*, *lightning bolt*, *magic circle against evil*, *sleet storm*; 4th—*charm monster*, *detect scrying*, *dimension door*, *lesser geas*, *locate creature*, *scrying*; 5th—*break enchantment*, *hold monster*, *overland flight*, *Ray's telepathic bond*

FORESIGHT AND OMENS

Knowledge of the future and mysterious omens are an important part of the fantasy genre. Seers and diviners enjoy great respect in many such tales. Yet in most campaigns, divination specialists are the least among the spellcasters. This is mainly due to the small handful of available divination spells and their lack of utility in adventuring situations. Nevertheless, the ability to know what is happening elsewhere, to find things lost to all other eyes, and to foreordain the future—these are not abilities one should overlook. Even if wielded only by nonplayer characters (NPCs), the common folk would most likely value such talents over *fireballs* and summoned monsters in everyday life. That's why the Oracle of Jezer-At is so important.

The guidelines in this section can help DMs use the oracle to introduce prognostication into their campaigns or to create other interesting prophetic opportunities.

HANDLING DIVINATIONS FROM THE DM'S CHAIR

Dealing with any kind of divination can be a real hassle for the DM. This type of magic often puts DMs on the spot, asks them to provide information that isn't ready at hand, or requires them to make snap judgments. If a character casts *augury*, the DM has to determine if a projected action will yield weal or woe. Even worse, if the character casts *divination*, the DM has to come up with some cryptic answer to a question. At least *commune's* questions are yes/no, although players are sure to come up with some questions to which the DM doesn't know the answers (at least not yet). A *legend lore* might require the DM to create a whole history that hasn't been invented.

The DM should remember that in these cases she is always right. She should come up with answers as needed without dwelling on them too long. Make up a cryptic response for the *divination*—even if it's just nonsense when you say it. The only really important things the DM needs to do are to remember her answers and make sure the facts that the PCs discover match what the divinations revealed. In other words, make the cryptic response make sense—at least a little—in the end. Even if the DM slips up, the spells are not fail-safe, and the PCs may simply assume that the magic malfunctioned or that they didn't understand the answer correctly—or it may just lead to a further mystery. The point here is that no one is looking over your shoulder. There are no right or wrong answers on your end.

On the other hand, the DM needs to keep in mind that divination spells are not cheats. It's not unfair for a player to use *commune* to solve a mystery, just like it's not unethical to use *see invisibility* to fight an invisible foe. These spells are part of the PCs' arsenal, and the DM has to be ready for them. If you designed an adventure for 12th-level characters that hinges on a secret that one can discover with a *commune* spell, it's your own fault when the whole thing wraps up in only 10 minutes of game time.

The way to make a mystery work in the game is to set it up in such a way that the PCs don't know the right questions to ask with their *divinations* or *communes* or the right target for their *locate object* spells. Thus, the task becomes finding enough clues and figuring out enough of the puzzle to finish the job with the spells at hand. Alternatively, a DM can set things up so that even if a spell ruins the mystery, the adventure's not over—the PCs still have to find and apprehend the murderer, even if they know his identity. Use divination-spoiling magic, such as *nondetection* or *mind blank*, only sparingly.

OMENS AND PORTENTS

Omens and portents are signs created by the universe (or powerful spiritual forces within the universe, such as gods)

to convey information to intelligent creatures. The catch is that the creatures have to notice and understand the message. A black bird flying east in the morning might foretell that a friend is in danger. The birth of a two-headed goat might signal that some demonic force is manifest nearby.

The theory behind omens, portents, and signs is that all things—gods, the weather, people, animals, objects—are intrinsically linked. The whinnying and stamping of a horse means that a storm approaches, because the horse can sense it in the air and knows it is coming. It can sense something a person cannot. The air and the horse are linked in a way that people cannot completely understand, only observe. Taken a step further, a mist in the morning might mean that someone in the area is going to come down with an illness, because the weather and illness are linked. One more step, and the unexpected appearance of a ladybug means that a person will have good luck, because the ladybug and the events of future fortune are linked. Eventually, going down this path, in which each connection seems more tenuous than the last, one realizes that a sign or event could be linked to anything else.

A person learns the meanings of omens through experience. Someone observes a particular portent and some other occurrence more than once and realizes that one never happens without the other. Omens can foretell the future or give information about the present. The connection between a sign and its meaning knows no distance, so it could show the observer something that is happening (or is going to happen, or has already happened) far, far away.

To create omens for characters to use in your own campaign, here are a few questions to keep in mind:

1. Specific or General? First, you should decide whether you want an omen to denote a quite specific happening or a more general event. Some omens are specific. Finding a green dragon scale means that someone you know is lying about you at that moment. A shooting star in the northern sky means a visitor will pay a call the day after tomorrow with good news. Some omens are general. A found coin is a “good omen” and simply means nonspecific good things, either in the present or the near future. Breaking a mirror is a “bad omen.”

2. Omen or Superstition? There is a fine line between omens and superstitions—and the difference might be even fuzzier to characters living in the game world than it is to us. As a simple rule of thumb, superstitions involve conscious character actions: Don’t walk under a ladder, don’t drink goat’s milk after dark, toss a pinch of salt over your shoulder when it is spilled. Omens involve things out of all characters’ control: strange weather, a chicken laying a rotten egg, a black cat crossing one’s path.

3. Thematic Link? Signs and portents need not be thematically linked with their meanings. The sighting of a wolf can be a good omen, while a beautiful flower opening can mean disaster. In other cases, though, thematic links are important. Seeing a carrion bird might portend impending death.

4. Timing? Decide whether the time of the omen’s observance ties into its meaning. In many cases, the timing of an omen is inherent to its meaning. “Red skies at night, sailor’s delight. Red skies in morning, sailors take warning.”

5. Who’s in Charge Here? It’s important to remember that the DM (representing the universe, fate, or the powers that be) retains control of omens and portents, not the characters. A player can state that her character is going to look for omens, but that doesn’t have to put the DM on the spot. They don’t come unless the DM wants them to.

6. Is it True? Lastly, omens do not actually have to be real. They can result from coincidence, or perhaps they are just lies perpetrated by someone attempting to appear “wise.” Or they may stem entirely from incorrect assumptions. Even if



omens occur, not all omens mean what interpreters think they mean. The universe is a very complicated place. DMs should use omens and portents for flavor, for foreshadowing, and for imparting actual information as they see fit.

VISIONS AND DREAMS

Sometimes the DM wants to take a direct hand in communicating with a player character. A common way of doing so is to send the character a dream. Less commonly, characters experience waking visions. Both are central aspects of the fantasy genre.

Whether it is true or not, people believe that their dreams have meaning. Oneiromancy is the practice of divination through dreams. Vatic, or prophetic, dreams impart wisdom regarding the future to the dreamer, but often in mysterious or even puzzling ways.

How does a vision differ from a dream? First of all, visions occur while the subject is awake. They often are brought on by meditative trances and the use of artificial substances. The main difference, though, is that dreams are passive, but visions usually result from some intentional act on the subject's part.

Both dreams and visions communicate through phantasmagoria: images, scenes, and words that are sometimes fairly clear, sometimes quite a riddle, but almost always surreal.

A BOON AND A BANE

Dreams and even visions are really a DM's tool. They create a way to give the players exposition without an intermediary. They allow a DM a way to talk directly to the players and tell them something they need to know—often a hook for an adventure, a clue on how to succeed at some task, or a warning. Like omens, they can be an interesting way to foreshadow events yet to come.

But dreams and visions can prove difficult for a DM to handle. It's tricky to come up with strange images that have more than a literal meaning, yet can be interpreted. The DM can describe a bizarre series of events with weird figures and surreal settings, but will it mean anything to the character having the dream? How weird is too weird? How literal is too literal?

Usually the DM should err on the side of being straightforward. Sometimes imagery that seems clear to one person is near-gibberish to someone else. If the DM worries that a dream or vision may be too obtuse, it probably is. Plus, players feel rewarded and invested if they can actually decipher the riddlelike imagery on their own.

Sometimes it's important to mix real images in with figurative ones. For example, in a dream about the coming invasion of an evil army led by the high priest of a noxious god, the dreamer might see a horde of spiders made of darkness spinning a web across the land, with cities and farms caught

in the web and destroyed. In the midst of all this allegory, however, the dreamer sees that each spider bears the symbol of the evil god behind it all.

Ultimately, it comes down to a question of how clear or ambiguous the DM wants the imagery to be. Perhaps it shouldn't be decipherable right away. A vision that makes no sense until the character has a few key experiences—at which time it all falls into place—can work very nicely. Perhaps the character has to find someone with the right knowledge to inquire about the dream images.

SEEING INTO THE MUTABLE FUTURE

Visions and dreams that give portents of the future can be even more difficult to handle than standard divinations. How can the DM tell a player what's going to happen to her character in the future when he can't know everything her character will do? Since the DM isn't 100 percent in control—players control their own characters—he can't possibly predict the future with accuracy.

The trick here is to subscribe to the idea of a mutable future, as well as the idea of free will. You can tell a player that her character, in a vision, sees herself in Castle Durast fighting the dreaded two-headed manticore. The player then never goes to Castle Durast. This means that, armed with foreknowledge of the future, the character has deliberately chosen to take a different course of action and thus changed the future. The vision wasn't wrong, it simply was based on the PC not knowing what was coming. The player character still learned something from the vision (where the two-headed manticore lairs) and feels in control of her own destiny.

However, this approach will feel false to the player, destroying willing suspension of disbelief, if the DM tells her that her character does something that the character would never do in a million years. Thus, the DM needs to know the players and their characters to a fair degree before attempting to work visions into the campaign.

It's important for seers and diviners living in the game world to believe that the future is mutable, that there are many possible futures, that foreknowledge of events can empower free will, or some combination of these ideas. And it's important to communicate these concepts to the players, one way or another.

SAMPLE PHANTASMAGORIA

Following are short lists of sample imagery that the DM can use when describing a dream or vision to a player. They can also prove helpful in other cases where the DM needs to be somewhat mysterious or cryptic (such as with the answer to a divination spell). Mostly, they are presented as examples. DMs should feel free to come up with ideas of their own as well.

GENERAL PHANTASMAGORIA

Meaning	Image
A fortress or castle	A shield, a single tower, a clenched fist
A journey	A flying bird, a ship, a galloping horse
A rogue or thief	A weasel, a sparrow, shoes moving quietly
A spellcaster	A staff, a wand, glowing eyes
A warrior	A warhorse, a sword, a helm
A ruler	A floating crown, a shield with a noble crest
A secret	A cloaked figure, a locked book, light earth tremors
A specific god	The god's symbol, an animal associated with it, the god's statue come to life
The gods	Eyes peering out of the clouds, titanic beings looking down from above, figures rolling dice across the world
Aid/blessings	Dead plants and trees coming to life, smiling faces, blaring trumpets
Change	A looming storm, a mysterious rider
Danger	Flames, a grinning skull, pointed blades
Evil	A raven, a dark cloud, a spider
Good	A shining crown, a flying eagle, a knight in silver armor
Hate	Smoldering eyes, a clenched fist
Longing/desire	A wolf howling, a hand grasping a jewel
Old age/death	Dying coals, pages falling from a book, a broken hourglass
Plague	A green mist, floating skulls, rats
Reward	An overflowing cup, a chest full of gold, a silver sphere
Time passing	Sand in an hourglass, changing seasons
War	Fire spreading rapidly, cities suddenly turning to ruin, two swords clashing

SPECIFIC PHANTASMAGORIA

Meaning	Image
Someone mysterious controls things.	A puppeteer controls a marionette.
A single threat is everywhere.	Dark tentacles come out of the shadows and wrap around everything.
A lost object must be found.	A locked door stymies you, while a bird flies off to a distant land with the key.
A god is displeased.	A huge fist comes out of the sky and destroys a temple.
A secret of the past will aid the present.	A hand clutching an ancient scroll bursts from the ground, and the scroll unravels.
A huge, evil army approaches.	A dragon flies across the countryside with wings that stretch from horizon to horizon, destroying everything.
The king is doomed to die.	The king loses a battle with a helmeted knight. The helm falls off, exposing only a grinning skull.

NEW SKILL

Followers of both Essoch and Enaul train in the use of this new skill. It is common among all of the priests of the Oracle of Jezer-At.

PROFESSION (SPEAKER OF PORTENTS)

(WIS; TRAINED ONLY)

Use this skill to interpret strange dreams, visions, and omens. You can discern whether a dream is a "vatic dream" that imparts information. You can attempt to see meaning in your own dreams or those of others. You can make sense of the imagery of visions and tell them apart from simple delusions. You can watch for omens, relate their meaning, and distinguish them from mere coincidence.

Check: A successful check brings sense and meaning to otherwise confusing signs and images. If you are interpreting someone else's dream or vision, that person must describe it to you in great detail and must be physically present when you attempt the check. The difficulty of the check is unique to any given dream, vision, or omen, using these general guidelines:

DC	Task
15	Spot a simple omen (if one is present)
20	Spot a complex or obscure omen (if one is present)
18	Distinguish a vatic dream from a normal one
18	Distinguish a true vision from a delusion
20	Interpret a simple dream of your own
23	Interpret a simple dream of someone else's
25	Interpret a complex dream of your own
28	Interpret a complex dream of someone else's

Simple omens, dreams, or visions are typically short and straightforward and use common imagery. Complex omens, dreams, or visions are far more involved, elaborate, and mysterious, but usually contain a greater breadth of information.

Action: Varies. This could take anywhere from an hour to a full day of contemplation (and even meditation or research), at the DM's discretion.

Try Again: No. The check represents all that you can ascertain. Thinking about it again does not grant you further insight.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Profession (speaker of portents) checks.

NEW FEATS

Interested in the interpretation of dreams and visions, followers of both Essoch and Enaul practice the art of vatic sight and serve as seers. Essoch's clerics and other devotees create *charm sets* quite commonly.

CREATE CHARM SET (ITEM CREATION)

You can create *charm sets* with the proper ingredients.

Prerequisites: Caster level 1st, Wisdom 13

Benefit: You have the ability and knowledge to assemble the needed components for a *charm set*, as described on page 17. When creating a *charm set*, you first must gather the required ingredients and items, then spend the listed time putting them together in specific, prescribed ways. You must spend this time uninterrupted in a comfortable, quiet location, or the effort and ingredients are ruined. A spell must activate the *charm set* (as described on page 17), but you do not have to be the caster.

SEER (GENERAL)

You are extremely skilled at casting divination spells.

Prerequisites: Caster level 1st, Wisdom 13

Benefit: When you cast a divination spell, you can choose to alter it as described under the feats Still Spell, Enlarge Spell, Extend Spell, Silent Spell, or Widen Spell. This alteration does not adjust the spell's level or casting time, nor do you have to decide ahead of time how to modify the spell.

VATIC SIGHT (GENERAL)

You can call upon the powers that be in the universe to grant you visions or dreams.

Prerequisites: Caster level 1st, Wisdom 13

Benefit: You can choose a general topic about which to have an informative dream while you sleep or a vision while you are in a trance. Topics can include an individual, a place, an object, a group, and so on. For example, you might choose as a topic Castle Shard, Lady Amberlin, the *crook of Essoch*, or the elves of Bittergreen. "How do I get into the vault in Castle Shard?" is too specific a topic, as is the question, "Does Lady Amberlin mean me harm?"

To succeed, you must make a Concentration check with a Difficulty Class set by the DM depending on the topic. In general, the simplest topics have DC 20 and the most obscure, complex, or forbidden topics have DC 40, with most others falling in between.

As with all dreams and visions, the DM remains in complete control of the actual details and the images presented. Sometimes they may seem difficult to interpret. Other times, the information on the topic might not pertain directly to any matter at hand. The dream might tell you about Lady Amberlin's distant past rather than her disposition toward you, for example.

Visions require at least an hour of meditative trance (whether successful or not), and dreams require at least an hour of sleep (whether successful or not). You cannot attempt to use this feat more than once per day, nor more than three times per week.

NEW CLERIC DOMAINS

The two new domains in this chapter pertain specifically to the gods Enaul and Essoch, but you can apply them to the gods of other pantheons as well.

CIVILIZATION

Deities: Enaul, patron deities of cities

Granted Power: You gain a +2 circumstance bonus to Gather Information checks made while in a settlement of at least 100 people.

CIVILIZATION DOMAIN SPELLS

Level	Spell
1	<i>Sanctuary:</i> Opponents can't attack you, and you can't attack.
2	<i>Calm emotions:</i> Calms creatures, negating emotion effects.
3	<i>Glibness:</i> You gain a +30 bonus on Bluff checks, and your lies can escape magical discernment.
4	<i>Discern lies:</i> Reveals deliberate falsehoods.
5	<i>Commune with the city:</i> You know the general status of a city's population and can find and communicate with anyone in it.
6	<i>Guards and wards:</i> Array of magic effects protect area.
7	<i>Mass suggestion:</i> As <i>suggestion</i> , plus one subject per level.
8	<i>City transport:</i> You can teleport anywhere in a city every other round.
9	<i>Lord of the city:</i> You know general status of a city's population, are aware of major issues and threats, and can find and communicate with anyone in it.

THE FUTURE

Deities: Enaul, Essoch, patron deities of divination

Granted Power: Once per day you experience a momentary glimpse of your future, allowing you to add half your cleric level (minimum +1) to a Reflex saving throw of your choosing, or to your Armor Class against a single attack. The decision to use this power must come before resolving the relevant save or attack roll. This is a divinatory effect.

THE FUTURE DOMAIN SPELLS

Level	Spell
1	<i>True strike:</i> Confers a +20 bonus on your next attack roll.
2	<i>Augury:</i> Shows whether an action will be good or bad.
3	<i>Will of the gods:</i> Foretells the gods' opinion on a matter.
4	<i>Divination:</i> Provides useful advice for specific proposed actions.
5	<i>Peer into the future:</i> You look at a random moment in your possible future.

- 6 *Aid from the future*: Your future self aids you in the present through hit point and spell transfer.
- 7 *Futuresight*: You look at a random moment in a creature's possible future.
- 8 *Moment of prescience*: You gain insight bonus on single attack roll, check, or save.
- 9 *Foresight*: "Sixth sense" warns of impending danger.

NEW SPELLS

The nine new spells in this chapter deal with the topics of divination and urban life, two areas of special interest to the twin gods Essoch and Enaul.

AID FROM THE FUTURE

Transmutation

Level: Future 6

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

You call on your future self to aid you in the present. Drawing on the life energy of the you living 24 hours in the future, you restore yourself to full hit points and regain 1d4+1 levels of cast spells of your choosing (you must have prepared the spells for that day). Exactly 24 hours after the casting of this spell, you suffer 4d6 points of nonlethal damage and are stunned for 1d6+4 rounds.

If you cast *aid from the future* but die without being raised before the 24 hours elapses, or if in 24 hours you are within the area of an antimagic field, or if something else prevents this spell from logically functioning after it has been cast, the temporal flux caused by the paradox inflicts 4d6 points of real damage upon you and all the allies who were within 30 feet of you when you cast the spell *regardless of their current location or condition—even in an antimagic field*. The affected creatures also are stunned for 10 rounds. There is no saving throw.

You can cast this spell only once in a given 24-hour period.

CITY TRANSPORT

Transmutation

Level: Brd 6, Civilization 8

Components: V, S

Casting Time: Full round

Range: Personal

Target: You

Duration: One minute/level

You can cast *city transport* only within a settlement that is home to at least 100 people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define 100 farmers living across hundreds of acres as a settlement). For the duration of this spell, you can teleport anywhere within the confines of that community with-

out chance of error (with the same limitations as the *greater teleport* spell). You can do this once every other round, up to a maximum number of times equal to half your caster level.

COMMUNE WITH THE CITY

Divination

Level: Brd 6, Civilization 5

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

You can cast *commune with the city* only within a settlement that is home to at least 100 people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define 100 farmers living across hundreds of acres as a settlement). After casting the spell, you can ask one yes or no question per caster level and receive an answer, as described in the spell *commune*. The main difference is that this spell provides only answers known to someone within the settlement, and the question must pertain to the community in some way. So, if you cast the spell and ask, "Is the Chosen Sapphire within the Tower of Returning?" you will get an answer only if someone in the community where you cast the spell knows the answer. The locals upon whose knowledge you rely remain unaware of any spell effects: You are drawing upon the gestalt knowledge of all the residents, not that of any one individual—even if only one person knows the answer.

Material Component: A map of the city in question

FUTURESIGHT

Divination

Level: Clr 7, Future 7

Components: V, S, DF, M

Casting Time: One hour

Range: Touch

Target: One creature that is not you

Duration: One minute

Saving Throw: Will negates

Spell Resistance: Yes

Similar to the effect of *peer into the future*, this spell shows you what another creature will be doing at some time still to come. The time can be any point in the creature's future life span, but the exact moment that you view is up to the DM. Unlike *peer into the future*, you can specify a general topic on which your *futuresight* will take place. For example, you could say "a great battle," or "a moment of great triumph," and the DM will describe for you a point in the subject's future involving the selected topic, if there is one. However, topics such as "the moment of Feldrik's death," or "when we find the Black Grail," are too specific.

Material Component: A piece of crystal worth at least 10 gp

LORD OF THE CITY

Divination

Level: Civilization 9

Components: V, S, M

Casting Time: One hour

Range: Personal

Target: You

Duration: 10 minutes/level

You can cast *lord of the city* only within a settlement that is home to at least 100 people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define 100 farmers living across hundreds of acres as a settlement). For the duration, you know the general status of the people in the city: content, rebellious, afraid, dying etc. You become aware of large-scale calamities or strong emotions—anything that affects at least 10 percent of the population or physically endangers 1 percent of the population. For example, in a city of 10,000 people, if 155 people had the plague, you would become aware of it (with no further details). If the city were under attack, you would become aware of it. If a major festival were occurring with a thousand people attending, you would know whether they were enjoying themselves. You would not learn of minor occurrences (two people attacked during a robbery, three people dying in an accident, five people dying of natural causes, and so on).

Further, with 1 round of concentration, you can learn the location and status of a single individual you name, if that creature is within the settlement. You must have touched that creature or have something belonging to it in your possession at the time of the attempt. The ability to locate individuals is as powerful and accurate as with *discern location*.

Lastly, once per level while the spell remains in effect, you can send a message to anyone in the settlement found using this spell and get a reply as if you had cast *sending*.

Material Component: An accurate map of the settlement etched into an 18-inch-square bronze plate worth 1,000 gp

PEER INTO THE FUTURE

Divination

Level: Clr 5, Future 5

Components: V, S, DF, M

Casting Time: One hour

Range: Personal

Target: You

Duration: One minute/level

Casting this spell shows you what you will be doing at some point in the future. The future time viewed is no sooner than one week from the time of casting and no later than one week plus two days per caster level from the time of casting. So a 12th-level caster could see a period of time anywhere between seven days and 31 days in the future. The exact point in time is up to the DM. For the duration of the

spell, you see through your own eyes in that future time, although you have no control over your future self's actions. As described in the "Seeing Into the Mutable Future" section, the events you see are based on the possibilities available before you cast *peer into the future*. The knowledge you gain in this spell may change what the future brings.

The spell has enough power to ensure that the future period viewed is one of some importance to you. You will not, for example, view a period while you are asleep, eating a simple meal, or the like. You will view a battle, an important conversation or confrontation, or similar moment. The DM, however, remains in full control of the particulars.

Material Component: 1,000 gp worth of incense, herbs and holy water

PRECOGNITIVE FLASHES

Divination

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level

Similar to the effect of *true strike*, you gain flashes of insight into your immediate future. For the duration you gain a +1 insight bonus to attack rolls, Armor Class, and Reflex saving throws.

PROPHETIC WARNING

Divination [Mind-Affecting]

Level: Clr 6

Components: V, S, DF, M

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: One hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You look into the future and implant in the subject's subconscious (or your own mind) a thought of a specific danger that lies ahead. At one point while the spell remains active, the subject can choose to make a single attack roll made against him fail or can choose to succeed at a single saving throw. This decision must be made before any dice are rolled: The subject sees the warning in his or her conscious mind at the moment of danger.

For example, a barbarian who has been given a *prophetic warning* meets a green dragon. The green dragon breathes, and the barbarian's player must make a saving throw. He can choose—before attempting the saving throw—to succeed automatically at this save, ending the spell. Or, he can wait and roll the save normally, so that he can make an attack of the dragon's miss on a subsequent round. The warning came

to him when he first met the dragon. Either way, once the barbarian enjoys the benefit of the warning, he cannot call on the spell's effect again.

This spell cannot be cast on a single creature more than once in a 24-hour period.

Material Component: A small scroll of hammered gold worth 250 gp

WILL OF THE GODS

Divination

Level: Clr 3

Components: V, S, DF

Casting Time: One hour

Range: Personal

Target: You

Duration: Instantaneous

You ask a single question regarding a choice of action that you or a specifically named other creature could conceivably take in the next week and learn whether it is something your god would like to see done. The answer is always yes or no (or no answer), so you must phrase your question appropriately. For example, you could ask, "Is it your will that I launch an attack on the temple of Orcus?" or, "Would it honor you if Warall the fighter broke the Tablets of Understanding?" or, "Shall I build your new temple on the east side of Mount Edderal?" Vague questions such as "Should I try harder to find the lost scroll?" or "Do you like it when we occasionally spare your enemies?" receive no answer.

There is only a small chance that your god cares whether or not the action takes place. If the deity has no opinion, this spell offers no guidance. The percentage chance of gaining an answer is equal to the Hit Dice of the creature taking the potential action + one or more of the following modifiers:

Modifier	Condition
+5%	The action directly affects a cleric of the god of level 1–5
+10%	The action directly affects a cleric of the god of level 6–12
+15%	The action directly affects a cleric of the god of level 13+
+15%	The action significantly affects a temple of the god
+10%	The action significantly affects a temple of an enemy god
+10%	The action directly affects a cleric of an enemy god of level 10+
+10%	The action directly affects more than 100 intelligent creatures important to the god
+10%	The action directly affects a magic item, artifact, or other object important to the god

DMs should remember that *will of the gods* differs from *commune* in that it asks questions of opinion, not questions of fact. A deity may not be all-knowing and may encourage an action that does not work out for the best. A deity might be biased and want to see an action undertaken that helps itself but not the mortal undertaking the action.

NEW MAGIC ITEMS

The new magic items here all have divinatory effects, some of which are based on this chapter's new spells.

The Book of Omens: This valuable magical book has been copied and recopied many times. Anyone possessing a copy of the book can use the Profession (speaker of portents) skill untrained regarding omens and gains a +2 competence bonus to checks made to spot and interpret omens.

Faint divination; caster level 5th; Craft Wondrous Item, *augury*; Price 500 gp; Weight 1 lb.

Incense of Visions: Burning this dark green incense creates a cloud of thick mist. Anyone within 5 feet of the burning incense should make a Concentration check (DC 15). Those who succeed experience a vision given to them by the DM. The DM completely controls the nature of the vision, the topic it might cover, and whether it is a vision of the past, the present, or the future. The DM may describe the images the character sees and allow the player to interpret them or can simply call for a Wisdom check (DC 15; characters with the Vatic Sight† feat gain a +2 bonus) in order to gain a general impression of what the vision involves. The vision should grant the character some new information and possibly lead to a new adventure. *Incense of vision* is a one-use item—once activated, it cannot be stopped, and it cannot be reused.

Moderate divination; caster level 7th; Craft Wondrous Item, *divination*; Price 800 gp; Weight 1 lb.

The Mantic Ephemeris: This long scroll contains a complex table of positions of various stellar bodies at different times, along with a number of diagrams. Used with the *orphic calculator†* (see below), one can predict the future. Alone it provides the wielder with a +1 insight bonus to AC and Reflex saves.

Strong divination; caster level 13th; Craft Wondrous Item, *futuresight†*; Price 100,000 gp; Weight 2 lbs.

The Orphic Calculator: This device resembles a pair of very precise calipers connected to a sextant. When used with the *mantic ephemeris†*, it can predict the future. A character with both items can spend an hour performing calculations to produce an effect identical to the spell *futuresight†*. Alternatively, a user can spend six hours performing calculations to determine the best future date for completing a particular task. A character who waits to do the task on the appointed day gains a +1 circumstance bonus to all checks made in accomplishing the task (but only those pertaining directly to the task). The perfect date is up to the DM's discretion. Alone, the *orphic calculator* provides the wielder with a +1 insight bonus to attack rolls.

Strong divination; caster level 13th; Craft Wondrous Item, *futuresight*; Price 100,000 gp; Weight 4 lbs.

CHARM SETS

Charm sets consist of collections of various strange fetish items and charms, gathered together in precise ways and activated with a minor spell. The items are always natural or at least somehow related to the natural world. *Charm sets* draw upon the power inherent in all things to produce a variety of effects, only a few of which are described here. They work on the basis of their own strange logic. Followers of Essoch are often skilled in the use of *charm sets*.

The key to the *charm sets* lies with the items and ingredients that comprise them. Such items include skulls (often small animal skulls), bones, bits of flesh, teeth, small bags of herbs, string soaked in a herbal brew, slivers of precious metal, leaves, stalks of plants, blood, bat wings, animal claws, colored stones, feathers, locks of hair, bark, eggshell, seeds, acorns, nuts, dried mud (often with herbs mixed in), paint, tiny clay figurines, nails or pins, wood splinters, scratched shards of glass, and so on. When the proper charms are assembled in a specific manner and chanted over for an hour, the *charm set* is ready.

To activate a *charm set*, one must intentionally cast a cantrip spell into it (ignoring the spell's normal effect), at which point the *charm set* takes on the property it was designed for. The effect lasts for one hour per caster level. When the effect ends, the components and charms become useless and cannot be used as part of a *charm set* again. A spell more powerful than a cantrip can activate the *charm set*, but the set gains no enhanced benefit from doing so.

Charm sets are simple to dispel, their caster level being 0. Their effects are always treated as 0-level effects (even when the potency of the effect would suggest otherwise).

A few example charm sets include the following:

Avoidance: The creator must assemble the following ingredients upon a headband, hat, helmet, or headdress: three clear crystals tied with leather cords and sprinkled with powdered hemlock, a metal strip etched with special symbols, and four claws of a badger.



When activated, the *charm set* forces anyone wishing to attack the wearer to make a Will saving throw (DC 11). Those succeeding can attack normally. Those failing the saving throw cannot make successful attack rolls against the wearer and cannot cast offensive spells at him or her for 10 rounds. Once the saving throw is attempted, successful or not, a creature need make no further saving throws against this specific *charm set*. *Cost of components: 230 gp. Time to create: 11 hours.*

Devilry: The creator must assemble the following ingredients upon a wooden staff: three jagged bits of metal, 16 teeth from monstrous humanoids, a 6-foot leather cord soaked in ogre sweat and cut into pieces to tie the other components to the staff, and a smattering of human blood.

When activated, the saving throw DCs of the wielder's spells with the evil descriptor gain a +2 bonus. *Cost of components: 450 gp. Time to create: nine hours.*

Grace: The creator must assemble the following ingredients upon a belt: a rabbit's foot painted red, three teeth from a gazelle, a silver thread 12 inches long, and five leaves from a rosebush. The creator wraps the leaves in a piece of parchment that bears special symbols drawn in ink made from the blood of a cockatrice, then ties off each end of the rolled parchment with pieces of string exactly 4 inches long.

When activated, the *charm set* grants the belt's wearer a +4 competence bonus to Balance, Climb, Escape Artist, Jump, and Tumble checks. *Cost of components: 120 gp. Time to create: 10 hours.*

Might: The creator must assemble the following ingredients upon a bracer or armband: 2 feet of metal wire, a circular iron plate set with a red stone, and a leather pouch made from the flesh of a bull and containing a shard of glass soaked in bear's blood and inscribed with a special symbol.

When activated, the *charm set* provides a +2 enhancement bonus to Strength. *Cost of components: 200 gp. Time to create: 16 hours.*

Personality: The creator must assemble the following ingredients on an individual's person: two cloth pouches filled with rose petals and powdered rhino horn, a strap of cloth rubbed with sea salt and bearing three circular gold charms, and a broken dagger hilt.

When activated, the *charm set* provides a +2 enhancement bonus to Charisma. *Cost of components: 200 gp. Time to create: 12 hours.*

Resistance: The creator must assemble the following ingredients upon a vest, cloak, robe, or shirt: a small baked clay orb filled with incense, a bit of melted tallow with a pair of bone needles pushed through in a cross shape, and three coiled rat tails in a pouch made of a folded bit of snakeskin wrapped in a piece of purple string.

When activated, the *charm set* provides a +1 resistance bonus to saving throws. *Cost of components: 75 gp. Time to create: seven hours.*

Speed: The creator must assemble the following ingredients upon a pair of boots or on bands meant to be wrapped around

a creature's legs: three feathers from a giant eagle, a silver charm made to look like a horse's head, a 1-inch circle of cloth with the claw of a lizard pinned to it with a bronze pin, and two 2-foot-long pieces of leather cord soaked in urine and vinegar.

When activated, the *charm set* provides a +10 bonus to speed. *Cost of components: 300 gp. Time to create: 14 hours.*

Striking: The creator must assemble the following ingredients upon a melee weapon: a small animal bone carved with a special symbol and a bag containing three beans, a handful of copper dust, iron filings, and ground terrifin root (found in any humid climate). The bag and bone are affixed tightly to the weapon's haft, handle, or pommel.

When activated, the *charm set* provides a +2 enhancement bonus to attack and damage rolls. *Cost of components: 150 gp. Time to create: eight hours.*

Warding: The creator must assemble the following ingredients upon a shield or on an individual's person: two small animal skulls marked with special symbols, a patch of animal flesh from a paw or claw (or flesh from a humanoid's hand) painted with blue symbols, a muddy paste including ground garlic and dark green leaves, and at least 3 feet of cord soaked in water boiled with lizard eggs. The cord is used to affix all the other bits but must remain uncut.

When activated, the *charm set* provides a +2 enhancement bonus to Armor Class. *Cost of components: 200 gp. Time to create: 10 hours.*

ARTIFACTS

The holy symbols of Essoch and Enaul stem from the legends of artifacts touched by the gods—items that carry immense divinatory power.

Crook of Essoch: This knarled wooden staff measures 7 feet long and has a hooked end. Legend has it that Essoch himself created the staff and wielded it for a time while he walked in the world. The crook is a +4 *defending quarterstaff*. It grants the wielder a +5 competence bonus to Profession (speaker of portents) and Survival checks, and allows him to use any of the following spells each once per day: *commune*, *divination*, *futuresight*, and *prophetic warning*.

Strong divination; caster level 20th; Weight 5 lbs.


Hourglass of Enaul: This hourglass measures 2 feet high and 6 inches across. The multicolored sands within the glass shimmer as they fall. It was made as a gift to Enaul himself by a powerful high priest, but it was stolen by means of a powerful planar gate before it could be delivered.

The wielder can choose any moment in the future and see what happens in the spot where she stands holding the hourglass. As with all visions of the future, this is only a possible future. Each time a mortal uses the hourglass, the user must attempt a Will saving throw (DC 20 + number of times the hourglass has been used in the past week) or go completely and permanently mad.

Overwhelming divination; caster level 25th; Weight 20 lbs.

Underwave

Legend has it that a sufficiently pure seeker—one who has earned the favor of Dorana, Lady of Storms—can simply cast himself into the waves and ride the currents to one of her holiest temples.



Of course, Dorana measures purity by a different scale than other gods and goddesses. She gladly offers safety to those who have furthered her cause—vengeance—or those who have offered her great bounties and pleasing benedictions as they travel the seas. The ocean carries her favored ones along strange tides and unearthly currents until they come to rest on the doorstep of Underwave, a sacred temple deep beneath the ocean's surface.

DORANA'S SANCTUM

Underwave is a refuge, a haven for those who have upheld Dorana's teachings despite society's repercussions. Revenge sometimes clashes with the suffocating dictates of law—a criminal may walk free due to a court's failure, bribery, or some other weakness. Those who correct these mistakes may face persecution, imprisonment, and death. Dorana offers them succor.

Those who have paid great tribute to Dorana or done her a service that illustrates the constraining nature of civilized law may jump overboard from a ship or allow the tide to carry them away to Underwave. Generally, those who are in Dorana's favor receive a dream or similar vision (see Chapter One: The Oracle of Jezer-At) showing them that they can turn to her for safe transport through the waves. Such favored ones merely dive into the water and go limp or allow the rising tide to drag them out to sea. After 1d4 rounds, the currents of the Celestial River reach into the terrestrial waters to guide the travelers to Underwave. The companions of these chosen ones can make the trip with them in the same way, regardless of their alignment and ethos.

Unlike other temples, Underwave caters to a broad variety of folk, from sinister pirates to heroic avengers. Fighting among its inhabitants is common. Though Dorana tolerates and perhaps even enjoys innocent brawls, she has been known to punish her followers if these conflicts grow out of hand. Within the bounds of this place, kinship in Dorana transcends past grudges.

INHABITANTS

Owing to the chaotic nature of Dorana and her followers, there is no set staff of clerics found at Underwave. Instead, those who have earned Dorana's favor and their allies come and go from this place as befits their desires. Coming here once does not necessarily earn a person the right to return. Few visitors remain in Underwave for more than a few days, as boredom, a lack of food, and the tight confines push them onward. One week the evil crewmembers of a pirate frigate

dedicated to Dorana might dwell here after their ship was sunk. The next week a group of righteous adventurers who avenge wrongs in Dorana's name might escape to this place after an evil noble ambushed and almost killed them.

LAYOUT

Underwave is a cave complex about 50 feet beneath the ocean's surface. Its exact location is unknown, as only Dorana's grace allows travelers to find it. Heretics and outsiders have yet to discover it. *Teleport* always fails to lead a caster here, as the cave's chaotic nature causes continual minor changes to its appearance that make it impossible to envision for that spell. (In essence, the caster tries to journey to a place that no longer exists.)

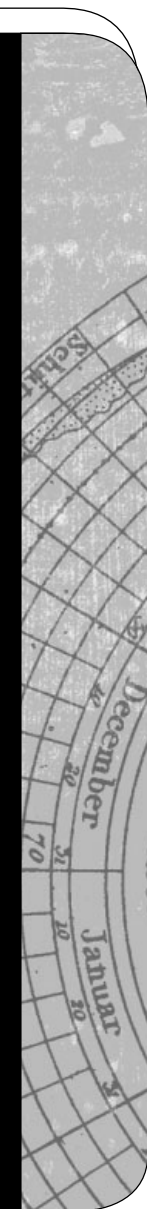
The caves here feel damp and cool, though not uncomfortably so. A few puddles build up in the passageways, but the main rooms and rest chambers are relatively clean and dry. A dim, bluish light illuminates the caves at all hours. The smoke from torches and cooking fires escapes through tiny air holes studding the ceiling throughout the complex.

ENTRY BEACH

A cave with a 20-foot-wide entry marks the arrival point for most of Underwave's visitors. A tangle *wall of force* separates the watery depths from the sandy beach here. The cave's sand floor is hard packed and damp. In the western half of this cave stands a large ivory statue of the goddess, with an altar carved from coral before it. Dorana's faithful hold rites in the entry beach, offering sacrifices of gold, jewels, and weapons taken from foes to the briny deep.

The goddess' will keeps the water at bay, in the form of a *wall of force* that allows only her chosen guests and their allies access to this place. At times, leaks and slight failures in the wall signal her displeasure. If the competing factions of her followers fail to get along in Underwave, she has been known to flood the place and sweep them through the waters back to their homes. The wall counts as being created by a 20th-level wizard. If it is somehow dispelled, it returns to existence in 1d4 rounds.

New arrivals usually make their way through a hall leading from the back of this cave to a grand arboretum to get their bearings, unless they wash ashore in the midst of a rite. Leaving Underwave is as simple as walking through the *wall of force*. Travelers must picture a waterside location they seek to arrive at. Treat this travel as a *teleport* spell to determine whether a character arrives at the desired location, near it, or somewhere else completely. Damage taken represents battering upon rocks and other hazards encountered during the trip.



ARBORETUM

This strange, wondrous chamber boasts a domed glass ceiling that reveals the ocean above. During the daylight hours the sun streams in through the glass, providing some additional illumination, though muted by the depths. A stand of stunted trees, lichen, flowers, and other plant life dominates this chamber. Visitors to Underwave spend much of their time here in quiet rest, meditation, and study, preparing themselves for their eventual return to the surface world. As many of those who seek safety here are criminals, outcasts, or revolutionaries, they may plot their next actions while licking their wounds from their last adventures. Dorana's faithful are a tough, aggressive lot. Few of them come here in search of long-lasting peace and quiet. Instead, they seek only a temporary respite before diving back into the fray.

Sandy paths cut through the plant growth. Here visitors can gather small amounts of food and find water. Over the centuries of Underwave's existence, visitors have built small benches, stone chairs, tables, and other furnishings that they scattered throughout the place. The plant life grows in a confused jumble. It sometimes overruns a path, but in so doing it always seems to reveal a new one or lead to a set of stone chairs and tables.

REST CHAMBERS

The various factions and individual visitors to Underwave dwell in private rest chambers accessible from a long hall off the arboretum. About half of the half-dozen rooms are occupied at

any given time. These chambers feature a wide variety of beds, tables, and armoires from a staggering array of eras and places; fugitives and visitors have crafted all the furniture found here.

DORANA

Titles: Lady of Storms, Mistress of the Sea, the Vengeful Eye

Symbol: A curling tidal wave split by a lightning bolt that arcs down upon it

Alignment: Chaotic neutral

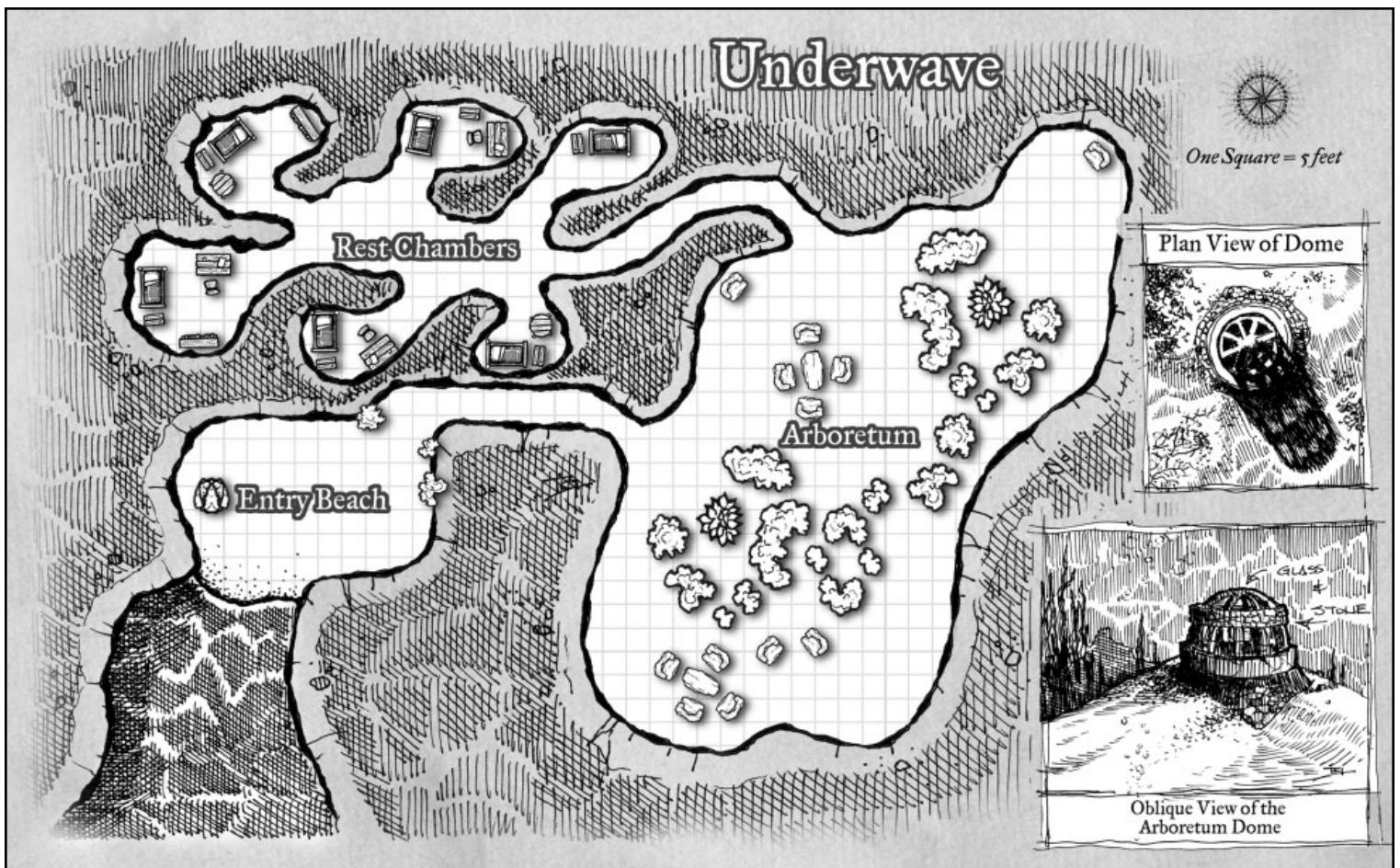
Domains: Air, Chaos, Retribution, Water

Favored Weapon: Lightning blade (see page 22)

Ethos: Your strength and power are like a surging storm or the unfettered sea. Only you can control it, and those who would rein you in seek only to claim dominion over you. Each person must chart her own course in life, but harmony is possible only with respect and appreciation for each other's boundaries. Make no effort to control, command, or injure others, but if you are yourself attacked, fight with the fury of a storm unleashed.

Description: The concept of vengeance is the backbone of Dorana's teachings. It states that direct, personal transgressions must be answered, either by the victim or one who fights on his behalf. Once a score is settled, one must stamp out any efforts to prolong the conflict, driving them from one's heart, lest the cycle of vengeance turn against itself.

However, as a chaotic goddess, Dorana has no writings or formal teachings of these principles. Thus, most of her



followers tend to interpret them as it suits them. They usually hand out justice to those who commit obvious crimes such as murder, rape, and robbery, but sometimes they apply their own moral leanings to her teaching. Chaotic good followers and clerics usually seek just punishments, even if they work outside of the law. For example, they may force a thief to return stolen goods or pay his victims. They might even turn him over to the authorities if they cannot find a just solution on their own, such as in the case of a thief who has spent the money gained in the robbery. A chaotic neutral cleric is much more likely to take justice into her own hands, perhaps removing a deadbeat thief's right hand as a permanent reminder of his actions. An evil cleric sees herself as above all concerns of justice and vengeance. She strikes down criminals, engages in blood feuds, and works to incite hatred. In this manner, she cultivates vengeance and, in a perverse way, makes her lady's ethos a part of many lives.

Dorana also claims dominion over the sea, but only because she prefers to dwell in an ever-changing, watery environment. Her abrasive, vengeful manner causes sailors to pay homage to her or risk facing her wrath. Before ships set out for the open sea, they commonly throw a small bundle of flowers, copper coins, and sweets overboard as a tribute to the Mistress of the Sea. She has been known to conjure storms to plague ships that ignore their debt to her, though she actively seeks to destroy only those who repeatedly scorn her demands or flaunt their impiety. While Dorana can be unyielding in her attentions, she is known to crush pirates, evil aquatic humanoids, and others who plague the ships she favors. Lightning storms erupt to savage such attacks, electrifying the water around a ship or blasting a corsair to pieces. By the same token, raiders who revere Dorana take care to avoid ships sailing under her protection. They seek guidance from her clerics, who use their divinatory magic to punish any heretics who sail the waves.

Artwork typically depicts Dorana as a young, laughing woman with freckles and bright eyes. Her shoulder-length red hair is wild and unkempt. She wears a shirt and skirt of chainmail along with a belt made of seashells. She carries a steel javelin forged to resemble a lightning bolt. As befits her chaotic nature, her followers modify her appearance to fit their personal ethos. A gang of pirates might show her as a buccaneer queen bearing a cutlass and bedecked as a corsair. In her aspect as queen of the seas, she is sometimes portrayed as a withered, wretched hag or a feral, piscine humanoid female with long fangs and savage claws.

As is obvious from her followers' broad spectrum of attitudes and Dorana's own blend of petty, protective, and violent

actions, this goddess remains difficult to pin down. Her mind is her own, and she considers herself beholden to no one and nothing—not even her past decisions or declarations. In

some coastal regions, people depict her as a vengeful, bitter sea hag who jealously rules over the waves, yet temples in inland cities celebrate her as a protector of the weak and avenger of wrongs. Generally, the folk of the sea take a more unified view of Dorana as a capricious patron: sometimes loving, sometimes hateful and jealous. In lands far from the water, her followers' alignment plays a much larger role in how commoners see her. Her aspects range from that of a patron of blood feuds and unending strife to that of a justice maker working outside of the ineffectual, corrupt law.

The wide array of beliefs that Dorana encompasses makes her clerics and followers difficult to handle. They are a fractious, unpredictable group, often waging struggles among themselves. Chaotic good and chaotic evil clerics of Dorana are typically mortal enemies, as each fights to unravel the works of the other. Outsiders must take care to gauge her followers' attitudes and actions, as the holy symbols they wear are no guarantee of their desires.



CHARACTER

Belgard is typical of the types of folk who make their way to Underwave. He is a rabble rouser, a revolutionary, and a troublemaker—one who is all the more effective because of his dashing good looks and magnetic personality.

While Belgard may claim to mean well, in his heart he cares only for conflict and upheaval. He seeks out lands on the verge of discord or picks at lingering resentments to shepherd fractures in the social landscape of more stable realms. His fiery speeches have ignited riots, coups, and wars. Once violence erupts, Belgard joys in ousting the nobles, clerics, and other leaders who control the land. He cares little for those who follow him, as he sees everyone around him as merely convenient tools.

Much of Belgard's attitude was shaped by his long term of slavery in a dark, oppressive realm. He considers laws only tools used by the rich and powerful to keep their positions while standing on the necks of the poor and downtrodden.

Characters may encounter Belgard while he hides within Underwave, usually in the aftermath of an unsuccessful uprising or a revolution that spiraled out of control. He has traveled across the world, mostly because he has made enemies in so many realms. If the characters are new to Underwave, he might attempt to recruit them for one of his excursions, using his prodigious talent for lies to paint his target as a cruel despot. Even when faced with a truly vile regime, his penchant

for inciting bloodlust and hate invariably leads to chaos, destruction, and misery for those he claims to aid.

Belgard Fireblood, male human Ftr6/Rog3: CR 9; HD 6d10+3d6+9; hp 84; Init +8; Speed 30 feet; AC 21 (+4 Dex, +4 armor, +2 shield, +1 deflection); Base Attack +8; Grapple +11; Attack +13 melee (1d6+6, +1 rapier) or +12 ranged (1d6, longbow); Full Attack +13/+8 melee (1d6+6, +1 rapier), +12/+7 ranged (1d6, longbow); SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding; AL CN; SV Fort +7, Ref +10, Will +5; Str 16, Dex 18, Con 13, Int 11, Wis 10, Cha 17

Skills and Feats: Bluff +15, Climb +9, Diplomacy +17, Disguise +9, Gather Information +9, Hide +10, Move Silently +10, Sense Motive +14, Spot +6; Dodge, Improved Initiative, Iron Will, Negotiator, Mobility, Spring Attack, Weapon Focus (rapier), Weapon Specialization (rapier)

Possessions: +1 rapier, +1 studded leather armor, heavy steel shield, longbow, 20 arrows, dagger, hat of disguise, cloak of elvenkind, brooch of shielding (68 points remaining)

NEW WEAPON

Owing to their affinity for vengeance and their often violent bent, many of Dorana's followers become adventurers. In combat, they overwhelm their enemies with their anger and thirst for revenge. They also learn to utilize the deadly lightning blade, a serrated blade crafted by and for her followers.

Dorana's clerics and ardent believers identify themselves by the strange, exotic weapon they carry. Known as a lightning blade—both for its appearance and for the goddess to whom it is consecrated—this weapon resembles a sword with two blades that point in opposite directions, mounted on one pommel (see illustration, page 27). Both ends have sharp, jagged blades crafted to resemble lightning bolts. In the hands of an inexperienced wielder, the lightning blade is an awkward weapon. However, a skilled warrior can handle it with ease. Its unusual characteristics, most notably its jagged edges, allow for several unique combat maneuvers that require diligent practice to master but can surprise even the most grizzled opponent.

The lightning blade counts as a double weapon. One can use it to make trip attacks, as its jagged blades can catch on an opponent's hide or clothes and pull him to the ground.

Lightning Blade: Two-handed exotic weapon; double weapon; Small damage 1d6/Medium damage 1d8; critical ×3; Weight 10 lbs.; slashing; cost 100 gp.

NEW FEATS

Dorana's followers are an odd mix of murderous slayers, righteous warriors, and warmongers. Sailors pray to her for protection, while pirates prey on ships with her blessing. The tricks and talents they have developed, as evidenced by the 11 new feats below, reflect their diverse backgrounds.

ATTUNE VENGEFUL MAGIC (GENERAL)

You spend hours preparing a magical trinket that allows you to focus your arcane or divine spells upon a specific target.

Once complete, this trinket forms a powerful, mystical bond to your foe that allows your spells to affect him more easily.

Prerequisites: Caster level 1st, Craft 4 ranks

Benefit: If you spend 100 gp to create a small figurine or doll of an opponent, you gain a +1 bonus to the save Difficulty Class of spells you cast against him and only him. You must have the figurine on your person to gain this benefit. The spell must target your opponent and no one else. It cannot have an area of effect or apply to multiple targets. Creating this figurine takes one full day of work. If the figurine is destroyed, you lose the save DC bonus until you create a new one. At any given time, you can create a number of figures up to your total level, but each must be keyed to a different target. If you are at this maximum, you must destroy one of the existing figures to create one against a new target.

CHANNEL DIVINE VENGEANCE (GENERAL)

You call upon the power of your deity to smite your enemies, channeling godly wrath to create a bolt of deadly energy.

Prerequisite: Ability to turn undead

Benefit: You can use one of your daily turn attempts to channel a bolt of divine energy at a foe no more than 100 feet away. This bolt of energy inflicts damage equal to 1d6 + your Charisma modifier + your divine caster level. You must make a ranged touch attack to hit your opponent. Targets with the same alignment as you suffer only half damage. You can use this ability as many times per day as you have turn attempts.

DEATH STRIKE (GENERAL)

When you are on the verge of defeat, you may make a single devastating attack before you fall in battle.

Prerequisite: Furious Tenacity†

Benefit: If a melee attack reduces you to less than 0 hit points, you may instantly make a single attack at your highest base attack bonus against the opponent who hit you. You gain a +4 bonus to the attack roll and a +8 bonus to damage with this strike. You must be able to reach your opponent and may use only a melee attack in this manner.

EYE OF JUSTICE (GENERAL)

You have a keen eye for ferreting out the guilty. Your glare casts terror into your enemies, opening their souls to the knowledge that your divine patron can see through their lies. Needless to say, victims of this ability become nervous and jittery.

Prerequisites: Divine caster level 1st, Wisdom 13

Benefit: Three times per day, you can force an opponent to suffer a -4 penalty to all Bluff checks and saves against fear-based effects for a number of rounds equal to 3 + your Charisma modifier. You invoke your divine patron to strike the target with holy (or unholy) fear. You must be within 60 feet of your target and able to see him. Using this ability counts as a standard action. This feat does not affect creatures immune to mind-affecting effects.

FURIOUS TENACITY (GENERAL)

You draw strength from pain. When your foes seem on the verge of victory, a stubborn, righteous fury fills you and grants you an extra burst of energy. When things are at their worst, you are at your best.

Prerequisites: Vengeful Fury†, Constitution 13

Benefit: If your hit point total falls to half the number you had at the start of an encounter, you gain a +1 morale bonus to attack and damage rolls for the rest of the battle.

LIGHTNING SLASH (GENERAL)

You can hack into your opponent with the sawlike edge of your lightning blade† (see page 22), rending tendons and muscle to produce a terrible wound.

Prerequisites: Exotic Weapon Proficiency (lightning blade), Improved Critical (lightning blade), Weapon Focus (lightning blade)

Benefit: When you score a critical hit with your lightning blade, you inflict 1d4 points of temporary Strength damage to your target in addition to the standard effects of a confirmed critical.

LIGHTNING STORM (GENERAL)

You whirl your lightning blade† around you, slashing at opponents who draw near with dozens of light but deadly attacks.

Prerequisite: Exotic Weapon Proficiency (lightning blade), Weapon Focus (lightning blade), Whirlwind Attack

Benefit: As a full-round action, you can spin your lightning blade around you until your next action. During this time, you may attack any opponent who enters your threatened area or, while within it, takes an action of any sort, such as an attack or even an action that does not provoke an attack of opportunity. You can attack a single target only once with this ability. For example, an opponent who uses two actions within your threatened area can be attacked only once. While using this ability, you cannot make attacks of opportunity; you are too busy using your Lightning Storm to strike at an opponent who drops her guard.

In essence, you may attack anyone who uses an action in your threatened area, whether their act normally draws an attack of opportunity or not. Since this does not count as an attack of opportunity, you do not gain the benefits of Combat Reflexes or similar feats and you cannot strike a single target more than once.

You must wield a lightning blade to use this feat.

SEEKER SPELL (GENERAL)

Your desire for vengeance transforms your spells, allowing you to use your magic against a particularly hated foe even if she moves out of your sight.

Prerequisites: Eye of Justice†, Track, divine caster level 1st, Wisdom 13

Benefit: At the beginning of combat, select one person as your current hated enemy. As the battle progresses, you keep your eye on this foe and attune your magical energies to her

aura. You must continue to view her for at least three consecutive rounds. After that time, if your opponent moves out of your line of sight, on your next action you can cast a spell that seeks her out, despite barriers between you. To do so, pick any square that you can see within 60 feet. You may cast your next spell as though you were standing in that square. If you could see your foe or establish a line of effect to her from that point, you cast the spell targeting her or positioned so as to center its area on her.

Note that once your foe moves away, you must use your next action to activate this feat. If you wait too long, you lose your tenuous, fleeting connection.

Using this feat consumes one of your daily uses of Eye of Justice†. You can use it three times per day.

STALKER (GENERAL)

You enjoy a talent for picking out signs that mark a specific person's passage through an area. By studying your quarry, you learn to dog his trail wherever he goes.

Prerequisites: Track, Wisdom 13

Benefit: After studying a person for at least one hour, you can pick out several distinguishing traits that set him apart from others. You use this information to better track this person. When using your Track feat, you can determine whether the person you have studied made the tracks at hand, as well as find other information as normal.

In addition, you can use Gather Information to find out whether your target has traveled through a town or village. Use the Track feat as normal, but determine the Difficulty Class based on the size of the town (see table below). A successful check allows you to compile a list of the public locations and general areas of town your target visited. Private homes and hidden locations, such as a safe house, must be found using Gather Information as normal or through other means. This use of Track and Gather Information gives you only a general overview of where your quarry went.

Gather Information DC	Settlement
10	Village or thorp
15	Small town
20	City
25	Metropolis

VENGEFUL FURY (GENERAL)

You develop a close emotional tie to your friends. If they fall in combat, you find yourself overcome with rage and anger, allowing you to fight with incredible strength and tenacity.

Prerequisite: Constitution 13

Benefit: If one of your friends falls in combat, you may enter a rage (as for the barbarian character class). You can use this option only if a close, personal friend is reduced to –1 or fewer hit points or becomes otherwise incapacitated. Your DM may rule that an ally, such as a man-at-arms or a hireling, does not count as a friend for the purposes of activating this feat.

VENGEFUL FURY, IMPROVED (GENERAL)

Vengeance spurs you on to greater deeds. If your friends or allies fall in combat, you redouble your efforts to defeat your enemies.

Prerequisite: Vengeful Fury†

Benefit: For each ally who falls during an encounter, you gain a +1 bonus to attack and damage rolls for the rest of the encounter. This bonus cannot exceed +5. An ally is defined as a friend, cohort, person under your command, henchman, or other important NPC that you have developed a friendship with. You do not gain this benefit for summoned creatures or those conjured by spells or magical items.

Special: This feat works very well for villains who surround themselves with a number of flunkies or bodyguards.

NEW CLERIC DOMAIN

The tools of vengeance available to Dorana's followers are many. Her priests enjoy one of the most powerful: access to the Vengeance† domain.

VENGEANCE

Deities: Dorana, patron deities of revenge, jealousy, justice, and oaths

Granted Power: You may name a single person as the object of your revenge. This act requires a ceremony that takes four hours to complete and costs 50 gp in incense and offerings. Once the ritual is completed, you gain a +2 bonus to attack and damage rolls against your chosen enemy. In addition, this foe suffers a –2 penalty to all saves against your spells. You cannot redo the ceremony and pick a new opponent until your current one is slain, brought to justice, or otherwise punished for his transgressions. You can name only a single person, not a faction, nation, humanoid race, or similar broad group.

VENGEANCE DOMAIN SPELLS

Level	Spell
1	<i>Doom:</i> One subject takes a –2 penalty to attack rolls, damage rolls, saves, and checks.
2	<i>Spiritual Weapon:</i> Magic weapon attacks on its own.
3	<i>Bestow Curse:</i> Inflicts –6 penalty to an ability score; –4 on attack rolls, saves, and checks; or 50 percent chance of losing each action.
4	<i>Discern Lies:</i> Reveals deliberate falsehoods.
5	<i>Mark of Justice:</i> Designates action that will trigger curse on subject.
6	<i>Geas/Quest:</i> As lesser geas, plus it affects any creature.
7	<i>Forcecage:</i> Cube or cage of force imprisons all inside.
8	<i>Discern Location:</i> Reveals exact location of creature or object.
9	<i>Storm of Vengeance:</i> Storm rains acid, lightning, and hail.

NEW SPELLS

Dorana's clerics commonly employ a few spells designed to punish those who attack and injure others. They share a common theme of reflecting attackers' strikes or spells back at them, visiting upon them the ills they would deal out to others.

BULLY'S CURSE

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3

Components: V, S, DF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell suffers from intense overconfidence, causing her to fight with a half-hearted effort against foes whose combat skills (she believes) clearly cannot match her own. Against foes with a total attack bonus lower than hers, she suffers a –4 penalty to attacks and a –2 penalty to Armor Class. In addition, the target refuses to make attacks of opportunity against such obviously inferior opponents. These penalties do not apply against foes with an attack bonus equal to or greater than hers.

Note that this spell applies to a creature's total attack bonus, not just its base attack bonus. Apply any modifiers due to Strength, magic, etc. to determine whether this spell takes effect. Include situational modifiers such as flanking and higher ground. Determine the target's attack bonus versus her opponent's at the time she makes her attack to see whether this spell takes effect.

GIANT'S CURSE

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2

Components: V, S, DF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes within the target a sense of disorientation and confusion that makes him less capable of attacking or even noticing smaller opponents. The spell clouds the target's senses and befuddles his mind, creating a mental blind spot. He might see these opponents as incredibly small, as if they were bugs, or he simply might fail to note their presence. The target suffers a –4 penalty to attacks against creatures smaller than he and a –4 penalty on Spot checks to notice them. Against creatures of the same size category or larger, the target suffers no penalties.

MIRROR SPELL

Transmutation

Level: Clr 4

Components: V, S, DF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level) and Touch

Target: One target affected by a spell and one new target

Duration: Varies

Saving Throw: Will negates

Spell Resistance: Yes

You tap into a magical spell that affects the target, altering the spell to leap onto a different person. The spell's numeric effects, such as its duration or random effects, remain the same. For example, a *touch of idiocy* spell that inflicted a -4 penalty to Intelligence, Wisdom, and Charisma would apply that same penalty to the new target. You do not reroll the spell's damage.

Mirror spell can affect only a limited number of spells. It has no effect on those with a duration of Instantaneous, nor can it affect spells above 3rd level. The initial target of this spell—the person currently affected by the spell you want to transfer—must be within 100 feet + 10 feet per caster level of you. You must then touch the new target, using a touch attack as normal. You can choose to target yourself. Until you succeed in this touch attack, you suffer the spell's effects or gain its benefits yourself. This counts as a Touch spell that you must deliver as normal.

The initial target loses the effects of the spell if it is transferred. You remove the spell from him. He may choose to make a Will save to resist this loss. On a successful save, he retains the spell and you cannot transfer it. Otherwise, the new target of this spell, whom you touch, may either accept it willingly or choose to resist. She is allowed a Will save; if she succeeds, the spell continues to affect you instead. You are not allowed a saving throw in this case.

The spell's duration continues to run as normal. The new target gains no effects that have already expired. Treat the character who loses the spell as if he received *dispel magic* to

remove it. The new target receives only any continuing effects that persist in the spell's current state.

MIRROR SPELL, GREATER

Transmutation

Level: Clr 8

As *mirror spell*, save that this version can affect spells of 7th level or lower.

VENGEFUL SHIELD

Evocation [Force]

Level: Clr 3

Components: V, S, DF

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You create a shimmering field of force that swirls around you. When an opponent strikes you, the field draws on the energy of the attack and mirrors it back at the attacker. You take damage and suffer attacks as normal, but anyone who hits you suffers 1d6 points of force damage. Only attackers adjacent to you suffer this damage. Opponents who use spells, ranged attacks, or reach weapons avoid this spell's effects.

NEW MAGIC ITEMS

Arrow of Vengeance: Dorana's followers favor this item as an instrument of divine retribution. Crafted with a head of coral, it has a lightning bolt etched in adamantine along its shaft. The *arrow of vengeance* can be fired as a normal missile. It never breaks and counts as an adamantine and chaotic weapon for purposes of defeating damage reduction. It grants no bonus to attacks or damage.

Alternatively, its user can call upon Dorana's wrath and launch the arrow toward his target. If the arrow lands in the target's space, it explodes in a flash of lightning or, if used



outside, calls down a *lightning bolt* from the heavens. In game terms, this attack need only hit the target's touch Armor Class. On a successful attack, the target suffers 10d6 points of electricity damage, or half this amount following a successful Reflex save (DC 14). The arrow is destroyed when used in this way.

Moderate evocation; caster level 10th; Craft Magic Arms and Armor, *lightning bolt*; Price 3,000 gp, Weight —.

Dorana's Pendant: This simple trinket is crafted from tin to resemble a small lightning bolt. It usually has a clasp, pin, or loop, depending on how a particular *pendant* is designed to be worn. Regardless of its exact form, the *pendant* takes up no space on its wearer for the purposes of determining how many magic items can be used at the same time. For example, one could attach a *pendant* set with a loop to a gold chain to wear as a necklace while wearing a magical necklace at the same time.

Dorana's pendant confers several blessings upon any chaotic-aligned character. The wearer gains a +5 competence bonus to Swim checks, electricity resistance 5, and the ability to cast *water breathing* once per day as a 5th-level cleric. A neutral creature who attempts to wear this item is automatically stunned for 2d6 rounds. A lawful one suffers 3d6 points of damage (Fortitude save, DC 20, for half).

Faint transmutation; caster level 5th; Craft Wondrous Item, *bull's strength*, *resist energy*, *water breathing*; Price 27,800 gp; Weight —.

PRESTIGE CLASS: LIGHTNING BEARER

Among Dorana's followers, there exists an elite core of fanatical warriors who seek to mete out justice to criminals and defend the faithful from heretics and evildoers. Known as lightning bearers, these warriors fight with the lightning blade†, the strange, double-bladed sword the goddess created for her followers. By tapping into the divine energy of their patron, these characters can smite their foes with bolts of lightning, empower their weapons to cut down their enemies, or create a seething field of divine power that wracks heretics with pain.

Lightning bearers are typically young, aggressive warriors with a basic training in Dorana's faith. Only rarely do they

ascend the clerical ranks, as their desire for glory and battle usually draws them away from the prayers, study, and dedication required of the priesthood.

As befits their goddess' chaotic nature, lightning bearers tend to wander. They may adopt a temple or chapel of Dorana for a time to help its folk track down and punish criminals, journey from town to town to spread Dorana's vengeance, or travel aboard ships to ruthlessly hunt down pirates and others who would prey upon her worshippers.

Hit Die: d10

REQUIREMENTS

To qualify to become a lightning bearer, a character must fulfill all the following criteria:

Base Attack Bonus: +3
Divine Caster Level: 2nd
Knowledge (Religion): 8 ranks
Feats: Exotic Weapon Proficiency (lightning blade), Power Attack, Weapon Focus (lightning blade)
Special: Ability to turn undead

CLASS SKILLS

The lightning bearer's class skills (and the key ability for each) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), and Swim (Str). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the lightning bearer prestige class.

Weapon and Armor Proficiency: The lightning bearer enjoys proficiency with all simple and martial weapons and light and medium armor.

Channel Energy (Su): As the lightning bearer gains levels, she earns the ability to tap into Dorana's divine grace and channel her energy into the material world. She gains one additional turning attempt per day at 1st, 5th, and 9th levels.

LIGHTNING BEARER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Channel energy +1/day, turn undead
2	+2	+3	+0	+0	Empower lightning blade
3	+3	+3	+1	+1	Thunderous strike
4	+4	+4	+1	+1	Lightning blast
5	+5	+4	+1	+1	Dorana's blessing, channel energy +2/day
6	+6	+5	+2	+2	Aura of energy
7	+7	+5	+2	+2	Lightning blade mastery
8	+8	+6	+2	+2	Hurricane of vengeance
9	+9	+6	+3	+3	Channel energy +3/day
10	+10	+7	+3	+3	Retributive strike



Turn Undead (Su): The lightning bearer stacks her levels in this class with her cleric levels, if any, when resolving attempts to turn undead or using any other special abilities that require her to expend one of her turn undead attempts.

Empower Lightning Blade (Su): Starting at 2nd level, the lightning bearer learns to channel Dorana's divine fury into her weapon. As a move action once per hour, she can use one of her turn undead attempts to imbue her lightning blade with electrical energy. The weapon gains the good alignment aura and inflicts 1d6 points of electricity damage on a successful hit. This ability lasts a number of rounds equal to 5 + the lightning bearer's Charisma modifier.

Thunderous Strike (Su): The lightning bearer can expend one of her daily turn undead attempts to make a single, devastating attack against an opponent. When using Power Attack, her Power Attack damage bonus increases by 50 percent.

Lightning Blast (Su): By expending two of her turn undead attempts, the bearer can project a *lightning bolt* from her lightning blade. This spell counts as if the bearer's caster level equaled her level in this prestige class + her highest

divine caster level. The Reflex saving throw Difficulty Class is 13 + the lightning bearer's Wisdom modifier.

Dorana's Blessing (Sp): Though the lightning bearer concentrates on Dorana's aspect as a goddess of vengeance and lightning, the deity also allows her to survive in the sea. The bearer gains the ability to cast *water breathing* three times per day. Her caster level for this effect equals her level in this prestige class + her divine caster level.

Aura of Energy (Su): The lightning bearer can surround herself with a crackling field of electrical energy by expending one of her turn undead attempts. Any evil creature that moves within 10 feet of her must make a Fortitude save (DC 10 + lightning bearer's class level + her Charisma modifier) or suffer 2d6 points of electricity damage. A successful saving throw halves this damage. An evil creature must attempt this save if it is within this area at any point during its action, though it saves only once even if it enters, leaves, and re-enters the area during the course of a single action. This ability persists for a number of rounds equal to 1 + bearer's Charisma modifier.

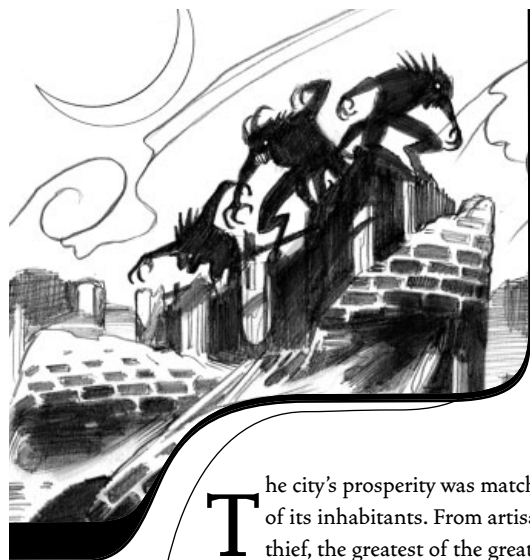
Lightning Blade Mastery (Ex): At 7th level and beyond, the lightning bearer becomes so intimately familiar with the design, balance, and use of the lightning blade that she fights as if it were an extension of her own body. She gains one of the following bonus feats when fighting with this weapon: Greater Weapon Focus, Improved Two-Weapon Fighting (Greater Two-Weapon Fighting), or Weapon Specialization (Greater Weapon Specialization). The bearer can acquire a feat listed in parenthesis only if she already has the prerequisite feat listed immediately before it; otherwise, ignore the feat's listed prerequisites. Note that the benefits of this feat apply only when the character fights with a lightning blade.

Hurricane of Vengeance (Su): By focusing the divine energy she channels from Dorana, the lightning bearer can attack in a burst of furious energy. She can make a melee attack at her highest base attack bonus against up to eight opponents within 20 feet of her. Roll separately for each opponent. Foes within her melee attack range whom she hits suffer a blow from her lightning blade; those outside of her melee attack range suffer an attack in the form of lightning bolts cast from her weapon. Against all those she strikes, she inflicts her weapon's normal damage as electricity damage. The bearer must wield a lightning blade in order to use this ability. This ability can be used once per day; all attacks must be made in the same round as a full-round action.

Retributive Strike (Su): By expending two turn undead attempts, the lightning bearer can cause an immediate retributive strike upon a foe who has just struck her. The bearer need not hold or use an action to activate this ability. She can use retributive strike once per round as soon as an opponent's attack has struck her but before damage is rolled. Her foe suffers as electricity damage half the damage she endures from the attack—an arcing bolt surges from the heavens or from the bearer to strike her foe. This ability inflicts no special effects, such as paralysis, upon a target, aside from hit point damage.

The Fallen City of Enderfel

In the ancient days, the city of Enderfel was a gleaming jewel of civilization. Humans, dwarves, and elves came from far and wide to walk its broad streets. Merchants plied their trade here, offering exotic goods from across the world. The humblest peasant could enter the city with little more than two coppers to rub together but leave with a small fortune. Hard work, intelligence, and cunning in business were all rewarded here.



The city's prosperity was matched only by the ambition of its inhabitants. From artisan to cleric, archmage to thief, the greatest of the great came to Enderfel to secure their fortunes and prove that they could stand among the best. Gilded temple spires soared to the skies, the craftiest rogues plotted their heists in the city's shadowy taverns, and eerie lights spilled forth from wizards' towers. If it was worth doing, it was done in Enderfel—and with a skill that humbled the other cities of the world.

ROAD TO A FALL

Yet all good things must come to an end, and so it was with Enderfel's years of glory. Its wealth drew an influx of greedy newcomers who preferred to secure their fortunes with the axe and sword rather than business dealings and words.

Meantime, a great horde of foul humanoids—orcs, gnolls, hobgoblins, and bugbears—arose in the north. They were led by a shadowy figure known only as the Master. Some said he was an archmage who wished to conquer the world. Others called him the prophet of a dark faith cast from Enderfel's walls many years ago. But though his origin was in question, no one could argue his skill in binding together humanoid tribes that normally fought and bickered among themselves. The few scouts who returned from their missions to observe the horde's progress reported that the normally quarrelsome humanoids marched south as if driven by the fires of Hell, their rivalries buried by dreams of gold, glory, and conquest.

The lords of Enderfel faced a terrible dilemma. The horde appeared seemingly out of nowhere, leaving them precious little time to hire mercenaries. As it happened, a distant lord had hired the mightiest of the free companies to stave off an incursion of strange diabolic outsiders who fought with long, curved swords. Many of the city's folk panicked and fled. All hope seemed lost when a handsome cloaked figure demanded an audience with the city council. He held the answer to the city's problems, or so he claimed. Resigned to their fate and desperate for any hope, the lords admitted him to their chambers. What happened next, none can say. The scribes and record keepers were ordered to leave the city fathers alone with this mysterious man.

What is known is that the councilors left their chambers seemingly relieved of the burden of the city's encroaching doom. Within a few days, the terrible horde of monsters had devolved into a raucous melee: The Master disappeared, and without his influence the humanoids fell to warring among themselves. A few attempted to complete the journey to the city, but Enderfel's

cavalry cut them down in the fields outside its walls. The surviving monsters turned back north.

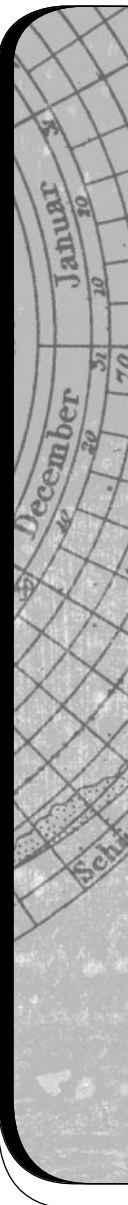
In the wake of this stunning turn of events, the lords banished all priests of the city's temples, claiming that the gods had attempted to loose upon Enderfel the city's doom in a fit of jealousy. This rhetoric fired the commoners' anger, turning fear of invasion into a simmering resentment toward the clerics whose deities hated them. The priests pleaded their innocence, but the crowds ignored their cries for justice, setting their inner sanctums ablaze in a single night of fury. Few clerics escaped and, while many folks fled the town in shame and fear, even more stayed.

With the established churches out of the way, the councilors announced that a new god now watched over the city. Mallock, a young, handsome deity, appeared within the grand plaza and declared that he alone could keep Enderfel safe. It was revealed that his avatar had appeared before the council, and it was his divine power that smote the Master and sent the horde into chaos. While the other gods had conspired to destroy Enderfel, Mallock saw the evil in their intentions and stood against them.

Of course, today's folk know full well the extent of Mallock's greed and deceit. But in the younger days he concealed his treachery. Even today, some who serve him turn a deaf ear to the lessons of history. In those days, Mallock's treachery was unknown. Yet soon enough, Enderfel would demonstrate it for all the world to witness.

With the other priests removed, there was no one to warn the populace of Mallock's evil ways. He drew his newly christened clerics from among the greediest merchants, the most cutthroat rogues, and the most ambitious politicians. They gladly turned a blind eye to the loathsome aspects of Mallock's teachings. The god personally told each of these scoundrels that he, and only he, was worthy of the true teachings. Too proud to confide in their fellows, they began plotting against each other for power. These newly anointed priests and the established local leaders encouraged all manner of vice and debauchery. When citizens complained, the authorities merely claimed they needed taxes from narcotics, prostitution, and gambling to fill the city's coffers. After all, the temples no longer paid levies, and many people had fled in the face of an impending invasion.

In time, Enderfel lost its former glory. Merchants avoided it, as wandering bands of thugs took what they wanted from their wares. Honest townsfolk could barely rouse the town guard to deal with such crimes, as they were too busy policing the brothels and gambling dens. A few wizards remained in the city, but many found the influx of the ragged, desperate,



and greedy too much to take. In time, the ambitious, hardworking folk who had raised Enderfel to its lofty heights were all gone. In their place were savage criminals looking for an easy score, desperate gamblers eager to wager their savings at the tables, and confidence men seeking a safe haven.

The city took on a sinister character. The richest parts of town became virtual walled encampments, while fights to the death became common in the streets. Mallock's followers erected a great cathedral to their patron at the site of the former city council chambers. It towered above Enderfel, a grim beacon of decadence. Soon, even the most jaded criminals began to move away from the city. Shadowy, demonic figures capered and danced in the streets by moonlight. Anyone trapped outside after dark was found slain the next day, their bodies hacked to pieces. One year, a great flood caused the nearby tributary of the Celestial River to overflow its banks. It swamped half of the city, killing many folk and giving rise to ghouls, zombies, and other undead, many of which came under the priests' domination.

After little more than a decade, the priests of Mallock, along with their diabolic and undead servitors, held the city in an iron grip. The last remaining councilor drafted a law giving the high priestess of the faith absolute authority—it was his final act before fleeing to more peaceful lands. The most desperate criminals, the most wretched beggars, and a few others remained. The world hoped the final chapter had been written in Enderfel's history, but its legacy had only just begun.

A CITY OF DECEIT

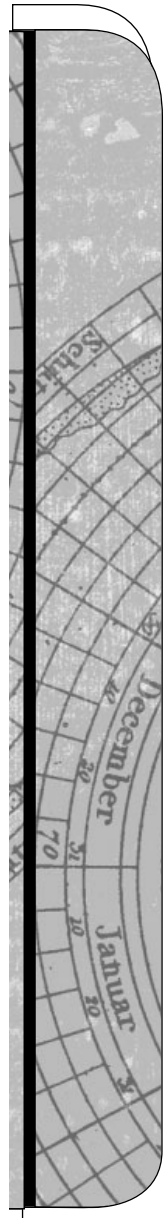
For over a century, Enderfel remained a ruin. Many followers of the Prince of Lies made unholy pilgrimages to the temple of Mallock there. Desperate beggars, outlaws wanted in other lands, and supplicants seeking Mallock's favor crowded the few remaining intact buildings.

Then, without warning, parties of devils under Mallock's service emerged from the city to raid and pillage neighboring settlements. They carried back gold, jewels, and other treasures. The raiders never struck large cities, concentrating instead on smaller towns and caravans. While some area nobles tried to organize a crusade to stamp out these villains, most monarchs thought it futile. The recent flood had surrounded Enderfel with a thick, dismal swamp that swallowed many of the expeditions sent into it. A small army marched on the city once, but it failed to return. Whether it even made it to Enderfel's walls, none can say.

The raids continued, though after each strike they would abate just long enough for the neighboring lords to grow too complacent to rally a massive army to retake the city. Sometimes one might trace the theft of a powerful magical item back to Mallock's followers, but the evidence and necessity never seemed strong enough to force a direct confrontation.

In recent days, Enderfel has taken on a lower profile. The devils and clerics of Mallock's cathedral still sally forth occasionally to raid and pillage, but mostly they rely on the treasures they guard to draw victims to them. Though a lord of trickery and deception, their god is also a principled being. He always keeps his word when he strikes a bargain, even if the deal's wording does not translate into exactly what his partners expected. The great treasures his followers hoard are there for anyone to take, as long as they are willing to strike a bargain with the priests and their diabolic comrades.

Whispered rumors of treasures in the ruins and in the cathedral's vaults keep the ambitious and greedy streaming steadily into Enderfel in search of their fortune. These include powerful merchants and nobles who, though they travel in secret, arrive with heavily armed and armored parties. The poor and desperate trickle in as well, having heard the city termed a



haven for outcasts and misfits. These beggars line the streets in gangs that claim portions of the ruins as their territory. The temple controls the grand plaza and even provides inns, taverns, and shops for adventurers.

The leaders of Mallock's church regularly strike bargains with visitors. In return for a magical item, a portion of the vault's treasure trove, or the right to explore the ruins, the priests demand a specific service, obedience, or other debt. These agreements are sealed with a powerful spell, *binding pact*, a magical bond most commonly used by Mallock's clerics and the arcane casters who follow him. This spell ensures that both sides fulfill their part of the agreement, though many who forge a deal with Mallock's servants find that the exact wording costs them more than they bargained for.

The flooded portions of Enderfel still hold many riches, along with a multitude of horrors. Explorers too blinded by the potential for profit to perceive the threat posed by Mallock's clerics purchase supplies, rent boats, and hire guides to lead them into the watery ruins. In return for a flat tax based on the value of the recovered goods, they may come and go as they please. Wary adventurers recognize that half of the challenge of Enderfel lies in avoiding the gangs and outwitting the ever-greedy clerics. In comparison, the undead and aquatic monsters haunting the ruins seem almost a welcome diversion.

ENDERFEL TODAY

The city of Enderfel forms the center of the god Mallock's temporal power. Daylight is almost unknown here, owing to the fell influence of the Prince of Lies. The sun barely rises above the horizon before slipping back below, leading to no more than two or three hours of dim, red light each day. The rest of the time, the area remains shrouded in darkness. This effect takes hold within a 30-mile radius of the city. Not only does it make travel dangerous, but it also lends Mallock's diabolic followers an important advantage in battle.

The city has tumbled into ruin, with many evil outsiders, undead, and other loathsome creatures dwelling within it. In addition, a large number of beggars, outcasts, and madmen live in Enderfel, drawn here by stories of food, treasure, and safety.

THE BLACK CATHEDRAL

The center of Mallock's worship, this structure stands in the middle of Enderfel, towering over the grand plaza where merchants once met to do business. The areas north of the cathedral remain in relatively good repair. The temple's warriors and minor functionaries dwell there, fed by the clerics' spells and guarded by devils and undead patrols.

The grand plaza is a pathetic site. A long line of petitioners crowds its broken, weed-choked cobblestones every day. Grim human guards clad in full plate and carrying whips, greatswords, and clubs escort those who look rich or obviously important to the front of the line. From sunset to sunrise, the line wends its way up to the great steel doors leading to the cathedral's inner sanctum. By day, the petitioners rest here in crude tents, lean-tos, or even amidst the rubble.

The cathedral, which stands 20 stories tall, is built from an unidentifiable black rock. Its outer surface is marked with flying buttresses, tall, narrow stained glass windows, and hundreds of leering gargoyles. Within its walls are the chapels sacred to Mallock, with separate fanes for his 12 lieutenants, the avrolars (described on page 36), and a central temple for Mallock himself. In addition, the cathedral houses the mightiest of his clerics and other followers.

FLOODED QUARTER

The catastrophic flood that heralded Enderfel's death throes swallowed the entire northwest side of town. In many places, roofs and upper stories poke through the murky water. Adventurers on simple, wooden skiffs make their way through the quarter, while the bravest or most desperate residents dive into the water in search of lost treasures. Rumors persist of a dungeon hidden here, powerful magic warding its warrens against flooding. Supposedly, a great wizard named Zarath kept a tower in this part of town. While he is long dead, his cache of spellbooks and magic items remains. Locals say it is guarded by undead, demons, and worse.

In addition to aquatic monsters, the undead are rife in this area. As they can survive in the water without risk, they walk along the muddy, flooded streets, sometimes emerging in large numbers to plague the city.

SCUM QUARTER

The southeast corner of the city serves as home to the desperate folk seeking to serve Mallock or strike a deal with his clerics. The buildings here show some signs of repair, though in most cases the residents do not survive long enough to create usable long-term shelter. Knife fights, brawls over food, and other disturbances are common. The lower-ranking clerics of Mallock delight in tormenting the beggars, offering them food in return for debasing themselves or fighting each other to the death in crude gladiatorial matches. A few bandit chiefs have established small, fortified encampments in the ruins. The clerics allow these raiders to dwell here, recruiting the more skilled and vicious among them to serve as guards.

RUINS

Vast tracts of Enderfel remain undisturbed since the city fell. Mallock's clerics care little for investigating the tumbled homes, towers, and other sites. Devils and undead roam these areas, as do gnolls, orcs, and goblins who slip into the city to steal from its inhabitants. Some of these creatures approach the temple to seek assistance or offer their talents as guardians and warriors.

ADVENTURERS AND ENDERFEL

The player characters could find themselves drawn to Enderfel for a number of reasons. They may have to reclaim a magic item stolen by Mallock's agents, slipping into the Black Cathedral and escaping without raising an alarm. DMs could put an interesting twist on the traditional caravan

guard duty adventure, if the PCs must help a desperate noble make it here. They might not know Enderfel is their destination until it is too late. When their patron disappears, the characters must survive in the city and stockpile enough food to make the return trip home.

Player characters who tend toward neutrality or even evil might come here to strike a bargain with the clerics of Mallock. Even heroic characters might be forced into such a distasteful alliance if they face no other options. The clerics always welcome such petitioners eagerly into the fold, for even the wiliest character has a hard time outwitting them.

A friend of the characters might decide to seek out Mallock's clerics in the hopes of bargaining with them. The PCs might have to come to Enderfel to rescue their friend before he makes a grave mistake, or, if the deal is already done, they could intervene on their friend's behalf to save him from some terrible fate.

MALLOCK

Titles: The Deceiver, Prince of Lies, Father of Serpents

Symbol: A crescent moon with a forked-tongued serpent wrapped around it

Alignment: Lawful evil

Domains: Evil, Law, Temptation†, Trickery

Favored Weapon: Dagger

Ethos: Use your intelligence and cunning to make others your servants. Lies are your greatest weapons, and trickery

can turn a staunch foe into an unwitting ally. Above all else, learn your enemy's weaknesses and turn them against him. All mortal hearts ache for something, such as love, money, or respect. Place these things between your enemies and the edge of darkness, and in so doing draw them closer and closer to temptation.

Description: While perhaps one of the most dangerous evil gods, Mallock is far from destructive or bloodthirsty. His followers prefer a gentle approach that slowly corrupts champions of good with subtlety and friendship. They believe that evil dwells within everyone's heart and that, with just the right urging, they can draw it out into the open. To Mallock and his followers, victory comes through turning an enemy against herself. Violence has its place, but it serves only as a weapon of last resort or as a defensive measure. It is far better to conserve resources while simultaneously growing the ranks of the faithful.

Mallock appears as a beautiful, charming boy who could pass for a young, handsome paladin. He has curly blond hair, a childlike face, and wide, innocent eyes. He wears a simple white toga and carries a harp, though he is sometimes depicted as wearing regal, purple robes and a silver crown. His favored animal is the serpent, and in some icons he is surrounded by a large swarm of the creatures, which trails after him. His appearance matches his plans and methods. He uses his looks and his obvious physical inferiority to breed an unwarranted sense of superiority in his divine foes,



lulling them into a complacent state that sets them up for defeat. Vain to the point of narcissism, he insists that the most senior of his clerics share his beauty. Yet, his deceptive nature compels him sometimes to favor the ugly and homely, using them to teach his servants to underestimate no one.

Mallock is the youngest of the gods, though that is a relative measure. Created within the past millennium, he appeared first in recorded history at the beleaguered city of Enderfel as described above. Mallock's strategy in gaining control of the city mirrors his personal style and his followers' basic plans. They seek out those who are desperate, offer them an easy solution, and in return expect an important favor or service. To someone hanging on the edge of ruin, this offer appears fair and just. After the crisis passes, they learn they must surrender far more than they thought. Usually Mallock or his agents are behind the crisis that spawned the deal as well. If their victims appear amenable to a deal, he can halt the threat easily. If not, he can ratchet up the pressure until they cave in.

Mallock's deals are usually open-ended and subject to interpretation. By the same token, he and his followers never allow themselves to be trapped in a bargain. They seek out the despairing precisely because such partners are all too willing to turn a blind eye to any loopholes. They always plan their bargains well in advance and often pass up tempting victims who offer too little over the long term.

In many ways, Mallock's faith seems notoriously difficult to combat. His clerics are invariably attractive, circum-spect, and well spoken. They are far from ravaging fanatics or bloodthirsty marauders—Mallock's legions of devils are far better suited to battle. When they arrive in a city or town, his followers establish a small chapel and slowly worm their way into the local political structure. They may seduce powerful politicians, enter into business deals with criminals and important merchants, and offer food and lodging to the homeless to win popular support. Though few trust them, they take care to avoid igniting hatred. Over time, these servants of evil slowly but surely expose the vices and weaknesses of the town's most powerful leaders. They use this information to advance their cause, quietly influencing policies from behind the scenes. None would suspect that the small, isolated chapel holds such great power, and the clerics of Mallock like it that way.

When dealing with adventurers, the clerics of Mallock take care to avoid direct confrontations. They may offer assistance and stop short of antagonizing those who obviously oppose them. In such cases, they slowly influence their pawns to eliminate the opposition. A paladin may find himself facing trumped-up murder charges, while a bard finds

her performances overrun by hecklers. Through these relentless and irritating attacks, the church seeks to drive away those who might interfere with its plans.

In the end, Mallock and his followers cherish material goods, but above all else they covet power and control. Seducing or corrupting others is an exercise in breaking their will and bending them to the dark god's cause. Those who prove intractable can always be crushed through force of arms—but only after they have been isolated, cast out, and left alone in their heresy against Mallock.

CHARACTER

Keldra is a typical scout and recruiter for the clerics of Mallock. She moves among the folk gathered before the Black Cathedral, seeking out those who would present favorable bargains. She performs songs and poems for the gathered crowds, weaving stories of folk who seek wealth and power. She scans the crowds for those who appear the most ambitious, with wealth and skills the church may find useful. After this assessment, she strikes up a conversation in an attempt to confirm her initial findings.

In addition to these duties, Keldra also spends many hours combing through the large crowds for news from the outside world. She, along with others who fulfill similar duties, is responsible for keeping church leaders informed about rumors, news, and important events. During times of tumult, Keldra and others like her fan out across the land, seeking to worm their way into the council chambers of rulers beset by troubles. In desperate times, they offer simple, convenient solutions to the world's ills. In this way, Mallock's followers recruit the rich and powerful into their service. Even the most steadfast heart can be swayed by promises of succor in the face of overwhelming danger.



Keldra, female human Brd4: CR 4; HD 4d6+4; hp 22; Init +3; Speed 30 feet; AC 19 (+3 Dex, +5 armor, +1 shield); Base Attack +3; Grapple +3; Attack +4 melee (1d6/19–20, masterwork short sword) or +8 ranged (1d6/×3, masterwork shortbow); Full Attack +4 melee (1d6/19–20, masterwork short sword) or +8 ranged (1d6/×3, masterwork shortbow); SQ Bardic music, bardic knowledge, countersong, fascinate, inspire competence, inspire courage +1; AL CN; SV Fort +2, Ref +7, Will +4; Str 10, Dex 16, Con 13, Int 15, Wis 11, Cha 18

Skills and Feats: Appraise +9, Bluff +11, Concentrate +8, Decipher Script +9, Diplomacy +11, Gather Information +11, Perform +14, Sense Motive +7, Sleight of Hand +10; Combat Casting, Skill Focus (Perform [harp]), Quick Draw

Possessions: Masterwork short sword, masterwork shortbow, 10 arrows, dagger, +1 *chain shirt*, light wooden shield, *ring of jumping*, masterwork harp

Bard Spells Known (3/3/1; save DC 14 + spell level): o—
daze, *detect magic*, *flare*, *lullaby*, *prestidigitation*, *summon instrument*; 1st—*charm person*, *expeditious retreat*, *Tash's hideous laughter*; 2nd—*detect thoughts*, *invisibility*

BLUFF SKILL:

NEW APPLICATIONS

Mallock's clerics and supernatural minions have access to powerful spells and mighty weapons, but their favorite tactics involve simple ruses to confuse their foes. The following new uses for Bluff represent the sorts of tricks Mallock's followers might use.

CLOUD THE MIND'S EYE

Through elaborate, florid language, you cloud your true intentions and make your position or request appear more palatable than it truly is. Before attempting a Diplomacy check, make a Bluff check opposed by your target's Sense Motive. Apply the standard modifiers for your Bluff check. If you succeed, you may then attempt a Diplomacy check as normal. In addition to the normal benefits of Diplomacy, you also gain the benefits of a successful Bluff check for 10 minutes instead of 1 round. However, you must spend at least five uninterrupted minutes conversing with your target for this deception to take hold. In addition, if your target sees any direct evidence that you are lying, your check automatically fails.

PLAY DEAD

You ready an action to play dead when you next suffer damage. Immediately upon losing hit points for any reason, you may make a Bluff check with a competence bonus equal to the damage you sustained (maximum +10), opposed by your foe's Spot check. If you succeed, your foe believes you are dead or unconscious. If you move or take any other actions, this deception fails. However, opponents who believe you dead lose their Dexterity bonus to Armor Class against your attacks on the round in which you stop playing dead. Note that those who notice you are alive can alert their allies to your deception. You are not considered helpless, but you must fall prone for your trickery to have any chance of success. Consecutive Bluff checks using this trick in a single battle suffer a -10 penalty.

NEW FEATS

Mallock's followers have turned lies and deception into an art form. While their enemies despise their underhanded tactics, many hold a grudging respect for the Mallockites' ability to weave words into weapons that are every bit as dangerous as swords or spells.

MASTER OF WORDS (GENERAL)

Your words are so compelling that you can drive others to take actions they normally would never consider. You use a variety

of debate techniques to cloud the issue, making even the most unreasonable request sound like the merest of favors.

Prerequisite: Charisma 13, Persuasive

Benefit: Three times per day, you may make a Bluff check opposed by your target's Will save. The target gains the same bonus normally granted to Sense Motive checks based on the nature of your lie. If your check succeeds, the target acts as if under the effects of *charm person* for a number of minutes equal to your Charisma score. At the end of this time, the target sees through your deception and may take appropriate actions.

You cannot use this feat in combat situations or encounters on the verge of violence (DM's discretion). This method requires a relaxed, friendly approach.

Special: The effort required to summon the creativity needed to use this feat restricts its number of uses per day.

WORM TONGUED (GENERAL)

Those who are exposed to your lies for a long period of time find themselves lost in the intellectual maze you have constructed. Deceit builds upon deceit, rendering your victims unable to think clearly for themselves. Like a worm, you use your words to burrow into their hearts and minds to render them impotent.

Prerequisite: Charisma 13, Master of Words†, Persuasive

Benefit: Once per day during the course of a conversation you may make a Bluff check opposed by your target's Sense Motive. If you manage to succeed in this check for seven consecutive days, your target suffers a -2 penalty against future Bluff checks. For every additional seven-day period of successful checks, this penalty increases by -1, with no limit. This penalty becomes a bonus to your Diplomacy checks to influence your victim.

If the total penalty you levy against a target reaches -10, you exercise a measure of control over that character: He counts as being under the effects of *charm person*, or its equivalent if he is not a humanoid. Should the penalty reach -20, he counts as being under the influence of *dominate person*, as long as you can command him directly and verbally.

You can use this ability against only one person at a time. Any evidence of your treachery, ill intentions, or other obvious revelation of your lies breaks your hold over a target.

NEW CLERIC DOMAIN

Mallock provides his followers with unique magical abilities to aid them in spreading corruption across the world through the Temptation cleric domain.

TEMPTATION

Deities: Mallock, gods and goddesses of lies, deception, and temptation

Granted Power: You can study a single person to learn her tendencies, desires, dreams, and fears. With time, you understand how best to influence this victim. If you spend one hour a day for a week studying your target, you gain a +1 competence bonus to Bluff and Diplomacy checks against her for

each cleric level you have. This bonus applies to a number of checks equal to 1 + your Charisma modifier, and you must make these skill attempts within one week of completing your study. You may have only one target at a time. In addition, you gain Spell Focus (enchantment) as a bonus feat.

TEMPTATION DOMAIN SPELLS

Level	Spell
1	<i>Hypnotism</i> : Fascinates 2d4 HD of creatures.
2	<i>Eagle's Splendor</i> : Subject gains +4 to Charisma for one minute/level.
3	<i>Suggestion</i> : Compels subject to follow stated course of action.
4	<i>Nondetection</i> : Hides subject from divination, scrying.
5	<i>Mind Fog</i> : Subjects in fog get -10 penalty to Wisdom and to Will saves.
6	<i>Symbol of Persuasion</i> : Triggered rune charms nearby creatures.
7	<i>Sympathy</i> : Object or location attracts certain creatures.
8	<i>Demand</i> : As <i>sending</i> , plus you can send <i>suggestion</i> .
9	<i>Dominate Monster</i> : As <i>dominate person</i> , but any creature.

NEW SPELLS

Mallock the Tempter gifts his followers with new magic designed to aid them in their efforts at deceit and temptation. The following spells are available to all clerics. Wizards and sorcerers who worship Mallock or utilize means similar to his have adapted them to arcane magic as well.

BINDING PACT

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 4, Sor/Wiz 5

Components: V, M

Casting Time: 1 round

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

Targets: You and one other target

Duration: Instantaneous

Saving Throw: See description

Spell Resistance: See description

This spell places a magical bond on you and a single creature you select. You both agree to complete a bargain of some sort, with each side fulfilling an obligation for the other. For example, one party might agree to assassinate a wizard in return for a magical dagger from the other. The targets must agree to receive the spell's effects—if either is unwilling, it automatically fails. Both sides must audibly state their responsibility, and after this declaration the two must agree to complete their tasks.

If one of the parties involved in the *binding pact* fails to hold up his end of the bargain, he suffers 2 points of damage to each ability score per day until he makes efforts to complete his promise. Ability scores damaged in this manner do not drop below 3. The spell immediately ends if either side's prom-

ise cannot be fulfilled for reasons beyond either party's control. If outside forces complete one person's pledge, it counts as though he fulfilled his obligation. This spell may bind an assassin to kill the king, but if the monarch dies in battle or due to an accident, the assassin's responsibility is still fulfilled.

A creature cannot enter into a *binding pact* while under the effects of a spell or other effect that forces it to agree to the pact. In such a case, the spell automatically fails.

Spellcasters use *binding pact* to ensure the loyalty of hirelings who may resist or attempt to break spells such as



geas or *quest*. This spell's effects cannot be broken via magical means. Only fulfilling the pact (or the conditions stated above) can end it.

Material Component: Two pieces of blank parchment or paper. As part of the spell's casting, as each participant states his side of the bargain, his words appear in black ink on both pieces of parchment. In this way, the *binding pact* provides copies of the contract to both parties.

CLOUD THE MIND

Enchantment [Mind-Affecting]

Level: Clr 1, Sor/Wiz 1

Components: M

Casting Time: Standard action

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

Target: One creature

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell hinders and clouds its target's senses, making the character less likely to notice slight clues that tip off a lie, an opponent skulking in the shadows, or a distant sound. The target suffers a -4 penalty to Listen, Sense Motive, and Spot checks.

Material Component: A small piece of wool somewhere on the caster's person.

DISRUPT REFLEXES

Enchantment [Mind-Affecting]

Level: Clr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

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

Targets: One creature

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment hinders the target's reflexes, dulling the character's mind so she reacts slowly to sudden threats. The target suffers a -4 penalty to initiative and a -2 penalty to Reflex saves as this spell disrupts her reaction time. If cast during combat, apply the modifier to the target's current initiative score, but remove it if the spell expires before the end of the encounter.

Material Component: A loop of string the caster ties around two of his fingers as he completes this spell.

HONEYED WORDS

Enchantment [Mind-Affecting]

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: Personal

Targets: You

Duration: One minute/level (D)

Your words take on additional persuasive weight. As you speak, this spell alters your statements so they sound as pleasing as possible to each listener. The thrust of your words remains the same—if you asked a group of people to attack one of your rivals, they don't think you wanted them to unload a carriage or some other innocent task. However, the spell tailors the request to make it sound appealing to a listener. One person might hear that your rival is a kidnapper, while another one might believe him a member of an evil cult.

You gain a $+4$ competence bonus to all Bluff and Diplomacy checks that involve speaking while this spell lasts. (DMs should use the rules for influencing NPCs to determine the results.)

Material Component: A small amount of honey that you drink as you cast this spell.

NEW MAGIC ITEMS

Cloak of Vipers: At first glance, this enchanted item appears to be a leather cloak with a pattern of writhing, interlocked snakes sewn into it. A patient or perceptive onlooker may note (Spot check, DC 15) that the snakes move ever so slightly, weaving back and forth up and down the cloak's surface.

A *cloak of vipers* is fashioned from the skin of dozens of poisonous snakes and enchanted with the fell blessings of Mallock. It grants its wearer several benefits. Three times per day, she can cast *poison* as a 7th-level cleric (Fortitude save, DC 16). This spell manifests as a viper that springs from the cloak's surface, entwines around the user's arm, and bites the target of the caster's touch attack.

In addition, the *cloak* allows its wearer to hypnotize and befuddle onlookers. By wrapping the cloak around her body and speaking a command word, she can cause the snake pattern to undulate and weave. This effect counts as *hypnotic pattern* cast by a 10th-level wizard (Will save, DC 13). The cloak's wearer can use this power at will, though she must maintain her concentration on the effect, per the spell.

Moderate necromancy; caster level 10th; Craft Wondrous Item, *hypnotic pattern*, *poison*; Price 77,920 gp; Weight 1 lb.

Mask of Mallock: This ghastly device is crafted from skin taken from a slain cleric of Mallock. When donned, it fades from sight as it merges with its user's face, granting him the ability to easily deceive others and hide his true identity. A *mask's* origin befits a congregation that, at times, is its own worst enemy. Double-crosses and treachery plague Mallock's followers, and the sight of freshly minted *masks* is a sure sign that the cult's leadership has fallen to a fresh round of conspiracies.

A *mask of Mallock* confers a $+5$ competence bonus to Bluff and Intimidate checks. It also allows its wearer to change his appearance instantly. In game terms, he can make a Disguise check as a standard action. However, in place of using his own Disguise skill, he makes a check with a flat $+10$ bonus. A user making a standard Disguise check while using the mask gains a $+5$ competence bonus to the attempt.

Moderate illusion; caster level 8th; Craft Wondrous Item, the body of a slain cleric of Mallock, *eagle's splendor*; Price 10,000 gp; Weight 3 lbs.

MINIONS OF TEMPTATION

A small horde of devils attends to Mallock in his great ivory palace. An elaborate contract binds these beings to fulfill his desires. They spread across the world, seeking to corrupt the good-hearted or ensnare the greedy with infernal contracts of their own.

DEVIL, AVROLAR (HELL'S LAWYER)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 14d8+28 (91 hp)

Initiative: +3

Speed: 30 feet

AC: 19 (+3 Dexterity, +6 natural)

Base Attack/Grapple: +14/+15

Attack: Dagger +15 melee (1d4+1/19–20)

Full Attack: Dagger +15/+10/+5 melee (1d4+1/19–20)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Shield of peace, voice of order

Special Qualities: Darkvision 60 feet, DR 10/good (or 10/+2), master of contracts, SR 22, spells, spell-like abilities

Saves: Fort +11, Ref +12, Will +13

Abilities: Str 12, Dex 16, Con 14, Int 20, Wis 18, Cha 18

Skills: Appraise +22, Bluff +21, Concentration +19, Diplomacy +19, Gather Information +19, Hide +20, Intimidate +19, Knowledge (arcana) +22, Listen +21, Profession (lawyer) +22, Sense Motive +21, Spellcraft +22, Spot +21

Feats: Combat Casting, Dodge, Mobility, Spell Focus (enchantment), Spell Penetration

Environment: Any land and underground

Organization: Solitary, pair, or firm (3–6)

Challenge Rating: 12

Alignment: Always lawful evil

Advancement: Medium (15–20 HD)

Level Adjustment: —

Avrolars, also known as Hell's lawyers, are the mightiest of Mallock's diabolic underlings. They bring their attention to bear upon his most important victims: once-heroic mortals who stand on the precipice of corruption. Cunning and scheming, they excel at turning others' words against them. They possess the unholy power to take charge of any *binding pact* struck between one of Mallock's devils and any other being. For this reason, they often intervene when a minor underling has managed to ensnare a powerful mortal.

Similar to their lord Mallock, avrolars look like handsome and friendly humans. They wear robes with broad leather belts and carry thick leatherbound books that contain the details of all the *binding pacts* struck by Mallock's servants. Only their fangs and the small horns sprouting from their foreheads give away their true nature.

No more than a dozen of these creatures exist at any given time. They form Mallock's inner circle of followers, though the god leaves them to attend to matters on their own. As a god of deception, Mallock delights in watching his vassals compete among themselves for power and influence. He believes such schemes and power plays keep them strong,

sharpen their wits, and ensure that only the most clever, adaptable, and ambitious devils ascend through his hierarchy.

An avrolar might target a mortal to seduce to evil, or it could try to lure heroes into foiling its rivals' plans. In any case, these devils constantly seek opportunities to expand their power and gain the prestige needed to maintain their position. Clerics of Mallock tend to align with one of them, leading to strife and competition through the ranks of the faithful.

COMBAT

Unlike many devils, avrolars lack physical prowess. Instead, they rely on their honeyed tongues and magical abilities to deal with recalcitrant debtors. They utilize hit-and-run tactics, blasting their enemies with spells and disappearing before facing a counterattack.

Shield of Peace (Su): Avrolars prefer to settle their bargains via peaceful means. After all, a person in debt to Mallock or his followers is more useful alive than dead: Dead men cannot pay their debts. The shield of peace ability requires anyone attempting to attack an avrolar to make a Will save (DC 18) in order to strike a blow, damage or hinder the devil with a spell, or otherwise harm it. A creature must make this save for each attack or spell. If an avrolar attacks or otherwise causes an injury, the targeted creatures can ignore that particular avrolar's effect for 1d6 hours.

Voice of Order (Su): An avrolar is capable of compelling service from other creatures with the power of its voice and personality. It can cast *command* as a free action once per round as long as it can speak. The target of this ability must have a language, but the avrolar does not have to use it—its power transcends the barriers of the spoken word. Treat this spell as if cast by 10th-level sorcerer. The Will save DC against this ability is 15.

Master of Contracts (Su): With Mallock's blessing, an avrolar can take the place of a whispering corrupter (see page 38) or a malgron (see next page) in a *binding pact* spell. The avrolar now owes the other party the original favor, and the character must render her service to the avrolar. This transfer always fails if the avrolar is less able than the original devil to maintain its end of the bargain. If the corrupter or malgron has already paid its debt, the avrolar owes nothing, but it can still extract the other party's debt.

Spells (Sp): An avrolar can cast spells as a 10th-level sorcerer. Its spells have a save DC 14 (15 for enchantment spells) + the spell's level. It normally has the following spells on its list:

- 0 (6/day)—*acid splash, dancing lights, daze, detect magic, flare, ghost sound, ray of frost, resistance, touch of fatigue*
- 1st (7/day)—*charm person, feather fall, magic missile, shield, sleep*
- 2nd (7/day)—*alter self, darkness, hypnotism, protection from arrows*
- 3rd (7/day)—*dispel magic, fly, lightning bolt*
- 4th (6/day)—*charm monster, scrying*
- 5th (3/day)—*dominate person*

Spell-Like Abilities (Sp): At will—*binding pact*, *greater teleport*. Avrolars cast these spells as 10th-level sorcerers. Its save DCs are 14 + spell level.

DEVIL, MALGRON (MALLOCK'S CHILD)**Large Outsider (Evil, Extraplanar, Lawful)****Hit Dice:** 10d8+40 (85 hp)**Initiative:** +7**Speed:** 40 feet**AC:** 20 (−1 size, +3 Dexterity, +8 natural)**Base Attack/Grapple:** +10/+19**Attack:** Malgron blade +15 melee (2d6+7)**Full Attack:** Malgron blade +15/+10 melee (2d6+7)**Space/Reach:** 10 feet/10 feet

(Face/Reach 5 feet × 5 feet/10 feet)

Special Attacks: Burst of speed, malgron blade**Special Qualities:** Darkvision 60 feet, DR 10/good (or 10/+1),

SR 20, spell-like abilities

Saves: Fort +11, Ref +10, Will +9**Abilities:** Str 20, Dex 17, Con 18, Int 13, Wis 15, Cha 13**Skills:** Climb +18, Escape Artist +16, Hide +12, Intimidate +14, Jump +18, Listen +15, Move Silently +16, Spot +15, Tumble +16**Feats:** Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip**Environment:** Any land and underground**Organization:** Solitary, pair, squad (3–12), or cabal (10–40)**Challenge Rating:** 8**Alignment:** Always lawful evil**Advancement:** Large (10–16 HD); Huge (17–28 HD)**Level Adjustment:** —

As chosen servants of Mallock, these devils exist to enforce his edicts, plunder the world's treasures to fill his vaults, and defend his followers from crusading paladins, clerics, and other enemies. With their vicious, serrated blades and great strength, they can take down even the stoutest warrior with a few cruel cuts.

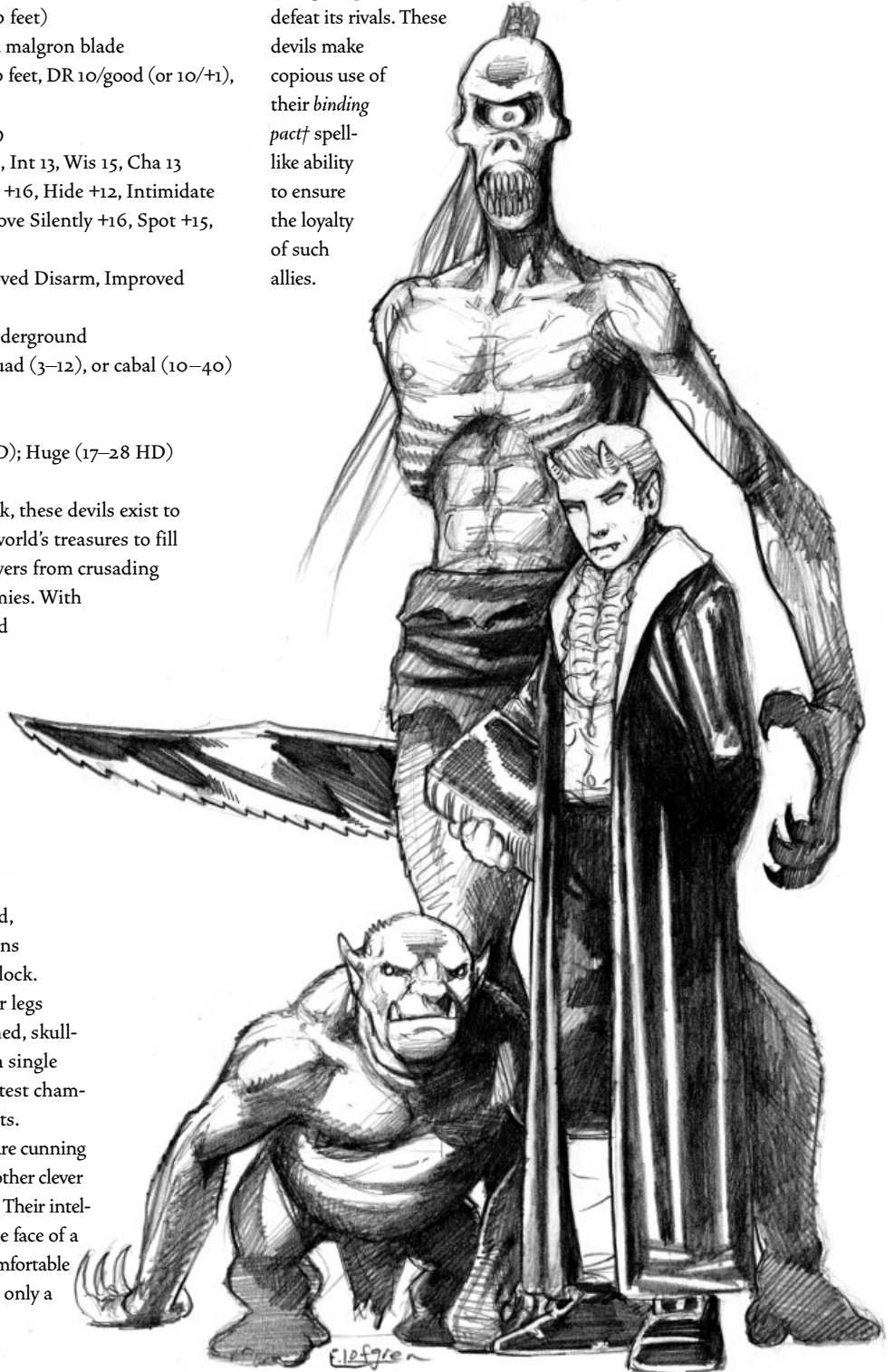
Malgrons are spindly humanoid creatures with overly long legs and arms. They tower over humans, but their scrawny frames belie their brutal strength. They wear loincloths and carry long, curved, serrated blades—terrible weapons gifted to them by their lord Mallock. Their torsos are humanoid, their legs furred. Their faces have a flattened, skull-like nose, a fanged mouth, and a single eye. Many are bald, but the greatest champions among them have topknots.

Primarily enforcers, malgrons are cunning warriors who use ambushes and other clever tactics to overcome their enemies. Their intelligence makes them flexible in the face of a changing situation. Mallock is comfortable giving a group of these monsters only a

general outline before setting them loose to enact his plans. Malgrons tend to strike alliances with other creatures, particularly evil spellcasters, hobgoblins, and other villains.

On the other hand, these creatures' independence can cause havoc within the ranks of Mallock's followers. The malgrons compete with each other for their god's favor, sometimes placing their patron's desires behind their own bickering. As servants of a god of lies, they are also notoriously corrupt. If tempted by a large treasure trove, a malgron might conveniently forget a portion of its orders or briefly ally with mortals to defeat its rivals. These

devils make copious use of their *binding pact* spell-like ability to ensure the loyalty of such allies.



COMBAT

Malgrons rarely stand still and trade blows with an opponent in battle. Instead, they are in constant motion, using their Tumble skill to dart in and out of a foe's range. They make full use of their training, knocking weapons from foes' hands with Improved Disarm or pushing them to the ground with Improved Trip. When faced with skilled combatants, malgrons make effective use of teamwork unless they plan on setting up a specific rival's doom. (If they want one of their number to meet with an "accident," they might refuse to help him or might get him to make a risky maneuver without supporting him.) They use the aid another action to clear an open shot for one of their number, and they sometimes engage in a mass grapple attempt to overwhelm a foe.

Burst of Speed (Su): Once every minute, a malgron can take an additional standard or move action during its turn. Thus, it could move and make a full attack, or it could move twice and then attack, and so forth. Activating this ability is a free action.

Malgron Blade: This weapon counts as a *+1 vicious greatsword*. It also can make trip attacks with its curved and notched blade. The malgron can catch the weapon's edge on its enemy's clothing or flesh and yank the victim to the ground. If the malgron dies or moves more than 100 feet from the blade, the weapon disappears in a puff of black smoke. Any nonmalgron who tries to wield it suffers 2d6 points of fire damage per round.

Spell-Like Abilities (Sp): 1/day—*blink, slow*; 3/day—*bull's strength, scare, scorching ray*; at will—*binding pactf, cause fear, jump*. A malgron casts these spells as an 8th-level sorcerer. Its save DCs are 11 + spell level.

DEVIL, WHISPERING CORRUPTER

Small Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 4d8+8 (26 hp)

Initiative: +6

Speed: 20 feet

AC: 21 (+1 size, +6 Dexterity, +4 natural)

Base Attack/Grapple: +4/−1

Attack: Bite +3 melee (1d4−1)

Full Attack: Bite +3 melee (1d4−1) and 2 claws −2 melee (1d3−1)

Space/Reach: 5 feet/5 feet (Face/Reach 5 feet × 5 feet/5 feet)

Special Attacks: Sneak attack +2d6

Special Qualities: Darkvision 60 feet, DR 5/good (or 5/+1), SR 14, spell-like abilities

Saves: Fort +6, Ref +10, Will +6

Abilities: Str 8, Dex 22, Con 15, Int 16, Wis 15, Cha 16

Skills: Bluff +10, Climb +6, Diplomacy +10, Disable Device +10, Escape Artist +13, Hide +17, Listen +9, Move Silently +13, Open Lock +13, Sense Motive +9, Spot +9

Feats: Dodge, Mobility

Environment: Any land and underground

Organization: Solitary, pair, or cabal (3–12)

Challenge Rating: 4

Alignment: Always lawful evil

Advancement: Small (4–6 HD); Medium (7–12 HD)

Level Adjustment: —

These troublesome, vexing creatures are the weakest yet perhaps the most dangerous of Mallock's servants. Whispering corrupters use their small size and impressive agility to slip past guards, sneak into secured areas, and either make off with valuables or tempt troubled souls.

A small, implike creature, the whispering corrupter has a hunched back, long arms, and short, stubby legs. Its hands end in long claws, as do its taloned feet. It is fat and bloated, with rolls of flesh cascading down its torso and hanging over its belt. This devil's girth is deceptive, though, as the corrupter is quick, agile, and stealthy.

Corrupters prove themselves by filching treasures and bringing them to the priests of Mallock. They love to use their *binding pactf* ability to strike bargains with mortals. At first, they offer innocuous terms. Over time, their demands grow more and more imposing, until finally the victim has slid over to evil. A corrupter might provide help in the short term, but in time it threatens to blackmail its partners. For example, a corrupter might deliver a vial of poison to a politician who promises to use it to kill a good-hearted rival. The corrupter makes sure to keep evidence of the deed, so if the victim ever shows any regret, it can threaten him with exposure.

The corrupters' victims are usually greedy and ambitious, but these devils rarely bother with blatantly evil folk. After all, those targets already serve the corrupters' purpose. Sometimes, Mallock may grant one of these devils to a particularly promising cleric or servant. The corrupter must obey its new master without question, though it typically reports back to Mallock on his follower's zeal, inventiveness, and talent.

COMBAT

Most whispering corrupters consider direct confrontations a waste of time and energy. They prefer to strike only when surprise is on their side; in less optimal situations, they flee. When cornered they can be tenacious fighters, but their puny strength makes them easy to overcome. A corrupter may promise anything to its opponents if it sees no other way to escape them. It may turn traitor against its master or offer sensitive information, using *binding pactf* as evidence of its sincerity. Of course, it always seeks to turn such situations to its advantage. It may offer to tell a foe everything it knows about a particular person, revealing only after sealing the deal that it knows little.


Corrupters rely on their magical abilities, particularly *fog cloud, blur*, and *minor image*, to escape their enemies or to create opportunities to use sneak attack.

Sneak Attack (Ex): Whispering corrupters prefer to use underhanded, devious tactics to overcome their enemies. When forced into combat, they bite at vulnerable points in much the same way that a rogue can target a creature's vital spots. A whispering corrupter uses sneak attack as a rogue. It gains +2d6 points of damage from this ability.

Spell-Like Abilities (Sp): 1/day—*blur, minor image*; 3/day—*chill touch, fog cloud, unseen servant*; at will—*binding pactf*. A malgron casts these spells as an 8th-level sorcerer. Its save DCs are 13 + spell level.

The World Forge

Deep within the earth stands the World Forge, the location of the great cavern-workshop of Urgan the Forge Lord. Here he labors over his immense anvil, stoking the fire at the Heart of the World and cooling his wares in the very waters of the Celestial River. It is said that many of the metal tools that form the foundation of civilization, from a hammer and nails to a delicate scalpel, were designed by Urgan and taught to his first adherents.



Unlike other gods, Urgan dwells within the world. His forge is accessible by anyone who travels deep enough within the earth, but the journey proves long and perilous. Evil monsters and greedy humanoids cluster near the pathways said to lead to his domain, because the pilgrims of Urgan carry finely wrought items to present to their lord. Only the most courageous, dedicated, and faithful pilgrims can follow and endure the path.

No one can say for certain where the World Forge lies. While maps supposedly point the way, these guides invariably prove false. Fell creatures that dwell within the earth, from dark elves to goblins, play upon the uncertainty of the World Forge's location to draw hapless travelers into their clutches—they spread false maps or hire disreputable guides to lead victims to them.

The true path to the World Forge lies within a seeker's heart, not on the path she takes. Those who seek maps, guides, and other shortcuts have already proven themselves unworthy of Urgan's attention. Instead, a pilgrim must journey into the earth with nothing more than she can carry. For at least 40 days she must endure the rigors of the under-realms, driving back attacks by hungry predators and vicious raiders, evading collapses, rivers of lava, and other hazards, all for the chance to stand beside Urgan as he works on his latest project.

The allure of such a quest is difficult to explain to non-believers. To those who pray to Urgan for guidance in their craft, learning directly from their master is the ultimate religious experience. A small colony of clerics, smiths, and other experts lives within the World Forge, as they cannot bear to leave their deity's side after meeting him.

Others seek out the World Forge for more practical purposes. Urgan's treasure vaults hold the collected sum of his output. From enchanted blades to simple tools, one can find here almost every metalcrafted item imaginable. Some seekers desire these goods for themselves; Urgan's followers chase away would-be thieves, and some interlopers face their doom at Urgan's hammer.

Others seek Urgan's aid in combating evil. A heroic paladin might need a specific blade to defeat a demon, or a cleric may seek a chain of adamantite to complete an important ritual. If such pilgrims are pure of heart, Urgan may allow them to take what they need from his stores.

AN UNDERWORLD WORKSHOP

The World Forge, where Urgan and his closest followers dwell, is difficult to find for all but the purest of heart. Anyone seeking the cave must make an enlightenment check each day by rolling 1d20 and adding his Wisdom modifier + his divine caster level or his Craft (blacksmith, metalworking, or a similar subskill) modifier, whichever is higher. In addition, the seeker adds the number of consecutive days he has spent in search of the cave. Those who can succeed at this check (DC 50) finally come across a passage that leads to Urgan's lair. A seeker has an intuitive sense of the path unfolding before him, and he arrives there in 2d4 days.

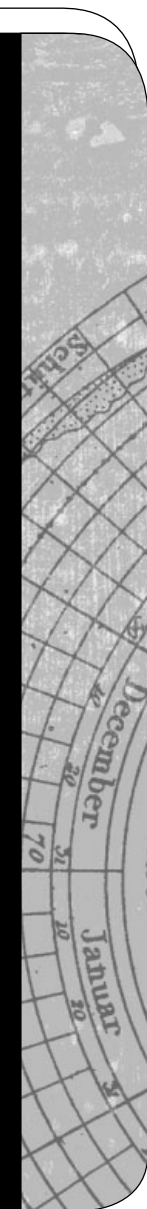
URGAN'S CAVE

While finding the World Forge is in part a spiritual quest, it is indeed a physical place in the world. Raiding orcs, dragons, and others sometimes stumble across it, yet they quickly meet their doom at Urgan's hands if they do not agree to leave peacefully. The cave is simply too far from civilized regions of the subterranean realms for an army to march upon it. In the past, war hosts have run out of food or have suffered uprisings within their ranks long before they managed to navigate the featureless, dusty, narrow passages leading to this realm.

The interior of Urgan's cave feels stifflingly hot and humid. Heat spills from the great furnace to the north, while the springs to the east keep the place damp. Pools of water collect in the rocky ground, and great, natural columns of stone extend from floor to ceiling. Light from the Heart of the World flickers and dances across this entire place, lending it a strange, dusklike atmosphere.

URGAN'S ANVIL

From afar, this edifice looks like a small tower. In truth it is the anvil of Urgan, upon which he crafts all of his creations, from the mightiest artifact to the simplest hammer. It stands 30 feet tall—in his material form, Urgan himself stands over 60 feet in height. A set of stairs runs along the anvil's outer edge, allowing Urgan's followers to climb to its top and assist him. These servants help the god complete the fine details of his creations, though Urgan's skill is such that he can create the tiniest, halfling-sized weapons with ease despite his immensity. In addition to the great anvil, dozens of smaller ones surround it. Here, Urgan's closest followers and his pilgrims can toil over their own creations.



HEART OF THE WORLD

Sages contend that the world's center consists of fire and molten rock, and this place proves such speculation true. At its northern end, Urgan's cave gives way to a sprawling, fiery lake of magma. Urgan and his followers use this fiery pool to heat the metals they work, soaking them in the liquid rock and rendering even the stoutest metal into a malleable form.

POOL OF ETERNITY

A large pool on the eastern side of Urgan's cave draws from a spring that connects to the Celestial River, a cosmic waterway that binds the gods together. Urgan and his followers draw water from this pool—it helps them maintain their vitality and quenches the incredible temperatures of metal heated in the Heart of the World and beaten on Urgan's Anvil.

HALLS OF STONE

Next to the Pool of Eternity lie the living quarters for those who come to the World Forge to pay homage to Urgan and learn from him. These Halls of Stone comprise a large mansion with three stories. The first floor is given over to a chapel to Urgan, a richly appointed forge complete with a variety of tools from different cultures, eras, and even worlds. His servants hold prayers each day here, and they use their divine magic to conjure food and drink for those who stay here.

The second floor consists of small workshops and cells dedicated to meditation. Pilgrims spend their first days in the cave in these chambers, preparing for the opportunity to meet directly with their god. Visitors must first show that their cause is worthy of the god's attention. Nonbelievers may either explain their dilemma or demonstrate their skill

in metalcrafting. Clerics and priests of Urgan usually find peace and quiet here, slipping into deep, meditative trances to the comforting sound of hammers falling upon anvils.

The third floor consists of a communal dining chamber and sleeping quarters. A few private rooms accommodate the priests and artisans who have been here the longest. Some of Urgan's followers find they have no desire to leave their god's side. These elders remain here until the end of their days, aiding Urgan and counseling newcomers as they arrive.

HIDDEN TREASURE VAULTS

Hidden throughout the World Forge are massive treasure vaults that hold the sum of the god's works. While he knows their locations and contents, Urgan only rarely divulges this information to his followers. Treasure seekers sometimes try to sneak into the cave to find these vaults, but uncovering them is no easy task. A Search check (DC 40) can reveal the intricate, expertly crafted secret doors that lead to the vaults. The locks on the doors require an Open Lock check (DC 35) to unseal.

As soon as any of these chambers opens, Urgan becomes aware of it, but he does not use any traps or hidden guardians. Instead, he either asks his followers to stop the intruder or attends to the matter himself, to see whether the seeker is worthy of one of his treasures. The vaults are all proof against scrying of any sort. Magic prevents intruders from tunneling in from the outside.

URGAN'S POWERS

As a divine being, Urgan transcends the statistics and abilities normally used to describe a creature. He enjoys near



infinite strength—as a god, there is little that is beyond him. Within his realm, he can cast any spell at will. He is immune to all attacks and magic. If pressed into a physical confrontation, he attacks once per round with his hammer at a base attack bonus of +40. He inflicts 8d20+40 points of damage.

URGAN

Titles: The Earth Father, Forge Lord, Keeper of the Flame

Symbol: An upward-pointing hammer surrounded by a circle. The outer circle is composed of stone, and the hammer is crafted from metal.

Alignment: Neutral good

Domains: Earth, Fire, Forge†

Favored Weapon: Warhammer

Ethos: The earth is the home of all life, and within in its rock lies its bounty: iron, gold, silver, and other ores. Take these resources from the land with proper reverence and you shall find the true potential within them—and within yourself. Forge useful tools, weapons to hold back the encroaching forces of evil, and beautiful objects that remind the world of all that is good and worth preserving.

Description: Urgan is patient, wise, and industrious. He toils at his forge day after day to perfect his craft and strike an example for his followers. He never sleeps, and it is said that he leaves his anvil only to deposit his latest creation within one of the hidden treasure vaults scattered throughout this cave.

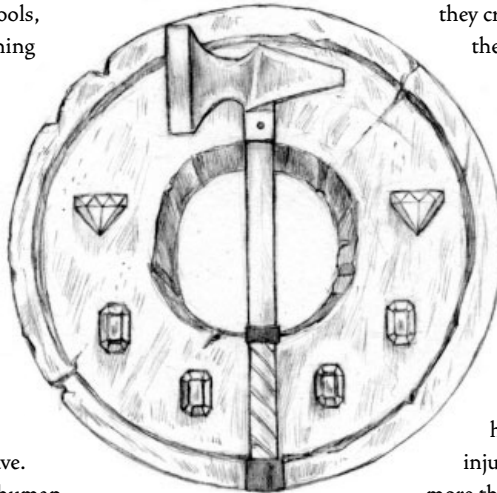
Urgan looks like a 60-foot-tall human male, strong but wiry. He is utterly hairless, and his rocky, grey skin tone makes him seem a bit like a gigantic golem. His eyes are two diamonds, and a blacksmith's hammer has replaced his right hand. He wears a belt studded with gems, a chainmail kilt of mithral, and stone sandals. According to legend, the first tool he forged was his hammer. He was so happy with the potential he saw within it that he removed his hand and set the hammer in its place. However, he lacked the skill to set the hammer properly. For many years in the primordial era, his arm ached and festered with infection. Only the intervention of Enaul (see Chapter One) finally healed him, and in return the young god asked him to forever stoke the fire at the Heart of the World. In this way, Urgan learned the first lesson his priests must understand: While tools of metal and stone have value, they cannot match the sanctity of life. Urgan demands that his followers never place gold, silver, and steel above the value of life. While their skill can bring such materials to their true potential, only living things can place

value upon them. In the absence of life and love, such items are worthless.

Urgan offers his followers several other simple but important lessons:

- True skill requires patience, dedication, and humility. This teaching applies to all things, not just smithing.
- A tool reflects its user's soul.
- Metal and jewels are to serve civilization, not the other way around.
- A sword raised in anger betrays a dark, violent mind, but one wielded to defend the weak from the strong displays its bearer's exalted being.

While Urgan concerns himself primarily with the forging of items, he and his followers understand that everything they create must go on to have a place in the world. Thus, his teachings require his followers to comport themselves with honor, charity, and love. In this way, the things they create spread the honor they hold in their hearts.



CHARACTER

Anyone who visits the World Forge eventually must speak with Gothri Forgefriend, the keeper of Urgan's forge and the god's unofficial spokesman when dealing with outsiders. Gothri is short even for a dwarf. His face is covered in a galaxy of scars and burn marks. He is utterly hairless, owing to his terrible injuries. One of his eyes is nothing more than a scar-filled socket, and he walks with a pronounced limp.

These injuries are a legacy of Gothri's battle with the red dragon Infernyx. Once, he carried the warhammer *Peace Forge*, a mighty symbol of the alliance between several dwarf clans in the far north. As a prince of his clan, he was in line to ascend to the throne, until his peoples' stronghold came under attack by the dragon. As his kinsfolk evacuated the stronghold, Gothri and a hand-picked group of soldiers tried to hold back the dragon, but he was quickly overwhelmed and his people slaughtered. Gothri regained consciousness amid the rubble and the dead. Driven nearly mad with grief, he descended into the deep caverns of the world. After weeks of travel, he stumbled into the World Forge. Urgan himself carried the dwarf to the Halls of Stone, where the clerics nursed him back to health. During his journey, he lost his ancient hammer somewhere within the twisting passages of the under-realms.

Since that day, Gothri has stood by Urgan at the forge, aiding his deity in the task at hand. From simple farm tools to mighty weapons, Gothri has helped forge them all.

When meeting visitors for the first time, the dwarf presses them for information as to why they have sought Urgan's domain. He is rude, pushy, and obnoxious, ignoring visitors' questions to ramble on about his adventuring days or some minutia of the art of blacksmithing. If visitors lack the good grace and patience to treat him with respect, he banishes them from the cavern. Otherwise, he greets them with open arms.

His boorishness is merely a façade. In truth, Gothri is quiet, observant, and introspective. He might go months without saying a word to a visitor after the initial interview. When he does speak, he chooses his words carefully.

Gothri feels as though he has lost everything important to him in life: his friends and family gone, the righteous fire of his bravery long extinguished. As a direct result of Gothri's wavering faith, even though he spends every day in the presence of his god, he can no longer call his steed, the warhorse Silverstream. The dwarf does not realize that his presence within the World Forge is a test of his faith and conviction. While he is happy to work beside Urgan, the god hopes the dwarf will one day understand that, as a paladin, his place is in the world above.

Even worse, not all of Gothri's kin were slain in Infernyx's attack. Many young dwarves were taken prisoner and sold into slavery. The remaining dwarf holds are wracked with dissension. Without Gothri to unite them, they bicker among themselves. Some factions agitate for war against Infernyx's growing legions of orcs and trolls, while others would rather seal their strongholds and ride out the storm. Already, Infernyx casts her baleful eye to the south. If someone does not stop her soon, her armies may overrun many realms. After all, who would expect a conquest-minded red dragon to find a safe haven in the north?

Yet Gothri remains content to dwell within the World Forge. Perhaps if a band of heroes recovered *Peace Forge*, rescued his remaining kin, and tracked Silverstream through the astral realm where she runs free, the fires of righteous vengeance would rekindle in his heart. Until then, the dragon's legions swell, and the shadow that has cowed his people grows deeper.

Gothri Forgefriend, male dwarf Pal12: CR 12; HD 12d10+48;

hp 135; Init -2; Speed 20 feet; AC 10 (-2 Dex, +2 leather apron); Base Attack +12; Grapple +16; Attack +17 melee (1d8+4/x3, warhammer); Full Attack, +17/+12/+7 melee (1d8+4/x3, warhammer); SA Smite evil 3/day, spells; SQ Aura of courage, aura of good, detect evil, spells, divine health, divine grace, lay on hands, remove disease 3/week, special mount, turn undead; AL LG; SV Fort +14, Ref +4, Will +8; Str 18, Dex 6, Con 18, Int 11, Wis 14, Cha 15

Skills and Feats: Craft (metalworking) +18, Diplomacy +17; Cleave, Combat Casting, Power Attack, Skill Focus (Craft [metalworking]), Weapon Focus (warhammer)

Possessions: Hammer, leather apron, steel holy symbol of Urgan

Paladin Spells (2/2/1; DC 12 + spell level): 1st—*create water, endure elements*; 2nd—*bull's strength, zone of truth*; 3rd—*cure moderate wounds*.

NEW FEATS

Urgan's followers are typically artisans. Among adventurers, druids with an affinity for the earth revere him, as do clerics and paladins who seek to use the fruits of the forge to combat evil. Urgan's worshippers can produce mundane goods that rival enchanted weapons and armor, while their knowledge of armor and weaponsmithing gives them an edge in combat.

The clerics and druids who worship Urgan, along with skilled smiths and the warriors who depend on metal weapons and armor, develop a variety of unique abilities that reflect their faith. Urgan's faithful are perhaps the most knowledgeable metalworkers in the world. While not all of them produce metal goods, they all learn the secrets of steel and iron.

ARMOR PIERCER (GENERAL)

You have a talent for spotting weaknesses in an opponent's armor, such as a metal plate grown fragile from damage or a joint between two armored sections that leaves a gap in a foe's defense.

Prerequisite: Blacksmith's Eye†, Craft (any metal-related) 6 ranks

Benefit: If you spend a full-round action doing nothing but observing an opponent and her armor, you gain a +1 competence bonus to hit her. You must be within 30 feet of your enemy to see enough detail in her equipment, and she must have an armor bonus to Armor Class. Natural, deflection, and other modifiers do not count toward this requirement.

BLACKSMITH'S EYE (GENERAL)

Your experience working with metals has granted you a keen eye for spotting slight imperfections, twists, and weaknesses in a metal object.

Prerequisite: Craft (any metal-related) 4 ranks

Benefit: When attacking an inanimate object crafted from metal, such as a sword, door, or statue, you gain a +2 bonus to attack and damage rolls. This bonus applies when you use the sunder action in combat. In addition, when fighting constructs made of metal, you gain +1d6 points of bonus damage on a successful hit. If you use a ranged weapon, you gain this bonus damage when you attack from a range of 30 feet or less.

DRUID OF EARTH AND METAL (GENERAL)

You respect and defend nature, but you also see that technology and craftsmanship form a key part of the relationship between civilization and the natural world. Unlike other druids, you can wield metal goods in certain situations.

Prerequisites: Druid level 1st, Craft (any metalworking)

Benefit: You can wear and wield any weapons or armor that you make with your Craft skill, even those not on the



list of allowable druid weapons and armor. You do not gain proficiency with these goods, but you suffer a -2 penalty rather than a -4 penalty on attacks with weapons you have personally constructed. In the case of magical weapons, you must craft them yourself in order to use them without restriction.

Special: You must take this feat with the first feat choice you gain after adding your first level of druid.

MASTER ARMORSMITH (GENERAL)

With long years of training and countless hours of study, you have mastered the talents needed to create masterpieces of the armorer's craft.

Prerequisite: Craft (any armor creation subskill) 8 ranks

Benefit: You can grant suits of armor benefits beyond the ones listed for masterwork. Consult the Armor Masterpieces table (page 44) and accompanying descriptions for the available improvements and their market cost.

Otherwise, use the Craft skill as normal to determine the cost of raw materials and the time needed to complete the armor.

MASTER WEAPONSMITH (GENERAL)

You have studied the most advanced techniques of weaponsmithing, allowing you to create swords, axes, and other armaments that are works of art.

Prerequisite: Craft (any weapon creation subskill) 8 ranks

Benefit: You can confer enhancement bonuses to attacks and damage beyond the standard $+1$ bonus for masterwork weapons. Consult the Weapon Masterpieces table (page 44) and accompanying descriptions for the available improvements and their market cost. Otherwise, use the Craft skill as normal to determine the cost of raw materials and the time needed to complete the weapon.

WEAPON AND ARMOR MASTERPIECES

The smiths of Urgan have created techniques that far surpass the typical metalworker's abilities. They forge weapons and armor that can stand beside the mightiest enchanted weapons for durability, balance, and sharpness. Their armor can absorb blows that would sunder a lesser suit. They combine an eye for the choicest metals with unparalleled dedication to their craft to create true masterpieces.

Masterpiece weapons and armor are similar to masterwork versions in that they enjoy special abilities and enhancements derived from expert craftsmanship. They can gain bonuses to attacks and damage, improved Armor Class modifiers, damage reduction, and other special abilities. Only smiths with the Master Armorsmith† or Master Weaponsmith† feats (detailed above) can add these traits to their creations. Use the market price modifiers listed for each trait on the next page to determine the time and raw materials needed to create them as normal.

A smith can add more than one trait to a weapon or suit of armor, but the normal rules for stacking apply. For example, using the sharpened ($+1$) trait twice grants a $+1$ enhancement bonus to damage, as two $+1$ enhancement bonuses do not stack. A magical weapon or suit of armor with masterpiece features uses the highest of the enhancement bonuses it gains from either its mundane or its magical abilities. Note that some abilities provide unnamed bonuses. These stack with a magical or mundane item's enhancement bonus as normal.

ARMOR MASTERPIECES

Durable: Built to endure the rigors of combat, armor with this feature can absorb far more punishment than normal. Its hardness increases by 1 point and it doubles its previous hit points. *Cost:* 1,000 gp.

Flexible: This armor is designed to allow its user greater freedom of movement and agility. It is crafted of plates lighter and more flexible than normal. You cannot combine this trait with the superior trait (see below). Flexible armor's bonus reduces the armor's check penalty. For example, flexible +2 armor reduces the check penalty by 2. This trait cannot turn a check penalty into a bonus. For example, applying the flexible +2 trait to studded leather (armor check penalty -1) changes its penalty to +0, not +1. *Cost:* +1 bonus 150 gp; +2 bonus 2,000 gp; +3 bonus 8,000 gp.

Protective: A suit of armor with the protective feature has additional plates covering vulnerable spots such as the neck and inner arm. It grants a bonus to Armor Class against checks to confirm a critical threat. This unnamed bonus stacks with competence, enhancement, and other modifiers. *Cost:* +1 bonus 500 gp; +2 bonus 2,000 gp; +3 bonus 4,500 gp; +4 bonus 8,000 gp; +5 bonus 12,500 gp.

Superior: Armor with this ability provides superior protection, though it comes at the cost of weight and bulk. The check penalty for a suit of armor with this trait increases by an amount equal to the enhancement bonus it provides.

In addition, it reduces its wearer's speed by 5 feet if it provides a +1 or +2 enhancement bonus, and by 10 feet if it offers a bonus of +3 or higher. You cannot combine this feature with the flexible trait (above). *Cost:* +1 bonus 900 gp; +2 bonus 3,600 gp; +3 bonus 8,100 gp; +4 bonus 14,600 gp; +5 bonus 22,500 gp.

WEAPON MASTERPIECES

Balanced: A well-balanced weapon is easier than a normal one to handle. It provides an enhancement bonus to attack rolls. A smith can apply this trait only to thrown weapons, melee arms, and ammunition such as arrows or bolts. *Cost:* +1 bonus 300 gp; +2 bonus 4,000 gp; +3 bonus 8,000 gp.

Durable: A weapon with the durable feature has a thicker haft, tougher blade, and other enhancements that allow it to survive the rigors of combat. Its hardness increases by 1 point and it doubles its previous hit points. *Cost:* 2,000 gp.

Leaden: By mixing dense, heavy materials with steel, a master smith can craft bludgeoning arms that deal additional damage. This trait can grant an enhancement bonus to damage for bludgeoning weapons. *Cost:* +1 bonus 2,000 gp; +2 bonus 4,000 gp; +3 bonus 8,000 gp.

Master Artistry: This trait produces a weapon of beautiful artistry and physical craftsmanship. A sword might have a finely crafted pommel with intricate detail work, perhaps with a holy symbol or piece of art etched into its blade. These weapons enhance the wielder's prestige due to their wondrous appearance. They grant a competence bonus to the wielder's Intimidate and Diplomacy checks. *Cost:* +2 bonus 400 gp; +4 bonus 1,600 gp; +6 bonus 3,600 gp.

Sharpened: The sharpened feature provides an enhancement bonus to damage owing to the weapon's finely honed cutting edge. A smith may apply this trait only to slashing and piercing weapons. *Cost:* +1 bonus 2,000 gp; +2 bonus 4,000 gp; +3 bonus 8,000 gp.

Sword Catcher: By incorporating spikes, hooks, or tines along a sword's pommel, and other enhancements, a weaponsmith can grant a weapon an improved ability to disarm others. This trait grants the wielder a competence bonus to all opposed attack rolls to disarm a foe. Note that, as a competence bonus, it stacks with the weapon's enhancement bonuses to attacks. *Cost:* +1 bonus 200 gp; +2 bonus 1,200 gp; +3 bonus 3,600 gp; +4 bonus 7,200 gp.

ARMOR MASTERPIECES

Ability	Cost
Durable	1,000 gp
Flexible +1	150 gp
Flexible +2	2,000 gp
Flexible +3	8,000 gp
Protective +1	500 gp
Protective +2	2,000 gp
Protective +3	4,500 gp
Protective +4	8,000 gp
Protective +5	12,500 gp
Superior +1	900 gp
Superior +2	3,600 gp
Superior +3	8,100 gp
Superior +4	14,600 gp
Superior +5	22,500 gp

WEAPON MASTERPIECES

Ability	Cost
Balanced +1	300 gp
Balanced +2	4,000 gp
Balanced +3	8,000 gp
Durable	2,000 gp
Leaden +1	2,000 gp
Leaden +2	4,000 gp
Leaden +3	8,000 gp
Master artistry +2	400 gp
Master artistry +4	1,600 gp
Master artistry +6	3,600 gp
Sharpened +1	2,000 gp
Sharpened +2	4,000 gp
Sharpened +3	8,000 gp
Sword catcher +1	1,200 gp
Sword catcher +2	3,600 gp
Sword catcher +3	7,200 gp

NEW CLERIC DOMAIN

Through the Forge cleric domain, Urgan provides his followers with the skills to use his preferred weapons, as well as magical aptitude dealing with craftsmanship, metals, and stone.

FORGE DOMAIN

Deities: Urgan, gods and goddesses of the earth, crafts, and metalworking

Granted Power: You gain proficiency with the light hammer and warhammer, along with Weapon Focus with one of those two weapons.

FORGE DOMAIN SPELLS

Level	Spell
1	<i>Magic Weapon:</i> Weapon gains +1 bonus.
2	<i>Heat Metal:</i> Make metal so hot it damages those who touch it.
3	<i>Keen Edge:</i> Doubles normal weapon's threat range.
4	<i>Magic Weapon, Greater:</i> +1 bonus/four levels (maximum +5).
5	<i>Major Creation:</i> As <i>minor creation</i> , plus stone and metal.
6	<i>Fabricate:</i> Transforms raw materials into finished items.
7	<i>Wall of Iron:</i> 30 hp/four levels; can topple onto foes.
8	<i>Repel Metal or Stone:</i> Pushes away metal and stone.
9	<i>Iron Body:</i> Your body becomes living iron.

NEW SPELLS

Urgan's clerics are among the foremost artisans in the world, a position due in no small part to their magical abilities. The god grants his followers several unique spells that allow them to easily handle metal, fire, and earth.

BLACKSMITH'S CURSE

Transmutation [Earth]

Level: Drd 8

Components: V, S, DF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 40-foot burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell undoes the work of smiths and artisans, transforming metal weapons and armor into useless lumps of ore. Armor falls to the ground in chunks of metal, weapons bend, curve, and crumble, while shields split and collapse. Each creature in this spell's area may attempt one saving throw for all its objects. The *blacksmith's curse* affects those who fail. Other metal items, such as belt buckles, nails, and horseshoes, go unaffected—only weapons,

armor, and shields suffer its effects. Note that unattended nonmagical items do not receive a save against this spell as normal.

The remains of weapons, armor, and shields keep half their gold-piece value as raw materials for the purposes of the Craft skill.

COMMAND METAL

Transmutation [Earth]

Level: Clr 8, Drd 7

Components: V, S, DF

Casting Time: Standard action

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

Target: One metal object

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell allows you to force a metallic object to move, bend, or break. You could force a suit of plate mail to crush its wearer or a sword to slash at its wielder. Once you cast this spell, you can use a free action each round to direct the controlled metal to obey your will. Each round, you can confer one of the effects listed below upon a single metal object within range of the spell. You can change targets each round as a move action, but each time you do so, your new target object gains a saving throw if appropriate. An object that fails a save gains a new one if you change targets from it and then switch back.

If used against a metal construct, such as an iron golem or a shield guardian, this spell mirrors the effects of *charm monster*, despite a construct's immunity to mind-affecting magic. In this case, you can change the target of this spell, but you lose control of the construct.

Attack: You can make a metallic object attack a target using your base attack bonus modified by your Wisdom. A weapon controlled in this manner inflicts its standard damage. A nonweapon metal object counts as a club of the appropriate size. For example, an anvil would be Large, while a short steel rod would be Medium. A suit of armor or other item of clothing directed to attack can crush its wearer by inflicting bludgeoning damage based on its size. It inflicts damage as a greatsword of the appropriate size.

Movement: You can force an unattended metal object to move up to 10 feet per round. This effect can tear a held item from its user's grasp. Treat this effect as a disarm attempt, using your base attack bonus modified by your Wisdom. Obviously, should your attempt fail, your opponent has no opportunity to disarm you.

Shapechange: You may alter a metallic item's shape. This change can cause a weapon to become useless. A suit of armor affected in this manner reduces its armor bonus by half. Note that you can only alter armor with metallic components in this manner. For example, this spell cannot affect

padded or hide armor. You cannot use this effect on magical items, including magical weapons or armor.

Transformation: You can turn an unformed mass of metal into any object you desire, so long as it does not have intricate, moving parts or other mechanical pieces. As a rule of thumb, you cannot create anything more complex than a suit of armor. With a successful Craft check (DC 30) you can create a masterwork item.

EARTHEN CLAW

Conjuration (Summoning) [Earth]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: Standard action

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

Effect: One Small stone claw

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You conjure a grasping claw made of earth and stone. It bursts from the ground beneath your target, tearing at him. It has a base attack bonus equal to your total level and a Strength score equal to 16 + your Wisdom modifier. It adds its Strength modifier to its attack and damage as normal. If it strikes the target, it inflicts 2d6 points of slashing damage and may attempt a trip attack against the target. The claw is Small. After making an attack, the claw disappears.

The *earthen claw* cannot flank opponents, nor can it come under attack. It appears just long enough to deliver its attack, then it disappears back into the dirt.

EARTH'S EMBRACE

Evocation [Earth]

Level: Clr 5, Drd 5

Components: V, S, M, DF

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

The earth and rock beneath you surge upward to wrap you in a protective embrace. You gain DR 5/adamantine (or 10/+1). In addition, you can command the earth to surround you in a protective shell as a full-round action. In this case, you gain total protection from all attacks. However, you cannot move. You can cast spells and use items, but you can target only yourself with them. The earth utterly covers you, making it impossible for you to see potential targets. You can dismiss this shell as a full action, and you can call it back up until the spell's duration ends. If the shell is attacked, it has a hardness of 8 and 200 hit points—you cannot be harmed by any attack unless it is completely destroyed.

Material Component: Any precious stone worth 50 gp.

MOLTEN BLAST

Conjuration (Summoning) [Earth, Fire]

Level: Drd 5, Sor/Wiz 5

Components: V, S, DF

Casting Time: Standard action

Range: 80 feet

Area: 80-foot line

Duration: Instantaneous, but see below

Saving Throw: Reflex half

Spell Resistance: No

You create a tiny gate to the Elemental Plane of Lava, a place where earth and fire mingle. Lava jets through the gate like a small volcano. Though the lava loses some of its fiery heat as it transfers into the Material Plane, it still inflicts 1d6 points of fire damage per caster level, to a maximum of 15d6. In addition, targets who fail their Reflex saves become covered in a thin layer of rocky, stiff residue as the lava cools. These victims suffer a -4 penalty to Dexterity until they spend a full-round action chipping the rock away. Removing the rock requires a creature to drop its guard as it pulls the coating from its body, thus provoking an attack of opportunity.

NEW MAGIC ITEM

Legend calls this wondrous item a small shard of the proto-matter that formed the world at the dawn of time. According to the stories, Urgan used it to forge the first metals and gems. The pieces that remain are the fragments that fell to the world as the god bent and shaped his creations.

True Clay: *True clay* is a thick, soft, heavy substance that is easy to form into various shapes and tools. It seems to move and shift not only as the user crafts it with her hands, but also in response to her mental picture of the object she wants to create. As a full-round action, one can shape 1 lb. of *true clay* into any item measuring up to 3 cubic feet and weighing 10 lbs. Larger pieces can be shaped into proportionally larger and heavier items. Before its shaping, the clay is simply a fist-sized, dull grey chunk. Drawing on the powerful magic saturating its form, the clay can alter its physical characteristics. Its color remains the same, but it otherwise acts exactly like the tool, weapon, or shield its user creates with it. Once shaped into an object, the clay must be returned to a shapeless lump as a standard action before it can be re-used.

True clay cannot be created. It can only be discovered or purchased.

Strong transmutation; caster level N/A; Price 90,000 gp; Weight 1 lb.

ARTIFACT

This artifact, dating back to the earliest days of the world, lies lost and forgotten somewhere along the path to the World Forge of Urgan.

Peace Forge: This mighty warhammer is a potent artifact that unites the dwarf nations of the far arctic mountains under one leader, the King in the North. *Peace Forge* was carved from a block of granite by Urgan in the ancient days. It was one of the first gifts he bestowed upon the dwarves who worshipped him. *Peace Forge* acts as a *+5 warhammer*. More importantly, it stirs pride and bravery in all dwarves who see it. Any good dwarf within 300 feet of this weapon, including the wielder, gains a +5 morale bonus to attacks and damage, immunity to all fear and mind-affecting effects, and SR 25. However, this ability immediately disappears should any good-aligned dwarf strike a good creature.

Overwhelming enchantment; Caster Level 21st

PRESTIGE CLASS: HAMMER OF URGAN

Since Urgan dwells upon the Material Plane, he often receives visits from mortals. Some seek to trade with him, others try to steal from him. But a few are pilgrims in search of enlightenment.

These seekers want to labor beside Urgan, learning the innermost secrets of his works. Urgan always tests these pilgrims with a quest or other task, though he cares more for a petitioner's dedication, desire, and work ethic than his martial, magical, or even blacksmithing prowess. Urgan has been known to accept a famous smith's minor apprentice because she displayed far more love and respect for the craft than her greedy, self-centered master. Those who impress Urgan with their dedication work beside him for at least a month. Many return to the surface to share their works with the world, but others remain with the god and labor by his side until the end of their days.

In either case, these chosen ones are known as hammers of Urgan. They gain blessings from their patron that reflect their affinity for earth, metal, and fire. In addition, Urgan grants them spells and fortifies their minds and bodies to make them expert smiths.

Hit Die: d8

REQUIREMENTS

To become a hammer of Urgan, a character must fulfill all the following criteria:

Divine Caster Level: 3rd

Craft (Metal-Related): 8 ranks

Special: You must journey to the World Forge and assist Urgan in creating a single object of at least 10,000 gp value. In order for the deity to accept you as an apprentice, you must complete a task for him, such as retrieving a rare ore from the Elemental Plane of Earth.

CLASS SKILLS

The hammer of Urgan's class skills (and the key ability for each) are Appraise (Int), Concentration (Con), Craft (any) (Int), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (religion) (Int), and Spellcraft (Wis). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the hammer of Urgan prestige class.

Weapon and Armor Proficiency: The hammer of Urgan gains proficiency with the light hammer and warhammer, along with light, medium, and heavy armor.

Endurance of the Forge (Su): Imbued with the blessings of his deity, the hammer of Urgan gains incredible toughness that allows him to ignore the damaging effects of fire. He can stand close to the hottest forge without fear, working closely with hot iron. At 1st level, the hammer gains fire resistance 2. This ability increases by 2 points at 4th, 7th, and 10th level.

HAMMER OF URGAN

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells
1	+0	+2	+0	+2	Endurance of the forge	—
2	+1	+3	+0	+3	Smith's sight	+1 caster level
3	+2	+3	+1	+3	Flesh of steel	—
4	+3	+4	+1	+4	Endurance of the forge	+1 caster level
5	+3	+4	+1	+4	Hammerhand	—
6	+4	+5	+2	+5	Flesh of steel	+1 caster level
7	+5	+5	+2	+5	Endurance of the forge	—
8	+6	+6	+2	+6	Master of iron	+1 caster level
9	+6	+6	+3	+6	Flesh of steel	—
10	+7	+7	+3	+7	Endurance of the forge	+1 caster level

Spells: When a hammer of Urgan gains 2nd level, and at all subsequent even-numbered levels, he earns new spells per day as if he also had gained a level in his previous spellcasting class. He does not gain any other benefit a character of that class would gain, such as bonus feats, turning undead, wild shape, and so on.

If a character has more than one spellcasting class before becoming a hammer of Urgan, he must choose one class's casting ability to advance. He cannot alter this choice once it is made.

Smith's Sight (Sp): The hammer of Urgan learns to identify the quality and temper of metal items with the merest inspection. He can cast *detect magic* at will, though this power reveals only the magical auras that surround weapons, armor, and other items created in a forge. In addition, he can cast *identify* once per day on such items. His use of *identify* takes only 10 minutes and requires no material components.

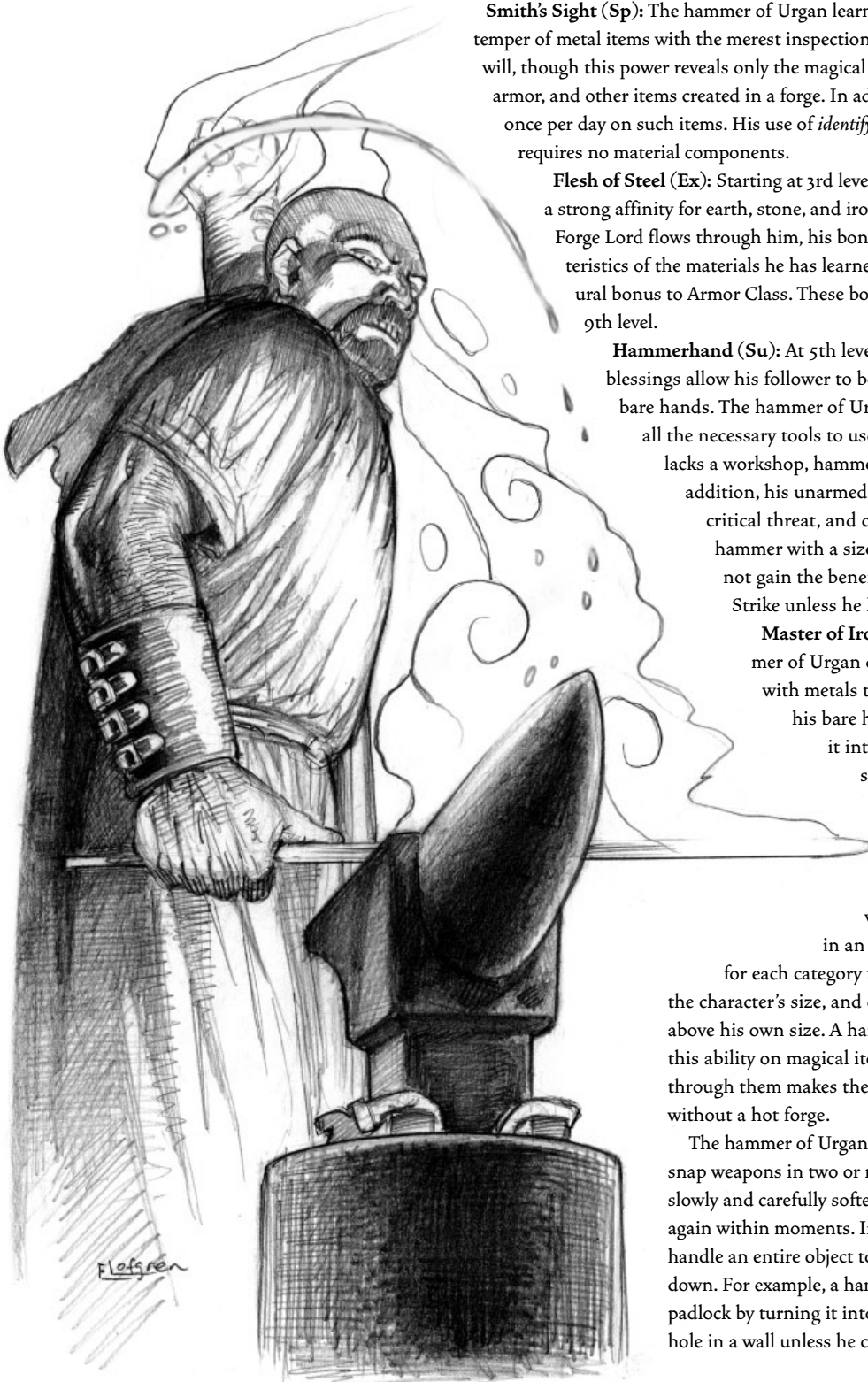
Flesh of Steel (Ex): Starting at 3rd level, the hammer of Urgan enjoys a strong affinity for earth, stone, and iron. As the divine power of the Forge Lord flows through him, his bones and skin take on the characteristics of the materials he has learned to shape. He gains a +1 natural bonus to Armor Class. These bonus increases by +1 at 6th and 9th level.

Hammerhand (Su): At 5th level and beyond, Urgan's divine blessings allow his follower to beat and shape metal with his bare hands. The hammer of Urgan always counts as having all the necessary tools to use his Craft skills, even if he lacks a workshop, hammer, tongs, and other items. In addition, his unarmed strikes have the same damage, critical threat, and critical multiplier as a warhammer with a size equal to his own. He does not gain the benefits of Improved Unarmed Strike unless he has that feat.

Master of Iron (Su): At 8th level, the hammer of Urgan develops such a close affinity with metals that he can shape raw ore with his bare hands. He bends metal, twists it into the desired shape, and sharpens it simply by smoothing it with his hands. As long as the DM judges that he has enough raw material on hand, he can shape a weapon or tool of his own size in an hour. Reduce this time by half

for each category the weapon or tool is below the character's size, and double it for each category above his own size. A hammer of Urgan cannot use this ability on magical items, as the energy flowing through them makes them too durable to reshape without a hot forge.

The hammer of Urgan does not gain any power to snap weapons in two or rend armor to pieces. He must slowly and carefully soften the metal, and it hardens again within moments. In addition, he must be able to handle an entire object to learn its pattern and break it down. For example, a hammer of Urgan could destroy a padlock by turning it into a dagger. He could not forge a hole in a wall unless he could easily reach both sides.



Mountain of the Voice

Deep in the heart of a desert filled with the sun-bleached bones of many who tried and failed to cross its expanse lies a mountain sacred to the mighty goddess Kulaj. This, the Mountain of the Voice, holds the remote Priory of the Divine Voice, wherein lies the key to wielding godlike power—but only for those able to reach the mountain, endure the arduous training, and comprehend the teaching of the secret masters.

More sacred to Kulaj than any other location is the Mountain of the Voice, located at the heart of the world's central continent. Surrounding it is a nigh-impassible desert, which has claimed the flesh of almost every creature that has attempted to cross it. This lone mountain, it is said, holds the wellspring that serves as the source of the Celestial River.

PRIORY OF THE DIVINE VOICE

Built into the western face of the Mountain of the Voice, Kulaj's sacred priory can be reached only by a narrow path, whose culmination lies almost 1,000 feet above the surrounding desert. The entirety of the priory lies within the mountain itself.

Five learned masters staff the priory at all times, along with four to six initiates. Each of the masters of the priory is a speaker of the divine (see prestige class, page 55). The Grand Master is a cold, harsh, but incredibly wise woman named Reddine Par (see below). The initiates are normally clerics, although usually at least one is a bard, sorcerer, or wizard. While the priory houses no other occupants, six powerful and well-trained manticores (all prime specimens with maximum hit points) guard the entrance.

The priory holds a temple dedicated to Kulaj, a meditation room, living quarters, a well-stocked library, and a training room for both physical exercises and use of the divine voice. Most important, however, is the Inner Sanctum, where the Grand Master—and only the Grand Master—communes with Kulaj and listens for the divine voice. Training in the divine voice involves more listening than speaking, in truth, and within the Inner Sanctum one supposedly can hear the still-reverberating words that brought the world into being. The Grand Master brings the most advanced initiates into this room, one at a time—sometimes for days at a time—for the final initiation as a speaker of the divine.

CHARACTER

A character who reaches the Mountain of the Voice to become a speaker of the divine is met at the entrance by Grand Master Reddine Par, who immediately puts the character through rigorous mental and physical tests as the guardian manticores watch. If the initiate-to-be fails any of the tests, Reddine turns the unfortunate over to the manticores and leaves. These tests include a quick manual dexterity exercise (she tosses small objects that candidates must catch [AC 18] or dodge [Reflex save, DC 17]); a short personal, nonlethal combat; some deceptively simple riddles (the DM can come up with a few or simply require two Intelligence checks [DC 13] and a Wisdom

check [DC 15]); and a philosophical question, such as, "If you were sentenced to be imprisoned alone for twenty-five years, what one thing would you take with you?" The type of answer she is looking for is, "my sense of self," "my sanity," or "deep thoughts to consider."

Those who come close to passing the tests and manage to hold off the manticores for at least 2 rounds receive a probationary admittance. If any of the manticores are slain, the would-be initiate must either raise the fallen creature or go out into the desert to find a replacement.

Reddine Par, female human Sor/Clr3/Speaker of the Divine 10:

CR 20; Medium humanoid; HD 7d4+3d8+10d8+40; hp 131; Init +1; Speed 30 feet; AC 16 (+1 Dex, +3 deflection, +2 luck); Base Attack +12; Grapple +13; Attack +16 melee (1d6+3, quarterstaff); Full Attack +16/+11/+6 melee (1d6+3, quarterstaff); SV Fort +12, Ref +11, Will +23; AL LN; Str 13, Dex 12, Con 15, Int 12, Wis 19, Cha 18

Languages: Common, Elven

Skills and Feats: Bluff +15, Concentration +16, Decipher

Script +4, Intimidate +12, Knowledge (arcana) +9, Knowledge (religion) +10, Listen +15, Perform (oratory) +10, Spellcraft +10, Spot +6; Alertness, Brew Potion, Craft Wand, Iron Will, Lightning Reflexes, Manipulate Magical Charge†, Persuasive, Weapon Focus (quarterstaff)

Possessions: Staff of power (22 charges), wand of daze monster (18 charges), ring of protection +3, potion of bull's strength.

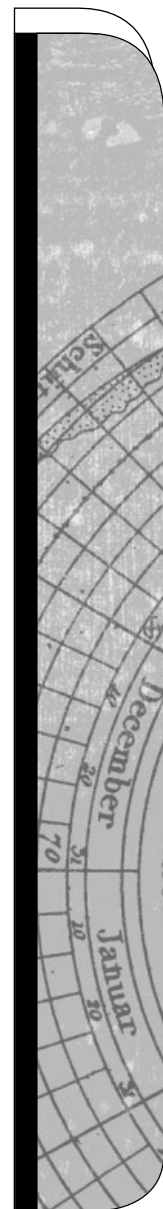
Sorcerer Spells Known (6/7/7/5, DC 14 + spell level): 0—arcane mark, dancing lights, ghost sound, light, mending, prestidigitation, read magic; 1st—mage armor, magic missile, protection from evil, silent image, true strike; 2nd—daze monster, owl's wisdom, invisibility; 3rd—haste, tongues

A Completely Different Scenario

The Priory of the Divine Voice offers the DM the unique ability to actually roleplay through the initiation and training of a player character wishing to gain levels in a specific prestige class. However, the PCs could be infiltrating the priory not to join, but to gain access to some of its treasures. Besides Reddine's staff of power, she and the other masters have created a large number of charged wands and staves, which they keep in the Meditation Room or the Inner Sanctum. Imbedded in the ceiling of the Inner Sanctum are rumored to be no fewer than 10 diamonds of different colors (each worth 10,000 gp).

Getting to the priory involves an arduous desert adventure in which the player characters likely have to deal with not only weeks of heat and thirst but also bandits, lamias, a blue dragon, and the shadows and spectres of those who have died in the desert. Once they arrive at the mountain, they must sneak by or fight the guardian manticores and contend with Reddine and the other four masters, as well as the initiates (all of whom are at least 10th-level characters themselves).

Or perhaps the PCs simply seek knowledge. The priory's library contains ancient texts and scrolls that one can find nowhere else. But the masters won't let noninitiates in to see them, so one of the characters may have to attempt to pass Reddine's tests.



Cleric Domains: Magic, Strength

Cleric Spells (4/3+1/2+1, DC 14 + spell level): o—*detect magic, guidance* (×3); 1st—*bles, divine favor, enlarge person, sanctuary*; 2nd—*augury, bull's strength, silence*

KULAJ

Titles: Mother of the Celestial River, Matron of the Divine Voice

Symbol: An outstretched hand with a mountain inscribed on the palm

Alignment: Lawful neutral

Domains: Animal, Law, Magic, Plant, and Strength

Favored Weapon: Heavy mace

Ethos: The spark of the divine burns within you. The power used to put you in the world is yours, and you can use it to create, to nurture, to command others, or to master the world around you. The spark comes as the result of the creator goddess speaking words in the divine voice; thus it is a noble, sacred thing to cherish, not squander. Use your talents and your power wisely.

Description: Matronly, austere, and noble, Kulaj is normally depicted wearing the long gown of a noblewoman, sometimes crowned with a halo of light. She is never shown holding anything or bearing tools, for her power places her above labor—she watches, commands, and instructs.

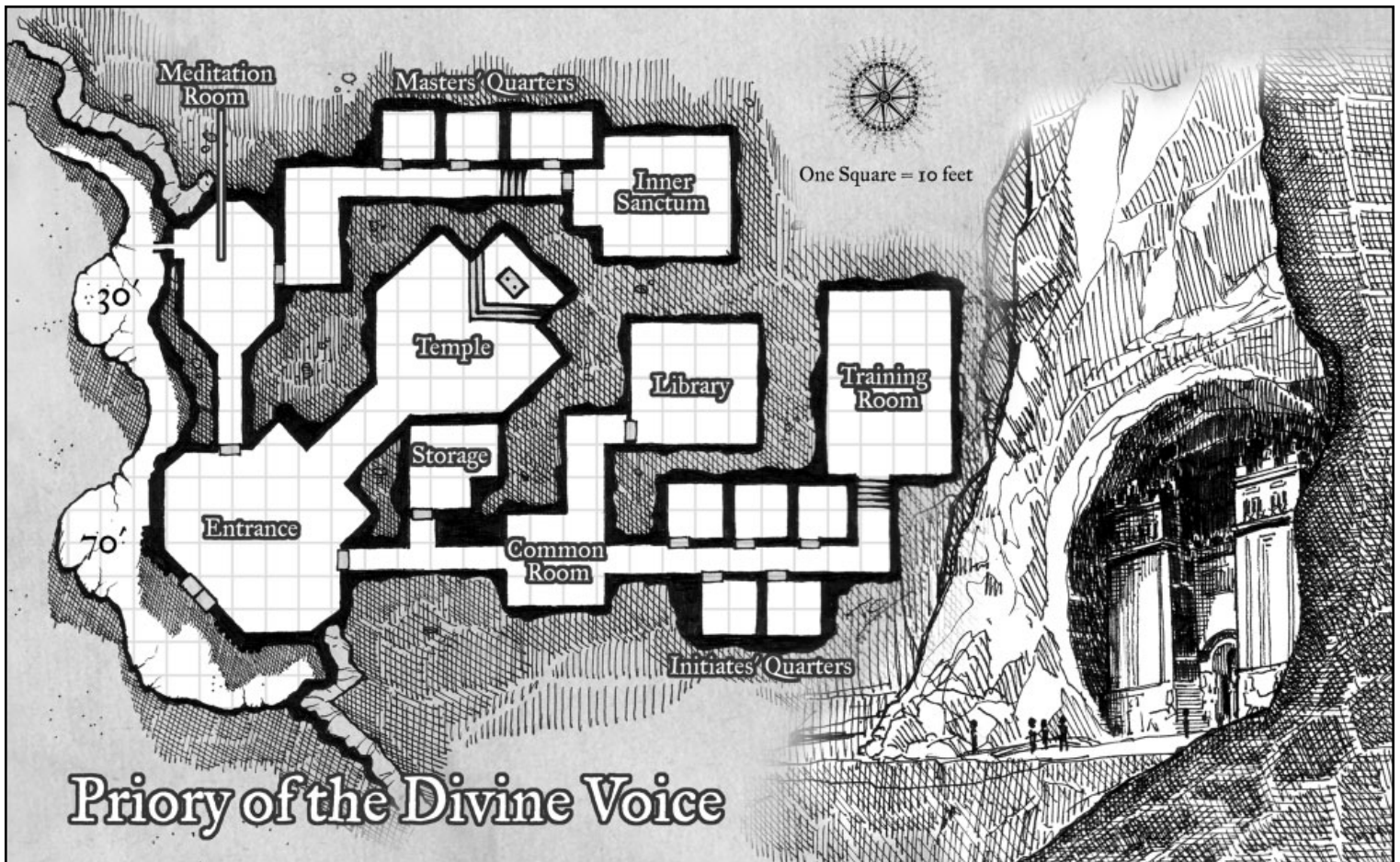
Kulaj represents creation, nobility, strength, and might. A nurturing deity, she watches over all mothers, all those who care

for others, for animals, and for plants (particularly crops). As a creator deity, she patronizes artisans—particularly crafters of magic items, for she is also goddess of magical power. Her might is majestic and overt, never subtle, hidden, or mysterious.

Kulaj is the oldest of the Gods of the Celestial River—she is their mother, having given life to each by the power of her voice (they have no father). They all respect their mother, although they do not always obey her. Her eldest son, Urgan, is her favorite, although they rarely come together, as he spends all his time in the World Forge (see Chapter Four). Enaul and Essoch's constant bickering requires her to step in from time to time. Kulaj watches the rebellious and sometimes sinister Mallock very closely, but they remain on good terms despite their periodic feuds. Mysterious and chaotic Dorana resembles her mother the least and keeps to herself.

The worshippers of Kulaj are prone to fanaticism. Her clerics teach that there is no power greater than Kulaj, and that her followers are the inheritors of all creation—literally, that she created the world for her chosen people and no others. Some take this dogma a step farther, believing that those who do not follow Kulaj (or at least one of her children) do not deserve anything: land, possession, freedom—or even their lives.

The fanatical devotees of Kulaj wage holy wars on their foes, believing themselves invincible, for surely Kulaj would simply command the earth to swallow an enemy army they could not defeat themselves. The doctrines of the goddess also suggest that her devout followers will reap rich rewards



in the afterlife, and the more pious and committed they are, the greater the honors and treasures due them. However, Kulaj is not a goddess of war or violence. She does not encourage holy wars in her name, and she hates destruction.

Rather than warriors, the followers of Kulaj are more often creators. In fact, some of her most powerful believers create formidable magical items. These innovative craftspeople have developed a way to make potions called admixtures, which store multiple effects (see page 53) as well as wands and staves that allow their wielders to vary their effects based on the number of charges they use (see below). They've also developed a type of magic item called the keyed spell item (see page 54) that proves a great boon to spellcasters.

Kulaj's clerics are usually take-charge individuals, although their detractors would call them controlling. They prefer the straightforward approach over subterfuge or complex methods. They usually wear bright red robes or clothing and maintain an overall impressive, striking appearance.

Temples of Kulaj come in two varieties. The first and most obvious are the grand cathedrals and majestic temples that lie at the heart of most large cities. These are mighty edifices of gold, with huge statues atop circular daises. Living inside most of Kulaj's temples are flocks of white doves trained by her priests to respond to simple commands.

The second type of temple to Kulaj is located in extremely remote areas. These are still not secretive places, but most are quite dramatic and majestic, befitting their patron deity. Still, these smaller, isolated temples are where the clerics and the extremely devout learn how to serve their goddess best.

NEW FEAT

Many followers of Kulaj are interested in magic item creation. This new feat allows the creation of a special kind of item, as well as the ability to use charged items in a new way.

MANIPULATE MAGICAL CHARGE

(GENERAL)

You can alter the power of charged magical items.

Prerequisites: Caster level 3rd

Benefit: You can take a charged magical item such as a wand and expend more than one charge at once to gain greater effects. You cannot use more additional charges at once than your caster level divided by 3. So, a 6th-level caster could use two additional charges, but an 18th-level caster could use a total of seven charges (six in addition to the first).

For each additional charge expended, you can increase the effect's saving throw DC by 1. This increase is cumula-

tive with the number of additional charges you expend. Or, with two charges at once, you can affect the spell as though you cast it using the Enlarge Spell, Extend Spell, or Widen Spell feats. For each additional charge, you can add another effect. So using four charges total would allow you to increase the effect's DC by 2 and enlarge the effect, or you could enlarge, extend, and widen the effect.

Expending three charges at once allows you to empower the effect as though you cast the spell using the Empower Spell feat. You can modify the effect like this only once, but you could stack it with other effects. For four charges, you could empower and extend the effect, for instance.

If you expend four charges at once, you can maximize the effect as though you cast the spell using the Maximize Spell feat. You can modify the effect like this only once, but you could stack it with other effects.

Expending five charges at once permits you to quicken the effect as though you cast the spell using the Quicken Spell feat. You can modify the effect like this only once, but you could stack it with other effects.

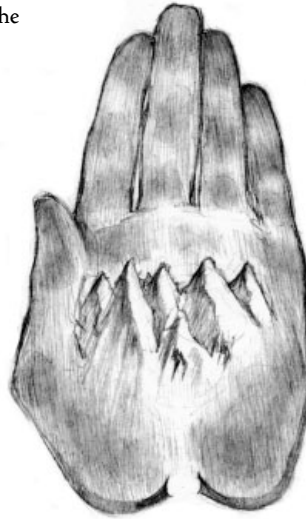
Spells that alter the charge use of charged items, such as *extended charge* (from *The Complete Book of Eldritch Might*) cannot be active while you use this feat.

Special: If you possess this feat and

Craft Wand or Craft Staff, you may create a wand or staff that confers this ability on the user. The user's level determines how many additional charges can be expended. This feature doubles the cost of creating the wand or staff, in terms of both gold and experience points (thus it doubles the price as well).

NEW SPELLS

Clerics of Kulaj favor the new spells starting on the next page for their dramatic use of power.



Kulaj as Creator

Unless your cosmology already has a creation myth or creator god, Kulaj serves as an excellent deity to explain the birth of the world. The Mountain of the Voice was her first creation, given being by her first word. The mountain literally floated in the void as she created the world around it.

Kulaj gave birth to her children soon after, first Urgan, then Dorana, who watched over the earth and the seas—for that is all there was in those timelost days. It was only after she began filling the world with living creatures that she produced the twins Enaul and Essoch. Mallock came last, long after the intelligent folk of the world had created the vices and temptations he would use against them.

DMs should note that Kulaj can be a cold and detached creator, even toward her devoted servants. She does not oppose her son Mallock's schemes, for example, unless they unduly threaten the overall order of her creation.

BURNING RAIN

Conjuration (Summoning) [Fire, Water]

Level: Clr 4, Drd 4**Components:** V, S, DF**Casting Time:** Full round**Range:** Long (400 feet + 40 feet/level)**Area:** A cylinder up to 100 feet high with a 20-foot radius**Duration:** 1 round/level**Saving Throw:** Reflex half**Spell Resistance:** Yes

You summon a dark cloud up to 100 feet directly over a point within range. The cloud has a 20-foot radius. It immediately begins raining down a substance not unlike alchemist's fire, showering the area beneath the cloud with a dangerous, fiery downpour. Anyone beneath it suffers 2d6 points of fire damage each round (a new save is required each round). You cannot move the cloud once you have created it. Normal weather does not affect the *burning rain*—even gale-force winds do not move the cloud. Magical weather or a *gust of wind* spell, however, dispels the cloud automatically. This spell proves particularly good at destroying flammable objects that cannot move.

DRY RAIN

Conjuration (Summoning) [Earth]

Level: Clr 2, Drd 2**Components:** V, S, DF**Casting Time:** Full round**Range:** Long (400 feet + 40 feet/level)**Area:** A cylinder up to 100 feet high with a 20-foot radius**Duration:** 1 round/level**Saving Throw:** Reflex negates**Spell Resistance:** Yes

You summon a dark cloud up to 100 feet directly over a point within range. The cloud has a 20-foot radius. It immediately begins raining down sand with great force, slowly burying anyone beneath the cloud. Anyone beneath it suffers 1d6 points of damage each round (a new save is required each round). For each round the dry rain falls, a heap of sand 1 foot high piles up beneath the cloud. Creatures of size Large or smaller who fail their saving throw and remain in the area for as little as part of a round or as much as two consecutive rounds must spend a standard action to pull themselves free of the fallen sand and clear their eyes, mouth, etc. (It takes a move action to get them out of the area, if they want to go and have enough speed.) Even failing one saving throw while in the area for 2 rounds is enough to require this action.

Creatures in the area who do not pull themselves free are stuck in place; they make attacks with a -2 penalty and face an effective -4 penalty to their Dexterity score. Characters attempting to cast a spell in the area do so as if entangled (Concentration check, DC 15 + spell level). Those who pull themselves free of the fallen sand but do not leave the area start getting covered by sand all over again.

Should a creature of size Large or smaller spend more than 2 rounds in the area, getting free takes a full-round action and a Strength check (DC 10 + the number of rounds spent in the area). This means a creature that spends 3 rounds in the area and then wants to leave must make a Strength check (DC 13) and spend an entire round getting free. However, since it has used its entire round, it cannot move out of the area until the next round. So if the spell's duration continues, the creature must then spend another standard action next round getting free, then move out. A creature small enough to be completely buried may face suffocation (see Chapter Eight: Glossary in the DMG).

You cannot move the cloud once you have created it. Normal weather does not affect the *dry rain*—even gale-force winds do not move the cloud. Magical weather or a *gust of wind* spell, however, dispels the cloud automatically. The sand remains even after the duration ends.



GEYSER

Conjuration (Summoning) [Earth, Water]

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: A cylinder 30 feet high with a 5-foot radius

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You summon a spout of water that bursts from the ground and gushes upward with great force. You must cast this spell so that the bottom of its area touches solid ground, but it can be a paved floor, natural hillside, dirt path, pile of boulders, and so on. Anyone in the area who fails the saving throw suffers 3d8 points of impact damage and falls prone (if smaller than Gargantuan). The geyser continues to gush for the duration, inflicting damage and knocking down anyone trying to pass through it. Creatures intentionally attempting to pass through the geyser get no saving throw.

When the spell ends, the hole in the ground that magically spouted the water repairs itself, returning to its previous state.

NEW MAGIC ITEMS

Clerics and followers of Kulaj enjoy creating two new types of magic items: admixtures and keyed spell items.

ADMIXTURES

Admixtures are potions or oils with multiple effects. For example, a *potion of cure moderate wounds and bull's strength* not only cures 2d8+3 hit points but grants the drinker a +4 Strength bonus. With a single action, the drinker gains the effects of all the potions in the admixture. One can place up to three potion effects into a single admixture. Only effects normally available for potions can be made into admixtures, and multiple potions of the same type (two *cure light wounds* potions, for example) cannot become an admixture. Anyone with the Brew Potion feat can create an admixture with some basic instruction and at least 5 ranks of the Craft (alchemy) skill.

The price for an admixture equals the sum of the costs of all its potion effects plus 50 percent of the total cost. So the aforementioned admixture of *cure moderate wounds* (50 gp) and *bull's strength* (300 gp) would cost 525 gp (50 + 300 + 175 gp). Common admixtures include:

- Admixture of escape: *invisibility* and *fly*, 1,575 gp
- Armor in a vial: *barkskin* +5, *shield of faith* +5, and *mage armor*, 3,225 gp
- Combat boost: *heroism*, *barkskin* +3, and *haste*, 3,150 gp
- Elemental protection admixture: *protection from fire*, *protection from cold*, and *protection from electricity*, 3,375 gp
- Fighter's cocktail: *bull's strength* and *bear's endurance*, 900 gp
- Greater fighter's cocktail: *bull's strength*, *bear's endurance*, and *heroism*, 2,025 gp
- The cure-all: *neutralize poison*, *remove disease*, and *lesser restoration*, 2,700 gp
- Ultimate blade oil: *greater magic weapon* +5 and *keen weapon*, 5,625 gp



KEYED SPELL ITEMS

Keyed spell items are a whole new type of magical item, of use only to spellcasters. Each keyed spell item is infused with the essence of a single spell, making it easier for a spellcaster to cast that spell. Sometimes they further enhance that specific spell.

A cleric with a keyed *searing light bracelet* does not need to prepare the *searing light* spell. Instead, he can use any of his 3rd-level spell slots to cast *searing light* in the same way that he could switch out a prepared 3rd-level spell to cast *cure serious wounds*. A keyed spell item allows the caster to spontaneously cast the spell it is keyed to, using the power from another prepared spell. The prepared spell is lost. Keyed spell items do not allow a caster to cast more spells in a day, but they provide versatility.

In order to use a keyed spell item, a caster must have on his spell list the item's keyed spell. So a druid cannot use a keyed *teleport ring* or a keyed *divine favor amulet*.

Spellcasters who do not prepare spells can use keyed spell items, casting the spell keyed to the item as if it were one of their spells known. However, activating the item requires a slot one level higher than normal. So a sorcerer with a keyed *fireball headband* must use a 4th-level slot to cast *fireball*.

Keyed spell items are almost always objects that take up a standard position on a caster's body: a bracer, cloak, belt, vest, necklace, headband, and so on. Those that do not fit a standard position, such as a wand, must be in the caster's hand at the time of casting.

The cost of a keyed spell item equals the level of the keyed spell squared, multiplied by 100 gp. So a 1st-level keyed spell item costs 100 gp, a 2nd-level keyed spell item costs 400 gp, 3rd-level costs 900 gp, and so on. A keyed spell item with a 0-level keyed spell costs half as much as a 1st-level item: 50 gp.

Obviously, keyed cure spell items appear only very rarely, since most casters who could use such an item can already spontaneously cast cure spells.

ENHANCED KEYED SPELL ITEMS

Sometimes, a keyed spell item not only allows a character to spontaneously cast a specific spell, but, whenever he casts the keyed spell (whether it's prepared or not), the item gives it extra power. The enhancements below offer some suggestions.

Appearance: Using the keyed spell item changes the appearance of the keyed spell's effect to something specific. For example, a *protection from evil* keyed spell gives the recipient the aura of swirling golden shields. *Cost:* +100 gp.

Area: This enhancement doubles the area of a keyed spell whose area is described as a physical space (as opposed to Personal, single target, etc.). *Cost:* +500 gp/spell level.

Duration: This enhancement doubles the duration of a keyed spell whose duration is something other than Instantaneous. *Cost:* +300 gp/spell level.

Potency: This damage-inflicting keyed spell deals 50 percent more damage than normal. *Cost:* +1,000 gp/spell level.

Range: This enhancement doubles the range of a keyed spell whose range is something other than Self or Touch. *Cost:* +300 gp/spell level.

Spell Specific: Some items have enhancements that apply to the specific parameters of a spell, such as the speed of *levitation* or the number of creatures a *sleep* spell can affect. Generally, the item shouldn't increase the spell's overall power by more than 50 percent. It should not change one spell into another spell (such as altering a *lesser globe of invulnerability* to resemble a *greater globe of invulnerability*). *Cost:* Varies.

Some example specific enhanced keyed spell items include:

- *Keyed Blur Cloak:* The keyed *blur* spell offers a 30 percent miss chance. *Cost:* 1,400 gp.
- *Keyed Commune Headband:* The caster is allowed an additional follow-up question at the end of the spell, before which she can take 5 rounds to contemplate and confer with others. *Cost:* 4,000 gp.
- *Keyed Darkness Gem:* The keyed *darkness* spell allows the caster to see within its confines. *Cost:* 2,400 gp.
- *Keyed Detect Evil Lenses:* The keyed *detect evil's* 1st-, 2nd-, and 3rd-round information come all at once. *Cost:* 550 gp
- *Keyed Divine Flavor Amulet:* The keyed spell's damage bonus also applies to spell damage. *Cost:* 800 gp.
- *Keyed Fly Belt:* The keyed *fly* spell's move rate increases to 90 feet. *Cost:* 1,900 gp.

The enhanced factor of these items is always very specific to their keyed spell. Thus, obviously, there are no keyed *searing light* items that increase duration, because the spell's duration is Instantaneous.

UNIVERSAL KEYED SPELL ITEMS

The most powerful type of keyed spell item is the universal keyed spell item, which allows casters of any class to spontaneously cast a specific spell, regardless of whether it is on their spell list or not. So a cleric with a universal keyed *magic missile glove* could use any of his 1st-level spells to cast a *magic missile*, even though it is strictly a sorcerer/wizard spell.

The cost of a universal keyed spell item equals the level of the keyed spell squared, multiplied by 2,000 gp.

MAKING KEYED SPELL ITEMS

Characters use the Craft Rod feat to create keyed spell items. Creators must be able to cast the spell to key it into the item.

ARTIFACT

Allowing the player characters to find this minor artifact—or fight an NPC who wields it—can introduce this chapter's new spells into your game.

Staff of Retribution: This thin golden staff measures about 5 feet long. It is topped with a green jewel of unknown origin. The goddess Kulaj is said to grant the *staff of retribution* to a follower when it is most needed. Most often, the need is a need for vengeance against an enemy.

The possessor can use the following spells, each requiring a single charge: *burning rain*, *call lightning*, *dry rain*, *geysers*, *move earth*, and *wall of fire*. It also has a special power (which

requires a charge): It can transform a foe's weapon into a serpent that attacks the weapon's wielder. The wielder must be within 50 feet and is allowed a Fortitude saving throw (DC 20). If the save fails, the foe's weapon becomes a Large viper that attacks the wielder for the next 10 rounds. The viper does nothing but attack the wielder. If prevented from doing so, it does nothing. Slaying the serpent destroys the weapon. If the weapon was magical, it returns to normal again after 10 rounds. If it was nonmagical, the serpent turns to dust. Artifact weapons are immune to this ability.

Unlike normal staves, when the *staff of retribution* runs out of charges, it disappears—returning to Kulaj. When it is granted to a new character, it is once again fully charged.

Strong varying aura; caster level 19th; Weight 5 lbs.

PRESTIGE CLASS: SPEAKER OF THE DIVINE

The speaker of the divine can use her voice to command the earth to speak, the dead to rise, or the skies to open up and rain fire. Nothing can resist the power of the divine voice, for it is this voice that set the world in motion and gave life to all creatures mighty and miniscule. Those trained in the use of the divine voice tap into the very power that gods use.

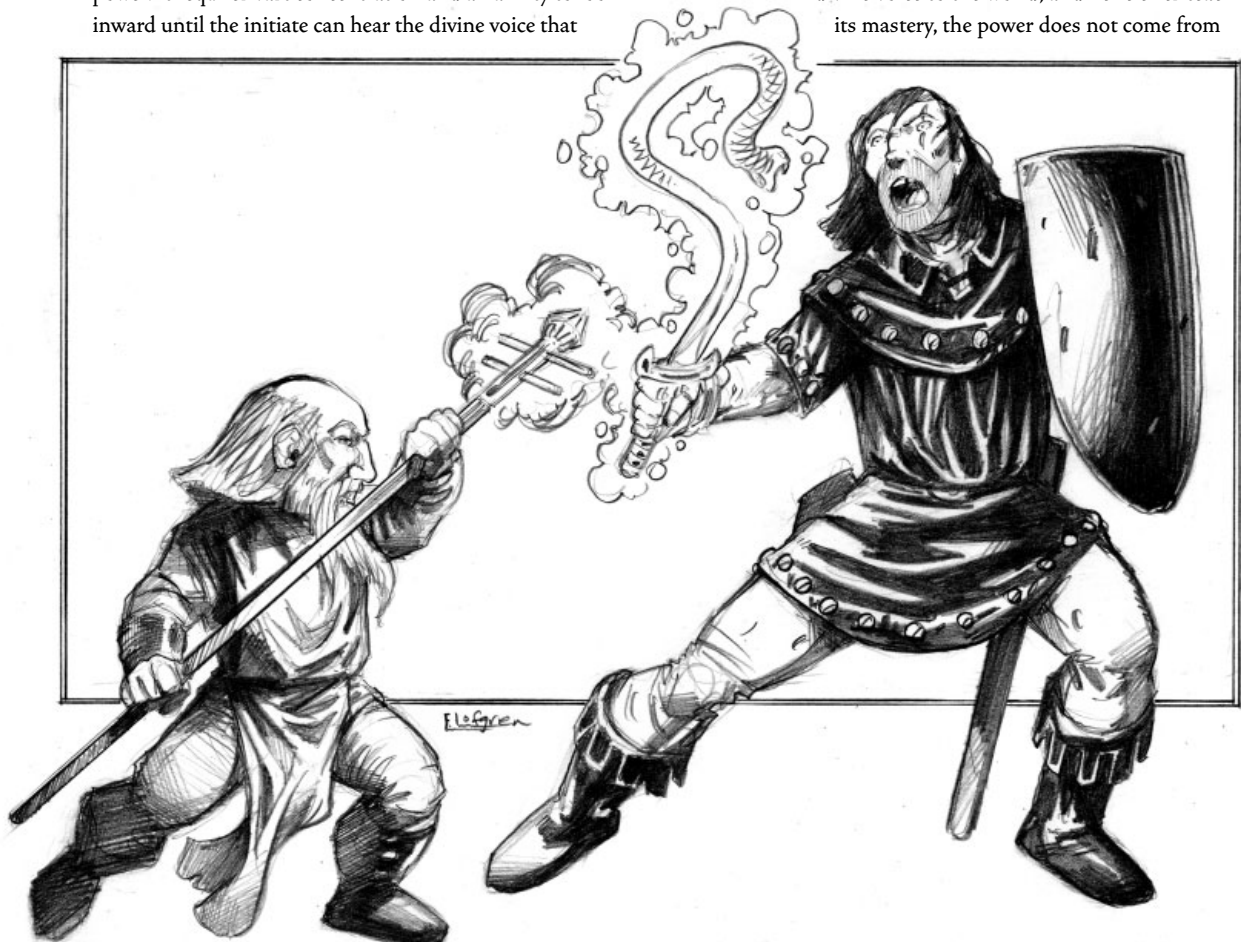
Learning to use one's voice not like a mortal, but like a god, is an arduous undertaking. It is impossible to do alone. Only an inspired master can teach others to command this awesome power. It requires vast concentration and an ability to look inward until the initiate can hear the divine voice that

created her still resonating within. This can take a long time—and many never succeed. Once she has achieved this success, the speaker of the divine begins treading a powerful path, one that requires supreme dedication and mastery or the power is lost. The character must cast aside all aspects of her former life and abandon past goals. Only the divine voice matters.

Use of the divine voice is a dramatic spectacle. It causes the ground to quake, it turns ogres into toads, and it makes boulders float. It is never subtle—it does not control minds, create illusions, or deftly modify an object. Its effects are always visual and awe inspiring. Generally speaking, they are usually evocations, but occasionally conjurations or transmutations.

A speaker of the divine is usually a cleric of Kulaj, but not always. Sometimes a bard, wizard, or sorcerer hears of the secrets of the divine voice, seeks them out, and somehow survives the trip and the training. Rarer still are the nonspellcasters who become speakers of the divine. Theirs is an even more difficult road and, truth be told—with the exception of monks—they never master the power to the degree of those well versed in spells and magic.

Once trained, an NPC speaker of the divine is normally a wanderer—sometimes a holy figure about whom legends grow—and a loner. Outside the Priory of the Divine Voice, they almost never work in groups or gather together. While all speakers of the divine are mystic devotees of the discipline, they do not share similar philosophies or beliefs, and thus they use their powers in different ways. Although Kulaj brought the divine voice to the world, and her clerics teach its mastery, the power does not come from



her the way clerics channel spells from their gods. A speaker of the divine could even reject Kulaj and her teachings and still retain the divine voice. Such rogue speakers are rare, however.

The speaker of the divine is a powerful prestige class reached only when a character gains at least 10th level. The abilities it grants are impressive, but those who take the class are usually spellcasters. Because they give up their spell progressions to take levels in this prestige class, its abilities must be powerful to compensate.

Hit Die: d8

REQUIREMENTS

To qualify to become a speaker of the divine, a character must fulfill all the following criteria:

Concentration: 13 ranks
Knowledge (Arcana): 6 ranks
Knowledge (Religion): 6 ranks
Listen: 5 ranks
Perform (Oratory): 6 ranks
Feats: Iron Will, Persuasive
Special: You need to train at the Priory of the Divine Voice, a process that usually takes at least a year, not including the arduous journey to find and reach it.

CLASS SKILLS

The speaker of the divine's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (any one skill) (Int), Listen (Wis), Perform (Cha), Profession (Int), Sense Motive (Wis), and Spellcraft (Int). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the speaker of the divine prestige class.

Weapon and Armor Proficiency: The speaker of the divine gains no proficiency in weapons, armor, or shields.

Divine Voice Syllables (Sp): The speaker of the divine can use the divine voice to speak short syllables that produce magical, spell-like effects. Each time speakers gain this ability (at 1st and 3rd levels), they can choose three spells from the following list to cast as special spell-like abilities (with no material or somatic components, although there is a verbal component—and the casting time is always a standard action): *Burning rain*, *daylight*, *dispel magic*, *fly*, *geyser*, *giant vermin*, *ice storm*, *invisibility purge*, *minor creation*, *searing light*, *shout*, *wall of fire*, and *wall of ice*.

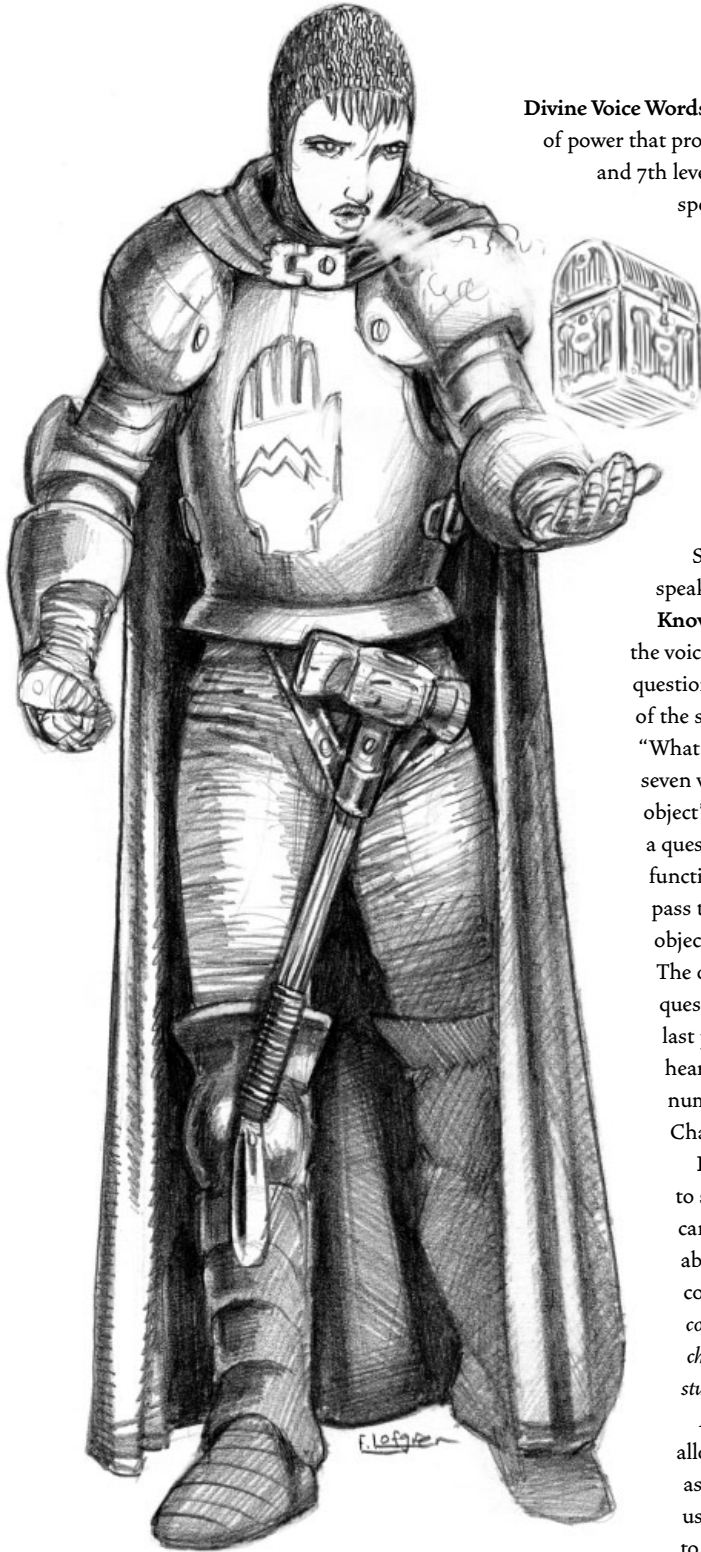
A speaker can use each ability once per day, but choosing one spell twice allows one to use it three times per day. Choosing a spell three times (counting as all three picks) allows a speaker to use it five times each day. The speaker uses her speaker of the divine class level plus any levels in a spellcasting class to determine caster level for each ability. Since the divine voice is so potent, saving throw DCs are equal to 13 + the speaker's Charisma bonus + spell level.

Protective Voice (Su): Using the divine voice, the 2nd-level and higher speaker can command the very air around her to protect her from harm. As long as she is not prohibited from speaking (within a *silence* spell, gagged, etc.) she can grant herself, as a free action each round, a deflection bonus to Armor Class equal to her speaker of the divine class level divided by two. Likewise, her protective voice grants her a resistance bonus of the same amount to all her saving throws.

Destructive Voice (Sp): With a single word, the 4th-level and higher speaker of the divine can wreak terrible destruction. The utterance causes a living creature's body to burst from within in a bloody spectacle, or makes the ground shudder and open, or tears a wall asunder. Usable once per day per speaker of the divine class level, this ability inflicts 1d6 points of damage per speaker of the divine class level plus any levels in a spellcasting class. This damage can be inflicted upon on a single creature; such a target may attempt a Fortitude saving throw (DC 10 + speaker class levels + speaker's Charisma bonus) to reduce the damage by half. The damage also can be inflicted upon a single object or a 10-foot-square area of a larger object or surface, such as a wall or floor. In any case, the target must be within 100 feet.

SPEAKER OF THE DIVINE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Divine voice syllables
2	+1	+0	+0	+3	Protective voice
3	+2	+1	+1	+3	Divine voice syllables
4	+3	+1	+1	+4	Destructive voice
5	+3	+1	+1	+4	Divine voice words
6	+4	+2	+2	+5	Knowledge voice
7	+5	+2	+2	+5	Divine voice words
8	+6	+2	+2	+6	Transport voice
9	+6	+3	+3	+6	Divine voice phrases
10	+7	+3	+3	+7	Divine voice speech



Divine Voice Words (Sp): The speaker of the divine can use the divine voice to speak words of power that produce magical, spell-like effects. Each time speakers gain this ability (at 5th and 7th levels), they can choose three spells from the following list to cast as special spell-like abilities (with no material or somatic components, although there is a verbal component—and the casting time is always a standard action): *acid fog*, *animal growth*, *animate objects*, *baleful polymorph*, *cloud-kill*, *control water*, *flame strike*, *flesh to stone*, *greater dispel magic*, *major creation*, *move earth*, *telekinesis*, *undeath to death*, *wall of force*, *wall of iron*, *wall of stone*, and *word of recall*.

A speaker can use each ability once per day, but choosing one spell twice allows one to use it three times per day. Choosing a spell three times (counting as all three picks) allows a speaker to use it five times each day. The speaker uses her speaker of the divine class level plus any levels in a spellcasting class to determine caster level for each ability.

Since the divine voice is so potent, saving throw DCs are equal to 13 + the speaker's Charisma bonus + spell level.

Knowledge Voice (Sp): With a command, the 6th-level and higher speaker of the voice can compel an inanimate, mindless object or location to answer a single question about itself. The answer can be no longer than one word per class level of the speaker. For example, a 7th-level speaker could ask a newfound staff, "What spells do you contain?" The staff will answer, but if it takes more than seven words to complete, the speaker gets only a partial answer. The limit of an object's or place's knowledge is up to the DM, but it always knows the answer to a question directly related to itself, such as "Who made you?" "What is your function?" "How many charges do you have?" or "What did the last person to pass through here look like?" Assume, for purposes of the answer, that the object has an Intelligence score of 10 and all the sensory abilities of a human. The object or place is not omniscient, however, so it may not know answers to questions like "Where is the key to this door?" or "What is the name of the last person who used you?" The answer is always a verbal one for all around to hear, spoken in the language of the question. The speaker can use this ability a number of times per day equal to her Charisma bonus (if she has no Charisma bonus, she can use the ability once per week).

Divine Voice Phrases (Sp): The speaker of the divine can use the divine voice to speak phrases of power that produce magical, spell-like effects. Speakers can choose three spells from the following list to cast as special spell-like abilities (with no material or somatic components, although there is a verbal component—and the casting time is always a standard action): *banishment*, *control weather*, *destruction*, *dictum* OR *holy word* OR *blasphemy* OR *word of chaos*, *earthquake*, *fire storm*, *polymorph any object*, *power word blind*, *power word stun*, *prismatic spray*, *prismatic wall*, *repulsion*, and *sunburst*.

A speaker can use each ability once per day, but choosing one spell twice allows one to use it three times per day. Choosing a spell three times (counting as all three picks) allows a speaker to use it five times each day. The speaker uses her speaker of the divine class level plus any levels in a spellcasting class to determine caster level for each ability. Since the divine voice is so potent, saving throw DCs are equal to 13 + the speaker's Charisma bonus + spell level.

Transport Voice (Sp): With a single word, the 8th-level and higher speaker of the divine can move anywhere in creation as if she had cast *greater teleport*. The speaker can use this ability a number of times per day equal to her Charisma bonus (if she has no Charisma bonus, she can use the ability once per week).

Divine Speech (Sp): The speaker of the divine can use the ultimate expression of the divine voice to command the universe to do her bidding. Once per day, the speaker can utter a *wish*. There is no experience-point loss for using the ability. The speaker uses a base of 10 + any spellcasting class levels to determine caster level (DC 23 + her Charisma bonus). Using this power, normally wielded only by gods, is draining to a mortal, however. After each use, the speaker suffers 2d6 points of temporary Constitution damage. She is stunned for 1d6+2 rounds and cannot use any divine voice abilities or cast any spells for 2d6 hours.

Conversions

The rules in the Book of Hallowed Might II: Portents and Visions are designed to fit well into any d20 System fantasy campaign with little to no conversion needed. This appendix shows how they could apply to one campaign in particular.

The material in this appendix is for DMs and players using *Monte Cook's Arcana Unearthed*. It offers advice for using the information in this book with those rules, plus it provides suggestions for how the rules might fit into the Diamond Throne setting specifically.

THE ORACLE OF JEZER-AT

Located on the banks of the Ghostwash, the Oracle of Jezer-At is home to mages and sages of all types. It's one of the few places where magisters rub elbows with greenbonds as well as runethanes and even witches. It is known throughout the Lands of the Diamond Throne as the most potent of oracles.

Enaul and Essoch fit into the Diamond Throne campaign setting well. While one would normally expect the litorians and even some faen to appreciate Essoch's outlook, neither race finds the regular worship of such a god appealing (faen have many gods, while litorians ignore all deities). Sibeccai and some verrik find the doctrines of Enaul to their liking. Omens, dreams, and visions are very appropriate for *Arcana Unearthed* and the Diamond Throne. Their use is highly encouraged. However, when using *Arcana Unearthed*, the future remains always mutable, and characters ultimately shape their own destinies.

The new skill, feats (all Truename), and magic items can be used with *Arcana Unearthed* without difficulty. Charm sets are used by the grynlocs (see *Legacy of the Dragons*) and can be adopted by others in the setting as well.

Use the following modifications for this chapter's spells:

AID FROM THE FUTURE

Level: 6 (Exotic)

Diminished Effects: The spell heals you fully, but you regain no cast spells.

Heightened Effects: The spell also frees you of any unwanted, nonpermanent, or Instantaneous enchantments or transformations.

Magic Item Creation Modifier: Single-use ×2

CITY TRANSPORT

Level: 8 (Exotic)

Diminished Effects: You are limited to no more than one teleportation per five caster levels.

Heightened Effects: You can transport between multiple cities as well as within one.

Magic Item Creation Modifiers: Constant ×2, single-use ×2

COMMUNE WITH THE CITY

Divination [Psionic]

Level: 5 (Exotic)

Diminished Effects: Each question has a chance of being answered equal to 50 percent + 1 percent per caster level.

Heightened Effects: The spell offers an additional question for every four caster levels.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×3

FUTURESIGHT

Divination [Psionic]

Level: 7 (Exotic)

Diminished Effects: The future time viewed is no sooner than one week and no later than one week plus two days per caster level.

Heightened Effects: If the DM allows it, the spell pinpoints a specific point in time of your choosing. Otherwise, N/A.

Magic Item Creation Modifiers: Constant ×2, Single-use ×3

LORD OF THE CITY

Divination [Psionic]

Level: 9 (Exotic)

Diminished Effects: The spell does not allow you to pinpoint single creatures and know their status or location, nor can you send them a message.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

PEER INTO THE FUTURE

Divination [Psionic]

Level: 5 (Exotic)

Diminished Effects: The spell has a chance of functioning equal to 50 percent + 1 percent per caster level.

Heightened Effects: There is no limit to the distance into the future you can see (but it is still random).

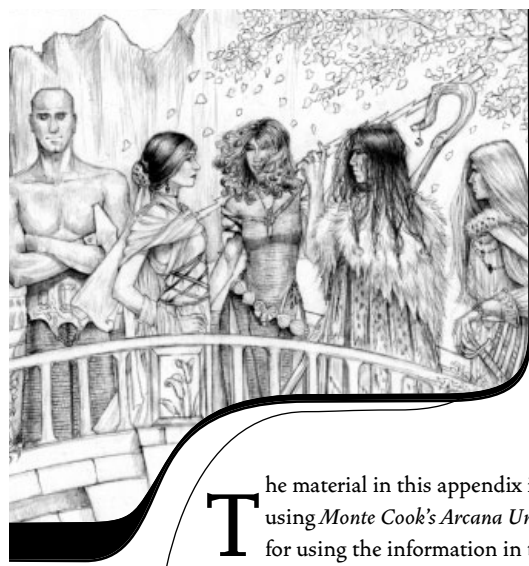
Magic Item Creation Modifiers: Constant ×2, single-use ×3

PRECOGNITIVE FLASHES

Divination [Psionic]

Level: 4 (Simple)

Diminished Effects: The bonus gained applies only to attack rolls.



Heightened Effects: The insight bonus becomes +2.
Magic Item Creation Modifier: Constant $\times 4$

PROPHETIC WARNING

Divination [Mind-Affecting, Truename]

Level: 6 (Complex)

Diminished Effects: The spell's duration becomes 1 round per level.

Heightened Effects: The spell provides two *prophetic warnings* (it can be used twice during the duration).

Magic Item Creation Modifier: Constant N/A

WILL OF THE GODS

Level: 3 (Exotic)

A character must have the Priest feat to cast this spell.

Diminished Effects: The chance of gaining an answer is 20 percent lower than normal.

Heightened Effects: The chance of gaining an answer is 20 percent higher than normal.

Magic Item Creation Modifier: Single-use $\times 2$

UNDERWAVE

Underwave lies deep below the surface of the Great Eastern Sea. The giants know and respect the power of Dorana, and her worship is common along the eastern coast.

All of this chapter's feats are useful in an *Arcana Unearthed* campaign except Channel Divine Vengeance. Eye of Justice and Seeker Spell require one to have the Priest feat as well as being a spellcaster. Attune Vengeful Magic, Eye of Justice, Improved Vengeful Fury, Seeker Spell, and Vengeful Fury are Truename feats. All the rest are General feats.

The lightning bearer prestige class does not fit into the *Arcana Unearthed* rules well, as it relies so heavily on turning undead.

Use the following modifications for spells in this chapter:

BULLY'S CURSE

Enchantment (Compulsion) [Mind-Affecting, Curse, Truename]

Level: 4 (Simple)

The duration is Permanent, and only *remove curse* can overcome the spell's effects.

Diminished Effects: The victim suffers a -2 penalty to attacks, and no penalty to Armor Class.

Heightened Effects: The caster does not need to know the target's truename.

GIANT'S CURSE

Enchantment (Compulsion) [Mind-Affecting, Curse, Truename]

Level: 3 (Simple)

The duration is Permanent, and only *remove curse* can overcome the spell's effects.

Diminished Effects: The penalty to attacks and Spot checks becomes only -2 .

Heightened Effects: The caster does not need to know the target's truename.

MIRROR SPELL

Level: 4 (Complex)

Diminished Effects: Only 1st-level or lower spells may be mirrored.

Heightened Effects: Spells of 4th level or lower may be mirrored.

MIRROR SPELL, GREATER

Level: 8 (Complex)

Diminished Effects: Only 5th-level or lower level spells may be mirrored.

Heightened Effects: Any spell may be mirrored.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

VENGEFUL SHIELD

Level: 3 (Complex)

Diminished Effects: Those attacking you suffer only 1d3 points of damage.

Heightened Effects: Those attacking you suffer 2d6 points of damage.

THE FALLEN CITY OF ENDERFEL

Enderfel lies in Verdune, lost amid so many other ruined cities. Small numbers of creatures of various races revere Mallock. Chief among them, surprisingly, are the harrids.

The feats Master of Words and Worm Tongued work well in *Monte Cook's Arcana Unearthed* if you drop the prerequisite for Persuasive. Both are Truename feats.

Use the following modifications for spells in this chapter:

BINDING PACT

Level: 4 (Simple)

Diminished Effects: Those breaking the pact suffer 1 point of damage to all ability scores per day.

Heightened Effects: Those breaking the pact suffer 3 points of damage to all ability scores per day.

CLOUD THE MIND

Enchantment [Mind-Affecting, Psionic]

Level: 1 (Simple)

Diminished Effects: The target suffers a -1 penalty. The duration becomes 1 round per level.

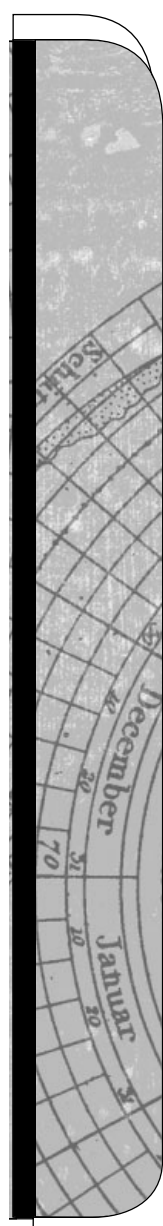
Heightened Effects: The duration is 10 minutes per level.

DISRUPT REFLEXES

Enchantment [Mind-Affecting, Psionic]

Level: 1 (Simple)

Diminished Effects: The target suffers a -1 penalty to initiative rolls and Reflex saves. The duration is 1 round per level.



Heightened Effects: The duration becomes 10 minutes per level.

HONEYED WORDS

Enchantment [Mind-Affecting, Psionic]

Level: 2 (Simple)

Diminished Effects: You gain a +2 bonus to affected Bluff and Diplomacy checks.

Heightened Effects: The duration becomes 10 minutes per level.

Magic Item Creation Modifier: Constant N/A

THE WORLD FORGE

Urgan is a god appreciated by giants as well as some sibeccai and verrik. Tales of Urgan's Cave and the World Forge are told throughout the Lands of the Diamond Throne.

The feats in this chapter are usable in *Arcana Unearthed* as General feats without issue except for Druid of Earth and Metal, which has no application.

Use the following modifications for spells in this chapter:

BLACKSMITH'S CURSE

Level: 8 (Simple)

Despite its name, this is not an actual curse spell.

Diminished Effects: The area becomes only a 20-foot burst.

Heightened Effects: All metal items are affected, and non-magical items get no saving throw.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

COMMAND METAL

Level: 7 (Simple)

Diminished Effects: A standard action is required each round to control the metal object or change targets.

Heightened Effects: The spell can alter and destroy magic items. Metal items used to attack via this spell inflict an additional +1d6 points of damage. Metal items can move up to 30 feet in a round.

EARTHEN CLAW

Level: 2 (Simple)

Diminished Effects: The claw has no Strength modifier.

Heightened Effects: The duration becomes 1 round per level, during which the claw can make one attack per round at any creature within reach (but it cannot move).

EARTH'S EMBRACE

Level: 5 (Simple)

Diminished Effects: Damage reduction conferred is only $\frac{3}{4}$ adamantine (or $\frac{3}{4}$ —) and you cannot form a protective shell.

Heightened Effects: The duration becomes one minute per level.

MOLTEN BLAST

Level: 5 (Complex)

Diminished Effects: Damage inflicted becomes 1d4 points per level, maximum 15d4.

Heightened Effects: Damage inflicted becomes 1d8 points per level, maximum 15d8.

MOUNTAIN OF THE VOICE

Far from the well-known Lands of the Diamond Throne, in the distant Unknown West, lies the Mountain of the Voice. Kulaj's followers would find some giants among their ranks, as well as many humans. Even the dragons of old revered mighty Kulaj.

Speakers of the divine are rare in the Lands of the Diamond Throne, but they do exist. Change the Persuasive requirement for this prestige class to Skill Application (Bluff and Intimidate). You can use the spell-like abilities lists as they are or replace spells not from *Monte Cook's Arcana Unearthed* with dramatic simple or complex spells from that book (like *sorcerous blast* or *shape element*).

The feat and magic items can be used as they are; Craft Constant Item allows a character to create keyed spell items, and Alchemy is needed to make admixtures. A keyed spell item allows a character to cast a spell without readying it. A universal keyed spell item allows a witch to cast even a complex or exotic spell, for example, or a magister to cast an exotic spell, without the required feat.

Use the following modifications for spells in this chapter:

BURNING RAIN

Level: 4 (Simple)

Diminished Effects: The spell inflicts 1d6 points of damage each round.

Heightened Effects: The spell inflicts 3d6 points of damage each round.

DRY RAIN

Level: 2 (Simple)

Diminished Effects: The spell has a maximum duration of 10 rounds and inflicts no damage.

Heightened Effects: The spell's area is a cylinder 30 feet in radius and up to 100 feet high. Creatures of size Huge or smaller must spend actions to get free.

GEYSER

Level: 3 (Simple)

Diminished Effects: The spell inflicts 2d8 points of damage per round. Only creatures of size Large or smaller can be knocked prone.

Heightened Effects: The area increases to a 10-foot-radius cylinder 50 feet high. Any size creature potentially can be knocked prone.

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Caster knows general status of a city's

population, is aware of major issues and threats, and can find and communicate with anyone in it.

6th-Level Future Spell

AID FROM THE FUTURE14
Your future self aids you in the present through hit point and spell transfer.

6th-Level Bard Spells

CITY TRANSPORT14
Caster can teleport anywhere in a city every other round.

COMMUNE WITH THE CITY14
Caster knows general status of a city's population and can find and communicate with anyone in it.

1st-Level Cleric Spells

CLOUD THE MIND35
Target suffers a -4 penalty to Listen, Sense Motive, and Spot.

DISRUPT REFLEXES35
Target suffers a -4 penalty to initiative checks and -2 penalty to Reflex saves.

2nd-Level Cleric Spells

DRY RAIN52
Rains sand down in a 20-foot radius, inflicting 1d6 points of damage per round and burying targets.

GIANT'S CURSE24
Foe suffers a -4 penalty to attack smaller creatures and a -4 penalty on Spot checks to notice them.

HONEYED WORDS35
Grants a +4 competence bonus to Bluff and Diplomacy involving speaking.

3rd-Level Cleric Spells

BULLY'S CURSE24
Foe suffers -4 penalty to attacks and -2 penalty to Armor Class against creatures of lower Hit Dice.

GEYSER53
Geyser inflicts 3d8 points of damage and knocks down foes.

VENGEFUL SHIELD25
Attackers suffer 1d6 points of force damage when they strike caster.

WILL OF THE GODS16
Foretells the gods' opinion on a matter.

4th-Level Cleric Spells

BINDING PACT34
Compels caster and another to keep a pact or suffer 2 points of damage to all ability scores per day.

BURNING RAIN52
Targets suffer 2d6 points of fire damage per round.

MIRROR SPELL25
Switches a non-Instantaneous 3rd-level or lower spell from one target to another.

PRECOGNITIVE FLASHES15
Caster gains +1 insight bonus to attack rolls, Armor Class, and Reflex saving throws.

5th-Level Cleric Spells

PEER INTO THE FUTURE15
Caster looks at a random moment in his possible future.

6th-Level Cleric Spells

PROPHETIC WARNING15
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Caster looks at a random moment in a creature's possible future.

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Switches a non-Instantaneous 7th-level or lower spell from one target to another.

2nd-Level Druid Spells

DRY RAIN52
Rains sand down in a 20-foot radius, inflicting 1d6 points of damage per round and burying targets.

EARTHEN CLAW46
Summons a claw made of earth that attacks, inflicting 2d6 points of damage.

3rd-Level Druid Spells

GEYSER53
Geyser blasts upward, inflicting 3d8 points of damage and knocking down foes.

4th-Level Druid Spells

BURNING RAIN52
Targets suffer 2d6 points of fire damage per round.

5th-Level Druid Spells

EARTH'S EMBRACE46
Gives caster DR 5/adamantine (or 10/+1) and creates a protective shell that wards caster from all attacks.

MOLTEN BLAST46
Summons a blast of hot magma that inflicts 1d6 points of damage per caster level and encases foes in rocky shell.

7th-Level Druid Spells

COMMAND METAL45
Commands a metal object as a free action to move, attack, or change shape.

8th-Level Druid Spells

BLACKSMITH'S CURSE45
Destroys all weapons, shields, and armor in a 40-foot burst.

1st-Level Sorcerer/Wizard Spells

ENCH CLOUD THE MIND35
Target suffers a -4 penalty to Listen, Sense Motive, and Spot.

ENCH DISRUPT REFLEXES35
Target suffers a -4 penalty to Initiative checks and a -2 penalty to Reflex saves

2nd-Level Sorcerer/Wizard Spells

CONJ EARTHEN CLAW46
Summons a claw made of earth that attacks, inflicting 2d6 points of damage

ENCH HONEYED WORDS35
Caster gains a +4 competence bonus to all Bluff and Diplomacy checks that involve speaking.

4th-Level Sorcerer/Wizard Spells

DIV PRECOGNITIVE FLASHES15
Caster gains +1 insight bonus to attack rolls, Armor Class, and Reflex saving throws.

5th-Level Sorcerer/Wizard Spells

CONJ MOLTEN BLAST46
Summons a blast of hot magma that inflicts 1d6 points of damage per caster level and encases foes in rocky shell.

ENCH BINDING PACT34
Compels caster and another to keep a pact or suffer 2 points of damage to all ability scores per day.

EVOC EARTH'S EMBRACE46
Gives caster DR 5/adamantine (or 10/+1) and creates a protective shell that wards caster from all attacks.

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